



MYRRA PURETOR

RANK Lieutenant JG
SPECIES Cizerack
AGE 18 Cycles
POSITION Tactical Officer
ASSIGNMENT Outpost Zulu 717

HEALTHY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0
STUNNED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1
INJURED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1
WOUNDED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2
INCAPACITATED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
NEAR DEATH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-
KILLED	<input type="checkbox"/>	RESISTANCE: 7							

ATTRIBUTES AND SKILLS

FITNESS	3	strength 3	vitality 4
COORDINATION	3	dexterity 3	reaction 3
INTELLECT	3	logic 3	perception 3
PRESENCE	2	willpower 2	empathy 2
PSI	0	range 0	focus 0

Computer Operations	Programming	1 (2)
Personal Equipment	Tricorder	1 (2)
Starship Tactics	Naval Tactics	1 (3)
Planetary Tactics	Small Unit Tactics	1 (2)
	Guerilla Fighting	(2)
	Security Details	(2)
Shipboard Systems	Tactical	2 (4)
	Conn	(3)
	Sensors	(3)
Propulsion Engineering	M/ARC	1 (2)
Systems Engineering	Weapon Systems	1 (2)
Vehicle Operations	Shuttlecraft	1 (2)
Acrobatics	Balance Walking	1 (2)
Athletics	Jumping	1 (2)
	Running	(2)

Stealth	Stealthy Movement	1 (3)
	Hide	(2)
Unarmed Combat	Kitty Martial Arts	1 (4)
Energy Weapon	Phaser Rifle	1 (3)
Dodge		3
Search		2
First Aid	Wound/Combat Trauma	1 (2)
Planetside Survival	Temperate	1 (2)
	Arctic	(2)
World Knowledge	Kyrrsh	1 (2)
History	Cizerack	1 (2)
Culture	Cizerack	1 (2)
Language	Cizerack	2
	Federation Standard	1

COURAGE

1

RENOWN	1	Aggression -1
		Initiative 0
		Skill 0
		Discipline 0
		Openess 0

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ADVANTAGES/DISADVANTAGES

Athletic Ability (+1 Athletic Act)	Excellent Hearing (+1d Perception)	Arrogance vs Males	Physical Imparement	Repremand
Multitasking (+1 Intellect Act/T)	Excellent Smell (+1d Perception)	Battle Rage	Paws and Claws (-1d Fine Manip)	Frith Incident (-2 Renown)
	Peripheral Vision (+1d Perception)	Sworn Enemy (Raiders)	Bipedal Imbalance (-2d Athl/Balance)	
Promotion (Lt. JG)	Night Vision (Night Perception)	Vengeful (Raiders)	Sonic Sensitivity	

MAIN ENTRY

