

CHARACTERISTICS

15	STR	12-	Lift: 200.0kg	END: 3
13	DEX	12-		
15	CON	12-	PD: 4	ED: 4
10	INT	11-	PER Roll 11-	
10	EGO	11-		
10	PRE	11-	PRE Attack: 2d6	

MOVEMENT

1 END per 10m

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

DESCRIPTION

Appearance: 1.82 m, 85 kg, Varies hair, Varies eyes.

Personality: Security officers obey orders, except when disobeying orders will lead to their deaths.

Quote: "Yes, sir."

"No, sir."

"Aaarghhh!"

COMPLICATIONS

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

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

Unluck: 3d6



COMBAT INFORMATION

OCV:	5	(16- to hit)	DCV:	5
OMCV:	0	(11- to hit)	DMCV:	0
SPD:	2		INIT:	13
PHA:	6, 12			

POWERS & TACTICS

Security guards are fairly good w/ phasers. They're better at dying, though.

ATTACKS

END EFFECT

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

+1 with All Attacks

Phaser weapons — +1 with a large group of attacks

DEFENSES

DEFENSE	Physical	Energy	Mental	Power
Normal	4	4	0	0
Resistant	Or	Or		

MAX

RECOVERY: 4

STUN 20

END 20

BODY 10

SKILLS, TALENTS, & PERKS

Perception11-

Starfleet security officer: PS11-

SKILL LEVELS

+1 with All Attacks

Phaser weapons — +1 with a large group of attacks

LANGUAGES

BACKGROUND

Since you were young you enjoyed wearing the colour red and guarding things. It seems you were were born to be a Starfleet security officer. Perhaps you'll die a Starfleet security officer.