

ADMIRAL ROBERT APRIL



MAJOR NPC

9

CONTROL

5

COMMAND

11

DARING

2

CONN

8

FITNESS

3

ENGINEERING

10

INSIGHT

3

SECURITY

10

PRESENCE

1

MEDICINE

9

REASON

3

SCIENCE

TRAITS:

- Human
- Starfleet Flag Officer
- 1st Captain of the Enterprise

VALUES:

- A ship is a home, and its crew is a family.
- No regrets for a life lived well.
- To explore strange, new worlds...
- Compelled to ease the plight of others.

FOCUSES:

- Diplomacy
- Inspiration
- Politics
- Starship Design
- Starship Tactics
- Willpower

PERSONAL THREAT: 10

PROTECTION: 0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1

LCARS 40084

ADMIRAL ROBERT APRIL

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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THE COMMAND DIVISION SOURCEBOOK

SPECIAL RULES:

◀ Audacious Commander

When attempting a Command task, and spending one or more Threat to buy additional dice, April may re-roll one 1d20.

◀ Faith of the Heart

When April uses one of his values, add 1 Threat if he is an adversary or add 1 to the group's Momentum pool if he is an ally.

◀ Intensive Training

Increase any department rating of 0 to 1.

◀ Lead By Doing

Whenever a point of Determination is spent on a Directive which was one of April's values, roll 1d20. If the roll is equal to or under April's Presence, that point of Determination is immediately refunded.

◀ Renowned

When a mission concludes under April's command, or where he was involved, each player character may re-roll 1d20 on their Reputation roll.

REAR ADM. TORTHEM JAV BRIN



MAJOR NPC

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COMMAND

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DARING

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FITNESS

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ENGINEERING

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INSIGHT

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SECURITY

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PRESENCE

1

MEDICINE

10

REASON

3

SCIENCE

TRAITS:

- Tellarite
- Starfleet Flag Officer

VALUES:

- A questioning mind is essential for exploration.
- This job requires a keen mind and an iron will.

FOCUSES:

- Astrophysics
- Composure
- Debate
- Exoarchaeology
- Politics
- Psychology

PERSONAL THREAT: 8

PROTECTION: 0 [1vS]

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge

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REAR ADM. TORTHEM JAV BRIN

06-301971

4488 4572 8499 6815 8037 2478 6346 1534 3794
4592 7152 2703 3199 1328 9020 4338 7909 0800
0651 9668 3016 4265 8022 7825 8735 6389 8089
3126 0415 8053 1837 9006 1426 1325 2770 3954

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THE COMMAND DIVISION SOURCEBOOK

SPECIAL RULES:

◀ **Insightful Commander**

Brin is keenly observant and understands people. Once per mission, during any scene where Brin is an ally to the player characters, she may grant one player character in the same scene a point of Determination, as her advice and guidance help reassure and direct that character.

◀ **Menacing 1**

When Brin enters a scene, immediately add 1 Threat. This applies whether the NPC is an adversary or an ally.

◀ **Shrewd Politician**

Brin's political and debating skills are considerable and few willingly engage her in a battle of words. Whenever anyone attempts a Persuade task against Admiral Brin, increase the Complication range by 2, due to her ability to spot flaws in an argument.

◀ **Sturdy**

Brin gains +1 Protection against Stun Attacks, and Brin may spend 1 Threat to ignore a complication which represents a physical hindrance or being stunned, dazed, or disoriented.

VICE ADM. ALYNNA NECHAYEV



MAJOR NPC

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FITNESS

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ENGINEERING

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INSIGHT

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SECURITY

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PRESENCE

1

MEDICINE

10

REASON

2

SCIENCE

TRAITS:

- Human
- Flag Officer
- Instrumental in peace with the Cardassians

VALUES:

- Our first priority is the lives of Federation citizens.
- Concessions must be made to ensure our safety.
- The Maquis are a bunch of irresponsible hotheads.
- The ends justify the means.

