

CHARACTERISTICS

15	STR	12-	Lift: 200.0kg	END: 3
15	DEX	12-		
15	CON	12-	PD: 5	ED: 5
23	INT	14-	PER Roll 14-	
18	EGO	13-		
13	PRE	12-	PRE Attack: 2 ½d6	

MOVEMENT

1 END per 10m

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

DESCRIPTION

Appearance: 1.86 m, 82 kg, Black hair, Brown eyes.

Personality: Spock is the consummate Vulcan scientist. He is devoted to logic, fascinated by unexplained phenomena and has studied extensively in both arts and sciences.

Spock never shows emotion, beyond curiosity, though his shipmates suspect he feels far more than he shows.

Quote: "That is highly illogical."

"Fascinating is a word I reserve for the unexpected. In this case, I think 'interesting' would suffice."

"Live long and prosper."

COMPLICATIONS

Physical Complication: Rare blood type (T-Negative):
(Infrequently; Barely Impairing)

Social Complication: doesn't show emotion:
Frequently, Minor, Not Limiting In Some Cultures

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 Frequently (Mo Pow; NCI; Watching)

Distinctive Features: Vulcan (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)



COMBAT INFORMATION

OCV:	5	(16- to hit)	DCV:	5
OMCV:	6	(17- to hit)	DMCV:	6
SPD:	3		INIT:	15
PHA:	4, 8, 12			

POWERS & TACTICS

Spock has fair combat abilities, which he supplements with Vulcan techniques such as the Nerve Pinch. His Mind Meld ability, which requires tame and skin contact, is difficult to use in combat.

ATTACKS **END** **EFFECT**

<i>STR Strike</i>	3	HA (PD) 3d6
<i>Vulcan Nerve Pinch</i>	8	Blast (PD) 8d6 AVAD, No range

SKILL LEVELS

- +1 with All Attacks
- +2 with Vulcan Nerve Pinch

DEFENSES

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

MAX

RECOVERY: 6

STUN 30

END 30

BODY 15

Vulcan Mind: Mental Defense (5 points total)

SKILLS, TALENTS, & PERKS

Perception14-

Combat Skills

- Tactics14-
- WF: Beam Weapons, Common Melee Weapons, Energy Weapons, Vehicle Weapons (group)

Science skills

- Science Skill: Astronomy12-
- Science Skill: Comparative Xenobiology12-
- Science Skill: Quantum Mechanics12-
- Science Skill: Warp Engineering12-
- Science Skill: Computer Science11-
- Science Skill: Mathematics11-
- Science Skill: Physics11-
- Science Skill: Biology11-
- Science Skill: Geology8-

Professional & Knowledge Skills

- PS: Starfleet Officer12-
- *Federation Culture*: KS11-
- *Vulcan History & Culture*: KS12-
- *Human Culture*: KS11-
- *Play Vulcan Lyre*: PS12-

Practical Skills

- Deduction15-
- Systems Operation15-
- Computer Programming15-
- Electronics14-
- Security Systems14-
- Survival (Desert)14-
- Mechanics10-
- Cryptography10-
- Paramedics10-
- Forensic Medicine10-
- Inventor10-
- Cramming

SKILL LEVELS

+1 with All Attacks

+2 with Vulcan Nerve Pinch

Vulcan Scientist — +5 with all Science skills

LANGUAGES

Vulcan Language (imitate dialects)

English Language (idiomatic)

PERKS

Commander: Fringe Benefit: Lieutenant

Positive Reputation: Renowned scientist (A large group) 8-, +2/+2d6

TALENTS

Lightning Calculator

Combat Luck (3 PD/3 ED)

Speed Reading (x10)

POWERS

Vulcan Nerve Pinch: Blast 8d6, STUN Only (+), Attack Versus Alternate Defense (Rigid Resistant PD on neck/shoulder; All Or Nothing; +) (80 Active Points); No Range (-), No Knockback (-), Required Hands One-Handed (-). **END 8**

Vulcan Mind: Mental Defense (5 points total)

Vulcan Mind Meld: Telepathy (works in intelligent species, animals and alien life forms) 2d6 (Additional Class of Minds and Additional Class of Minds classes of minds), Cumulative (+), Constant (+) (40 Active Points); Concentration, Must Concentrate throughout use of Constant Power (0 DCV; -), Skin Contact Required (-), Stops Working If Mentalist Is Stunned (-). **END 4**

BACKGROUND

Spock (the name means 'Uniter' in Vulcan) is the only child of the Vulcan Sarek and the human Amanda Grayson, though his father had another son, Sybok, from his previous marriage to the Vulcan princess T'Rea. Spock was born in Vulcan's Forge in 2230.

At 7 years old, against the wishes of his father Spock undertook the Vulcan coming of age ritual, the kahs-wan, after which he chose the Vulcan way of life over his human heritage.

Spock's decision to join the Star Fleet Academy in 2247, rather than the Vulcan Science Academy, caused an 18-year rift with his father. Spock led his classes in astronomy, comparative xenobiology, semiotics, warp engineering and several other disciplines.

In 2253 Spock, then a lieutenant, joined the USS Enterprise as chief science officer under the command of Captain Christopher Pike. He continues to serve as chief science officer and first officer under Captain James Kirk.