


CTRL
FITN
PRES
DRNG
INST
RSN
FOCUSES
TALENTS




CMD
CONN
VALUES
SEC
ENG
SCI
MEDI
Unarmed - Knockdown, Non-L

PLAYER CHARACTER

TALENTS

CHARACTER TALENTS

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TALENTS



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Unarmed - Knockdown, Non-L

PLAYER CHARACTER

TALENTS

CHARACTER TALENTS

PLAYER CHARACTER

ADVENTURES
STAR TREKTM

PLAYER CHARACTER

CHARACTER TALENTS

ADVENTURES
STAR TREKTM

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STAR TREKTM

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STAR TREKTM

CHARACTER TALENTS

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TALENTS FOCUSES

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Unarmed - Knockdown, Non-L

SUPPORTING CHARACTER

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TALENTS FOCUSES

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SUPPORTING CHARACTER

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FOCUSES

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TALENTS/SPECIAL RULES

Unarmed - Knockback, Non-L

MAJOR NPC

CTRL
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FOCUSES

VALUES

CMD
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SCI
MEDI

TALENTS/SPECIAL RULES

Unarmed - Knockback, Non-L

MAJOR NPC

SUPPORTING CHARACTER

ADVENTURES

STAR TREK

SUPPORTING CHARACTER

SUPPORTING CHARACTER

ADVENTURES

STAR TREK

SUPPORTING CHARACTER

MAJOR NPC

ADVENTURES

STAR TREK


TALENTS/SPECIAL RULES

MAJOR NPC


ADVENTURES

STAR TREK

TALENTS/SPECIAL RULES

STARFLEET SECURITY 

CTRL	11
FITN	10
PRES	09
DRNG	11
INST	08
RSN	08




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SPECIAL RULES


0 +1 to CONTROL, FITNESS, DARING (added)

CMD	02					
CONN	01					
SEC	02					
ENG	01	Phaser Rifle	R	Accurate, Charge	6	1
SCI	01	Unarmed	-	Knockdown, non-L	3	
MEDI	01	Phaser	R	Charge	5	

MINOR NPC

STARFLEET ENGINEER 

CTRL	11
FITN	09
PRES	08
DRNG	08
INST	10
RSN	11




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SPECIAL RULES


0 +1 to CONTROL, INSIGHT, REASON (added)

CMD	01					
CONN	01					
SEC	01					
ENG	02	Phaser	R	Charge	4	1
SCI	02	Unarmed	-	Knockdown, non-L	2	
MEDI	01	Phaser	R	Charge, Hidden 1	3	

MINOR NPC

STARFLEET SCIENCE OFFICER 

CTRL	10
FITN	08
PRES	08
DRNG	08
INST	11
RSN	11



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SPECIAL RULES

0 +1 to CONTROL, INSIGHT, REASON (added)

CMD	01					
CONN	01					
SEC	01					
ENG	01	Phaser	R	Charge	4	1
SCI	02	Unarmed	-	Knockdown, non-L	2	
MEDI	02	Phaser	R	Charge, Hidden 1	3	

MINOR NPC

STARFLEET CONN OFFICER 

CTRL	11
FITN	08
PRES	09
DRNG	11
INST	09
RSN	09



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SPECIAL RULES

0 +1 to CONTROL, INSIGHT, DARING (added)

CMD	01					
CONN	02					
SEC	01					
ENG	02	Phaser	R	Charge	4	1
SCI	01	Unarmed	-	Knockdown, non-L	2	
MEDI	01	Phaser	R	Charge, Hidden 1	3	

MINOR NPC

MINOR NPC

ADVENTURES

STAR TREK

MINOR NPC

MINOR NPC

ADVENTURES

STAR TREK

MINOR NPC

MINOR NPC

ADVENTURES

STAR TREK


MINOR NPC

MINOR NPC

ADVENTURES

STAR TREK

MINOR NPC

EMERGENCY MEDICAL HOLOGRAM 

CTRL	10
FITN	08
PRES	07
DRNG	09
INST	08
RSN	09

0 **9**

FOCUSES

"Please state the nature of the medical emergency."
-EMH Mark I

CMD 01 Emergency Medicine
Surgery

CONN 02 Xenobiology

SEC 01 **VALUES/SPECIAL RULES**

Does not cost Crew Support to deploy.
Cannot enter locations that do not have holo emitters.

ENG 02

SCI 03

MEDI 04 Unarmed - Knockdown, Non-L 2

SUPPORTING CHARACTER

STARFLEET INTELLIGENCE OP 

CTRL	11
FITN	08
PRES	10
DRNG	09
INST	10
RSN	09

0 **11**

FOCUSES **VALUE**

Espionage Infiltration The Ends Justify the Means

CMD 02 **TALENTS/SPECIAL RULES**

Spend 2 Threat to gain 1 focus for remainder of scene.
+1 Die towards any Task involving concealing activities

CONN 01

SEC 03

ENG 02 **Phaser** R Charge 4 ¹

SCI 02 Unarmed - Knockdown, non-L 2

MEDI 01 **Phaser** R Charge, Hidden 1 3

NOTABLE NPC

STARFLEET CAPTAIN (VULCAN) 

Name:

Vulcan

CTRL	12
FITN	10
PRES	10
DRNG	09
INST	08
RSN	11

0 **11**

FOCUSES

Astrophysics
Composure
Diplomacy
Starship Tactics

VALUES

-Wisdom is the Beginning of Logic, Not the End
-A Failure to Act Can Be As Dangerous As Acting Rashly

CMD 04

CONN 02 **TALENTS/SPECIAL RULES**


SEC 01

ENG 02

SCI 03 Nerve Pinch - Intense, non-L 4

MEDI 01 **Phaser** R Charge 4

MAJOR NPC

STARFLEET ADMIRAL (ANDORIAN) 

Name:

Andorian

CTRL	08
FITN	10
PRES	12
DRNG	11
INST	09
RSN	10

0 **13**

FOCUSES

-Endurance
-Fleet Strategy and Tactics
-Inspiration
-Military History

VALUES

"There is No Higher Call Than to Serve"
"We Endure Hardship, So that Others Do Not Have to"

CMD 04

CONN 03 **TALENTS/SPECIAL RULES**

SEC 03

ENG 02

SCI 01 Unarmed - Knockdown, non-L 4

MEDI 02 **Phaser** R Charge 6

MAJOR NPC

SUPPORTING CHARACTER

STAR TREK ADVENTURES

SUPPORTING CHARACTER

NOTABLE NPC

STAR TREK ADVENTURES

NOTABLE NPC

MAJOR NPC

STAR TREK ADVENTURES

TALENTS/SPECIAL RULES

Accomplished Strategist
Whenever NPC attempts a Task to formulate, execute, or explain a strategy, may spend 1 Threat to re-roll the dice pool.

Counter Play
Whenever an enemy attempts a Task to create an Advantage representing some manner of strategy or tactic, NPC may spend 1 Threat to increase the Difficulty by 1. Further, if this Task then fails, NPC may immediately spend one additional Threat to create an Advantage of his own, representing his own stratagem.

Kollinahr
Reduce the Difficulty of all Tasks for this NPC to resist coercion, mental intrusion, pain, and other mental attacks by 2.

Command Task, scores one additional Momentum than normal.

MAJOR NPC

MAJOR NPC

STAR TREK ADVENTURES

TALENTS/SPECIAL RULES

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MAJOR NPC