

ADMIRAL RANER



NOTABLE NPC

8

CONTROL

2

COMMAND

8

DARING

1

CONN

8

FITNESS

2

ENGINEERING

9

INSIGHT

3

SECURITY

11

PRESENCE

1

MEDICINE

10

REASON

2

SCIENCE

TRAITS:

- Human
- Starfleet Flag Officer
- Head of Starfleet Security

VALUES:

- Safeguard the Federation from all threats.

FOCUSES:

- Starfleet Command
- Intelligence
- Federation Law

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

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

LCARS 40084

ADMIRAL RANER

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:

◀ Intensive Training

Increase any department rating of 0 to 1.

◀ Menacing 2

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

◀ The Bigger Picture

When Admiral Raner attempts a Persuasion task and uses Threat to buy one or more additional d20s, she may reroll 1d20.

STARFLEET INTELLIGENCE AGENT



NOTABLE NPC

10

CONTROL

2

COMMAND

10

DARING

1

CONN

9

FITNESS

1

ENGINEERING

8

INSIGHT

4

SECURITY

9

PRESENCE

1

MEDICINE

8

REASON

1

SCIENCE

TRAITS:

- Human
- Starfleet Intelligence Operative
- Professionally Cautious

VALUES:

- I am the unseen hand of Starfleet.

FOCUSES:

- Espionage
- Intelligence Analysis
- Undercover Operations

PERSONAL THREAT: 3

PROTECTION: 0 (3)

ATTACKS:

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

LCARS 40084

STARFLEET INTELLIGENCE AGENT

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OPERATIONS DIVISION SOURCEBOOK

SPECIAL RULES:

◀ Constantly Watching

At the start of an action scene, the gamemaster must spend an additional 2 Threat to have an NPC take the first turn. The agent may also re-roll 1d20 on any task attempted to locate a hidden enemy or danger.

◀ Intensive Training

Increase any department rating of 0 to 1.

◀ Menacing 1

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

◀ Personal Force Field (Escalation 1)

The personal force field offers **Protection 3** and may be sacrificed when suffering an Injury—the Injury becomes a Stun Injury and the forcefield stops working.

◀ Trained to Withstand Interrogation

Whenever the agent would be intimidated or threatened, spend 2 Threat to ignore that attempt.

LUTHER SLOAN



MAJOR NPC

10

CONTROL

4

COMMAND

9

DARING

2

CONN

8

FITNESS

2

ENGINEERING

10

INSIGHT

5

SECURITY

12

PRESENCE

2

MEDICINE

10

REASON

1

SCIENCE

TRAITS:

- Human
- Director of Section 31
- Covert Mastermind

VALUES:

- I am a man of secrets
- The ends justify the means
- A prodigy of Starfleet Intelligence
- Breaking the Federation's principles in order to keep it safe.

FOCUSES:

- Disguise
- Espionage
- Infiltration
- Interrogation
- Manipulation
- Starfleet Security

PERSONAL THREAT:

12

PROTECTION:

0

ATTACKS:

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

LCARS 40084

LUTHER SLOAN

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OPERATIONS DIVISION SOURCEBOOK

SPECIAL RULES:

Commission

Sloan can counterfeit records to give himself a Starfleet commission or civilian identity (excluding flag officer ranks), and he can remove those records just as easily. Sloan may give himself a trait representing this fake rank or status at the start of a mission for no cost, and this trait has a potency of 2. During a mission, he may spend 2 Threat to change this trait and adopt a different persona.

Constantly Watching

At the start of an action scene, the gamemaster must spend an additional 2 Threat to have an NPC take the first turn. The agent may also re-roll 1d20 on any task attempted to locate a hidden enemy or danger.

Counterintelligence

Whenever Obtain Information is used to enquire about Sloan, you may spend 1 Threat to choose to mislead the players. You may try to double-bluff players with this, by spending the Threat but still revealing truthful information.

Lethal Implant

Sloan may activate an implant which kills him instantly to avoid exposing Section 31 or its operations. This costs a number of Threat equal to the number of main characters in the scene.

Intensive Training

Increase any department rating of 0 to 1.

Profiling

Whenever Sloan attempts to intimidate or deceive a character during a social conflict, the first d20 he purchases is free.

INFORMANT



MINOR NPC

7

CONTROL

0

COMMAND

8

DARING

2

CONN

8

FITNESS

1

ENGINEERING

10

INSIGHT

2

SECURITY

9

PRESENCE

1

MEDICINE

9

REASON

0

SCIENCE

TRAITS:

- [Choose Species]
- Confidential Informant
- Justifiably Paranoid

FOCUSES:

- The informant gains one focus, which relates to the culture or civilization they belong to, or their field of expertise, as chosen by the gamemaster

PERSONAL THREAT:

0

PROTECTION:

0

ATTACKS:

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

LCARS 40084

INFORMANT

06-301971

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06-211934

SPECIAL RULES:

← None.

