

STAR TREK FATE

Quick-Play Character Sheet



Name & Description (Gender, Species, Rank, Assigned Station)	Refresh

Aspects				
High Concept	Trouble	Childhood	Academy	Last Assignment

Skills			
Great (+4)	Good (+3)	Fair (+2)	Average (+1)
1.	1. 2.	1. 2. 3.	1. 2. 3. 4.

Extras	Stunts

Stress		Consequences		
Physical	Mental	Mild (2 pts.)	Moderate (4 pts.)	Severe (6 pts.)
1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/>	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/>			

Further Notes

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Skill List

<p>Athletics</p> <p>Combat: Brawl & Melee</p> <p>Combat: Energy & Projectile</p> <p>Command/Leadership</p> <p>Communications</p> <p>Computers & Sensors</p> <p>Deceit</p> <p>Diplomacy/Rapport</p> <p>Empathy</p>	<p>Engineering/Repair</p> <p>Espionage</p> <p>EVA</p> <p>History & Cultures</p> <p>Intimidation</p> <p>Investigation</p> <p>Medical</p> <p>Navigation</p> <p>Notice</p>	<p>Physique</p> <p>Pilot Planetary Vehicles</p> <p>Pilot Spacecraft</p> <p>Profession <choice></p> <p>Resources</p> <p>Sciences</p> <p>Stealth/Sneak</p> <p>Survival</p> <p>Tactical</p> <p>Will</p>
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Alien Species (Examples)

Species	Aspects	Stunts
Vulcan	<ul style="list-style-type: none"> • <i>Logic Dictates</i> 	<p><i>Logic Dictates</i> (Intimidation, Investigation, or Notice): +2 to skill roll when logical principles can be applied, or when an opponent is challenging your intellect.</p>
Klingon	<ul style="list-style-type: none"> • <i>Warrior Spirit</i> • <i>Honor-Bound Society</i> 	<p><i>Warrior Spirit</i> (Combat: Brawl & Melee): Gain +2 to Combat: Brawl & Melee rolls when using traditional Klingon weapons (bat'leth, mek'leth, etc.).</p> <p><i>For Honor</i> (Combat: [any]), or Tactical): When your honor or that of your ship is at stake, +2 to skill rolls.</p> <p><i>Sense of Honor</i> (Intimidation, Investigation, or Notice): +2 to skill roll when any opposing character is using Deceit.</p>
Ferengi	<ul style="list-style-type: none"> • <i>Profit Motive</i> 	<p><i>Profit Motive</i> (Deceit or Resources): +2 to all Deceit or Resources rolls when making a deal.</p>
Cardassian	<ul style="list-style-type: none"> • <i>People of Discipline</i> • <i>Loyal to the State</i> • <i>The Treasure of Family</i> 	<p><i>Exacting Detail</i> (Investigation, or Notice): +2 to skill rolls when official records are a factor.</p> <p><i>People of Discipline</i> (Will): +2 to skill rolls when dealing with self-control.</p>