

Positive Boosts (1 Free invoke and disappear)	Positive Aspects (1 Free invoke and stay for short time)	Negative Aspects (1 Free invoke and stay for short time)	Negative Boosts (1 Free invoke and disappear)
	I have Kraag's respect.	GM in my head slightly moved by his plight	

Name: Wallen-Oanl

Age: 36

Species: Trill (Raised on Trillius Prime)



Aspects:



Rank: Starfleet Lt. Commander

Position: Science Division on the **USS Eagle NCC--2031 Excelsior Class**

Species Aspect: Plays it close to the chest

There is always a way out

Team Coconut

Precision is key

Skills (30/36 with Max+5)

+5	Superb					
+4	Great	Scholarship	Investigation			
+3	Fair	Protocol	Craftsmanship	Customs		
+2	Average	Contacts	Notice	Discipline	Performance	
+1	Mediocre	Fight	Weapons	Physique	Rapport	Willpower

Stress:

P: O O O

Consequences:

Mild (-2):

Extreme (-8):

M: O O

Moderate (-4):

S: O O

Severe (-6):

Stunts

Species Stunts:

Past Lives:

1. Kato-Oanl - Previous life knowledge: Phaser expert (+1 damage when using hand held Federation phasers. This counts when using either Stun or Kill)
2. Paclin-Oanl - Previous life knowledge: Geneticist (+1 Scholarship for Research and Diagnosis of Genetics related things)
3. Maddel-Oanl - Previous life knowledge: Shuttle Pilot (+1 to piloting rolls for Shuttles)
4. Tanlen-Oanl - Previous life Knowledge: Starfleet Teacher (+1 to tests, and knowledge about tests, within Starfleet Academy)
5. Wid-Oanl - Previous life Knowledge: Violin Player (+1 to performance with Violin)
6. Valek-Oanl - Previous life Knowledge:

Current Fate Points: 4

Refresh = 8

Experience = 3

Adjusted Refresh = 3

Additional Stunts (each stunt cost 1 Refresh. You can not go below an Adjusted Refresh of 1):

-1 Linguist : Languages known = Customs x 2

-3 Lieutenant Commander : Rank and +3 Experience

-1 Just enough juice for 1 more shot: Once per scene you can attempt to temporarily treat a system in a consequence as if it were working normally. State which consequence you are attempting to temporarily remove, Pay 1 Fate point and make a Craftsmanship Check. If that check is equal to or greater than the consequence you are currently trying to temporarily fix, you may use any system that is currently in that consequence as if it is working normally for 1 action. After that action the system or systems in that consequence are again treated as if they are in their current consequence state.

-1 _____

-1 _____

Gear

Languages:

English

Klingon

Andorian

Vulcan

Romulan

USS Remington is at Starbase 27.