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05-152003

CAPTAIN HERMAN ZIMMERMAN



MAJOR NPC

10

CONTROL

4

COMMAND

8

DARING

3

CONN

8

FITNESS

5

ENGINEERING

9

INSIGHT

1

SECURITY

10

PRESENCE

1

MEDICINE

11

REASON

2

SCIENCE

TRAITS:

- Human
- Starfleet Officer
- Starfleet Corps of Engineers
- Starship Designer

VALUES:

- Design moves technology to its preferred state
- Most comfortable in the center chair.

FOCUSES:

- Composure
- Structural Integrity Fields
- Starship Tactics
- Technological Innovation
- Warp Field Dynamics
- Weapon Array Configuration

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

LCARS 40084

CAPTAIN HERMAN ZIMMERMAN

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OPERATIONS DIVISION SOURCEBOOK

SPECIAL RULES:

◀ Faith of the Heart

When Zimmerman 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.

◀ Innovation

Whenever Capt. Zimmerman assists a player character in developing a prototype piece of technology, Zimmerman or the player character may reroll 1d20 during any task to create that prototype.

◀ Intensive Training

Increase any department rating of 0 to 1.

◀ More Power!

Whenever Capt. Zimmerman uses the Reroute Power major action, he may spend 2 Momentum to give Reserve Power to two systems, rather than one.

◀ Starship Expert

Whenever Capt. Zimmerman takes a Conn task to identify a type or unknown form of starship, he gains 1 bonus Momentum, which may only be used on the Obtain Information Momentum spend, or part of the cost of Create Trait Momentum spend (where the trait must represent some form of known or observed weakness in the ship being studied).

◀ Veteran

Should Zimmerman spend Threat in place of Determination, roll 1d20: if the result is equal to or under his Control, those points of Threat are regained (if Zimmerman is an ally, he would add to Threat in place of Determination, and this would prevent those points being added).

ADMIRAL JOHN HARRIMAN



MAJOR NPC

8

CONTROL

4

COMMAND

10

DARING

2

CONN

8

FITNESS

4

ENGINEERING

10

INSIGHT

3

SECURITY

8

PRESENCE

1

MEDICINE

10

REASON

2

SCIENCE

TRAITS:

- Human
- Starfleet Flag Officer
- Elderly
- Command Liaison to Starfleet Corps of Engineers

VALUES:

- Starfleet is a family tradition
- Keeping an old admiral busy
- Risk is part of the game if you want the captain's chair.

FOCUSES:

- The Romulan Star Empire
- Espionage
- Quantum Singularity Tech.
- Sabotage
- Personnel Management
- Hand Phasers

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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ADMIRAL JOHN HARRIMAN

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OPERATIONS DIVISION SOURCEBOOK

SPECIAL RULES:

◀ Advisor

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

◀ Dauntless

Whenever another character attempts to intimidate or threaten Harriman, he may spend 2 Threat (or add 2 Threat, if an ally to the PCs) to ignore their attempt.

◀ Faith of the Heart

When Harriman 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.

◀ Menacing 2

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

◀ Sabotage

When Harriman attempts an Engineering task to sabotage equipment, the first die he purchases is free.

DOCTOR LEAH BRAHMS



NOTABLE NPC

8

CONTROL

0

COMMAND

8

DARING

2

CONN

7

FITNESS

4

ENGINEERING

9

INSIGHT

1

SECURITY

10

PRESENCE

1

MEDICINE

12 (+1)

REASON

4

SCIENCE

TRAITS:

- Human
- Professor of Theoretical Physics
- Daystrom Fellow
- A Leader in Warp Field Theory

VALUES:

- More comfortable with engine schematics than people.

FOCUSES:

- Impulse Drive
- Subspace Physics
- Warp Field Dynamics

PERSONAL THREAT:

3

PROTECTION:

0

ATTACKS:

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

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DOCTOR LEAH BRAHMS

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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OPERATIONS DIVISION SOURCEBOOK

SPECIAL RULES:

■ All Theory

Dr. Brahms' theories are well-documented in published papers and technical manuals. Accessing her published works aboard a Starfleet vessel or Federation facility allows you to create an equipment trait, Technical Documentation, with an Opportunity cost of 1, which can benefit any task roll for which one of Dr. Brahms focuses would apply. However, lengthy reading and referencing means that tasks benefitting from this equipment may take longer.

■ Extraordinary Reason 1

Dr. Brahms Reason is far beyond the normal range for humanoids. Add 1 automatic successes on tasks using Reason.

