

# PREGENERATED CHARACTERS

## FIRST OFFICER

### COMMANDER LENARIS LOS (FIRST OFFICER)

**TRAITS:** Bajoran

**VALUES:**

- Eager and Ambitious
- The Thrill of Discovery
- True Liberation for All Species
- A Starship Is a Home, a Crew Its Family

#### ATTRIBUTES

CONTROL 09

FITNESS 07

PRESENCE 11

DARING 10

INSIGHT 09

REASON 10

#### DISCIPLINES

COMMAND 05

SECURITY 02

SCIENCE 03

CONN 03

ENGINEERING 02

MEDICINE 01

**FOCUSES:** Guerilla Tactics, Diplomacy, Survival, Composure, Starfleet Protocol, 3D Chess

**TALENTS:**

- **Executive Officer:** When another character in communication with you spends Determination, you may spend 3 Momentum immediately to let that character regain their point of spent Momentum.
- **Advisor:** Whenever you assist another character using your Command Discipline, the character being assisted may re-roll one d20.
- **Tough:** Whenever you *Avoid an Injury*, the cost is decreased by 1, to a minimum of 1.
- **Strong Pagh:** You have an unwavering faith in the Prophets. Whenever you attempt a Task to resist being coerced or threatened, you reduce the Difficulty of the that Task by 1.
- **Constantly Watching:** When you attempt a Task to detect danger or hidden enemies, reduce the Difficulty by 1.

**DETERMINATION:** (Start with 1) ☐ ☐ ☐

**STRESS:** ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

**RESISTANCE:** 0



**ATTACKS:**

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 5▲, Size 1H, Charge)

**EQUIPMENT:** Combadge, Tricorder

# COMMANDING OFFICER REFERENCE

## MINOR ACTIONS

- **INTERACT:** The character interacts with an object in the environment.
- **CHANGE POSITION:** The character moves to any other station on the bridge, or another location on the ship. Characters moving to another location arrive at the beginning of their next Turn.
- **PREPARE:** The character prepares for a Task.
- **RESTORE:** The character clears some minor problem or fault with a system, restoring it to function.

LCARS MODE

680393

MISSION STATUS

5903

OVERRIDE

SHIPS LOG

EX COMM

79033

FLIGHT CONTROL

INT COMM

65

EMERG OVERRIDE

DG

DAMAGE  
ROLL

ROLL DAMAGE

1	1 damage
2	2 damage
3	no damage
4	no damage
5	1 damage, Damage Effect
6	1 damage, Damage Effect

CONTROL

SYSTEMS

## TASKS

- **ASSIST:** The character nominates a single ally they can communicate with, and assists that character's Task.
- **PASS:** The character chooses not to attempt a Task.
- **READY:** The character declares that they are waiting for a particular situation or event to occur before attempting a Task.
- **OVERRIDE:** The character may attempt a Task from any other role, but increasing the Difficulty by 1.
- **DIRECT:** The CO provides clear, concise orders. Choose one other officer currently on the bridge; that officer attempts a single Task, determined by the CO. The CO assists this Task using their Command Discipline.
- **RALLY:** The CO inspires and coordinates the crew, attempting a Presence + Command Task with a Difficulty of 0, to generate Momentum.

TASKS

1. Choose one Attribute and one Discipline, and one Focus. Add together Attribute and Discipline to get Target Number.
2. Gamemaster sets Difficulty.
3. Roll 2d20, plus any extra d20s bought (see below). Each die that rolls equal or under the Target Number scores 1 success.
  - A. If there is a Focus, each die that rolls equal or under the Discipline used scores 1 extra success.
  - B. If there isn't a Focus, each die that rolls 1 scores 1 extra success.
  - C. Each die that rolls a 20 causes a Complication.
4. If successes equal or beat Difficulty, then Task is successful, otherwise it fails. Any successes above the Difficulty become Momentum.
5. The Gamemaster describes the Task's outcome, and the Player may spend Momentum to improve the outcome.

ALERT STATUS

COMMON USES OF MOMENTUM

Immediate uses can be used outside of a successful Task paid for out of the Group Pool or by adding to Threat. Repeatable uses can be used multiple times per Task/Round.

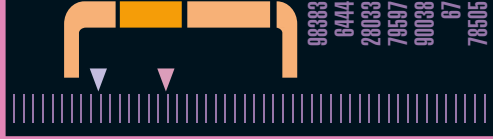
- **CREATE OPPORTUNITY:** *Immediate, Repeatable.* 1 Momentum to purchase +1d20 for a Task, 3 to purchase +2d20, or 6 to purchase +3d20.
- **CREATE PROBLEM:** *Immediate, Repeatable.* Spend 2 Momentum to increase the Difficulty of an enemy Task by 1.
- **OBTAIN INFORMATION:** *Repeatable.* Ask the Gamemaster one question about the situation, that must be answered truthfully.
- **CREATE ADVANTAGE:** Spend 2 Momentum to create an Advantage, or remove a Complication.

BUYING EXTRA DICE

- A character may buy up to three additional dice before attempting a Task.
- Dice may be bought by the following methods:
  - Spending saved Momentum from the group's pool. First die costs 1, second costs 2, third costs 3.
  - Adding Threat to the Gamemaster's pool.
  - Spend 1 Determination; gain 1d20 which has already rolled a 1.
- **Requires an applicable Value.** Must always be the first die bought.
- Additionally, characters may have assistance on a Task. This doesn't count towards the normal limit. The assisting character rolls 1d20, against an Attribute and Discipline of their choice, and adds successes rolled to any rolled by the character being assisted.

VALUES

- If a character has a Value which positively affects their current Task, they may spend one Determination to do one of the following:
  - Add an extra d20 that has already rolled a 1.
  - Re-roll any dice in your dice pool.
  - Perform an extra Task immediately.
  - Create an Advantage.
- If a character has a Value which would negatively affect their current Task, they may take one Complication to regain one Determination.
- Once per session, if a character has a Value which would negatively affect the current Task, they may challenge the Value; gain one Determination, and cross out the Value – it will be rewritten after the mission.



# PREGENERATED CHARACTERS

## CONN OFFICER

### LT. COMMANDER LIAN ZHANG

**TRAITS:** Human

**VALUES:**

- To Fly the Ship, Know the Ship
- The Drive for Discovery
- Always Something to Learn
- Propulsion Is a Science, Navigation an Art

#### ATTRIBUTES

CONTROL

11

FITNESS

08

PRESENCE

09

DARING

10

INSIGHT

08

REASON

10

#### DISCIPLINES

COMMAND

01

SECURITY

02

SCIENCE

04

CONN

04

ENGINEERING

03

MEDICINE

02

**FOCUSES:** Navigation, Propulsion Systems, Shuttlecraft, Subspace Physics, Quantum Mechanics, Avian Breeding

**TALENTS:**

- **Flight Controller:** When you analyze or repair any technology related to flight or propulsion, you may use the Conn Discipline instead of Engineering.
- **Bold (Conn):** Whenever you attempt a Task involving your Conn skill, and you buy one or more bonus d20s by adding to Threat, you may re-roll a single die in your dice pool.
- **Jury-Rig:** Whenever you attempt an Engineering Task to perform repairs, you may reduce the Difficulty by 2. If you do this, however, then the repairs are only temporary, and will last a single scene, plus one additional scene per Momentum spent (Repeatable) before they fail again. Jury-rigged repairs can only be applied once.
- **Precise Evasion:** Whenever you succeed an *Evasive Action* Task, you may spend two Momentum. If you do, the ship does not suffer the increased Difficulty for attacks normally caused by the maneuver.

