Character Sheet

Name
Cadet Rank
Species

Player
Major
Year

Archetype
Aspect
Focus

Attributes

Fitness
Vitality
Strength

Coordination
Dexterity
Reaction

Intellect
Logic
Perception

Presence
Willpower
Empathy

Psi
Range
Focus

Background History

Stage	Description
Early Life	
Advanced Training	
Academy	
Courses	

Roleplaying Game

Skills (Specialization) Level

General Starfleet Skills Level

Basic Shipboard Functions Level

Departmental Skills Level

Advanced Concepts Level

Advantages

Disadvantages

Commendations (Name, Reason, Renown)

Reprimands (Reason, Renown)

Character Sheet

Courage

Resistance

Wound Levels

	Acadamy / General	
Renown		
Aggression		
Discipline		
Initiative		
Openess		
Skill		

Healthy	
Stunned (+1)	
Injured (+1)	
Wounded (+2)	
Incapacitated (-)	
Near Death (-)	
Killed	

Completed Simulator Missions

Character Advancement (Development Points)

Complete	
Unused	

Notes

Completed Excursions

Basic Curriculum

	Year 1	Year 2	Year 3	Year 4
Starfleet Skills I, II				
Planetary Survival				
Starfleet Sciences	Two Courses			
Basic Self Defense				
Physical Education	One Course			
Writing Skills	One Course			
Quantitative Reasoning	One Course			
Biology, Physics, Space Science	Three Courses, with no more than two in one area			
Egineering	Three Courses, with no more than two in one area			
History	One Course			
Culture	One Course			
Social Science	Two Courses			
Philosophy, Literature, Ideas	One Course			