



Decipher Star Trek R.P.G. Character Sheet



Personal Data

Character Name	Elim Garak	Character Species	Cardassian (Aliens book version)	Organization	None (Former Obsidian Order)
Player Name	Varies	Birthplace	Cardassia	Position	Intelligence Advisor to Starfleet
Campaign	Deep Space Nine	Narrator	Varies	Rank	None
Gender	Male	Basic Profession	Rogue	Assignment	Deep Space Nine
Advancements	49	Current Elite Profession	Assassin	Personal Development	Military Brat (Obsidian Order)
Experience Points	49,000	Former Elite Profession(s)	Spy	Professional Development	Professional
Courage	3	Renown	11	Health	9

Attribute and Reaction Data

Attribute	Abbreviation	Total Level	Mod	Roll	Species Mod	Reaction Name	Abbreviation	Total	Attrib Mod	Mod	Mod
Strength	STR	8	+1	+0	8	Quickness	QUI	+2	+2	+0	+0
Agility	AGL	10	+2	-1	11	Savvy	SAV	+2	+2	+0	+0
Intellect	INT	10	+2	+0	10	Stamina	STA	+1	+1	+0	+0
Vitality	VIT	8	+1	+1	7	Willpower	WIL	+2	+2	+0	+0
Presence	PRS	6	+0	-1	7						
Perception	PER	10	+2	+1	9						
Initiative Total	QUI	Mod	Mod	Mod		Defense Total	Base	AGI Mod	Mod	Mod	Mod
+2	+2					10	7+	+2	+1		

Skill Data

Skill Name	Subskill	Spec-ialty	Test Categ.	Skill Level	Attribute	Attrib Mod	Use w/o Training	Misc Fnord	Total Level
Appraise	N/A		ACAD		INT		No		
Armed Combat	Simple	Knife	PHYS	+2	AGL	+2	Yes	+0	+4
			PHYS		AGL		Yes		
Athletics	N/A	Riding	PHYS	+3	STR	+1	Yes	+0	+4
Computer Use	N/A	Encryption	ACAD	+4	INT	+2	No	+0	+6
Conceal	N/A	Weapons	PHYS	+3	INT	+2	Yes	+0	+5
Construct	N/A		ACAD		INT		No		
Craft	Groundskeeping		PHYS	+2	AGL	+2	No	+0	+4
	Tailoring		PHYS	+4	AGL	+2	No	+0	+6
Demolitions	N/A		PHYS	+5	INT	+2	No	+0	+7
Engineering	Propulsion		ACAD		INT		No		
	Structural		ACAD		INT		No		
	Systems	Cardassian	ACAD	+3	INT	+2	No	+0	+5



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Enterprise	Admin		ACAD	+0	INT	+2	Yes	+0	+2
	Business		ACAD	+0	INT	+2	Yes	+0	+2
	Streetwise		ACAD	+4	INT	+2	Yes	+0	+6
Entertain			PHYS	+0	PRS	+0	Yes	+0	+0
First Aid	N/A		SOC	+2	INT	+2	Yes	+0	+4
Forgery	N/A		PHYS	+5	AGL	+2	No	+0	+7
Gaming	N/A		SOC	+0	INT	+2	Yes	+0	+2
Gymnastics	N/A		PHYS		AGL		Yes		
Impersonate	N/A		SOC		PRS		Yes		
Indoctrinate	N/A		PHYS	+3	INT	+2	No	+0	+5
Influence	N/A	Charm	SOC	+3	PRS	+0	Yes	+2	+5
Inquire	N/A	Interrogate	SOC	+5	PRS	+0	Yes	+2	+7
Investigate	N/A		PHYS	+4	PER	+2	Yes	+0	+6
Knowledge	Culture	Cardassian	ACAD	+5	INT	+2	No	+0	+7
	History	Cardassian	ACAD	+4	INT	+2	No	+0	+6
	Homeworld -- Cardassia		ACAD	+2	INT	+2	No	+0	+4
	Politics	Cardassian	ACAD	+5	INT	+2	No	+0	+7
	Religion		ACAD		INT		No		
			ACAD		INT		No		
Language	UFP Standard		ACAD	+2	INT	+2	No	+0	+4
	Bajoran		ACAD	+2	INT	+2	No	+0	+4
	Cardassian		ACAD	+2	INT	+2	No	+0	+4
	Klingon		ACAD	+2	INT	+2	No	+0	+4
	Romulan		ACAD	+2	INT	+2	No	+0	+4
			ACAD		INT		No		
Medicine	N/A		ACAD		INT		No		
Negotiate	N/A	Bargain	SOC	+1	INT	+2	Yes	+0	+3
Observe	N/A	Spot	PHYS	+3	PER	+2	Yes	+0	+5
Operate Vehicle			PHYS		INT		No		
			PHYS		INT		No		
Persuade	N/A	Debate	SOC	+0	PRS	+0	Yes	+0	+2
Ranged Combat	Energy Weapons	Phasers	PHYS	+6	AGL	+2	Yes	+0	+8
			PHYS		AGL		Yes		
Repair	N/A		PHYS	+1	INT	+2	No	+0	+3
Science	Life Sciences		ACAD		INT		No		
	Physical Sciences	Chemistry	ACAD	+1	INT	+2	No	+0	+3
	Planetary Sciences		ACAD		INT		No		