- **Computer Expertise:** When you attempt a Task that involves the programming or study of a computer system, you may add one bonus d20 to your pool.

**DETERMINATION:** (Start with 1) ☐☐☐

**STRESS:** ☐☐☐☐☐☐☐☐☐☐

**RESISTANCE:** 0

**ATTACKS:**

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 4▲, Size 1H, Charge)

**EQUIPMENT:** Combadge, Tricorder



# HELM AND NAVIGATION REFERENCE

## MINOR ACTIONS

- **INTERACT:** The character interacts with an object in the environment.
- **CHANGE POSITION:** The character moves to any other station on the bridge, or another location on the ship. Characters moving to another location arrive at the beginning of their next Turn.
- **PREPARE:** The character prepares for a Task.
- **RESTORE:** The character clears some minor problem or fault with a system, restoring it to function.

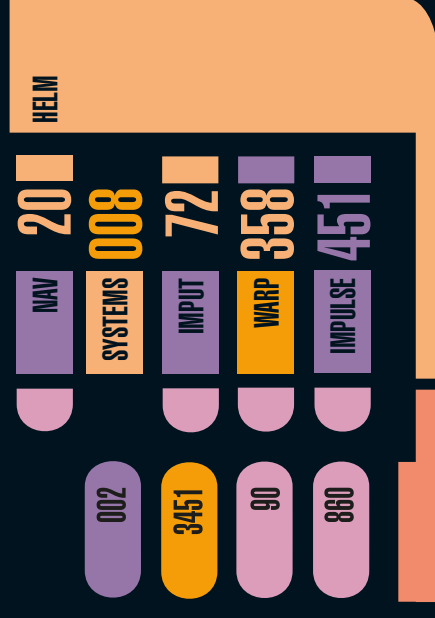
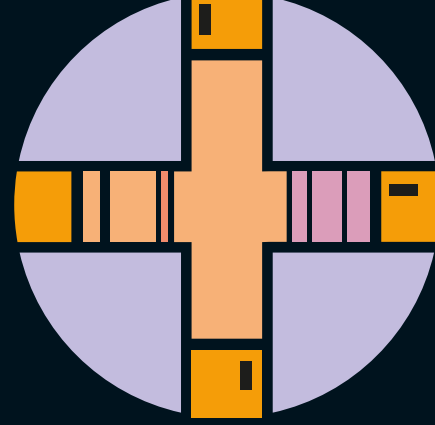
## HELM TASKS

- **ASSIST:** The character nominates a single ally they can communicate with, and assists that character's Task.
- **PASS:** The character chooses not to attempt a Task.
- **READY:** The character declares that they are waiting for a particular situation or event to occur before attempting a Task.
- **OVERRIDE:** The character may attempt a Task from any other role, but increasing the Difficulty by 1.

## NAVIGATION TASKS

- **MANEUVER:** The flight controller uses the ship's thrusters to adjust position and moves to anywhere within Medium range.
- **IMPULSE:** The flight controller uses the ship's impulse engines to adjust position and move to anywhere within Long range. Power Requirement of 1.
- **WARP:** The flight controller uses the ship's warp drive to move two or more zones. Power Requirement equal to the number of zones to be moved.
- **EVASIVE ACTION:** Control + Conn Task with a Difficulty of 1 assisted by the ship's Structure + Conn. Until the flight controller's next Task, all attacks against the ship, and all attacks made by the ship, increase their Difficulty by 1. Power requirement 1.
- **ATTACK PATTERN:** Daring + Conn Task, Difficulty 2, assisted by the ship's Weapons + Conn. If successful, reduce attack Difficulty by 1 (Minimum 1, gain 1 Momentum if already at 1) until the flight controller's next Turn. Power requirement 1.
- **RAMMING SPEED:** (Attack) Daring + Conn, Difficulty 2, assisted by Engines + Conn. +1 Difficulty per range beyond Close. Damage is 2+Scale ▲ Spread, Vicious 1, Devastating, but ramming ship also receives damage (Scale ▲, Spread, Vicious 1, Devastating).

- **ASSIST:** The character nominates a single ally they can communicate with, and assists that character's Task.
- **PASS:** The character chooses not to attempt a Task.
- **READY:** The character declares that they are waiting for a particular situation or event to occur before attempting a Task.
- **OVERRIDE:** The character may attempt a Task from any other role, but increasing the Difficulty by 1.
- **PLOT COURSE:** Reason + Conn Task, assisted by the ship's Computers + Conn, with a Difficulty of 3. If successful, the next Task the helmsman attempts reduces in Difficulty by 1. Reduce the Difficulty by a further one for every two Momentum spent (Repeatable).
- **CHART HAZARD:** Reason + Conn Task, assisted by the ship's Sensors + Conn, with a Difficulty of 3. If successful, nominate a single hazard or other dangerous phenomenon nearby; the Difficulty of any Task to avoid that hazard is reduced by 2. The Navigator can nominate one additional hazard or dangerous phenomenon for every two Momentum spent.



TASKS

1. Choose one Attribute and one Discipline, and one Focus. Add together Attribute and Discipline to get Target Number.
2. Gamemaster sets Difficulty.
3. Roll 2d20, plus any extra d20s bought (see below). Each die that rolls equal or under the Target Number scores 1 success.
  - A. If there is a Focus, each die that rolls equal or under the Discipline used scores 1 extra success.
  - B. If there isn't a Focus, each die that rolls 1 scores 1 extra success.
  - C. Each die that rolls a 20 causes a Complication.
4. If successes equal or beat Difficulty, then Task is successful, otherwise it fails. Any successes above the Difficulty become Momentum.
5. The Gamemaster describes the Task's outcome, and the Player may spend Momentum to improve the outcome.

ALERT STATUS

COMMON USES OF MOMENTUM

Immediate uses can be used outside of a successful Task paid for out of the Group Pool or by adding to Threat. Repeatable uses can be used multiple times per Task/Round.

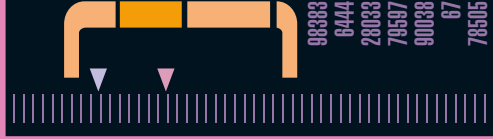
- **CREATE OPPORTUNITY:** *Immediate, Repeatable.* 1 Momentum to purchase +1d20 for a Task, 3 to purchase +2d20, or 6 to purchase +3d20.
- **CREATE PROBLEM:** *Immediate, Repeatable.* Spend 2 Momentum to increase the Difficulty of an enemy Task by 1.
- **OBTAIN INFORMATION:** *Repeatable.* Ask the Gamemaster one question about the situation, that must be answered truthfully.
- **CREATE ADVANTAGE:** Spend 2 Momentum to create an Advantage, or remove a Complication.