FOCUSES:

- Cardassian Politics
- Command Procedure
- Covert Operations
- Diplomacy
- Federation Politics
- Peace Treaties

PERSONAL THREAT:

8

PROTECTION:

0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1

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VICE ADM. ALYNNA NECHAYEV

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THE COMMAND DIVISION SOURCEBOOK

SPECIAL RULES:

◀ **By the Book**

When engaged in social conflict with the player characters over Starfleet orders, protocols, or procedures, if Nechayev buys any additional d20s, she may re-roll a single d20.

◀ **Intensive Training**

Increase any department rating of 0 to 1.

◀ **Menacing 2**

When Nechayev enters a scene, immediately add 2 Threat. This applies whether the NPC is an adversary or an ally.

◀ **Point of Order**

When Nechayev assists another character and uses her Diplomacy focus, she may re-roll her assist die.

◀ **Understands the Cardassians**

When negotiating with Cardassians, Nechayev may reduce the difficulty of any Persuasion task by 1, to a minimum of 1.

VICE ADM. JAMES LEYTON



MAJOR NPC

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FITNESS

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ENGINEERING

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INSIGHT

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SECURITY

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PRESENCE

1

MEDICINE

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REASON

2

SCIENCE

TRAITS:

- Human
- Starfleet Flag Officer
- Chief of Starfleet Operations
- Veteran of Several Conflicts

VALUES:

- Respect the chain of command, whether you agree with it or not
- Too many people underestimate the threats we face
- Protecting the Federation is paramount
- No price is too high for security.

FOCUSES:

- Deception
- Intelligence Briefings
- Military Strategy
- Politics
- Psychology
- Security Policy

PERSONAL THREAT:

10

PROTECTION:

0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge

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VICE ADM. JAMES LEYTON

06-301971

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THE COMMAND DIVISION SOURCEBOOK

SPECIAL RULES:

Authoritative

When involved in a social conflict to give or explain orders, or to remain with a course of action when a subordinate officer attempts to persuade him otherwise, if Leyton buys additional dice, he may re-roll any number of d20s in his dice pool.

Intensive Training

Increase any department rating of 0 to 1.

Menacing 1

When Leyton enters a scene, immediately add 1 Threat. This applies whether the NPC is an adversary or an ally.

Paranoia

When attempting a task to detect a threat or peril (personal, to a starship, or politically through intelligence reports), the first bonus d20 Leyton buys is free; if he assists a player character in such a task, the player character gains this benefit. All such tasks that Leyton attempts or assists increase in complication range by 1, as Leyton may misjudge the scale of the Threat.

SAREK



MAJOR NPC

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SECURITY

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PRESENCE

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MEDICINE

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REASON

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SCIENCE

TRAITS:

- Vulcan
- Starfleet Officer
- Commanding Officer

VALUES:

- Wisdom is the beginning of logic, not the end
- A failure to act can be as dangerous as acting rashly.

FOCUSES:

- Astrophysics
- Composure
- Diplomacy
- Starship Tactics

PERSONAL THREAT: 8

PROTECTION: 0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Vulcan Nerve Pinch:** Melee, Stun 3, Size 1H, Intense
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1

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SAREK

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SPECIAL RULES:

← Considered Every Outcome

When she succeeds at a **Reason + Command task**, T'Mek scores 1 more Momentum than normal.

← Intensive Training

Increase any department rating of 0 to 1.

← Nerve Pinch (Vulcan Talent)

May use **Science** or **Medicine** instead of **Security** when making this attack.

CURZON DAX



MAJOR NPC

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REASON

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SCIENCE

TRAITS:

- Trill
- Diplomat
- Dax Symbiont
- Honored Among the Klingons

VALUES:

- Life is meant to be lived
- Hold yourself and others to the highest standards
- Sometimes, a Dax doesn't think; they just act
- Godfather and namesake of the Son of Kang

FOCUSES:

- Cultural Studies
- Diplomacy
- Intimidation
- Gambler
- Persuasion
- Trill Symbiosis

PERSONAL THREAT: 8

PROTECTION: 0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1

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CURZON DAX

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4488	4572	8499	6815	8037	2478	6346	1534	3794
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SPECIAL RULES:

Advisor

Whenever Curzon Assists another character using Command, the assisted character may re-roll one d20.

