



Decipher Star Trek R.P.G. Character Sheet



Personal Data

Character Name	Bashir, Julian	Character Species	Human	Organization	Starfleet
Player Name	Varies	Birthplace	Earth	Position	Chief Medical Officer
Campaign	Deep Space Nine	Narrator	Varies	Rank	Lieutenant junior grade
Gender	Male	Basic Profession	Starship Officer -- Medical	Assignment	Deep Space Nine
Advancements	13	Current Elite Profession	None	Personal Development	Genetic Resequencing
Experience Points	13,000	Former Elite Profession(s)	None	Professional Development	Ship's Doctor
Courage	4	Renown	5	Health	7

Attribute and Reaction Data

Attribute	Abbreviation	Total Level	Mod	Roll	Species Mod	Reaction Name	Abbreviation	Total	Attrib Mod	Mod	Mod
Strength	STR	7	+0	7	+0	Quickness	QUI	+3	+3	+0	+0
Agility	AGL	10	+2	10	+0	Savvy	SAV	+0	+0	+0	+0
Intellect	INT	12	+3	12	+0	Stamina	STA	+0	+0	+0	+0
Vitality	VIT	7	+0	7	+0	Willpower	WIL	+5	+3	+2	+0
Presence	PRS	7	+0	7	+0						
Perception	PER	7	+0	7	+0						
Initiative Total	QUI	Mod	Mod	Mod		Defense Total	Base	AGI Mod	Mod	Mod	Mod
+3	+3	+0	+0	+0		10	7+	+3	+0	+0	+0

Skill Data

Skill Name	Subskill	Specialty	Test Categ.	Skill Level	Attribute	Attrib Mod	Use w/o Training	Misc Fnord	Total Level
Appraise	N/A		ACAD		INT		No		
Armed Combat	Simple		PHYS	+0	AGL	+2	Yes		+2
			PHYS	+0	AGL		Yes		
Athletics	N/A		PHYS	+2	STR		Yes		+2
Computer Use	N/A	Retrieval	ACAD	+3	INT	+3	No	+1	+7
Conceal	N/A		PHYS	+0	INT	+3	Yes		+3
Construct	N/A		ACAD		INT		No		
Craft	Sewing		PHYS	+1	AGL	+2	No		+3
			PHYS		AGL		No		
Demolitions	N/A		PHYS		INT		No		
Engineering	Propulsion		ACAD		INT		No		
	Structural		ACAD		INT		No		
	Systems	Cybernetics	ACAD	+2	INT	+3	No	+1	+6



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Enterprise	Admin		ACAD	+0	INT	+3	Yes	+1	+4
	Business		ACAD	+0	INT	+3	Yes	+1	+4
	Streetwise		ACAD	+0	INT	+3	Yes	+1	+4
Entertain			SOC	+0	PRS	+0	Yes		+0
First Aid	N/A		PHYS	+10	INT	+3	Yes		+13
Forgery	N/A		PHYS		AGL		No		
Gaming	N/A	Darts, Tongo	SOC	+4	INT	+3	Yes		+7
Gymnastics	N/A		PHYS	+2	AGL	+2	Yes		+4
Impersonate	N/A		SOC	+0	PRS	+0	Yes		+0
Indoctrinate	N/A		PHYS		INT		No		
Influence	N/A		SOC	+0	PRS	+0	Yes		+0
Inquire	N/A		SOC	+0	PRS	+0	Yes		+0
Investigate	N/A	Forensics	PHYS	+4	PER		Yes		+4
Knowledge	Culture	Earth	ACAD	+4	INT	+3	No	+1	+8
	History	Earth	ACAD	+4	INT	+3	No	+1	+8
	Homeworld -- Earth		ACAD	+5	INT	+3	No	+1	+9
	Politics	Earth	ACAD	+4	INT	+3	No	+1	+8
	Religion	Earth	ACAD	+2	INT	+3	No	+1	+6
			ACAD		INT		No		
Language	UFP Standard		ACAD	+4	INT	+3	No	+1	+8
			ACAD		INT		No		
Medicine	General Medicine, Pathology		ACAD	+7	INT	+3	No	+4	+14
Negotiate	N/A		SOC	+0	INT	+3	Yes		+3
Observe	N/A		PHYS	+0	PER	+0	Yes		+0
Operate Vehicle			PHYS		INT		No		
			PHYS		INT		No		
Persuade	N/A		SOC	+0	PRS	+0	Yes		+0
Ranged Combat	Energy Weapons		PHYS	+4	AGL	+2	Yes		+6
			PHYS		AGL		Yes		
Repair	N/A		PHYS	+1	INT	+3	No		+4
Science	Life Sciences	Genetics	ACAD	+5	INT	+3	No	+1	+9
	Physical Sciences	Chemistry	ACAD	+4	INT	+3	No	+1	+8
	Planetary Sciences		ACAD		INT		No		
	Social Sciences		ACAD		INT		No		
	Space Sciences		ACAD		INT		No		
Sleight of Hand	N/A		PHYS		AGL		No		
Sport	N/A	Springball	PHYS	+3	AGL	+2	Yes		+5