BUYING EXTRA DICE

- A character may buy up to three additional dice before attempting a Task.
- Dice may be bought by the following methods:
  - Spending saved Momentum from the group's pool. First die costs 1, second costs 2, third costs 3.
  - Adding Threat to the Gamemaster's pool.
  - Spend 1 Determination; gain 1d20 which has already rolled a 1.
- **Requires an applicable Value.** Must always be the first die bought.
- Additionally, characters may have assistance on a Task. This doesn't count towards the normal limit. The assisting character rolls 1d20, against an Attribute and Discipline of their choice, and adds successes rolled to any rolled by the character being assisted.

VALUES

- If a character has a Value which positively affects their current Task, they may spend one Determination to do one of the following:
  - Add an extra d20 that has already rolled a 1.
  - Re-roll any dice in your dice pool.
  - Perform an extra Task immediately.
  - Create an Advantage.
- If a character has a Value which would negatively affect their current Task, they may take one Complication to regain one Determination.
- Once per session, if a character has a Value which would negatively affect the current Task, they may challenge the Value; gain one Determination, and cross out the Value – it will be rewritten after the mission.



# PREGENERATED CHARACTERS

## CHIEF OF SECURITY

LIEUTENANT COMMANDER CUELLAS ZHARATH

**TRAITS:** Andorian

**VALUES:**

- Lead by Example
- Fortune Favours the Bold
- Rash and Reckless
- Proud Daughter of Andoria

**ATTRIBUTES**

CONTROL 08

FITNESS 10

PRESENCE 09

DARING 12

INSIGHT 09

REASON 08

**DISCIPLINES**

COMMAND 04

SECURITY 04

SCIENCE 01

CONN 03

ENGINEERING 02

MEDICINE 02

**FOCUSES:** Squad Tactics, Fearless, Hand Phasers, Blades, Starship Internal Security, Klingon Opera

**TALENTS:**

- Chief of Security:** When aboard the ship, you have the Advantage “Security Detachment”, which represents the ship’s security personnel.
- Bold (Security):** Whenever you attempt a Task with Security and buy one or more d20 by adding to Threat, you may re-roll a single die in your pool.
- Follow My Lead:** Once per scene, when you succeed at a Task during combat or another perilous situation, you may also spend two Momentum. If you do, choose a single ally. The next Task that ally attempts counts as having assistance from you, using your **Presence + Command**.
- Close Protection:** When you make a successful attack, you may spend one Momentum to protect a single ally within Close range. The next attack against that ally, before the start of your next turn, increases in Difficulty by 1.
- The Ushaan:** You are experienced in the tradition of honor dueling known as the *Ushaan*; when you make, or defend against, a melee attack, and you buy one or more dice with Threat, you may re-roll your dice pool. Further, you have your own Ushaan-tor.



**DETERMINATION:** (Start with 1) ☐☐☐

**STRESS:** ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

**RESISTANCE:** 0

**ATTACKS:**

- Unarmed Strike (Melee, 5▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 7▲, Size 1H, Charge)
- Ushaan-tor (Melee, 6▲ Vicious 1, Size 1H)

**EQUIPMENT:** Combadge, Tricorder



# SECURITY OVERSIGHT AND TACTICAL REFERENCE

## MINOR ACTIONS

- **INTERACT:** The character interacts with an object in the environment.
- **CHANGE POSITION:** The character moves to any other station on the bridge, or by taking three *Change Position* Minor Actions, can move to any other location on the ship
- **PREPARE:** The character prepares for a Task.
- **RESTORE:** The character clears some minor problem or fault with a system, restoring it to function.
- **RAISE/LOWER SHIELDS:** (Tactical only.) The shields are raised or lowered. If the shields are down, the ship has Shields 0. When raised, they go immediately to their maximum, or to their previous score (if lower). You cannot raise and lower shields during the same Round.

## SECURITY OVERSIGHT TASKS

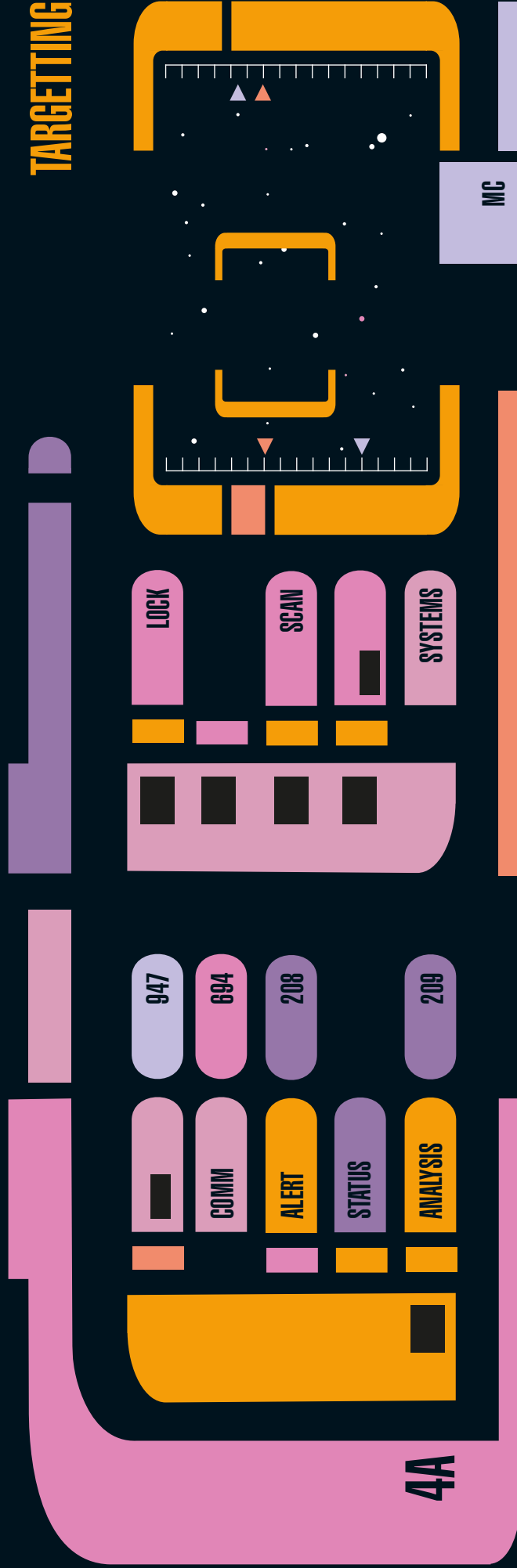
- **DEPLOY SECURITY:** The officer sends a security team to the chosen location, then attempts a **Presence + Security Opposed Task**, normally Difficulty 1, opposed by the intruders.

## TACTICAL TASKS

- **ASSIST:** The character nominates a single ally they can communicate with, and assists that character's Task.
- **PASS:** The character chooses not to attempt a Task.
- **READY:** The character declares that they are waiting for a particular situation or event to occur before attempting a Task.

