

CHARACTER SHEET

Name:		Player:	
Rank:		Position:	
Species:		Current Assignment:	

Description

Sex	
Date of Birth	
Homeworld	
Color of Hair	
Color of Eyes	
Color of Skin	
Height	
Weight	
Appearance	

Fitness	
Strength	
Vitality	
Coordination	
Dexterity	
Reaction	
Intellect	
Logic	
Perception	

Attributes

Presence	
Empathy	
Willpower	
Psi	
Range	
Focus	

STAR TREK
VOYAGER

Roleplaying Game

Background History

Stage	Description of Assignment
Early Life	
Academy Life	
Cadet Cruise	
Tour of Duty	
Tour of Duty	
Tour of Duty	
Advanced Training	

Advantages

Disadvantages

CHARACTER SHEET

[illegible]

Courage

10/10/2019

Resistance

Renown	
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Aggression ☐Discipline

Initiative	Impact
1. Strategic Planning	Developed a 5-year strategic plan, aligning organizational goals with market trends and stakeholder expectations.
2. Operational Efficiency	Streamlined internal processes, reducing operational costs by 15% and improving productivity across all departments.
3. Customer Engagement	Launched a new customer feedback system, resulting in a 20% increase in customer satisfaction scores.
4. Human Resource Development	Implemented a comprehensive training program, enhancing employee skills and fostering a culture of continuous learning.
5. Financial Management	Optimized budget allocation, ensuring financial stability and maximizing resource utilization.
6. Technology Integration	Adopted cloud-based solutions, improving data security and enabling seamless collaboration among team members.
7. Community Outreach	Engaged in social responsibility initiatives, strengthening the organization's reputation and contributing to the local community.
8. Partnership Development	Forged strategic alliances with industry leaders, expanding market reach and creating new growth opportunities.
9. Research and Innovation	Invested in R&D, leading to the development of a new product line that significantly boosted revenue.
10. Legal Compliance	Ensured full adherence to regulatory requirements, minimizing legal risks and maintaining transparency.

Openness



Skill	
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Wound Levels

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Healthy 

Stunned (+1)

Injured (+1)																						
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Incubated (+)	
Incapacitated (-)	

Near Death (c)



Killed (-)

Equipment



Connections

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Notes

Commendations

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