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Stealth	N/A		PHYS	+0	AGL	+2	Yes		+2
Survival	N/A		PHYS	+2	PER	+0	Yes		+2
System Ops	N/A	Medical	PHYS	+3	INT	+3	No		+6
Tactics	N/A		ACAD		INT		No		
Unarmed Combat	Starfleet Martial Arts		PHYS	+2	AGL	+2	Yes		+4
			PHYS		AGL		Yes		

Trait Data

Edge	Value	Edge	Value	Edge	Value
Commendations (Carrington Award Nomination)	x1	Eidetic Memory	x1	Resolute	x1
Command	x1	Exceptional Concentration	x1	Skill Focus (Compassionate)	x1
Curious	x1	Promotion	x1	Thinker	x1
			x1		
Flaw	Value	Flaw	Value	Flaw	Value
Arrogant	x1	Devotion (Ezri Dax)	x1	Obsessive	x1
Dark Secret (Genetic Resequencing)	x1	Code of Honor (Hippocratic Oath)	x1		

Professional Ability Data

Professional Ability	Profession	Tier	Professional Ability	Profession	Tier
Diagnosis	Starship Officer -- Medical	Tier 2	One for the Textbooks	Starship Officer -- Medical	Tier 3
General Medicine	Starship Officer -- Medical	Tier 1	Rehabilitation	Starship Officer -- Medical	Tier 2
Immunization	Starship Officer -- Medical	Tier 3	Starship Duty: Medical	Starship Officer	Tier 1
Lab Work	Starship Officer -- Medical	Tier 1	No Butchery	Starship Officer -- Medical	Tier 1

Supplemental Data

Species Abilities			Equipment		
Adaptable	Skilled		Starfleet Uniform	Type II Phaser	Medical Kit
The Human Spirit			Starfleet Combadge	Medical Tricorder	Teddy Bear (Kukalaka)

Background Data

Julian Bashir suffered severe birth defects, causing his parents to seek genetic therapies that have been illegal on Earth since the time of Khan Noonian Singh. As a result, Julian Bashir is a genius, with superior memory, hand-eye coordination, and rate of perception, and is the only known recipient of such therapies not to suffer severe neurological and/or psychological problems as a result.

Bashir hid his capabilities successfully for years, until he was sought out by the secret Starfleet branch Section 31 for their (unsuccessful) attempts at recruiting Bashir.

Julian is a brilliant, caring man, but often too curious for his own good, and more than a bit abrasively egotistical, although his time on Deep Space Nine has tempered his personality somewhat. The initial irritated rivalry between Julian and Miles O'Brien has turned into a true friendly camaraderie, and Julian's unorthodox friendship with the Cardassian "tailor" Garak is also important to both. Finally, Julian has a deeply romantic streak, and it seems that Ezri may be slightly interested ...