- **OVERRIDE:** The character may attempt a Task from any other role, but increasing the Difficulty by 1.
- **FIRE WEAPON:** The tactical officer nominates a single active weapon system on board the ship, chooses a viable target for that weapon, and makes an attack. This is a **Control + Security Task**, assisted by the ship's **Weapons + Security**.
- **MODULATE SHIELDS:** **Control + Security Task**, assisted by the ship's **Structure + Engineering**, with a Difficulty of 2. If successful, the ship gains +1 Resistance, +1 per Momentum spent (Repeatable) until it next suffers one or more damage.
- **TRACTOR BEAM:** Engage a tractor beam on a nearby object or vessel. This requires a **Control + Security Task**, assisted by the ship's **Weapons + Security** with a Difficulty of 2, and can only be directed at a target within Close range.

## TARGETTING





TASKS

1. Choose one Attribute and one Discipline, and one Focus. Add together Attribute and Discipline to get Target Number.
2. Gamemaster sets Difficulty.
3. Roll 2d20, plus any extra d20s bought (see below). Each die that rolls equal or under the Target Number scores 1 success.
  - A. If there is a Focus, each die that rolls equal or under the Discipline used scores 1 extra success.
  - B. If there isn't a Focus, each die that rolls 1 scores 1 extra success.
  - C. Each die that rolls a 20 causes a Complication.
4. If successes equal or beat Difficulty, then Task is successful, otherwise it fails. Any successes above the Difficulty become Momentum.
5. The Gamemaster describes the Task's outcome, and the Player may spend Momentum to improve the outcome.

ALERT STATUS

COMMON USES OF MOMENTUM

Immediate uses can be used outside of a successful Task paid for out of the Group Pool or by adding to Threat. Repeatable uses can be used multiple times per Task/Round.

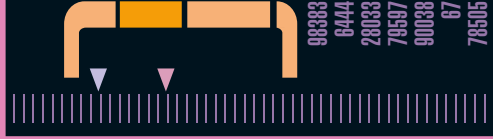
- **CREATE OPPORTUNITY:** *Immediate, Repeatable.* 1 Momentum to purchase +1d20 for a Task, 3 to purchase +2d20, or 6 to purchase +3d20.
- **CREATE PROBLEM:** *Immediate, Repeatable.* Spend 2 Momentum to increase the Difficulty of an enemy Task by 1.
- **OBTAIN INFORMATION:** *Repeatable.* Ask the Gamemaster one question about the situation, that must be answered truthfully.
- **CREATE ADVANTAGE:** Spend 2 Momentum to create an Advantage, or remove a Complication.

BUYING EXTRA DICE

- A character may buy up to three additional dice before attempting a Task.
- Dice may be bought by the following methods:
  - Spending saved Momentum from the group's pool. First die costs 1, second costs 2, third costs 3.
  - Adding Threat to the Gamemaster's pool.
  - Spend 1 Determination; gain 1d20 which has already rolled a 1.
- **Requires an applicable Value.** Must always be the first die bought.
- Additionally, characters may have assistance on a Task. This doesn't count towards the normal limit. The assisting character rolls 1d20, against an Attribute and Discipline of their choice, and adds successes rolled to any rolled by the character being assisted.

VALUES

- If a character has a Value which positively affects their current Task, they may spend one Determination to do one of the following:
  - Add an extra d20 that has already rolled a 1.
  - Re-roll any dice in your dice pool.
  - Perform an extra Task immediately.
  - Create an Advantage.
- If a character has a Value which would negatively affect their current Task, they may take one Complication to regain one Determination.
- Once per session, if a character has a Value which would negatively affect the current Task, they may challenge the Value; gain one Determination, and cross out the Value – it will be rewritten after the mission.



# PREGENERATED CHARACTERS

## CHIEF ENGINEER

LT. (JUNIOR GRADE) HANOR DEL

**TRAITS:** Trill, Del Symbiote

### VALUES:

- Test Everything to Its Limits
- Four Lifetimes of Adventure
- Always Pad Your Estimates
- Love Your Ship Like You Would Love a Child

### ATTRIBUTES

CONTROL

09

FITNESS

08

PRESENCE

08

DARING

09

INSIGHT

10

REASON

12

### DISCIPLINES

COMMAND

02

SECURITY

01

SCIENCE

03

CONN

03

ENGINEERING

05

MEDICINE

02

**FOCUSES:** Astrophysics, Power Systems, Warp Drive, Damage Reporting Procedures, Small Craft, Oenology

### TALENTS:

- **Chief Engineer:** When aboard the ship, you have the Advantage “Engineering Department”, which represents the ship’s complement of engineers and technicians.
- **Joined:** You have a Symbiote. Once per mission, you may declare that a former host had a specific expertise. You gain a single Focus for the remainder of the scene, as you draw upon those memories.
- **Untapped Potential:** Whenever you succeed at a Task where you bought one or more additional dice with either Momentum or Threat, you roll 1▲. You receive bonus Momentum equal to the total on the ▲, or add one to Threat if an Effect is rolled.
- **Testing a Theory:** When you attempt a Task using Engineering or Science, you may roll one additional d20, so long as you have completed a previous Task covering the same scientific or technological discipline earlier in the same game session.
- **In the Nick of Time:** Whenever you succeed at an Engineering or Science Task that is part of an Extended Task, you may ignore up to two Resistance for every Effect rolled.

**DETERMINATION:** (Start with 1) ☐☐☐

**STRESS:** ☐☐☐☐☐☐☐☐

**RESISTANCE:** 0

### ATTACKS:

- Unarmed Strike (Melee, 2▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 3▲, Size 1H, Charge)

**EQUIPMENT:** Combadge, Tricorder, Engineering Toolkit



# SENSORS AND INTERNAL SYSTEMS REFERENCE

## MINOR ACTIONS

- **INTERACT:** The character interacts with an object in the environment.
- **CHANGE POSITION:** The character moves to any other station on the bridge, or another location on the ship. Characters moving to another location arrive at the beginning of their next Turn.
- **PREPARE:** The character prepares for a Task.
- **RESTORE:** The character clears some minor problem or fault with a system, restoring it to function.

## SENSOR TASKS

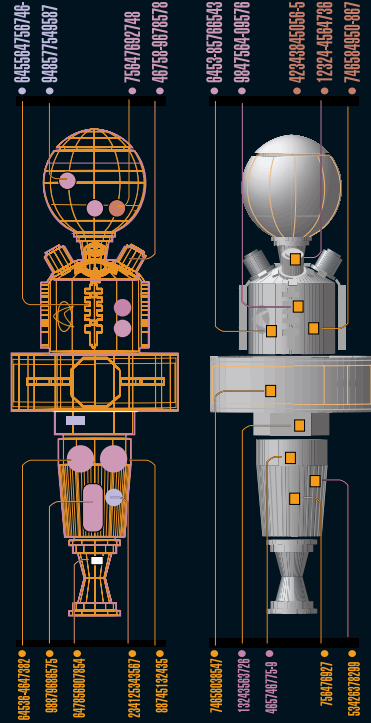
- **ASSIST:** The character nominates a single ally they can communicate with, and assists that character's Task.
- **PASS:** The character chooses not to attempt a Task.
- **READY:** The character declares that they are waiting for a particular situation or event to occur before attempting a Task.

