

Name: Sgt. Phandrar
Player: Bryan Stephens



Andorian in Blue, Scout in Green,
 Marines in Red Seniority Points in
 orange, Personal Interest Skills in
 Purple

Star Fleet Information	
Rank	Sgt.
Service Division	Scout
Branch	Marine
Seniority	13
Background	7-

Val	Char	Roll	Base	Cost	Max	Pts.
15	STR	12 -	10	1	20	5
18	DEX	13 -	10	3	20	24
15	CON	12 -	10	2	20	10
12	BODY	11 -	10	2	20	4
23	INT	14 -	13	1	23	10
15	EGO	12 -	10	2	20	10
10	PRE	11 -	10	1	20	0
10	COM	11 -	10	0.5	20	0
6	PD (STR/5)		3	1	8	3
6	ED (CON/5)		3	1	8	3
4	SPD (1+DEX/10)		2.8	10	4	12
6	REC (STR/5)+(CON/5)		6	2	10	0
30	END (CON*2)		30	0.5	50	0
28	STUN (BODY)+ (STR/2)+(CON/2)		28	1	45	0
Characteristic Cost:						81

Movement	Description
Run 6	Race Andorian
Swim: 2	Height 5'10" Gender M
Jump(L): 3	Weight 150 Age 24
Jump(H): 1.5	

Disadvantages	Base	75	+Pts.
Star Fleet			
Personal Interest Points			5
Social Lim: Subject to orders			20
Seniority Points			2
Andorian			
Social Lim: -2 to Pre Skills with non-Andorians (10)			
Other			
Hunted: Klingon Empire (As powerful, Lim. Area, NCI)	8-		10
Watched: Adm. Billingsly (stemming from that Casino Incident) (More powerful, NCI, Easy for Admerial to find)	8-		15
Psy Lim: Loner (common, moderate)			10
Reputation: Poor companion, 11- (Ship personnel)			5
Psy Lim: Protective of Innocents			15

Pts.	Skill / Talent / Perk / Power	Lvl	End	Roll
Star Fleet Package				
1	TF: Shuttle			
1	WF: Energy Arms			
2	WF: Zero Gravity Combat			
3	+1 w/ Block, Punch, Kick			
3	General Systems Operations			13-
1	SysFam: Transporters			13-
1	SysFam: Field Equipment			13-
1	SysFam: Damage Control			13-
1	Familiarity: First Aid			8-
2	KS: Star Fleet Regulations & Operations			11-
0	Culture: Andorian			
0	English			
0	Language Andorian			
5	+1 Hand to Hand Cbt.			
2	WF: Melee Weapons			
2	+1 with Phaser			
3	Tracking			13-
3	Stealth			13-
3	Shadowing			13-
3	Climbing			13-
2	Survival: Desert			13-
3	+ 1 to Background rating			
1	Survival: Arctic			13-
1	Survival: Jungle			13-
1	Survival: Forest			13-
1	Survival: Urban			13-
14	+7 range mod w/ phasers			
3	+ 1 range mod all weapons			
2	+1 with range mod w/ phasers			
2	PS: Astronomy			11-
3	KS: Constellations			13-

Pts.	Skill / Talent / Perk / Power	Lvl	End	Roll
6	Andorian			
	+2 to Perception Rolls			
	+2 Hearing Rolls			
	+2 to Smell Rolls			
	Range Sense			

Experience	Disadvantages Total: 157
0	Experience Spent: 0
	Total Cost: 157

76	:Skill / Talent / Perk / Power Cost
81	+Characteristics Cost
157	=Total Cost