100 Points **I**dentity Miscellaneous Portrait Name Kirk Porkins Created Apr 28, 2021 at 1:11 PM Unspent 24 Modified Jun 9, 2021 at 4:59 PM Title Ensign 0 Race Organization Star Fleet, Command Division Player Adam Thornton **70** Attributes 43 Advantages Description -72 Disadvantages Gender Male ★ Height 6'1" ≭ Hair Black -3 Ouirks > Weight 165 lb **≭** Eyes **Brown** Age 24 62 Skills Size +0 ≯ Skin Pale ★ Birthday April 9 O Spells Religion TL 11 Hand Right Humanoid Encumbrance, Move & Dodge Primary Attributes Secondary Attributes [-10] 9 Strength (ST) [0] 14 Will Roll Where | Penalty | DR Level Max Load Move Dodge [0] 14 Fright Check [0] 10 Dexterity (DX) Eyes -9 0 • 0 None 16 lb 5 8 [80] 14 Intelligence (IQ) [0] 14 Perception (Per) 3-4 Skull -7 2 32 lb 1 Light 4 7 [0] 10 Health (HT) [0] 14 Vision Face -5 0 2 Medium 48 lb 3 6 5 -2 96 lb [0] **14** Hearing 6-7 Right Lea 0 3 Heavy 2 5 1d-2 Basic Thrust [0] 14 Taste & Smell Right Arm -2 4 X-Heavy 160 lb 4 8 0 1 1d-1 Basic Swing 0 [0] 14 Touch 9-10 0 Torso Lifting & Moving Things [0] 5 Basic Speed 11 Groin -3 0 16 lb Basic Lift -2 [0] 5 Basic Move 12 Left Arm 0 32 lb One-Handed Lift -2 13-14 Left Leg 0 Point Pools 128 lb Two-Handed Lift 0 15 Hand -4 10 FP [Rested] **10** of 192 lb Shove & Knock Over [0] Foot -4 0 16 [0] 9 of 9 HP [Healthy] 384 lb Running Shove & Knock Over 17-18 Neck -5 0 240 lb Carry On Back Vitals -3 0 800 lb Shift Slightly Modifier Reaction +1 from sapient being with whom you actively interact (converse, lecture, etc.) +1 to Influence rolls Melee Weapons Usage Lvl Parry Block Damage Reach ST **Natural Attacks** Bite 10 No No 1d-3 cr С **Natural Attacks** 8 No **Kick** 1d-2 cr C,1

Natural Attacks			Punch 10 8 1d-3 cr C				
Advantages & Disadvantages	Pts		Skills	SL	RSL	Pts	
Charisma 1	5	B41	Acting	13	IQ-1	1	B174
Fit	5	B55	Administration	13	IQ-1	1	B174
+1 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate (but not FP spent for spells or psi powers)			Area Knowledge (Federation Space) Location of the capitals of interplanetary states and the homeworlds of major races;	14	IQ+0	1	B176
Natural Attacks	0	B271]				
Starfleet Rank 3	15	B29					
Resistant	3	B81	understanding of relations between interplanetary states				
Disease; +3 to all HT rolls to resist			Actronomy/TI 11	12	IQ-2	1	B179
Social Regard 3	15	B87	Beam Weapons/TL11 (Pistol)	10		1	B179
Respected: Starfleet Officer	70		Computer Operation/TL11	14	IQ+0	1	B184
▼ Disadvantages	-72			12	IQ-2	1	B184
Code of Honor (Starfleet)	_	B127	0 1 57144	14	IQ+0	4	B186
Curious	-5	B129	Default: Mathematics/TL11 (Cryptology) - 5	14	IQTO	-	D 100
CR: 12 (Resist Quite Often) Make a self-control roll when presented with an			Diplomacy	13	IQ-1	2	B187
interesting item or situation			Electrician/TL11	15	IQ+1	4	B189
Duty (Starfleet)	-15	B133		15	IQ+1	4	B189
FR: 15			(Communications)			•	2.07
Gluttony	-5	B137	Default: Electronics Repair/TL11				
CR: 12 (Resist Quite Often)			(Communications) - 5				
Make a self-control roll when presented with a tempting morsel or good wine that, for some reason, you should			Electronics Operation/TL11	13	IQ-1	1	B189
resist. If you fail, you partake – regardless of the			(Transporter)				
consequences.			Default: Electronics Repair/TL11				
			(Communications) - 5				
