

CHARACTERISTICS

12	STR	11-	Lift: 132.0kg	END: 2
15	DEX	12-		
13	CON	12-	PD: 5	ED: 5
13	INT	12-	PER Roll 12-	
13	EGO	12-		
15	PRE	12-	PRE Attack: 3d6	

MOVEMENT 1 END per 10m

Running: 13m (26m); Swimming: 4m (8m); Leaping: 4m (8m)

DESCRIPTION

Appearance: 1.75 m, 70 kg, Brown hair, Brown eyes.

Personality: Chekov is inexperienced, but eager to please. He is cheerful, and has quickly formed close friendships with Sulu and Uhura.

Chekov is proud of his Russian heritage. He speaks with a mild Russian accent, claims many things to be Russian (if he's joking, he's deadpan about it), and refers to people he doesn't like as "Cossacks".

He respects and admires Captain Kirk.

Quote: "Scotch? It was invented by a little old lady from Leningrad."

"That cossack!"

"The Garden of Eden was just outside Moscow. A very nice place. Must've made Adam and Eve very sad to leave."

"I think we're in a lot of trouble."

COMPLICATIONS

Distinctive Features: Starfleet Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)

Social Complication: Subject to orders (Very Frequently; Major))

Hunted: Starfleet Command Infrequently (Mo Pow; NCI; Watching)

Unluck: 1d6



COMBAT INFORMATION

OCV:	6	(17- to hit)	DCV:	6
OMCV:	0	(11- to hit)	DMCV:	3
SPD:	3	INIT:	15	
PHA:	4, 8, 12			

POWERS & TACTICS

Chekov is a gifted navigator, and has a growing interest in security procedures. He's a fair shot with a phaser, and what he lacks in experience, he makes up for in enthusiasm.

He has a knack for sensing trouble, though it has occasionally let him down.

ATTACKS **END** **EFFECT**

<i>STR Strike</i>	2	HA (PD) 2d6
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SKILL LEVELS

+1 with Ranged Combat

DEFENSES

DEFENSE	Physical	Energy	Mental	Power
Normal	5	5	0	0
Resistant	3r	3r		

MAX

RECOVERY: 5

STUN 30

END 30

BODY 10

SKILLS, TALENTS, & PERKS

Perception12-

Combat Skills

- Fast Draw12-
- WF: Beam Weapons, Common Melee Weapons, Energy Weapons

Professional skills & knowledge

- *Starfleet Officer*: PS11-
- *Russian Culture*: KS11-
- *Federation Culture*: KS11-

Practical skills

- Navigation14-
- Security Systems10-
- TF: Science Fiction & Space Vehicles

Social Skills

- Charm13-
- Conversation12-
- Persuasion12-
- Deduction10-
- Shadowing10-
- Stealth10-

SKILL LEVELS

+1 with Ranged Combat

LANGUAGES

Russian Language (idiomatic) (4 Active Points)
English Language (completely fluent)

PERKS

Lieutenant: Fringe Benefit: Lieutenant

TALENTS

+2/+2d6 Striking Appearance (vs. all characters)
Danger Sense (immediate vicinity, out of combat) 12-
Combat Luck (3 PD/3 ED)

POWERS

Luck 2d6

BACKGROUND

Pavel Andreivich Chekov was born in St Petersburg, Russia, on September 19, 2245, the only child of Andrei Dimitrievich and Larisa Irinova Chekov. Before he could read, his family moved to Luna. Pavel's interest in space began when he was 6 and his parents bought him his first telescope. Pavel's mother died when he was still a child; he had a distant relationship with his father.

Chekov was assigned to the USS Enterprise as a Starfleet cadet in 2264. After he graduated from Starfleet Academy, he was assigned to the Enterprise as an ensign. In 2267 he was promoted to lieutenant and appointed as the ship's navigator.