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	Social Sciences		ACAD		INT		No		
	Space Sciences		ACAD		INT		No		
Sleight of Hand	N/A		PHYS	+4	AGL	+2	No	+0	+6
Sport	N/A		PHYS	+0	AGL	+2	Yes	+0	+2
Stealth	N/A		PHYS		AGL	+2	Yes	+0	+8
Survival	N/A		PHYS	+1	PER	+2	Yes	+0	+3
System Ops	N/A		PHYS		INT		No		+7
Tactics	N/A		ACAD	+1	INT	+2	No	+0	+3
Unarmed Combat	Starfleet Martial Arts		PHYS		AGL		Yes		
	Brawl	Punch	PHYS	+6	AGL	+2	Yes	+0	+8

Trait Data

Edge	Value	Edge	Value	Edge	Value
Bold	x1	Eidetic Memory	x1	High Pain Threshold	x1
Contacts: Criminals	x1	Famous Event: Former Gardener at Cardassian Embassy	x1	Martial Artist	x1
Contacts: Obsidian Order	x1	Innovative: Bluff	x1	Meticulous	x1
Curious	x1	Innovative: Pathos	x1		
Confident	x1	Innovative: Secretive	x1		
Flaw	Value	Flaw	Value	Flaw	Value
Claustrophobia	x1	Dark Secret (Unknown ...)	x1	Infamy: Treachery	x1
Cultural Conflict (Beyond the Final Frontier #1)	x1	Enemy: Gul Dukat	x1	Outcast (Beyond the Final Frontier #1)	x1

Professional Ability Data

Professional Ability	Profession	Tier	Professional Ability	Profession	Tier
Arms Proficiency	Assassin	Tier 1	Johnny On-The-Spot	Rogue	Tier 2
Assassination	Assassin	Tier 2	Lurk in the Shadows	Rogue	Tier 2
Bluff	Diplomat (via Innovative Edge)	Tier 1	Pathos	Starship Counselor (via Innovative Edge)	Tier 1
Computer Invasion	Spy	Tier 2	Perspicacious	Spy	Tier 1
Con Artist	Rogue	Tier 1	Poison Use	Assassin	Tier 3
Fleet of Foot	Rogue	Tier 1	Sabotage	Rogue	Tier 2
Gain Access	Spy	Tier 3	Secretive	Scientist (via Innovative Edge)	Tier 1
Gather Intelligence	Spy	Tier 1	Stalking	Assassin	Tier 1
Infiltration	Spy	Tier 2	Streetsmart	Rogue	Tier 2

Supplemental Data

Species Abilities			Equipment		
Devious	High Pain Threshold (Bonus Edge)	Vesala	Fashionable Cardassian Clothing	Starfleet Combadge	Knife (concealed)
Eidetic Memory (Bonus Edge)	Prying		Datapad (Encrypted)	Holdout Phaser (concealed)	Tailor's Kit



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Background Data

Elim Garak's early life remains a mystery, although it's been revealed that he was a member of the Obsidian Order for many years, and closely connected to Enabran Tain, the leader of the Obsidian Order. Elim was exiled from Cardassia, although the reasons remain unclear; he ended up on Terok Nor, and remained there even after the station fell into Bajoran hands and was administered by the Federation under Commander (later Captain) Benjamin Sisko.

Despite his often abrasive and secretive personality, Garak gained the friendship (if not the trust) of the crew, particularly Dr. Julian Bashir. Garak is, at this point, assisting Starfleet in putting an end to the war with the Dominion, although he feels slightly guilty about assisting in the deaths of fellow Cardassians.

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