

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)

Name: Jayne Canton

Age: 36

Species: Human

Aspects:



Rank: Starfleet Lieutenant

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

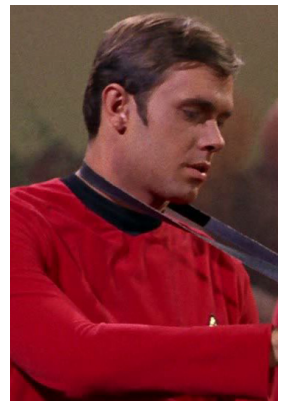
Species Aspect: Explorers With Checkered Past.

Team Coconut!

"We Could All Use Some Help..."

Sleeps Around...No, Really

I Want to See the Unexplored Universe



Skills (36 with Max+5) 2 free

+5	Superb	Physique	Rapport				
+4	Great	Empathy	Deceit				
+3	Good	Rapport	Will	Craftsmanship			
+2	Fair	Investigation	Scholarship	Presence			
+1	Average	Protocol	Piloting	Discipline			

Stress:

P: O O O O

M: O O O O

S: O O O

Consequences:

Mild (-2):

Moderate (-4):

Severe (-6):

Mild (p) (-2):

Extreme (-8):

Stunts

Species Stunts: Human

Pink skin in a corner: If in a corner and the character believes there is no way to survive, spending fate points to get out of the situation count as a +3 instead of a +2

The Humanity Factor: Whenever you tie in a personal social contest with a member of another race, without spending any fate points, you may treat the results as if you had rolled one point higher.

Sheer Dumb Luck: Whenever you roll all + or all – on a check, you may choose any player (including yourself) to receive a fate point.

Current Fate Points: 5

Refresh = 8

Experience = 2

Adjusted Refresh = 5

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

- 1 Tell Me More About That : +2 Empathy if not opposed by Deceit
- 2 Lieutenant: Rank and Experience
- 1 Scrappy: Your unarmed attacks gain +1 weapon rating for each consequence you have
- 1 _____

Gear

Languages:

English