- **OVERRIDE:** The character may attempt a Task from any other role, but increasing the Difficulty by 1.
- **SENSOR SWEEP:** Reason + Sciences Task, assisted by the ship's **Sensors + Sciences**, with a Difficulty of 0. Interference, ambient conditions, or particularly unusual or unfamiliar phenomena should increase this Difficulty.
- **SCAN FOR WEAKNESS:** Control + Sciences Task with a Difficulty of 1, assisted by the ship's **Sensors + Security**. If this succeeds, then the vessel's next attack, before the end of the sensor operator's next Turn, gains the Piercing 2 Quality.
- **LAUNCH PROBE:** Reduces the Difficulty of Tasks to make a Sensor Sweep with regards to phenomena near the probe by 2, and means that hazards that result from proximity to the phenomena affect the probe instead of the vessel.

## INTERNAL SYSTEMS TASKS

- **ASSIST:** The character nominates a single ally they can communicate with, and assists that character's Task.
- **PASS:** The character chooses not to attempt a Task.

- **READY:** The character declares that they are waiting for a particular situation or event to occur before attempting a Task.
- **OVERRIDE:** The character may attempt a Task from any other role, but increasing the Difficulty by 1.
- **POWER MANAGEMENT:** Daring or Control + Engineering Task with a Difficulty of 2, which can Succeed at Cost. On success, the ship gains one Power, +1 Power per Momentum spent (Repeatable).
- **REGENERATE SHIELDS:** Control + Engineering, Difficulty 1, assisted by ship's **Structure + Engineering**; +1 Difficulty if Shields are 0. Success means ship regains 2 Shields, +2 per Momentum (Repeatable).
- **DAMAGE CONTROL:** The officer despatches a damage control team, which attempts to repair a damaged system (**Presence + Engineering**, Difficulty varies).
- **TRANSPORTERS:** Operate ship's transporters. Control + Engineering, Difficulty 2, assisted by **Sensors + Engineering**. Circumstances may change difficulty.



3A

## SYSTEMS CALIBRATION - 534

### PROBE

### SELECT

### STATUS

### SCAN

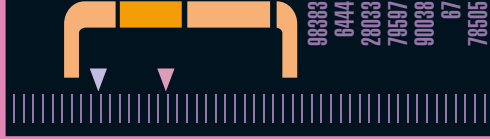
### ANALYSIS

98383	9022	3422	2232	53232	3242
8444	4938	34	43872	4344	
28033	67	58777	6433	45	
79597	45432		2432	3234	42412
90038	29844		67	4542	3432
			67	4542	343
			78505	58	67
			5853	7890	3322
			34344	300	78
					4322
					3532

TASKS

1. Choose one Attribute and one Discipline, and one Focus. Add together Attribute and Discipline to get Target Number.
2. Gamemaster sets Difficulty.
3. Roll 2d20, plus any extra d20s bought (see below). Each die that rolls equal or under the Target Number scores 1 success.
  - A. If there is a Focus, each die that rolls equal or under the Discipline used scores 1 extra success.
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  - C. Each die that rolls a 20 causes a Complication.
4. If successes equal or beat Difficulty, then Task is successful, otherwise it fails. Any successes above the Difficulty become Momentum.
5. The Gamemaster describes the Task's outcome, and the Player may spend Momentum to improve the outcome.

ALERT STATUS



BUYING EXTRA DICE

- A character may buy up to three additional dice before attempting a Task.
- Dice may be bought by the following methods:
  - Spending saved Momentum from the group's pool. First die costs 1, second costs 2, third costs 3.
  - Adding Threat to the Gamemaster's pool.
  - Spend 1 Determination; gain 1d20 which has already rolled a 1.
- **Requires an applicable Value.** Must always be the first die bought.
- Additionally, characters may have assistance on a Task. This doesn't count towards the normal limit. The assisting character rolls 1d20, against an Attribute and Discipline of their choice, and adds successes rolled to any rolled by the character being assisted.

COMMON USES OF MOMENTUM

Immediate uses can be used outside of a successful Task paid for out of the Group Pool or by adding to Threat. Repeatable uses can be used multiple times per Task/Round.

- **CREATE OPPORTUNITY:** *Immediate, Repeatable.* 1 Momentum to purchase +1d20 for a Task, 3 to purchase +2d20, or 6 to purchase +3d20.
- **CREATE PROBLEM:** *Immediate, Repeatable.* Spend 2 Momentum to increase the Difficulty of an enemy Task by 1.
- **OBTAIN INFORMATION:** *Repeatable.* Ask the Gamemaster one question about the situation, that must be answered truthfully.
- **CREATE ADVANTAGE:** Spend 2 Momentum to create an Advantage, or remove a Complication.

VALUES

- If a character has a Value which positively affects their current Task, they may spend one Determination to do one of the following:
  - Add an extra d20 that has already rolled a 1.
  - Re-roll any dice in your dice pool.
  - Perform an extra Task immediately.
  - Create an Advantage.
- If a character has a Value which would negatively affect their current Task, they may take one Complication to regain one Determination.
- Once per session, if a character has a Value which would negatively affect the current Task, they may challenge the Value; gain one Determination, and cross out the Value – it will be rewritten after the mission.

# PREGENERATED CHARACTERS

## SCIENCE OFFICER

LIEUTENANT NATALA

**TRAITS:** Denobulan

**VALUES:**

- Safety in Numbers
- The First Step to Discovery Is the Theoretical
- Serving Starfleet Is a Family Tradition
- I Am the Voice of the Crew

**ATTRIBUTES**

CONTROL 09

FITNESS 10

PRESENCE 08

DARING 07

INSIGHT 11

REASON 11

**DISCIPLINES**

COMMAND 01

SECURITY 02

SCIENCE 05

CONN 02

ENGINEERING 04

MEDICINE 02

**FOCUSES:** Anthropology, Biology, Quantum Mechanics, Sensor Operations, EVA, Fencing

**TALENTS:**

- **Technical Expertise:** Whenever you attempt a Task assisted by the ship's Computers or Sensors, you may re-roll a single die in your dice pool (which may be the ship's die).
- **Studious:** Whenever you spend one or more Momentum to *Obtain Information*, you may ask one additional question (in total, not per Momentum spent).
- **Parent Figure:** When attempting or assisting a Task, and two or more other characters are involved in the Task, the first Complication generated on the Task may be ignored.
- **I Know My Ship:** Whenever you attempt a Task to determine the source of a technical problem with your ship, add one bonus d20.

**DETERMINATION:** (Start with 1) ☐ ☐ ☐

**STRESS:** ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

**RESISTANCE:** 0

**ATTACKS:**

- Unarmed Strike (Melee, 3▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 4▲, Size 1H, Charge)

**EQUIPMENT:** Combadge, Tricorder



# COMMUNICATIONS AND INTERNAL SYSTEMS REFERENCE

## MINOR ACTIONS

- **INTERACT:** The character interacts with an object in the environment.
- **CHANGE POSITION:** The character moves to any other station on the bridge, or another location on the ship. Characters moving to another location arrive at the beginning of their next Turn.
- **PREPARE:** The character prepares for a Task.
- **RESTORE:** The character clears some minor problem or fault with a system, restoring it to function.

