



# Decipher Star Trek R.P.G. Character Sheet



## Personal Data

<i>Character Name</i>	Rom	<i>Character Species</i>	Ferengi	<i>Organization</i>	Bajoran Militia
<i>Player Name</i>	Varies	<i>Birthplace</i>	Ferenginar	<i>Position</i>	Waste Extraction Engineer, Second Class, Night Shift
<i>Campaign</i>	Deep Space Nine	<i>Narrator</i>	Varies	<i>Rank</i>	Ensign
<i>Gender</i>	Male	<i>Basic Profession</i>	Merchant	<i>Assignment</i>	Deep Space Nine
<i>Advancements</i>	7	<i>Current Elite Profession</i>	Starship Engineer	<i>Personal Development</i>	Mercantile Background
<i>Experience Points</i>	7,000	<i>Former Elite Profession(s)</i>	None	<i>Professional Development</i>	New/Original (loosely based on Entrepreneur)
<i>Courage</i>	3	<i>Renown</i>	0	<i>Health</i>	9

## 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	7	+0	9	-2	Quickness	QUI	+1	+1	+0	+0
Agility	AGL	9	+1	9	+0	Savvy	SAV	-1	+1	-2	+0
Intellect	INT	11	+2	10	+1	Stamina	STA	+1	+1	+0	+0
Vitality	VIT	9	+1	9	+0	Willpower	WIL	+2	+2	+0	+0
Presence	PRS	6	+0	6	+0						
Perception	PER	8	+1	7	+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>
+1+0	+1	+0	+0	+0		8	7+	+1	+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	+1	INT	+2	No	+0	+3
Armed Combat	Simple		PHYS	+0	AGL	+1	Yes	+0	+1
			PHYS		AGL		Yes		
Athletics	N/A		PHYS	+0	STR	+0	Yes	+0	+0
Computer Use	N/A		ACAD	+1	INT	+2	No	+0	+3
Conceal	N/A		PHYS	+0	INT	+2	Yes	+0	+2
Construct	N/A	Electronics	ACAD		INT	+2	No	+0	+8
Craft	Cooking	Drinks	PHYS	+2	AGL	+1	No	+0	+3
			PHYS		AGL		No		
Demolitions	N/A		PHYS	+2	INT	+2	No	+0	+4
Engineering	Propulsion		ACAD	+2	INT	+2	No	+0	+4
			ACAD	+2	INT	+2	No	+0	+4



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	Systems		ACAD	+4	INT	+2	No		+6
Enterprise	Admin		ACAD	+0	INT	+2	Yes		
	Business		ACAD	+2	INT	+2	Yes	-1	+3
	Streetwise		ACAD	+0	INT	+2	Yes	+0	+2
Entertain			PHYS	+0	PRS	+0	Yes	+0	+0
First Aid	N/A		SOC	+0	INT	+2	Yes	+0	+2
Forgery	N/A		PHYS		AGL		No		
Gaming	N/A	Tongo	SOC	+1	INT	+2	Yes	+0	+3
Gymnastics	N/A		PHYS	+0	AGL	+1	Yes	+0	+1
Impersonate	N/A		SOC	+0	PRS	+0	Yes	+0	+0
Indoctrinate	N/A		PHYS		INT		No		
Influence	N/A	Fraternize	SOC	+0	PRS	+0	Yes	+0	+1
Inquire	N/A		SOC	+0	PRS	+0	Yes	+0	+0
Investigate	N/A		PHYS	+0	PER	+1	Yes	+0	+1
Knowledge	Culture	Ferenginar	ACAD	+0	INT	+2	No	+3	+5
	History	Ferenginar	ACAD	+3	INT	+2	No	+0	+5
	Homeworld -- Ferenginar		ACAD	+3	INT	+2	No	+0	+5
	Politics	Ferenginar	ACAD	+3	INT	+2	No	+0	+5
	Religion	Ferenginar	ACAD	+3	INT	+2	No	+0	+5
	World -- Bajor		ACAD	+2	INT	+2	No	+0	+4
Language	UFP Standard		ACAD	+3	INT	+2	No	+0	+5
	Ferengi		ACAD	+4	INT	+2	No	+0	+6
	Bajoran		ACAD	+1	INT	+2	No	+0	+3
			ACAD		INT		No		
Medicine	N/A		ACAD		INT		No		
Negotiate	N/A		SOC	+2	INT	+2	Yes	-8	-4
Observe	N/A		PHYS	+0	PER	+1	Yes	+0	+1
Operate Vehicle			PHYS		INT		No		
			PHYS		INT		No		
Persuade	N/A		SOC		PRS	+0	Yes		+4
Ranged Combat	Energy Weapons		PHYS	+0	AGL	+1	Yes	+0	+1
			PHYS		AGL		Yes		
Repair	N/A	Replicators	PHYS	+0	INT	+3	No	+0	+5
Science	Life Sciences		ACAD		INT		No		
	Physical Sciences		ACAD	+3	INT	+2	No	+0	+5
	Planetary Sciences		ACAD		INT		No		
	Social Sciences		ACAD		INT		No		



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	Space Sciences		ACAD		INT		No		
Sleight of Hand	N/A		PHYS		AGL		No		
Sport	N/A		PHYS	+0	AGL	+1	Yes	+0	+1
Stealth	N/A		PHYS	+0	AGL	+1	Yes	+0	+1
Survival	N/A		PHYS	+0	PER	+0	Yes	+0	+0
System Ops	N/A	Environmental	PHYS	+3	INT	+2	No	+0	+5
Tactics	N/A		ACAD		INT		No		
Unarmed Combat	Starfleet Martial Arts		PHYS	+0	AGL	+1	Yes	+0	+1
	Brawling		PHYS	+0	AGL	+1	Yes	+0	+1

## Trait Data

Edge	Value	Edge	Value	Edge	Value
Cultural Flexibility	x1	Rigger (BtFF)	x1	Skill Focus: Keen Hearing	x1
Wealth	x1				
Flaw	Value	Flaw	Value	Flaw	Value
Devotion:Leeta	x1	Gullible	x1	Lobeless Idiot (BtFF)	x1

## Professional Ability Data

Professional Ability	Profession	Tier	Professional Ability	Profession	Tier
Horse-Trading	Merchant	Tier 1	Engineering Expertise: Systems (Replicators)	Starship Engineer	Tier 1

## Supplemental Data

Species Abilities			Equipment		
Eye for Profit	Four-Lobed Brain	Head for Numbers	Bajoran Militia Uniform	Bajoran Militia Engineering Tricorder	Bajoran Militia Engineering Toolkit
Lobes for Business	Profit Margin (BtFF)		Bajoran Militia Combadge		

## Background Data

A Ferengi male waiter and general repairman in his brother's bar, Rom was thought of as sweet but dumb, a competent parent but a sad joke as a trader. Rom achieves more than anyone ever expects of him though, joining the Bajoran Militia as a low-grade tech, marrying the beautiful dabo girl Leeta, saving the Prophets and changing the course of the Dominion War ... and there may be more to come for him ...