



Decipher Star Trek R.P.G. Character Sheet



Personal Data

<i>Character Name</i>	Martok	<i>Character Species</i>	Klingon (Aliens book version)	<i>Organization</i>	Imperial Klingon Defense Forces
<i>Player Name</i>	Varies	<i>Birthplace</i>	Qon'oS	<i>Position</i>	Fleet Commander
<i>Campaign</i>	Deep Space Nine	<i>Narrator</i>	Varies	<i>Rank</i>	General
<i>Gender</i>	Male	<i>Basic Profession</i>	Soldier	<i>Assignment</i>	Deep Space Nine and I.K.V. Rotarran
<i>Advancements</i>	49	<i>Current Elite Profession</i>	Starship Officer -- Command	<i>Personal Development</i>	Military Brat ("simple warrior from the Ketha Lowlands")
<i>Experience Points</i>	49,000	<i>Former Elite Profession(s)</i>	None	<i>Professional Development</i>	Footsoldier
<i>Courage</i>	3	<i>Renown</i>	30	<i>Health</i>	13

Attribute and Reaction Data

<i>Attribute</i>	<i>Abbreviation</i>	<i>Total Level</i>	<i>Mod</i>	<i>Roll</i>	<i>Species Mod</i>	<i>Reaction Name</i>	<i>Abbreviation</i>	<i>Total</i>	<i>Attrib Mod</i>	<i>Mod</i>	<i>Mod</i>
Strength	STR	10	+2	9	+1	Quickness	QUI	+2	+2	+0	+0
Agility	AGL	10	+2	10	+0	Savvy	SAV	+2	+2	+0	+0
Intellect	INT	7	+0	8	-1	Stamina	STA	+4	+2	+2	+0
Vitality	VIT	11	+2	10	+1	Willpower	WIL	+2	+2	+0	+0
Presence	PRS	10	+2	10	+0						
Perception	PER	7	+0	8	-1						
<i>Initiative Total</i>	<i>QUI</i>	<i>Mod</i>	<i>Mod</i>	<i>Mod</i>		<i>Defense Total</i>	<i>Base</i>	<i>AGI Mod</i>	<i>Mod</i>	<i>Mod</i>	<i>Mod</i>
+2	+2	+0	+0	+0		+9	7+	+2	+0	+0	+0

Skill Data

<i>Skill Name</i>	<i>Subskill</i>	<i>Specialty</i>	<i>Test Categ.</i>	<i>Skill Level</i>	<i>Attribute</i>	<i>Attrib Mod</i>	<i>Use w/o Training</i>	<i>Misc Fnord</i>	<i>Total Level</i>
Appraise	N/A		ACAD		INT		No		
Armed Combat	Simple		PHYS	+0	AGL	+2	Yes	+0	+2
	Klingon Traditional Weapons		PHYS	+6	AGL	+2	Yes	+0	+8
Athletics	N/A	Riding	PHYS	+6	STR	+0	Yes	+0	+6
Computer Use	N/A		ACAD	+4	INT	+0	No	+0	+4
Conceal	N/A		PHYS	+0	INT	+0	Yes	+0	+0
Construct	N/A		ACAD		INT		No		
Craft			PHYS		AGL		No		
			PHYS		AGL		No		
Demolitions	N/A		PHYS	+2	INT	+0	No	+0	+2
Engineering	Propulsion	Impulse	ACAD	+1	INT	+0	No	+0	+1
	Structural	Spaceframe	ACAD	+1	INT	+0	No	+0	+1