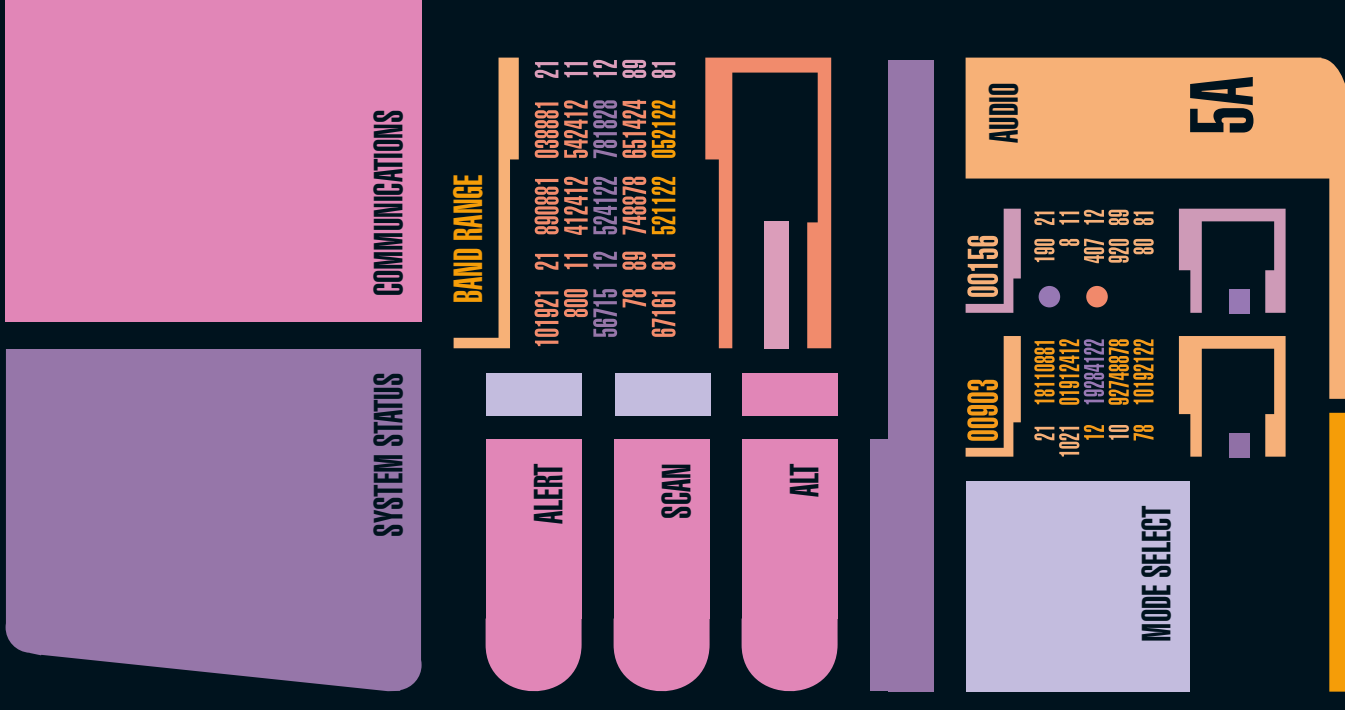
## COMMUNICATION TASKS

- **ASSIST:** The character nominates a single ally they can communicate with, and assists that character's Task.
- **PASS:** The character chooses not to attempt a Task.
- **READY:** The character declares that they are waiting for a particular situation or event to occur before attempting a Task.
- **OVERRIDE:** The character may attempt a Task from any other role, but increasing the Difficulty by 1.
- **HAILING FREQUENCIES OPEN:** Establish a communications link with a ship, facility, or other place that can receive subspace or similar transmissions. Nothing requires that the contacted vessel, etc, respond to a hail.
- **RESPOND TO HAIL:** Functionally the same as the Hailing Frequencies Open action, though this action is taken in response to being hailed. Success means that both vessels can communicate visual, audio, and data freely, though Complications or other circumstances may limit some of these.

- **SIGNALS JAMMING:** Attempt to jam the target's ability to communicate. **Control + Engineering**, assisted by ship's **Communications + Security**, Difficulty 1, 2, or 3 (Player chooses, higher Difficulty gets bigger results).
- **DAMAGE REPORT:** **Insight + Command Task**, assisted by the ship's **Communications + Engineering**, with a Difficulty of 1. If successful, reduce the Difficulty of one Task to perform repairs by 1.

## INTERNAL SYSTEMS TASKS

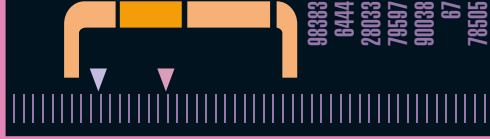
- **ASSIST:** The character nominates a single ally they can communicate with, and assists that character's Task.
- **PASS:** The character chooses not to attempt a Task.
- **READY:** The character declares that they are waiting for a particular situation or event to occur before attempting a Task.
- **OVERRIDE:** The character may attempt a Task from any other role, but increasing the Difficulty by 1.
- **POWER MANAGEMENT:** **Daring or Control + Engineering Task** with a Difficulty of 2, which can Succeed at Cost. On success, the ship gains one Power, +1 Power per Momentum spent (Repeatable).
- **REGENERATE SHIELDS:** **Control + Engineering**, Difficulty 1, assisted by ship's **Structure + Engineering**; +1 Difficulty if Shields are 0. Success means ship regains 2 Shields, +2 per Momentum (Repeatable).
- **DAMAGE CONTROL:** The officer despatches a damage control team, which attempts to repair a damaged system (**Presence + Engineering**, Difficulty varies).
- **TRANSPORTERS:** Operate ship's transporters. **Control + Engineering**, Difficulty 2, assisted by **Sensors + Engineering**. Circumstances may change Difficulty.



TASKS

1. Choose one Attribute and one Discipline, and one Focus. Add together Attribute and Discipline to get Target Number.
2. Gamemaster sets Difficulty.
3. Roll 2d20, plus any extra d20s bought (see below). Each die that rolls equal or under the Target Number scores 1 success.
  - A. If there is a Focus, each die that rolls equal or under the Discipline used scores 1 extra success.
  - B. If there isn't a Focus, each die that rolls 1 scores 1 extra success.
  - C. Each die that rolls a 20 causes a Complication.
4. If successes equal or beat Difficulty, then Task is successful, otherwise it fails. Any successes above the Difficulty become Momentum.
5. The Gamemaster describes the Task's outcome, and the Player may spend Momentum to improve the outcome.

ALERT STATUS



COMMON USES OF MOMENTUM

Immediate uses can be used outside of a successful Task paid for out of the Group Pool or by adding to Threat. Repeatable uses can be used multiple times per Task/Round.

- **CREATE OPPORTUNITY:** *Immediate, Repeatable.* 1 Momentum to purchase +1d20 for a Task, 3 to purchase +2d20, or 6 to purchase +3d20.
- **CREATE PROBLEM:** *Immediate, Repeatable.* Spend 2 Momentum to increase the Difficulty of an enemy Task by 1.
- **OBTAIN INFORMATION:** *Repeatable.* Ask the Gamemaster one question about the situation, that must be answered truthfully.
- **CREATE ADVANTAGE:** Spend 2 Momentum to create an Advantage, or remove a Complication.

