

# DIKIRONIUM CLOUD CREATURE



## NOTABLE NPC

11

CONTROL

0

COMMAND

10

DARING

1

CONN

12

FITNESS

0

ENGINEERING

7

INSIGHT

3

SECURITY

7

PRESENCE

0

MEDICINE

7

REASON

0

SCIENCE

### TRAITS:

- Dikironium Cloud
- Predatory Haemovore
- Hostile to Corporeal Life

### VALUES:

- Devourer of Iron-Based Blood.

### FOCUSES:

- Gravity Manipulation

PERSONAL THREAT:

3

PROTECTION:

3

### ATTACKS:

- **Consumption of Blood:**  
Melee, Deadly 8, Size 1H,  
Area, Debilitating

LCARS 40084

# DIKIRONIUM CLOUD CREATURE

06-301971

4488	4572	8499	6815	8037	2478	6346	1534	3794
4592	7152	2703	3199	1328	9020	4338	7909	0800
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SCIENCE DIVISION SOURCEBOOK

## SPECIAL RULES:

### Consumption Attack

The Cloud's attack relies on physical contact with a living creature's body, so EV suits and other equipment that protects a creature from the environment renders that creature immune to the Cloud's attacks. Force-fields, and armour which provides less than total protection has no effect. The Cloud cannot affect creatures who lack Iron-based blood, and it will suffer a complication if it attempts to attack them.

### Gaseous Creature

This ravenous creature is a living cloud of gas that can spread across a space of several meters. As part of a Move minor action, the Cloud can expand to cover an entire zone, putting itself within Reach of all characters within that zone. It can move through any gap that is not air-tight, and it can fly freely through the air, and it can move through space at faster-than-light speeds.

### Invulnerable

The Cloud is impervious to harm, and cannot suffer Injuries except from direct exposure to antimatter.

### Molecular Metamorphosis

When being scanned or searched for, it can spend 2 Threat to alter its molecular composition, blending in with its surroundings and becoming near-impossible to detect.

# KOINONIAN



## NOTABLE NPC

8

CONTROL

1

COMMAND

8

DARING

2

CONN

8

FITNESS

2

ENGINEERING

7

INSIGHT

2

SECURITY

9

PRESENCE

0

MEDICINE

9

REASON

2

SCIENCE

### TRAITS:

- Koinonian
- Incorporeal Being

### VALUES:

- We must atone for letting the corporeals destroy themselves.
- Reduce the suffering of others.

### FOCUSES:

- Anti-matter Manipulation
- Telepathy

PERSONAL THREAT:

3

PROTECTION:

0

### ATTACKS:

- **Matter Manipulation:**  
Ranged, Stun 4, Size 2H

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# KOINONIAN

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## SPECIAL RULES:

### ◀ Incorporeal

As an energy being, the Koinonian can move through solid matter unimpeded. The Koinonian has 3 Protection.

### ◀ Matter/Antimatter Manipulation

As a major action, with a **Control + Engineering or Science task** with a Difficulty of 2, a Koinonian can create an object or a replica of an entity that functions almost identically to the original. It cannot create a living being, though it can create realistic-seeming simulacra. This creation is treated as a trait, rather than as a distinct character.

# ORGANIAN



## NOTABLE NPC

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CONTROL

3

COMMAND

7

DARING

0

CONN

8

FITNESS

1

ENGINEERING

10

INSIGHT

1

SECURITY

10

PRESENCE

2

MEDICINE

11

REASON

2

SCIENCE

### TRAITS:

- Organian
- Evolved Lifeforms
- Beings of Pure Thought

### VALUES:

- Peace and Privacy.

### FOCUSES:

- Astral Projection
- Diplomacy
- Resurrection
- Telepathic Control

PERSONAL THREAT:

3

PROTECTION:

0

### ATTACKS:

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

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## SPECIAL RULES:

### ◀ Far Sight

An Organian ignores all penalties for distance when observing distant objects, and can perceive events occurring over many light years' distance.

### ◀ Invulnerable

Organians are impervious to harm, and cannot suffer Injuries. If they have assumed physical bodies, they can choose to appear as if injured or dead, but they cannot suffer actual harm.

### ◀ Telepathic Control

An Organian can occupy and control the body of another creature. This is an opposed task, with the Organian rolling **Reason + Command** against the target's **Reason + Command**. Success means that the Organian controls that creature for the remainder of the current scene. They can also use this ability to alter the memories of other beings, often using this to conceal their activities or involvement.

### ◀ Telepathic Projection and Telepathy

See page 156 of the second edition core rulebook.

### ◀ Ultimate Truth

The GM may create any truth about the scene by spending 1 Threat, even if it would not naturally flow from actions in the scene, as the Organians can impose their will upon the universe. Organians do not do this frivolously or recklessly, but can use it to, amongst other things, revive the dead, or temporarily prevent all aggressive actions between two nations.

# TRANSFORMED ZALKONIAN



## NOTABLE NPC

7

CONTROL

1

COMMAND

8

DARING

1

CONN

8

FITNESS

0

ENGINEERING

10

INSIGHT

2

SECURITY

11

PRESENCE

3

MEDICINE

10

REASON

2

SCIENCE

### TRAITS:

- Zalkonian
- Evolved into Energy Being

### VALUES:

- Evolve and help others of their kind ascend.

### FOCUSES:

- Recovery

PERSONAL THREAT:

3

PROTECTION:

3

### ATTACKS:

- **Suffocation:** Ranged, Stun/ Deadly 4, Size 1H

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# TRANSFORMED ZALKONIAN

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## SPECIAL RULES:

### Immune to Vacuum

The creature suffers no Injuries from being exposed to hard vacuum, or other extremes of atmospheric pressure, and cannot suffocate.

