

CHARACTERISTICS

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

MOVEMENT

1 END per 10m

Running: 14m (28m); Swimming: 4m (8m); Leaping: 4m (8m)

DESCRIPTION

Appearance: 1.73 m, 66 kg, Black hair, Brown eyes.

Personality: Sulu is handsome, athletic and academic, w/ a dry wit and a cheerful disposition occasionally bordering on cheekiness, but never insubordination.

Quote: "Standing by, sir. "

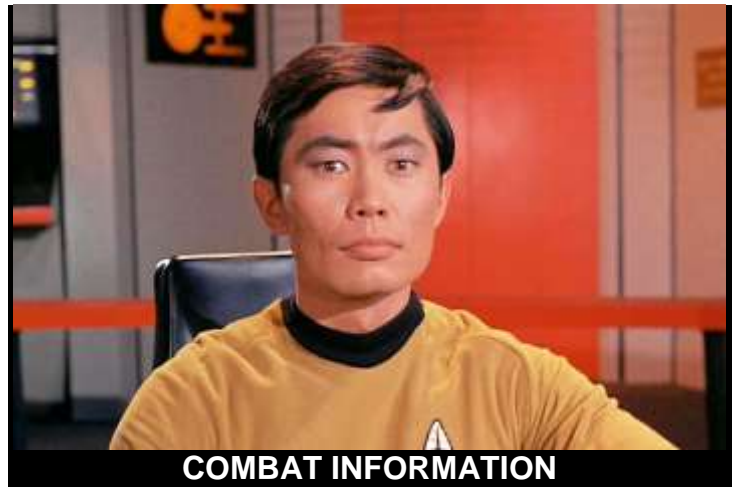
"Aye, sir."

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

OCV:	7	(18- to hit)	DCV:	7
OMCV:	0	(11- to hit)	DMCV:	3
SPD:	4	INIT:	19	
PHA:	3, 6, 9, 12			

POWERS & TACTICS

Sulu is probably the best hand-to-hand fighter on board the enterprise - certainly with a sword in his hand; his bare-hand attacks are pretty good as well.

He's a trained tactician, able to lend advice to help others in combat is he takes a moment to analyse the battlefield.

ATTACKS

END EFFECT

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

+2 with HTH Combat

Tactical Officer — +2 Shipboard Weaponry

MARTIAL ARTS/OCV/DCV Notes

Fencing

Parry	+2	+2	Block, Abort
Thrust	+1	+3	Weapon Strike
Lunge	+1	-2	Weapon +4 DC Strike
Ballestra	+2	-2	Weapon +4 DC, Weapon +4 DC Strike; Half Move Required
Froissement	-1	+1	Disarm, 23 STR to Disarm roll
Weapon Element: Blades			

Karate

Punch/Snap Kick	+0	+2	4 ½d6 Strike
Side/Spin Kick	-2	+1	6 ½d6 Strike
Block	+2	+2	Block, Abort

DEFENSES

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

MAX

RECOVERY: 7

STUN 30

END 30

BODY 12

SKILLS, TALENTS, & PERKS

Perception13-

Combat skills

- *Martial Artist*: Defense Maneuver I: no 'attacked from behind' penalty
- Rapid Attack
- Two-Weapon Fighting (10 Active Points); HTH only (-)
- WF: Beam Weapons, Common Melee Weapons, Early Firearms, Energy Weapons, Vehicle Weapons (group)
- Tactics13-
- Analyze: Combat13-

Practical skills

- Combat Piloting14-
- Navigation14-
- TF: Science Fiction & Space Vehicles, Helicopters
- Stealth13-

Professional skills & knowledge

- *Starfleet Officer*: PS12-
- *Federation Culture*: KS11-
- KS: Fencing13-
- KS: Karate11-
- *Early Firearms*: KS11-

Social Skills

- High Society12-
- Conversation12-

Science skills

- *Botany*: Science Skill13-
- *Physics*: Science Skill11-

SKILL LEVELS

+2 with HTH Combat

Tactical Officer — +2 Shipboard Weaponry

LANGUAGES

English Language (idiomatic) (4 Active Points)

Japanese Language (completely fluent)

PERKS

Lieutenant: Fringe Benefit: Lieutenant

TALENTS

+2/+2d6 Striking Appearance (vs. all characters)

Lightning Reflexes (+1 DEX to act first with All Actions)

Off-Hand Defense

Combat Luck (3 PD/3 ED)

BACKGROUND

Hikaru Sulu was born in San Francisco, Earth, in 2237. When he was 11 years old, he moved w/ his parents to the planet Ganjitsu, then to the high-gravity planet Hafjian.

He joined Starfleet Academy in 2255, and quickly showed an aptitude for navigation. He was also the academy's fencing champion three years running. At the academy he developed an interest in botany. He elected to continue studying at the academy in lieu of a shipboard assignment, publishing an article on warp physics.

In 2259, Sulu entered Starfleet Command School. In 2264 he was assigned as chief helmsman aboard the USS Enterprise. He also serves as the ship's tactical officer, and spends some of his spare time in the botany lab.