



Personal Data

Name _____
Age _____ Son Number _____
Homeworld _____
Culture _____ Religion _____
Lord _____
Current Rank _____
Current Home _____

Personality Traits

Way of the Warrior Bonus [·] (total=80+) _____

Cultural Bonus (underlined traits all 16+) _____

- | | | | |
|--|---|-------|---|
| <input type="checkbox"/> Chaste _____ | / | _____ | <input type="checkbox"/> Lustful _____ |
| <input type="checkbox"/> Energetic _____ | / | _____ | <input type="checkbox"/> Lazy _____ |
| <input type="checkbox"/> Forgiving _____ | / | _____ | <input type="checkbox"/> Vengeful _____ |
| <input type="checkbox"/> Generous _____ | / | _____ | <input type="checkbox"/> Selfish _____ |
| <input type="checkbox"/> Honest _____ | / | _____ | <input type="checkbox"/> Deceitful _____ |
| <input type="checkbox"/> Just _____ | / | _____ | <input type="checkbox"/> Arbitrary _____ |
| <input type="checkbox"/> Merciful _____ | / | _____ | <input type="checkbox"/> Cruel _____ |
| <input type="checkbox"/> Modest _____ | / | _____ | <input type="checkbox"/> Proud _____ |
| <input type="checkbox"/> Pious _____ | / | _____ | <input type="checkbox"/> Worldly _____ |
| <input type="checkbox"/> Prudent _____ | / | _____ | <input type="checkbox"/> Reckless _____ |
| <input type="checkbox"/> Temperate _____ | / | _____ | <input type="checkbox"/> Indulgent _____ |
| <input type="checkbox"/> Trusting _____ | / | _____ | <input type="checkbox"/> Suspicious _____ |
| <input type="checkbox"/> Valorous _____ | / | _____ | <input type="checkbox"/> Cowardly _____ |

Directed Trait _____ ☐

Directed Trait _____ ☐

Passions

vuv [Respect] (_____) (12) _____ ☐

muSh'a' [Love] (tuq) (15) _____ ☐

quv [Honor] (15) _____ ☐

_____ ☐

_____ ☐

_____ ☐

_____ ☐

_____ ☐

Equipment Carried

Armor Type [____ Points] _____

Clothing [____ Value] _____

☐ Personal Gear _____

☐ Travel Gear _____

☐ War Gear _____

Statistics

SIZ _____ (Knockdown)

DEX _____

STR _____

CON (+3) _____ (Major Wound)

APP _____

Damage [(STR+SIZ)/6] _____ d6

Healing Rate [(STR+CON)/10] _____

Movement Rate [(STR+DEX)/10] _____

Total Hit Points (SIZ+CON) _____

Unconscious (HP/4) _____

Distinctive Features

Skills

Administration (2) _____ ☐

Alien Lore (1) _____ ☐

Athletics (2) _____ ☐

Awareness (5) _____ ☐

Carousing (2) _____ ☐

Craft (0)* _____ ☐

Engineering (3) _____ ☐

Folklore (2) _____ ☐

Gaming (3) _____ ☐

Intrigue (3) _____ ☐

Linguistics (0) _____ ☐

Medicine (0)* _____ ☐

Orate (3) _____ ☐

Parmaq (3) _____ ☐

Play (_____) (3) _____ ☐

Poetry (1) _____ ☐

Recognize (3) _____ ☐

Religion (_____) (2) _____ ☐

Rituals and Traditions (3) _____ ☐

Science (3) _____ ☐

Singing (2) _____ ☐

Survival (2) _____ ☐

_____ ☐

_____ ☐

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* Shameful skills

House

Name _____

quv [Influence] (10) _____

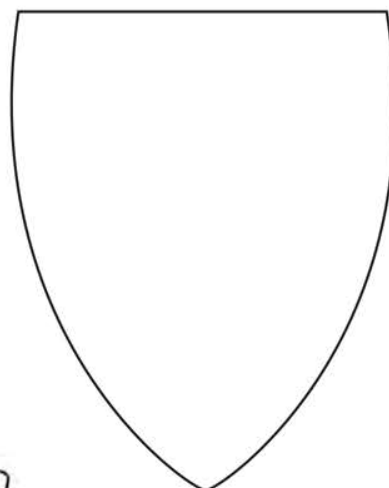
HoS [Might] (10) _____

mlp [Wealth] (10) _____

Warriors _____

Lineage Klingons _____

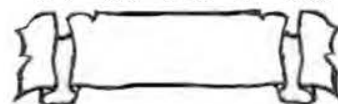
Troops _____



Glory

This Game _____ Total _____

Current Hit Points



Wounds _____

☐ Medicine Needed

Combat Skills

Battle (5) _____ ☐

Command (5) _____ ☐

Operations (5) _____ ☐

Piloting (5) _____ ☐

Weapon Skills

Bat'leth (10) _____ ☐

D'k tahg (5) _____ ☐

Disruptor (10) _____ ☐

Mok'bara (10) _____ ☐

_____ ☐

_____ ☐

_____ ☐

_____ ☐

_____ ☐

_____ ☐

_____ ☐

Ship

Name _____

Class _____

SIZ _____ STC _____ PWR _____

SHD _____ BRC _____ CRW _____

Systems

Comms _____ Helm _____ Medical _____

Sensors _____ Tactical _____

Tactical _____