BUYING EXTRA DICE

- A character may buy up to three additional dice before attempting a Task.
- Dice may be bought by the following methods:
  - Spending saved Momentum from the group's pool. First die costs 1, second costs 2, third costs 3.
  - Adding Threat to the Gamemaster's pool.
  - Spend 1 Determination; gain 1d20 which has already rolled a 1.
- **Requires an applicable Value.** Must always be the first die bought.
- Additionally, characters may have assistance on a Task. This doesn't count towards the normal limit. The assisting character rolls 1d20, against an Attribute and Discipline of their choice, and adds successes rolled to any rolled by the character being assisted.

VALUES

- If a character has a Value which positively affects their current Task, they may spend one Determination to do one of the following:
  - Add an extra d20 that has already rolled a 1.
  - Re-roll any dice in your dice pool.
  - Perform an extra Task immediately.
  - Create an Advantage.
- If a character has a Value which would negatively affect their current Task, they may take one Complication to regain one Determination.
- Once per session, if a character has a Value which would negatively affect the current Task, they may challenge the Value; gain one Determination, and cross out the Value – it will be rewritten after the mission.



# PREGENERATED CHARACTERS

## MEDICAL OFFICER

LIEUTENANT T'PREL

**TRAITS:** Vulcan

### VALUES:

- To Seek Out New Life...
- Precision and Diligence Are a Doctor's Primary Tools
- Hesitation Is as Bad as Inaction
- The Needs of the Many Outweigh the Needs of the Few

### ATTRIBUTES

CONTROL 09

FITNESS 08

PRESENCE 07

DARING 10

INSIGHT 11

REASON 11

### DISCIPLINES

COMMAND 02

SECURITY 03

SCIENCE 03

CONN 01

ENGINEERING 02

MEDICINE 05

**FOCUSES:** Emergency Medicine, Surgery, Vigilance, Virology, Defensive Tactics, Murder Mystery Stories

### TALENTS:

- **First Response:** When attempting the *First Aid* Task during a combat encounter, you gain a bonus d20, and you may always Succeed at a Cost, with each Complication adding +1 to the Difficulty of healing the Injury subsequently.
- **Kolinahr:** You have undergone the ritual journey to purge emotion. You decrease the Difficulty of all Tasks to resist coercion, mental intrusion, pain, and other mental attacks by 2.
- **Quick to Action:** During the first Round of combat, you and your allies may ignore the normal Momentum cost to *Keep the Initiative*.
- **Doctor's Orders:** When you attempt a Task to coordinate others, or to coerce someone into taking or refraining from a specific course of action, you may use your Medicine Discipline instead of Command.

**DETERMINATION:** (Start with 1) ☐ ☐ ☐

**STRESS:** ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

**RESISTANCE:** 0

### ATTACKS:

- Unarmed Strike (Melee, 4▲ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 5▲, Size 1H, Charge)

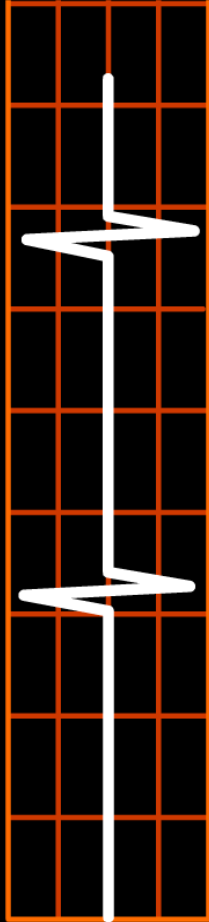
**EQUIPMENT:** Combadge, Tricorder, Medkit



# PATIENT BIOMEDICAL STATUS

LCARS 47831

02-654566



08-7126

09-7130

10-2476



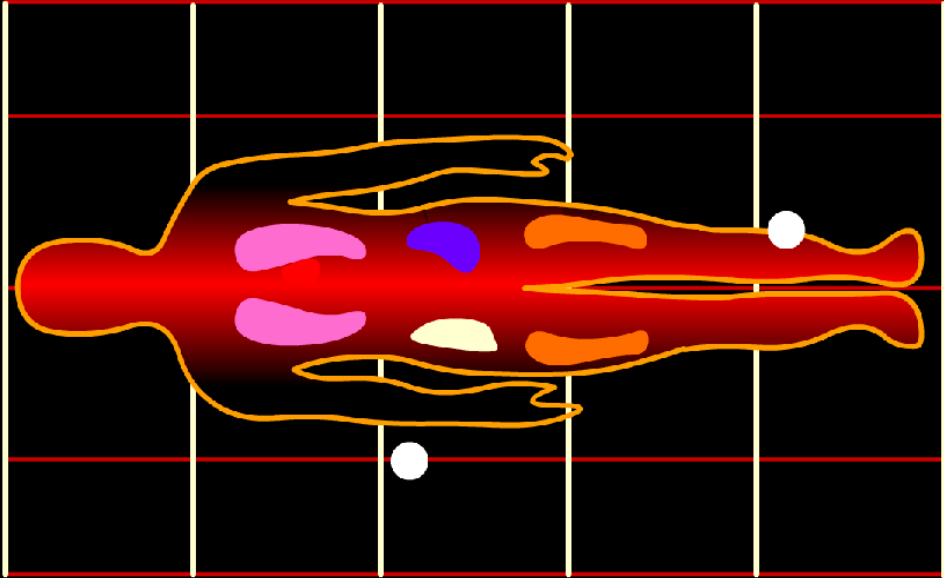
03-875233

04-848134

03-892076

12-763923

05-432652



## MEDICINE

Medicine represents the ship's medical facilities (sickbay, and laboratories), as well as the personnel — doctors, nurses, lab technicians, orderlies — who work there. Most of the uses of Medicine are internal to the ship — making use of the facilities in the ship's sickbay — rather than able to be projected outwards.

A character may use the ship's Medicine with...

**Communications**, to transfer large amounts of medical information, such as patient data, or the formula for a cure to a disease, between vessels or other facilities.

**Computers**, to study the ship's medical databases, or to analyze samples and tests taken from a patient.

**Engines**, to ensure a stable flow of power into sensitive medical equipment.

**Sensors**, to diagnose the ailments of a patient using a bio-bed or other sickbay scanner, or to gain more detailed information about the nature of life-forms scanned by the ship's sensors.

**Structure**, to create force fields that can contain or filter airborne pathogens, or to create a controlled environment for quarantine purposes.

**Weapons**, to design a biogenic or biochemical payload for a torpedo.

## SICKBAY

During combat, sickbay prepares for that inevitable consequence of battle — when the fighting starts, people will get hurt. Characters and other personnel may become Injured, or suffer complications representing minor injuries, as a result of damage to the ship.

The Tasks a character performs in sickbay during starship combat are not meaningfully different to those they'd perform in personal combat (p. 172): the biggest difference is that those Tasks take place in sickbay, and can thus be assisted by the ship's **Sensors** or **Computers** + **Medicine**.