Collaboration (Command)

Whenever an ally attempts a task using Command, Curzon may spend 1 Momentum (Immediate) to allow them to use his rating for that department and one of his relevant focuses.

Ebullient and Reckless

When attempting a task during a social conflict, Curzon may choose to suffer a complication in addition to the results of the task. If he does this, the first bonus d20 he purchases for the task is free. The limit of 3 additional d20s applies as normal.

Joined

Curzon is bonded with a symbiont and has lifetimes of memories to draw upon. Curzon gains the trait "Dax Symbiot" which reflects potential advantages of being Joined, as well as the ability to perform rites and rituals to awaken past hosts' memories, and the vulnerabilities inherent in the connection. Furthermore, up to twice per adventure, Curzon may declare that a past Host had experience or expertise in a particular field. Curzon gains an additional focus when he does this, which remains for the rest of the adventure.

Patient

When he succeeds at a task where he purchased one or more bonus d20s, he generates 1 bonus Momentum for each d20 purchased. Bonus Momentum may not be saved.

AMBASSADOR LWAXANA TROI



MAJOR NPC

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MEDICINE

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REASON

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SCIENCE

TRAITS:

- Betazoid
- Ambassador
- Betazed Royalty

VALUES:

- Daughter of the Fifth House, Holder of the Sacred Chalice of Rixx, and Heir to the Holy Rings of Betazed
- Do not be what others expect of you
- Life's true gift is the capacity to enjoy enjoyment
- What matters the most is company.

FOCUSES:

- Betazoid Culture
- Cultural Studies
- Etiquette
- Persuasion
- Psychology
- Politics

PERSONAL THREAT: 8

PROTECTION: 0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H

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AMBASSADOR LWAXANA TROI

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THE COMMAND DIVISION SOURCEBOOK

SPECIAL RULES:

◀ Break the Ice

Ambassador Troi's manner breaks through formality in a way that sometimes puts other diplomats and negotiators ill-at-ease, but which tends to open up talks in a way that proper etiquette and procedure cannot. When attempting a task during a social conflict, Lwaxana may choose to increase her complication range by 1, 2, or 3. If the task succeeds, she gains bonus Momentum equal to the amount by which she increased her Complication range. Bonus Momentum may not be saved.

◀ Diplomatic

Whenever Ambassador Troi attempts a task within a social conflict, and buys one or more additional dice, she may re-roll her dice pool.

◀ Object of Affection

When she first appears in a mission, Lwaxana Troi may select a single player character or NPC to serve as the object of her affections for that mission. She will typically choose an older male character, and commonly someone quiet and dignified, though this is not required. The chosen character gains an additional Directive: **Lwaxana Troi's Affections**. This is most likely to be used negatively, creating a complication (representing some embarrassment or awkward situation Mrs. Troi has caused) and giving the chosen character a point of Determination. This Directive may not be challenged.

◀ Telepathy

See page 156 of the core rulebook.

DIPLOMAT



NOTABLE NPC

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CONTROL

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COMMAND

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DARING

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FITNESS

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ENGINEERING

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INSIGHT

1

SECURITY

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PRESENCE

0

MEDICINE

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REASON

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SCIENCE

TRAITS:

- Human
- Diplomat

VALUES:

- Peace can be attained through effort and compromise.

FOCUSES:

- Diplomacy
- Politics
- Research

PERSONAL THREAT: 3

PROTECTION: 0

ATTACKS:

- Unarmed Strike: Melee, Stun 2, Size 1H

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DIPLOMAT

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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SPECIAL RULES:

◀ Defuse the Tension

Whenever the diplomat attempts a task to persuade someone not to resort to violence, the first d20 they purchased for that task is free.

