Phillip Dade

SPECIES: Human
GENDER: Male   **HEIGHT:** 1.85 m (6'1")   **EYES:** Green
AGE: 23   **WEIGHT:** 88.5 kg. (195 lbs.)   **HAIR:** Brown
RANK: Ensign
ATTRIBUTES: Agl 9 (+1), Int 11 (+2), Per 10 (+2), Prs 8 (+1), Str 9 (+1), Vit 4 (-1)
REACTIONS: Quik +4, Savv +2, Stam +1, Will +2

UPBRINGING: Starfleet Brat
PROFESSION: Starfleet Flight Control Officer
PROFESSIONAL ABILITIES:

- **Astrogation:** When making any System Operation (Flight Control) skill test, Phillip gains a bonus equal to ½ his Space Science Skill level, rounding up.
- **Combat Piloting:** When operating conn in space combat, Phillip may make one additional helm maneuver per round without suffering any additional action penalties.
- **Evasive Maneuvers:** When performing maneuver actions in space combat, Phillip may roll 3d6, and choose the two highest; the rule for rolling double 6's applies.

ADVANCEMENTS: 4

EDGES:

- **Contacts (Starfleet Command/Administration) 1:** Phillip gains a +2 bonus to all Administration skill rolls when he calls upon his contacts; this also includes Affinity bonuses. He also gains a +2 bonus to Inquire Skill tests made within Starfleet Command to collect information.
- **Curious:** When Phillip spends Courage on an Academic test, he gains +5 per point spent instead of the normal +3.
- **Fit:** Phillip gains a +1 bonus to all Physical tests.
- **Resolute:** When Phillip spends Courage in a Willpower test, he gains +5 instead of +3 per each Courage spent.

FLAWS:

- **Slow Healing:** Phillip takes twice the time to heal, recovering 1 wound point every 2 days instead of the standard 1 point per day. Recovery rates for First Aid and Medicine skill tests are unaffected.

HEALTH: 5

Wound Level	Penalty	Health	
Healthy	None	00000	**DEFENSE:** 8
Dazed	-1	00000	**COURAGE:** 4 OOOO
Injured	-3	00000	**INITIATIVE:** +4
Wounded	-5	00000	**RENOWN:** 0
Incapacitated	-7	00000	
Near-Death	-9	00000	

SKILLS:	Specialty	Test Cat.	ATT.	ATT. Mod.	Levels	Misc.	Total
Administration		ACAD	INT	+2	+1	+2	+5
Athletics		PHYS	STR	+1	+1	+1	+3
Computer Use		ACAD	INT	+2	+4		+6
Culture	Human	ACAD	INT	+2	+6		+8/+10
Energy Weapons		PHYS	AGL	+1	+2	+1	+4
History	Human	ACAD	INT	+2	+5		+7/+9
Language: Capellan		ACAD	INT	+2	+2		+4
Language: Cardassian		ACAD	INT	+2	+4		+6
Language: Federation Standard		ACAD	INT	+2	+6		+8
Language: Trill		ACAD	INT	+2	+6		+8
Politics	Human	ACAD	INT	+2	+6		+8/+10
Repair		PHYS	INT	+2	+3	+1	+6
Simple Weapon Combat		PHYS	AGL	+1	+1	+1	+3
Space Science	Astrogation	ACAD	INT	+2	+6		+8/+10
Starfleet Martial Arts		PHYS	AGL	+1	+2	+1	+4
Structural Engineering		ACAD	INT	+2	+2		+4
System Engineering	Flight Control	ACAD	INT	+2	+3		+5/+7
System Operations	Flight Control	ACAD	INT	+2	+8	+3	+10/+15
Trivia: Starships		ACAD	INT	+2	+4		+6

BACKGROUND: