

CHARACTERISTICS

13	STR	12-	Lift: 151.6kg	END: 3
15	DEX	12-		
13	CON	12-	PD: 5	ED: 5
16	INT	12-	PER Roll 12-	
18	EGO	13-		
20	PRE	13-	PRE Attack: 4d6	

MOVEMENT

1 END per 10m

Running: 12m (24m); Swimming: 4m (8m); Leaping: 4m (8m)

DESCRIPTION

Appearance: 1.80 m, 77 kg, Brown hair, Hazel eyes.

Personality: Kirk is a born leader. He cares for his crew and his ship, but is willing to put them - and himself - on the line to achieve his mission.

He is a creative problem-solver, given to using his intuition and unorthodox solutions.

He has a strong commitment to the principles of the Federation and of Star Fleet.

Quote: "You either believe in yourself or you don't."

"Intuition, however illogical, is recognized as a command prerogative. "

"Our missions are peaceful...not for conquest. When we do battle, it is only because we have no choice. "

COMPLICATIONS

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

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

Psychological Complication: Sense of Duty: (Common; Strong)

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

Psychological Complication: Eye for the Ladies (but the only woman he truly loves is the Enterprise) (Common; Moderate)



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

Kirk is an able hand-to-hand and ranged combat fighter, but his real abilities lie in tactics and command. He is very charismatic, and great understanding of combat situations. If he takes a moment to read a battlefield, he may give bonuses to those under his command.

ATTACKS

END EFFECT

<i>STR Strike</i>	3	HA (PD) 2 ½d6
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SKILL LEVELS

+2 with All Attacks

MARTIAL ARTS OCV DCV Notes

Martial Throw	+0	+1	2 ½d6 +v/10, Target Falls
Martial Strike	+0	+2	4 ½d6 Strike
Flying Tackle	+0	-1	2 ½d6 +v/10 Strike; You Fall, Target Falls; FMove
Martial Block	+2	+2	Block, Abort

DEFENSES

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

MAX

RECOVERY: 6

STUN 30

END 25

BODY 13

SKILLS, TALENTS, & PERKS

Perception12-

Combat skills

- Tactics16-
- Combat Piloting12-
- WF: Beam Weapons, Common Melee Weapons, Energy Weapons, Small Arms, Vehicle Weapons (group)

Practical Skills

- Riding12-
- Survival (Temperate/Subtropical, Tropical, Desert, Mountain)12-
- TF: Common Motorized Ground Vehicles, Science Fiction & Space Vehicles, Equines
- Systems Operation12-
- Paramedics10-
- Weaponsmith (Energy Weapons, Firearms, Muscle-Powered HTH, Muscle-Powered Ranged)8-
- Breakfall12-
- Acrobatics12-

Professional Skills & Knowledge

- *Starship Captain*: PS13-
- *Federation Law & Culture*: CuK11-
- *American History*: KS11-
- *Military History*: KS12-
- Science Skill: Astrogation11-

Social Skills

- High Society13-
- Interrogation13-
- Deduction12-
- Conversation13-
- Oratory13-
- Persuasion13-
- Charm13-

SKILL LEVELS

+2 with All Attacks

LANGUAGES

English Language (idiomatic) (4 Active Points)
Orion Language (basic conversation)

PERKS

Fringe Benefit: Captain

Capable officer: Positive Reputation (A large group) 11-, +2/+2d6

TALENTS

+1/+1d6 Striking Appearance (vs. all characters)
Combat Luck (3 PD/3 ED)

POWERS

Luck 3d6

BACKGROUND

James Tiberius Kirk was born on March 22, 2233, in Iowa, USA, to George and Winona Kirk. Both his parents were serving Star Fleet officers. At age 13, while in a colony on the planet Tarsus IV, Kirk was one of only 9 surviving eyewitnesses to the eugenics-inspired massacre of the "least fit" colonists by Governor Kodos.

Kirk returned to Earth in 2250 to attend Star Fleet Academy, where an older cadet, Finnegan, hazed him mercilessly, but he became firm friends with cadet Gary Mitchell, who he was forced to kill at the edge of the galaxy in 2267 (last year). During command training, Cadet Kirk beat the unwinnable Kobiyashi Maru training scenario by hacking into the academy's computers and changing the mission parameters.

Kirk served as an ensign on board the USS Republic, and in 2255 as a lieutenant about the USS Farragut, where he was the tactical officer. He rose rapidly through the ranks in the 2250s and '60s, culminating in his appointment as captain of the USS Enterprise in 2265, when the Enterprise was given a five-year mission to explore strange new worlds, to seek out new life and new civilisations.