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Advantages & Disadvantages	Pts		Skills	SL	RSL	Pts	
Lecherousness	-7	B142	Electronics Operation/TL11 (Tricorder)	13	IQ-1	1	B189
CR: 15 (Resist Almost All The Time)			Default: Electronics Repair/TL11				
Make a self-control roll whenever you have more than			(Communications) - 5				
the briefest contact with an appealing member of the sex you find attractive, at -5 if this person is			Electronics Repair/TL11	15	IQ+1	4	B190
Handsome/Beautiful, or at -10 if Very Handsome/Very			(Communications)				
Beautiful. If you fail, you must make a "pass" using			Electronics Repair/TL11 (Matter	13	IQ-1	1	B190
whatever wiles and skills you can bring to bear.			Transmitters)				
Pacifism: Reluctant Killer	-5	B148	Electronics Repair/TL11 (Sensors)	13	IQ-1	1	B190
You are psychologically unprepared to kill people. Whenever you make a deadly attack (e.g., with a knife			Engineer/TL11 (Space Stations)	12	IQ-2	1	B190
or a gun) against an obvious person whose face is			Engineer/TL11 (Electrical)	12	IQ-2	1	B190
visible to you, you are at -4 to hit and may not Aim. If			Default: Electrician/TL11 - 6				
you cannot see the foe's face (due to a mask, darkness,			Engineer/TL11 (Electronics)	12	IQ-2	1	B190
or distance, or because you attacked from behind), the penalty is only -2, save in close combat. You have no			Default: Electronics Repair/TL11 (Communications) - 6				
penalty to attack a vehicle (even an occupied one), an			Erotic Art	9	DX-1	1	B192
opponent you do not believe is a person (including			Expert Skill (Xenology)	12	IQ-2	1	B193
things with Horrific or Monstrous appearance), or a			First Aid/TL11	14	IQ+0	1	B195
target you can't actually see (e.g., a set of map coordinates or a blip on a radar screen). If you kill a			Free Fall	9	DX-1	1	B197
recognizable person, the effect on you is the same as			History (Recent Federation)	12	IQ-2	1	B200
for Pacifism: Cannot Kill. You have no problem with			Judo	8	DX-2	1	B203
your allies killing; you may even supply ammo, loaded			Allows parrying two different attacks per			'	D200
weapons, and encouragement! You just can't do the killing yourself.			turn, one with each hand.				
Sense of Duty	-10	B153	Law (Federation)	12	IQ-2	1	B204
Federation			Leadership	14	IQ+0	1	B204
Skinny	-5	B18	Mathematics/TL11 (Applied)	12	IQ-2	1	B207
-2 ST vs. knockback			Mathematics/TL11 (Cryptology)	12	IQ-2	1	B207
Xenophilia	-10	B162	Mechanic/TL11 (Antimatter Reactor)	13	IQ-1	1	B207
CR: 12 (Resist Quite Often)	_		Mechanic/TL11 (Contragravity)	13	IQ-1	1	B207
▼ Quirks Broad-Minded	-3	D160	Mechanic/TL11 (Space Station)	15	IQ+1	4	B207
	-1	B163	Musical Instrument (Guitar)	12	IQ-2	1	B211
Blue Suede Shoes	-1		Navigation/TL11 (Space)	13	IQ-1	1	B211
Smokes "cigarette" because he thinks it's cool	-1		Default: Astronomy/TL11 - 4				
			Operations/TL11 (Space)	12	IQ-2	1	PD100
			Physics/TL11	11	IQ-3	1	B213
			Piloting/TL11 (Aerospace)	9	DX-1	1	B214
			Research/TL11	13	IQ-1	1	B217
			Savoir-Faire (Military)	14	IQ+0	1	B218
			Sex Appeal	9	HT-1	1	B219
			Singing	10	HT+0	1	B220
			Spacer/TL11	14	IQ+0	1	B185
			Strategy (Space)	12	IQ-2	1	B222
			Survival (Tropical)	13	Per-1	1	B223
			Tactics	12	IQ-2	1	B224
			Vacc Suit/TL11	9	DX-1	1	B192
		Note	98				

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Certifications		
Communications Officer		
Station Engineer		