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ATTACHÉ



MINOR NPC

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CONTROL

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COMMAND

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DARING

0

CONN

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FITNESS

1

ENGINEERING

10

INSIGHT

1

SECURITY

8

PRESENCE

0

MEDICINE

10

REASON

2

SCIENCE

TRAITS:

- Human
- Diplomatic Attaché

PERSONAL THREAT:

0

PROTECTION:

0

ATTACKS:

- Unarmed Strike: Melee, Stun 2, Size 1H

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ATTACHÉ

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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THE COMMAND DIVISION SOURCEBOOK

SPECIAL RULES:

Specialist Subject

An Attaché may be given a specialty, granting them a single focus (in spite of the fact that Minor NPCs cannot normally have focuses), and possibly modifying their departments. Specialties may be chosen from the following list:

- Cultural Attaché:** Gain either Art or Cultural Studies as a focus.
- Health Attaché:** Gain Public Health as a focus. Increase Medicine to 02, Reduce Science to 01, reduce Security to 00.
- Legal Attaché:** Gain Law as a focus.
- Military Attaché:** Gain Military Strategy or Military Protocol as a focus. Increase Security to 02, reduce Science to 01.
- Press Attaché:** Gain Journalism or Public Relations as a focus.
- Science Attaché:** Gain a single field of scientific study as a focus.
- Trade Attaché:** Gain Economics as a focus.

NEGOTIATOR



MINOR NPC

8

CONTROL

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COMMAND

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DARING

0

CONN

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FITNESS

1

ENGINEERING

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INSIGHT

1

SECURITY

10

PRESENCE

0

MEDICINE

9

REASON

2

SCIENCE

TRAITS:

- Human
- Negotiator

FOCUSES:

- Negotiation

PERSONAL THREAT: 0

PROTECTION: 0

ATTACKS:

- Unarmed Strike: Melee, Stun 2, Size 1H

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NEGOTIATOR

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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SPECIAL RULES:

◀ Focused Training

The NPC has a single focus, even though they are minor NPCs.

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PATHFINDER SPECIALIST



NOTABLE NPC

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CONTROL

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COMMAND

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DARING

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FITNESS

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ENGINEERING

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INSIGHT

1

SECURITY

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PRESENCE

1

MEDICINE

10

REASON

2

SCIENCE

TRAITS:

- Human
- Starfleet Officer

VALUES:

- The first to see those stars up-close.

FOCUSES:

- Astronavigation
- Helm Operations

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1

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PATHFINDER SPECIALIST

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

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THE COMMAND DIVISION SOURCEBOOK

SPECIAL RULES:

◀ Find the Path

When attempting a task to chart or navigate through a difficult or dangerous region of space, and the Pathfinder Specialist buys one or more additional d20s, they may re-roll a single d20. Further, during any extended task attempted to navigate through a perilous region of space, a Pathfinder Specialist, or a character assisted by a Pathfinder Specialist, may ignore any Resistance on the extended task.

◀ Intensive Training

Increase any department rating of 0 to 1.

ACADEMY INSTRUCTOR



NOTABLE NPC

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CONTROL

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COMMAND

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DARING

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CONN

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FITNESS

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ENGINEERING

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INSIGHT

1

SECURITY

10

PRESENCE

1

MEDICINE

10

REASON

2

SCIENCE

TRAITS:

- Human
- Starfleet Officer
- Starfleet Academy Instructor

VALUES:

- There's little so important as shaping the next generation.

FOCUSES:

- Teaching
- [Instructor's Subject Focus]

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge

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ACADEMY INSTRUCTOR

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
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THE COMMAND DIVISION SOURCEBOOK

SPECIAL RULES:

▀ Collaboration

Choose a single department. Whenever an ally attempts a task using that department, the Instructor may spend 1 Momentum (Immediate) to allow them to use their rating for that department and one of their relevant focuses.

▀ Intensive Training

Increase any department rating of 0 to 1.

▀ Teacher

Choose a single department other than Command, and increase it by +1. Select one additional focus to represent the subject the NPC teaches at the Academy.