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	Systems	Weapons	ACAD	+2	INT	+0	No	+0	+2
Enterprise	Admin	I.K.D.F.	ACAD	+4	INT	+0	Yes	+0	+4
	Business		ACAD	+0	INT	+2	Yes	+2	+2
	Streetwise		ACAD	+0	INT	+2	Yes	+2	+2
Entertain			PHYS	+0	PRS	+2	Yes	+0	+2
First Aid	N/A	Klingon	SOC	+3	INT	+0	Yes	+0	+3
Forgery	N/A		PHYS		AGL		No		
Gaming	N/A		SOC	+0	INT	+0	Yes	+0	+0
Gymnastics	N/A		PHYS	+0	AGL	+2	Yes	+0	+2
Impersonate	N/A		SOC	+0	PRS	+2	Yes	+0	+2
Indoctrinate	N/A		PHYS	+1	INT	+0	No	+0	+1
Influence	N/A	Intimidate	SOC	+3	PRS	+2	Yes	+0	+5
Inquire	N/A	Fraternize	SOC	+2	PRS	+2	Yes	+0	+4
Investigate	N/A		PHYS	+1	PER	+0	Yes	+0	+1
Knowledge	Culture	Klingon	ACAD	+4	INT	+0	No	+0	+4
	History	Klingon	ACAD	+3	INT	+0	No	+0	+3
	Homeworld -- Qon'oS		ACAD	+4	INT	+0	No	+0	+4
	Politics	Klingon	ACAD	+2	INT	+0	No	+0	+2
	Religion	Klingon	ACAD	+2	INT	+0	No	+0	+2
				ACAD	+0	INT	+0	No	+0
Language	UFP Standard		ACAD	+0	INT	+0	No	+0	+3
	Klingon		ACAD	+0	INT	+0	No	+0	+3
Medicine	N/A		ACAD		INT		No		
Negotiate	N/A		SOC	+0	INT	+0	Yes	+0	+0
Observe	N/A	Spot	PHYS	+0	PER	+0	Yes	+0	+0
Operate Vehicle			PHYS		INT		No		
			PHYS		INT		No		
Persuade	N/A		SOC	+0	PRS	+2	Yes	+0	+2
Ranged Combat	Energy Weapons		PHYS	+6	AGL	+2	Yes	+0	+8
	Archaic Weapons		PHYS	+4	AGL	+2	Yes	+0	+6
Repair	N/A		PHYS	+3	INT	+0	No	+0	+3
Science	Life Sciences		ACAD		INT		No		
	Physical Sciences		ACAD		INT		No		
	Planetary Sciences		ACAD		INT		No		
	Social Sciences		ACAD		INT		No		
	Space Sciences		ACAD		INT		No		
Sleight of Hand	N/A		PHYS	+1	AGL	+2	No	+0	+3



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Sport	N/A		PHYS	+0	AGL	+2	Yes	+0	+2
Stealth	N/A		PHYS	+4	AGL	+2	Yes	+0	+6
Survival	N/A		PHYS	+3	PER	+2	Yes	+0	+5
System Ops	N/A	Command, Tactical	PHYS	+5	INT	+0	No	+0	+5
Tactics	N/A	Ground, Space	ACAD	+7	INT	+0	No	+0	+7
Unarmed Combat	Starfleet Martial Arts		PHYS		AGL		Yes		
	Mok'Bara		PHYS	+6	AGL	+2	Yes	+0	+8

Trait Data

Edge	Value	Edge	Value	Edge	Value
Bold	x1	Exceptional Fortitude	x1	Shrewd	x1
Command	x2	Fame: Skill	x1	Wealth	x5
Commendation	x2	High Pain Threshold	x1	Weapon Mastery: Bat'leth	x1
Contacts: I.K.D.F.	x1	Promotion	x5		
Contacts: Klingon High Council	x1	Resolute	x1		
Flaw	Value	Flaw	Value	Flaw	Value
Code of Honor: Klingon	x1	One Eye	x1	Species Enmity: Romulans	x1
Devotion: Sirella (wife)	x1	Rival: Gowron	x1		

Professional Ability Data

Professional Ability	Profession	Tier	Professional Ability	Profession	Tier
Battle-Hardened	Soldier	Tier 2	Starship Tactics	Starship Officer -- Command	Tier 2
Combat Leader	Soldier	Tier 3	Think Like a Jem'Hadar	Starship Officer -- Command	Tier 1
Commanding Presence	Starship Officer -- Command	Tier 1	Universal Renown	Starship Officer -- Command	Tier 2
Fighting Captain	Starship Officer -- Command	Tier 1			

Supplemental Data

Species Abilities			Equipment		
Bonus Skill: Klingon Traditional Weapons	Brak'lul	Honor	Klingon Warrior Armor	D'k Tagh Knife	I.K.D.F. Combadge
High Pain Threshold	Ferocity		Klingon Type II Disruptor	Bat'Leth Sword	

Background Data

Once a simple warrior from the Ketha Lowlands, rejected from the Klingon military academy for his commoner blood, Martok worked, fought, and slew his way to the high rank of General in the Imperial Klingon Defense Fleet.

He offered Worf and Worf's son Alexander a place the House of Martok, and he commands the I.K.D.F. forces in Bajor Sector from his ship, the I.K.V. Rotarran. Martok is a mighty and cunning warrior, even without his left eye, and unwaveringly loyal to the Empire, and may have a greater future than the simple soldier's life he desires ...