There will also be minor crew injuries throughout the ship, which medical personnel can deal with, quickly patching up the walking wounded and sending them back to their posts. When the ship has suffered one or more Breaches (see p. 227) during a scene, characters in sickbay can choose a single Department, and attempt a **Daring** + **Medicine** Task, with a Difficulty of 2, assisted by the ship's **Computers** + **Medicine**. If successful, the next Task which uses that Department may re-roll one d20, as injured personnel from that department rush back to work.

# CONFLICT REFERENCE

## COMBAT ACTIONS

At the start of a Turn a character may attempt one Minor Action and one Task.

- **Extra Minor Action** (Momentum spend) – Take an additional Minor Action. Each Minor Action may only be taken once.
  - **Swift Task** (Momentum spend) – Attempt a second Task, increasing Difficulty of that Task by 1.
  - **Determination** – spend one point of Determination, citing a Value, to attempt a second Task, increasing the Difficulty by 1.
- Each Minor Action can only be attempted once per Turn. Only a maximum of two Tasks may be attempted per Turn.

## MINOR ACTIONS

- **AIM:** Re-roll a single d20 made on an attack this Turn.
- **DRAW ITEM:** Pick up an item within Reach, or draw a weapon or other item.
- **DROP PRONE:** Drop to the ground increasing Difficulty of ranged attacks targeting you.
- **INTERACT:** Interact with an object in the environment.
- **MOVEMENT:** Move to any point within Medium range. This action cannot be taken if you have already taken another movement related action.
- **PREPARE:** Prepare for a Task. Some Tasks or weapons require this Minor Action.
- **STAND:** If prone, stand, losing all the benefits and disadvantages of being prone. You may not stand and drop prone in the same Turn.

## COMBAT TASKS

- **ASSIST:** Nominate a single ally you can communicate with, and assist their next Task.
- **ATTACK:** Attack an enemy or another viable target.
- **CREATE ADVANTAGE:** Create an Advantage, or remove a Complication. Difficulty 2.
- **DIRECT:** (Commanding officers only) Nominate a single other character present, who may immediately attempt a single Task, assisted by the commanding officer.
- **GUARD:** Difficulty 0 (or 1 to guard an ally), increase the Difficulty of attacks you or the ally character by 1.
- **PASS:** Choose not to attempt a Task.
- **READY:** Declare that you are waiting for a specific event to occur before attempting a Task.
- **RECOVER:** Get behind cover, and attempt a **Fitness + Command Task** with a Difficulty of 2. Gain one additional Resistance for each Effect rolled on Cover Dice and regain the ability to *Avoid an Injury*. (Regain 2 Stress per Momentum spent)
- **SPRINT: Fitness + Security Task.** Difficulty 0. Success means you move one zone, one additional zone per Momentum spent (repeatable).
- **FIRST AID: A Daring + Medicine Task.** Difficulty 1. Success means the injured character is stabilized but remains incapacitated.
- **OTHER TASKS:** At the discretion of the GM.

## ATTACKS AND DAMAGE

- **MELEE: Daring + Security Task** with a Difficulty of 1, opposed by the target's **Daring + Security**. If the target wins the Opposed Task, then they are considered to have made a successful attack instead.
  - **RANGED: Control + Security Task** with a Difficulty of 2. +1 Difficulty if there is an enemy within Reach of the attacker. Complication range increases by 1 if there are creatures within Reach of the target; a Complication may indicate that a different target is struck by the attack.
  - If successful, roll the number of ▲ for the attack or hazard's damage rating. The total rolled is amount of damage the attack or hazard inflicts.
  - If the target has any Resistance Dice (▲ from Cover, etc), roll those, and add to any static Resistance the character has. The total is the character's Resistance for that attack.
  - Reduce the total damage by the total Resistance before applying Stress for each point of remaining damage.
    - If the character suffers **five or more damage** from a single attack or hazard the character suffers an **Injury**.
    - If the character is **reduced to 0 Stress** by that attack or hazard, they suffer an Injury.
    - If the character **had 0 Stress** before the attack or hazard, and takes damage, the character suffers an **Injury**.
- An Injury incapacitates the target and they can no longer act.
- Avoid an Injury (Immediate):** Spend 2 Momentum, or suffer a Complication, to avoid the Injury. **Only once per scene.**

LCARS MODE

FORMAT

RANGE

# CONFLICT MOMENTUM SPENDS

COMBAT MOMENTUM (PERSONAL)			6B
MOMENTUM SPEND	COST	EFFECT	STATUS
Create Opportunity	1+ (I,R)	The character gains one extra d20 on their Task (1 for +1d20, 3 for +2d20, 6 for +3d20).	
Create Problem	2 (I,R)	The character increases the Difficulty of an enemy Task by 1 (maximum +3).	
Obtain Information	1 (R)	Ask the Gamemaster a question about the current situation.	
Create Advantage	2	Establish a fact about the scene, or remove a Complication.	
Keep the Initiative	2 (I)	Pass the action order to an ally instead of the enemy; may only be done once before the enemy has taken at least one action.	
Extra Minor Action	1 (I,R)	Take an additional Minor Action.	
Bonus Damage	1 (R)	A character can increase the damage inflicted by a successful attack. Each Momentum spent adds +1 damage.	
Disarm	2	One weapon held by the target is knocked away and falls to the ground within Reach.	
Penetration	1 (R)	The damage inflicted by the current attack ignores two Resistance for each Momentum spent.	
Re-Roll Damage	1	The player may re-roll any number of ▲ from the current attack.	
Secondary Target	2	A second target within Reach of the attack's target is also affected by the attack, and suffers half the attack's damage, rounding down.	
Swift Task	2	The character may attempt one additional Task, increasing the Difficulty by 1.	
COMBAT MOMENTUM (STARSHIP)			883864
MOMENTUM SPEND	COST	EFFECT	
Create Opportunity	1+ (I,R)	The character gains one extra d20 on their Task (1 for +1d20, 3 for +2d20, 6 for +3d20).	
Create Problem	2 (I,R)	The character increases the Difficulty of an enemy Task by 1 (maximum +3).	
Obtain Information	1 (R)	Ask the Gamemaster a question about the current situation.	
Create Advantage	2	Establish an Advantage in the scene, or remove a Complication.	
Keep the Initiative	2 (I)	Pass the action order to an ally instead of the enemy; may only be done once before the enemy has taken at least one action.	
Extra Minor Action	1 (I,R)	Take an Additional Minor Action.	
Bonus Damage	1 (R)	A character can increase the damage inflicted by a successful attack, regardless of the type of attack. Each Momentum spent adds +1 damage.	
Penetration	1 (R)	The damage inflicted by the current attack ignores two Resistance for each Momentum spent.	
Re-Roll Damage	1	The player may re-roll any number of ▲ from the current attack.	
Devastating Attack	2	Roll an additional system; that system suffers an additional hit dealing half the attack's damage, rounding up.	
Swift Task	2	The character may attempt one additional Task, increasing the Difficulty by 1.	
Power Loss	1 (R)	The attack also removes one point of the target's Power.	

LCARS MODE

759

OSCILLATION OVERTHRUSTER

5833 73831 78332 89222

98822 90 89323 403

5733 2122 9073 4777

890233 8393 83722 20383