

**CHARACTERISTICS**

18	<b>STR</b>	13-	Lift: 303.1kg	END: 4
13	<b>DEX</b>	12-		
15	<b>CON</b>	12-	PD: 6	ED: 6
18	<b>INT</b>	13-	<b>PER Roll 13-</b>	
13	<b>EGO</b>	12-		
10	<b>PRE</b>	11-	PRE Attack: 2d6	

**MOVEMENT**

1 END per 10m

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

**DESCRIPTION**

**Appearance:** 1.80 m, 80 kg, Brown hair, Brown eyes.

**Personality:** Scotty is a born engineer. He understands machines and materials, and he loves the Enterprise. He knows every inch of the ship, and all her mechanical and electronic systems, but his speciality is the warp core and impulse engines.

He's also proud of his Scottish heritage. He's fond of whisky, plays the bagpipes and wears a kilt on formal occasions.

**Quote:** "I can't change the laws of physics. I've got to have thirty minutes."

"She won't take much more of this."

"Even if we were under full scale attack I couldn't move any faster, not and maintain a safety factor."

**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)



**COMBAT INFORMATION**

<b>OCV:</b>	6 (17- to hit)	<b>DCV:</b>	6
<b>OMCV:</b>	0 (11- to hit)	<b>DMCV:</b>	3
<b>SPD:</b>	3	<b>INIT:</b>	13
<b>PHA:</b>	4, 8, 12		

**ATTACKS**

**END EFFECT**

*STR Strike* 4 HA (PD) 3 ½d6

**SKILL LEVELS**

+1 with All Attacks

**DEFENSES**

DEFENSE	Physical	Energy	Mental	Power
Normal	6	6	0	0
Resistant	3r	3r		

**MAX**

**RECOVERY: 6**

**STUN 30**

**END 30**

**BODY 15**

## SKILLS, TALENTS, & PERKS

**Perception** .....13-

### **Combat Skills**

- WF: Beam Weapons, Common Melee Weapons
- TF: Grav Vehicles/Hovercraft, Personal Use Spacecraft

### **Professional Skills & Knowledge**

- *Ship's Engineer*: PS .....14-
- *Starfleet Officer*: PS .....11-
- *Scottish Culture & History*: KS .....12-
- *Federation Culture*: KS .....11-

### **Science Skills**

- *Physics*: Science Skill .....14-
- *Astronautics*: Science Skill .....14-
- *Mathematics*: Science Skill .....13-
- *Warp Drive Physics*: Science Skill .....13-

### **Practical Skills**

- *Mechanics* .....16-
- *Electronics* .....16-
- *Systems Operation* .....16-
- *Security Systems* .....13-
- *Computer Programming* .....13-
- *Inventor* .....13-
- *Bugging* .....13-
- *Lockpicking* .....12-

### **Hobby Skills**

- *Play Bagpipes*: PS .....12-

## SKILL LEVELS

+1 with All Attacks

## LANGUAGES

*English* Language (idiomatic) (4 Active Points)

## PERKS

**Lt Commander**: Fringe Benefit: Lieutenant

## TALENTS

Combat Luck (3 PD/3 ED)

## BACKGROUND

Montgomery Scott was born on March 2, 2222, in Linlithgow, Scotland. As the eldest son of an eldest son, he inherited a targe (shield) and broadsword that had been handed down in his family for centuries.

Scotty has been interested in engineering since childhood. He graduated from Starfleet Academy in 2242. He joined the USS Enterprise as a junior engineer in 2253, and was assigned as its chief engineer in 2264.