Weapon	Damage	Accuracy	Block	Range	Ammunition

Armor

Type	Protection

Disruptor Damage

	Setting	Damage	Charges
1	Light Stun	2+2D6	1
2	Heavy Stun	4+2D6	2
3	Light Thermal	10+2D6	8
4	Heavy Thermal	12+3D6	15
5	Light Disrupt	24+5D6	35
6	Heavy Disrupt	160+12D6	100

Combat Maneuvers

Action	Difficulty	Damage
Block	---	---
Grab	9	---
Kick	8	3+1D6
Punch	7	2+1D6
Roundhouse	8	3+1D6
Snap Punch/Kick	6	1+1D6
*Block	---	---
*Disarm	9	---
*Grab	8	---
*Kick	8	4+1D6
*Punch	7	3+1D6
*Throw	8	1+1D6

(*Romulan Naval Martial Arts)

Equipment

Character Notes

Awards and Commendations

Background History

Character Background

Early Life

War College

Serona

Tour of Duty 1

Tour of Duty 2

Tour of Duty 3

Tour of Duty 4

Tour of Duty 5