



CHARACTER SHEET

Name: Ensign Expendable

Race: Human

Appearance: Somehow you get the feeling you won't get to know him very well...

Player:

Ht: 5'

Wt: 10"

Age: 22

Spent: 37

Unspent: 0

ST 11 [10]	HP 10 [-2]	Basic Speed 5.25 [0]
DX 11 [20]	Will 11 [-5]	Basic Move 5 [0]
IQ 12 [40]	Per 10 [-10]	BL 24 lb (ST×ST)/5
HT 10 [0]	FP 10 [0]	Thr 1d-1 Sw 1d+1
TL 11 [0]	SM +0	

Vision 10	Taste/Smell 10	Death Check 9*
Hearing 10	Fright Check 13†	Broad Jump 2.33 yd
Touch 10	Consciousness 10	High Jump 1.67 ft

* Includes: -1 from 'Easy to Kill' † Includes: +2 from 'Fearlessness'

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
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FP	0 FP	} Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.
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ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	8	7	6	5	4

PARRY	PARRY	BLOCK	DODGE	DR
8	8		8	0
Brawling	DX		None	Torso

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
* Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs	

CULTURAL FAMILIARITIES	
Name	Pts
Federated Stars (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
English (Native)	Native	Native	[0]

ADVANTAGES	
Name	Pts
Fearlessness 2	[4]
Military Rank 1	[5]

DISADVANTAGES	
Name	Pts
Curious (12 or less)	[-5]
Duty (Federated Star Team; 15 or less (almost always); Extremely Hazardous)	[-20]
Easy to Kill -1	[-2]
Overconfidence (12 or less)	[-5]
Unluckiness	[-10]

QUIRKS	
Name	Pts
Enjoys Volunteering For Dangerous Assignments	[-1]

SKILLS			
Name	Level	Relative	Pts
Beam Weapons/TL11 (Pistol)	12	DX+1	[2]
Brawling	11	DX+0	[1]
Parry: 8			



SKILLS (continued)			
Name	Level	Relative	Pts
Climbing	10	DX-1	[1]
Computer Operation/TL11	12	IQ+0	[1]
Engineer/TL11 (Electronics)	10	IQ-2	[1]
Mathematics/TL11 (Applied)	10	IQ-2	[1]
Navigation/TL11 (Space)	11	IQ-1	[1]
Observation	5	Per-5	[0]
Piloting/TL11 (Low-Performance Spacecraft)	11	DX+0	[2]
Poetry	11	IQ-1	[1]
Running	9	HT-1	[1]
Savoir-Faire (Military)	12	IQ+0	[1]
Search	5	Per-5	[0]
Spacer/TL11	12	IQ+0	[1]
Stealth	10	DX-1	[1]
Survival (Desert)	9	Per-1	[1]
Swimming	10	HT+0	[1]
Traps/TL11	7	IQ-5	[0]
Vacc Suit/TL11	10	DX-1	[1]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[53]
Advantages, Perks	[9]
Disadvantages, Quirks	[-43]
Skills, Techniques	[18]
Total Points Spent:	37
Unspent Points:	0

DESCRIPTION

Graduated in the bottom 25% of his class. Was assigned to a survey ship out of the academy, then through a twist of fate was transferred to extremely hazardous duty on board a battlecruiser near the Neutral Area.

He soon ingratiated himself with the captain and is excited to go on his first away mission...I'm sure everything will go fine...just fine...

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	11	8	1d-2 cr	C	-	-	
Brawling: Bite	11	-	1d-2 cr	C	-	-	
Brawling: Kick	9	-	1d-1 cr	C,1	-	-	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Blaster Pistol	12	3d(5) burn sur	5	300 yd / 900 yd	3	200(3)	4	-2	1	3	[4,5]

EQUIPMENT			
Qty	Item	Cost	Weight
1	Blaster Pistol <small>Description: TL:11 LC:3 Damage:3d(5) burn Acc:5 Range:300/900 RoF:3 Shots:200(3) ST:4 Bulk:-2 Rcl:1 Skill:Beam Weapons (Pistol) Notes: [4,5] Includes "smartgun" electronics (see p. B278). Burn damage has Surge modifier (p. B105). In superscience games, an "omni-blaster" costs twice as much, but has a "stun" setting: damage becomes HT-3(3) aff. On a failed HT roll the victim is unconscious for minutes equal to his margin of failure.</small>	2200	1.6 lb
1	Blaster Pistol (Ammunition)	10	8 oz
1	Communications Device	300	-
1	Handheld Scanner	1500	1 lb
1	Star Team Uniform <small>Description: Your "best outfit," which will usually include at least some accessories (hat, gloves, etc.) or jewelry. 40% of cost of living; 2lbs.</small>	200	2 lb