■ Procedural Compliance

When Dr. Brahms attempts an Engineering task, she may remove one d20 from her dice pool before rolling. If she does so, she gains one automatic success on that task.

CMDR. MAHMUD AL-KHALED



NOTABLE NPC

9

CONTROL

2

COMMAND

8

DARING

2

CONN

9

FITNESS

4

ENGINEERING

10

INSIGHT

1

SECURITY

8

PRESENCE

1

MEDICINE

10

REASON

2

SCIENCE

TRAITS:

- Human
- Starfleet Officer
- Starfleet Corps of Engineers

VALUES:

- To achieve high standards, you must expect high standards.

FOCUSES:

- Ground Vehicles
- Starship Repair
- Warp Core Maintenance

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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CMDR. MAHMUD AL-KHALED

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OPERATIONS DIVISION SOURCEBOOK

SPECIAL RULES:

◀ Faith of the Heart

When Al-Khaled 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.

◀ I Know Starfleet Ships

Whenever Commander Al-Khaled attempts a task to determine the source of a technical problem aboard a vessel with the Federation Starship trait, the first bonus d20 is free.

◀ Intensive Training

Increase any department rating of 0 to 1.

◀ My Repairs Do the Talking

Whenever Al-Khaled attempts a task to direct or give orders to Engineering personnel, he may use Engineering instead of Command.

QUARTERMASTER



NOTABLE NPC

9

CONTROL

2

COMMAND

8

DARING

1

CONN

8

FITNESS

3

ENGINEERING

10

INSIGHT

1

SECURITY

10

PRESENCE

1

MEDICINE

9

REASON

2

SCIENCE

TRAITS:

- Human
- Starfleet Officer

VALUES:

- Fail to prepare and you prepare to fail.

FOCUSES:

- Repair Procedures
- Resources Management

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

QUARTERMASTER

06-301971

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SPECIAL RULES:

◀ **Contacts in Fleet Operations**

Whenever the quartermaster attempts, or assists in, a Persuasion task to request resources from Starfleet Command, the first bonus d20 is free.

◀ **Intensive Training**

Increase any department rating of 0 to 1.

◀ **Requisitions**

Whenever the player characters seek assistance from the quartermaster when requisitioning equipment, select one item the player characters are obtaining that has an Opportunity Cost of 1 or higher. By increasing the Opportunity cost by 1, they may increase the Potency of that item's equipment trait by 1.

TRANSPORTER CHIEF



NOTABLE NPC

11

CONTROL

1

COMMAND

8

DARING

1

CONN

8

FITNESS

3

ENGINEERING

10

INSIGHT

2

SECURITY

8

PRESENCE

1

MEDICINE

9

REASON

2

SCIENCE

TRAITS:

- Human
- Starfleet Enlisted Personnel

VALUES:

- Are you sure these are the right coordinates?

FOCUSES:

- Containment Procedures
- Transporters

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

LCARS 40084

TRANSPORTER CHIEF

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OPERATIONS DIVISION SOURCEBOOK

SPECIAL RULES:

◀ Intensive Training

Increase any department rating of 0 to 1.

◀ Technical Expertise

Whenever the transporter chief attempts a task assisted by the ship's Computers or Sensors, they may re-roll one d20 in their pool, or they may allow the ship to re-roll its d20.

◀ Transporter Chief

The transporter chief is well-versed in the operation of transporter systems and can often get them to function in extreme circumstances or to achieve outcomes that few could manage. Such efforts are never without risk, given the delicacy of the technology. When they attempt a task to use, repair, or modify a transporter, they may add 2 Threat to reduce the Difficulty of the task by 2, to a minimum of 0.

ENGINEERING SPECIALIST



MINOR NPC

10

CONTROL

1

COMMAND

8

DARING

1

CONN

8

FITNESS

2

ENGINEERING

9

INSIGHT

1

SECURITY

7

PRESENCE

1

MEDICINE

10

REASON

2

SCIENCE

TRAITS:

- Human
- Starfleet Enlisted Personnel

FOCUSES:

- [See Field of Expertise]

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

ENGINEERING SPECIALIST

06-301971

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SPECIAL RULES:

◀ Field of Expertise

The NPC has a single focus from the following fields of engineering or science, even though they are minor NPCs.

- *Energy-matter-scrambler Technology*
- *Electro-plasma Power Systems*
- *Structural Integrity Fields*
- *Quantum Mechanics*
- *Warp Fields*

When this NPC attempts a task using that focus, the first bonus d20 is free.

◀ Intensive Training

Increase any department rating of 0 to 1.

