

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

Name:Wallen-Oanl

Age: 21

Species: Trill (Raised on Trillius Prime)



Aspects:



Rank: Starfleet Cadet 1st Class

Position: Starfleet Academy on Earth

Species Aspect: Secretive

There is always a way out

Team Coconut

Precision is key

Skills (21 with Max+4)

+4	Great	Scholarship				
+3	Fair	Investigation	Craftsmanship			
+2	Average	Protocol	Contacts	Physique		
+1	Mediocre	Customs	Weapons	Discipline	Notice	

Stress:

P: O O O

M: O O

S: O O

Consequences:

Mild (-2):

Moderate (-4):

Severe (-6):

Extreme (-8):

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. Previous life Knowledge
6. Previous life Knowledge

Current Fate Points: 3

Refresh = 3

Experience =

Adjusted Refresh = 3

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

-1 _____
-1 _____

Gear

Languages:

Klingon