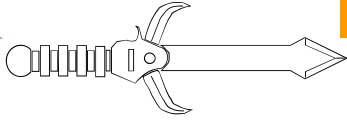


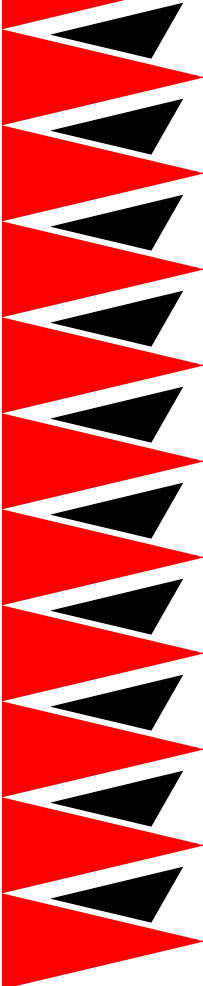
NAME	PLAYER	
RANK	POSITION	
SPECIES	ASSIGNMENT	
FITNESS	INTELLECT	GENDER
STRENGTH	LOGIC	AGE
VITALITY	PERCEPTION	DATE OF BIRTH
COORDINATION	PRESENCE	PLACE OF BIRTH
DEXTERITY	WILLPOWER	HEIGHT
REACTION	EMPATHY	MASS
	PSI	HAIR
	RANGE	EYES
	FOCUS	FAMILY



THE NEXT GENERATION



KLINGON DEFENSE FORCE PERSONNEL RECORD



SKILL	SPECIALIZATION LEVEL	SKILL	SPECIALIZATION LEVEL

POWER
PARTS

I TH
HE

DESCRIPTION

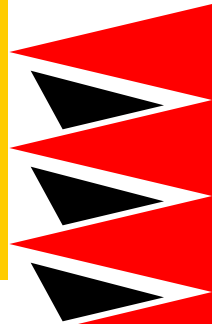
[Empty yellow box for description]

ADVANTAGES AND DISADVANTAGES

[Empty yellow box for advantages and disadvantages]

[Empty yellow box for picture]

PICTURE



KLINGON DEFENSE FORCE PERSONNEL RECORD

STAR TREK

THE NEXT GENERATION

COMMENDATIONS, AWARDS AND HONORS

[Empty yellow box for commendations, awards and honors]

COVERAGE	[Yellow arrow]
RENOUN	[Yellow arrow]
AGGRESSION	[Yellow arrow]
DISCIPLINE	[Yellow arrow]
INITIATIVE	[Yellow arrow]
OPENNESS	[Yellow arrow]
SKILL	[Yellow arrow]

EXPERIENCE

[Empty yellow box for experience]

HTH ACTION	DIFF	DAMAGE	HTH ACTION	DIFF	DAMAGE
GRAB	9	[Yellow arrow]	SNAP PUNCH	6	3+1D6
KICK	8	3+1D6	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]
PUNCH	7	2+1D6	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]
ROUNDHOUSE	8	3+1D6	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]

ENERGY WEAPON SETTINGS

	PHASER SETTING	DAMAGE	CHG		PHASER SETTING	DAMAGE	CHG
1	LIGHT STUN	(2+2D6)	1	9	LIGHT DISRUPT D	24+5D6	30
2	MEDIUM STUN	(4+2D6)	2	10	HEAVY DISRUPT A	30+9D6	40
3	HEAVY STUN	(6+4D6)	3	11	HEAVY DISRUPT B	40+12D6	50
4	LIGHT THERMAL	8+2D6	5	12	HEAVY DISRUPT C	60+12D6	60
5	HEAVY THERMAL	10+2D6	8	13	HEAVY DISRUPT D	80+18D6	70
6	LIGHT DISRUPT A	12+3D6	12	14	HEAVY DISRUPT E	100+12D6	80
7	LIGHT DISRUPT B	14+4D6	15	15	HEAVY DISRUPT F	120+12D6	90
8	LIGHT DISRUPT C	16+4D6	20	16	HEAVY DISRUPT G	160+12D6	100
	DISRUPTOR SETTING	DAMAGE	CHG		DISRUPTOR SETTING	DAMAGE	CHG
1	LIGHT STUN	(2+2D6)	1	4	HEAVY THERMAL	12+3D6	15
2	HEAVY STUN	(4+2D6)	2	5	LIGHT DISRUPT	24+5D6	35
3	LIGHT THERMAL	10+2D6	8	6	HEAVY DISRUPT	160+12D6	100

WOUND LEVELS

HEALTHY	[Yellow arrow]
STUNNED	[Yellow arrow]
INJURED	[Yellow arrow]
WOUNDED	[Yellow arrow]
INCAPACITATED	[Yellow arrow]
NEAR DEATH	[Yellow arrow]
KILLED	[Yellow arrow]
RESISTANCE	[Yellow arrow]

WEAPONS

SKILL SETTINGS

ENERGY

RANGE

ACC

BLOCK

DAMAGE

[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]
[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]
[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]
[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]
[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]	[Yellow arrow]

SESLER
STPBAI
EDPBOFE

BACKGROUND STAGE ASSIGNMENT / NOTEWORTHY EVENTS



EARLY LIFE

Large yellow rectangular area for notes.

ACADEMY LIFE

Large yellow rectangular area for notes.

CADET CRUISE

Large yellow rectangular area for notes.

THE NEXT GENERATION



KLINGON DEFENSE FORCE PERSONNEL RECORD

TOUR OF DUTY 1

TOUR LENGTH

Large yellow rectangular area for notes.

TOUR OF DUTY 2

TOUR LENGTH

Large yellow rectangular area for notes.

TOUR OF DUTY 3

TOUR LENGTH

Large yellow rectangular area for notes.

TOUR OF DUTY 4

TOUR LENGTH

Large yellow rectangular area for notes.

PLEASE PRINT
NAME

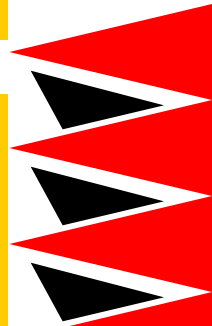
PERSONALITY

Large yellow rectangular area for personality notes.



DEVELOPING CHARACTER NOTES

Large yellow rectangular area for developing character notes.



KLINGON DEFENSE FORCE PERSONNEL RECORD



STAR TREK

THE NEXT GENERATION

PERSONAL HISTORY

Large yellow rectangular area for personal history notes.



CONTACTS AND PEOPLE FROM YOUR PAST

Large yellow rectangular area for contacts and people from your past notes.

QUOTES

Yellow rectangular area for quotes notes.