CADET



MINOR NPC

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CONTROL

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COMMAND

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DARING

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CONN

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FITNESS

1

ENGINEERING

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INSIGHT

1

SECURITY

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PRESENCE

1

MEDICINE

8

REASON

1

SCIENCE

TRAITS:

- Human
- Starfleet Cadet

PERSONAL THREAT:

0

PROTECTION:

0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1

LCARS 40084

CADET

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SPECIAL RULES:

← Intensive Training

Increase any department rating of 0 to 1.

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JAG OFFICER



NOTABLE NPC

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CONTROL

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DARING

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FITNESS

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ENGINEERING

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INSIGHT

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SECURITY

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PRESENCE

1

MEDICINE

11

REASON

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SCIENCE

TRAITS:

- Human
- Starfleet Officer
- Lawyer

VALUES:

- Law is the foundation upon which an orderly society is built.

FOCUSES:

- History
- Law
- Rhetoric

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Vulcan Nerve Pinch:** Melee, Stun 3, Size 1H, Intense
- Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Charge
- Escalation 1**
Phaser Type-3: Ranged, Stun/Deadly 5, Size 2H, Charge, Accurate

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JAG OFFICER

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
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8454-272

0128-069

1914-819

7232-838

06-211934

SPECIAL RULES:

◀ Advisor

Whenever the JAG Officer Assists another character using their Command, the assisted character may re-roll one d20.

◀ Intensive Training

Increase any department rating of 0 to 1.

◀ Jurisprudence

The JAG Officer is extremely well-versed in the theory and philosophy of law, and may re-roll 1d20 on any task that uses their Reason attribute and their Law focus.

09-202009

02-221978

05-152003

DIPLOMATIC AIDE



SUPPORTING CHARACTER

9

CONTROL

4

COMMAND

8

DARING

2

CONN

7

FITNESS

2

ENGINEERING

10

INSIGHT

1

SECURITY

9

PRESENCE

1

MEDICINE

8

REASON

3

SCIENCE

TRAITS:

- [Insert Species]
- Starfleet Officer
- Diplomat

FOCUSES:

- Diplomacy
- Politics
- Psychology

PERSONAL THREAT: 0

PROTECTION: 0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, , Charge, Hidden 1

LCARS 40084

DIPLOMATIC AIDE

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

8454-272

0128-069

1914-819

7232-838

06-211934

SPECIAL RULES:

← None.

09-202009

02-221978

05-152003

EVA SPECIALIST



SUPPORTING CHARACTER

9

CONTROL

2

COMMAND

8

DARING

4

CONN

10

FITNESS

3

ENGINEERING

8

INSIGHT

2

SECURITY

7

PRESENCE

1

MEDICINE

8

REASON

1

SCIENCE

TRAITS:

- [Insert Species]
- Starfleet Personnel

FOCUSES:

- Athletics
- Extra-Vehicular Activities
- Repairs and Maintenance

PERSONAL THREAT:

0

PROTECTION:

0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, , Charge, Hidden 1

LCARS 40084

EVA SPECIALIST

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

8454-272

0128-069

1914-819

7232-838

06-211934

SPECIAL RULES:

← None.

09-202009

02-221978

05-152003

JUNIOR BRIDGE OFFICER



SUPPORTING CHARACTER

10

CONTROL

2

COMMAND

8

DARING

4

CONN

7

FITNESS

3

ENGINEERING

8

INSIGHT

2

SECURITY

9

PRESENCE

1

MEDICINE

9

REASON

1

SCIENCE

TRAITS:

- [Insert Species]
- Starfleet Officer

FOCUSES:

- Astronavigation
- Helm Operations
- Power Management

PERSONAL THREAT:

0

PROTECTION:

0

ATTACKS:

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, , Charge, Hidden 1

LCARS 40084

JUNIOR BRIDGE OFFICER

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
0651	9668	3016	4265	8022	7825	8735	6389	8089
3126	0415	8053	1837	9006	1426	1325	2770	3954

8454-272

0128-069

1914-819

7232-838

06-211934

SPECIAL RULES:

← None.

09-202009

02-221978

05-152003