COMMUNICATIONS OFFICER



NOTABLE NPC

9

CONTROL

2

COMMAND

8

DARING

2

CONN

7

FITNESS

3

ENGINEERING

10

INSIGHT

1

SECURITY

11

PRESENCE

1

MEDICINE

9

REASON

2

SCIENCE

TRAITS:

- Human
- Starfleet Officer
- Polyglot

VALUES:

- Language is the key to exploring new civilizations.

FOCUSES:

- Cryptography
- Subspace Communications
- Xenolinguistics

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

LCARS 40084

COMMUNICATIONS OFFICER

06-301971

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SPECIAL RULES:

← Cautious (Engineering)

Whenever the Communications Officer attempts a task using Engineering, and they buys one or more d20s by spending Momentum, they may re-roll a single d20.

← Intensive Training

Increase any department rating of 0 to 1.

← Interpretive Translation

The communications officer may always choose to Succeed at Cost when attempting to translate a message in an unfamiliar language, or piece together a distorted or corrupted transmission. The complication represents any flaws or limitations in the translation or reconstruction of the message.

OPERATIONS OFFICER



NOTABLE NPC

11

CONTROL

1

COMMAND

8

DARING

3

CONN

8

FITNESS

2

ENGINEERING

10

INSIGHT

1

SECURITY

8

PRESENCE

1

MEDICINE

9

REASON

2

SCIENCE

TRAITS:

- Human
- Starfleet Officer
- Polymath

VALUES:

- From this chair, I am in control.

FOCUSES:

- Power Management
- Sensor Operations
- Starfleet Reporting Procedures

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

LCARS 40084

OPERATIONS OFFICER

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SPECIAL RULES:

Intensive Training

Increase any department rating of 0 to 1.

Operational Oversight

Whenever the operations officer uses the Override major action, they ignore the normal increase in difficulty from that action.

09-202009

02-221978

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REPAIR TEAM LEADER



NOTABLE NPC

10

CONTROL

1

COMMAND

10

DARING

2

CONN

10

FITNESS

3

ENGINEERING

9

INSIGHT

1

SECURITY

7

PRESENCE

1

MEDICINE

8

REASON

2

SCIENCE

TRAITS:

- Human
- Starfleet Personnel

VALUES:

- We'll get it done.

FOCUSES:

- Damage Control Procedures
- Damage Reporting
- Hazard Containment

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

LCARS 40084

REPAIR TEAM LEADER

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06-211934

SPECIAL RULES:

Intensive Training

Increase any department rating of 0 to 1.

Pushing the Deadline

Whenever the repair team leader succeeds at an Engineering or Science task as part of a timed challenge or timed extended task, the cost to reduce the amount of time taken is 1 Momentum.

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02-221978

05-152003

STARFLEET SECURITY OFFICER



SUPPORTING CHARACTER

10

CONTROL

2

COMMAND

9

DARING

1

CONN

9

FITNESS

2

ENGINEERING

8

INSIGHT

4

SECURITY

8

PRESENCE

3

MEDICINE

7

REASON

1

SCIENCE

TRAITS:

- Human
- Starfleet Officer or Starfleet Personnel

FOCUSES:

- Internal Security
- Hand Phasers
- Squad Tactics

PERSONAL THREAT:

0

PROTECTION:

0

ATTACKS:

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

LCARS 40084

STARFLEET SECURITY 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

STARFLEET ENGINEER'S MATE



SUPPORTING CHARACTER

9

CONTROL

2

COMMAND

8

DARING

2

CONN

8

FITNESS

4

ENGINEERING

10

INSIGHT

1

SECURITY

7

PRESENCE

1

MEDICINE

9

REASON

3

SCIENCE

TRAITS:

- Human
- Starfleet Officer or Starfleet Personnel

FOCUSES:

- Electro-Plasma System
- Quick-Fixes
- Warp Drive

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

STARFLEET ENGINEER'S MATE

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
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SPECIAL RULES:

← None.

09-202009

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05-152003

MACO SOLDIER



SUPPORTING CHARACTER

10

CONTROL

3

COMMAND

9

DARING

1

CONN

11

FITNESS

2

ENGINEERING

8

INSIGHT

4

SECURITY

8

PRESENCE

2

MEDICINE

8

REASON

1

SCIENCE

TRAITS:

- Human
- United Earth MACO Trooper

FOCUSES:

- Marksmanship
- Squad Tactics
- Survival

PERSONAL THREAT: 0

PROTECTION: 0

ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Stun Baton:** Melee, Stun 3, Size 1H, Intense
- Phase Pistol:** Ranged, Stun/Deadly 3, Size 1H
- Particle Rifle:** Ranged, Stun/Deadly 4, Size 2H, Accurate
- Escalation 1**
Stun Grenade: Ranged, Stun 3, Size 1H, Area, Grenade

LCARS 40084

MACO SOLDIER

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
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SPECIAL RULES:

← None.

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