### Incorporeal

As an energy being, the Zalkonian can move through solid matter unimpeded. The Zalkonian has 3 Protection.

### Restoration

A Transformed Zalkonian can heal with a touch, even to the point of resurrecting the recently dead. A Zalkonian can spend 1 Threat to remove an Injury from a character within reach, or they may spend 3 Threat to restore a recently dead character to life (they must have died in the previous scene or current scene).

### Teleportation

A Transformed Zalkonian can transport itself and other creatures thousands of kilometers in an instant, attempting a Control + Science Task with a difficulty of 2. The difficulty increases proportionate to the number of people the Zalkonian wishes to transport.

# EIZAX



## MAJOR NPC

12

CONTROL

3

COMMAND

10

DARING

2

CONN

-

FITNESS

2

ENGINEERING

7

INSIGHT

5

SECURITY

8

PRESENCE

0

MEDICINE

10

REASON

1

SCIENCE

### TRAITS:

- Eizax
- Dark Matter Entity

### VALUES:

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

### FOCUSES:

- Gravity

PERSONAL THREAT:

8

PROTECTION:

NA

### ATTACKS:

- **Gravitic Crush:** Melee, Stun/Deadly 6, Debilitating, Piercing

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# EIZAX

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## SPECIAL RULES:

### ← Gravity Sense

The Eizax perceive and interact with the galaxy through sensing the mass of objects and manipulating gravity. They cannot detect energy waves or radiation.

### ← Invulnerable

Eizax do not exist in the material universe: they are impervious to harm, and cannot suffer Injuries.

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# DR. RICHARD DAYSTROM



## MAJOR NPC

7

CONTROL

2

COMMAND

7

DARING

1

CONN

9

FITNESS

5

ENGINEERING

11

INSIGHT

2

SECURITY

10

PRESENCE

1

MEDICINE

12

REASON

5

SCIENCE

### TRAITS:

- Human
- Legendary Scientist
- Inventor of Duotronic Computing
- Nervous Breakdown

### VALUES:

- You must not die!
- Living up to my own greatness
- Man or machine? Man and machine.

### FOCUSES:

- Artificial Intelligence Systems
- Duotronic Computers
- Micro-scale Engineering
- Multitronic Computers

PERSONAL THREAT:

8

PROTECTION:

0

### ATTACKS:

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

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# DR. RICHARD DAYSTROM

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## SPECIAL RULES:

### ◀ Faith of the Heart

When Daystrom 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.

### ◀ Sure of Greatness

Any character assisting Daystrom increases their Complication range by 2 (18-20). Any Complication generated by this roll imposes the *Beneath Me Trait*, increasing the Difficulty of that character working with Daystrom again. This same Special Rule applies to the M-5 computer system itself as it uses the memory engrams of Daystrom himself, and will not directly follow commands from crewmembers if they do not fit with its vision of its base programming.

### ◀ Studious

Whenever Daystrom spends 1 or more Momentum to Obtain Information, he may ask one additional question (in total, not per Momentum spent on Obtain Information).

### ◀ Testing a Theory

When Daystrom attempts a task using Engineering or Science, the first bonus d20 he purchases is free, so long as he succeeded at a previous task covering the same scientific or technological field earlier in the same adventure. If he created a trait that represents a hypothesis about an unknown phenomenon, he may also re-roll one d20 on tasks related to that hypothesis.

# DR. CAROL MARCUS



## MAJOR NPC

7

CONTROL

1

COMMAND

7

DARING

1

CONN

9

FITNESS

3

ENGINEERING

11

INSIGHT

1

SECURITY

10

PRESENCE

5

MEDICINE

12

REASON

5

SCIENCE

### TRAITS:

- Human
- Legendary Scientist
- Creator of Project Genesis
- True Believer

### VALUES:

- Can I cook, or can't I?
- Life from lifelessness.
- Feeling young as when the world was new.

### FOCUSES:

- Geoengineering
- Molecular Biology
- Quantum Physics
- Xeno-Biology

PERSONAL THREAT:

8

PROTECTION:

0

### ATTACKS:

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

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# DR. CAROL MARCUS

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## SPECIAL RULES:

### ◀ Doctor's Orders

When Dr. Marcus attempts a task to coordinate others, or to coerce someone into taking or refraining from a specific course of action, she may use her Medicine department instead of Command.

### ◀ Faith of the Heart

When Dr. Marcus uses one of her Values, add 1 Threat if she is an adversary or add 1 to the group's Momentum pool if she is an ally.

### ◀ Starfleet Brat

When Dr. Marcus succeeds at a task involving Starfleet operations or organizational structure, she gains one bonus Momentum that can only be spent to Obtain Information. This stacks with the Studious talent.

### ◀ Studious

Whenever Dr. Marcus spends 1 or more Momentum to Obtain Information, she may ask one additional question (in total, not per Momentum spent on Obtain Information).

# DR. LEWIS ZIMMERMAN



## MAJOR NPC

11

CONTROL

2

COMMAND

9

DARING

1

CONN

7

FITNESS

2

ENGINEERING

11

INSIGHT

3

SECURITY

7

PRESENCE

1

MEDICINE

12

REASON

2

SCIENCE

### TRAITS:

- Human
- Legendary Scientist
- Pioneering Holo-Engineer
- Jerk

### VALUES:

- Like father like son.
- There's nothing worse than a room full of pointy-eared blowhards.
- At least one of you is still doing what I designed you to do.

### FOCUSES:

- Holo-Engineering
- Isolinear Computer Systems
- Diplomacy
- Neural Networks
- Transporter Systems

PERSONAL THREAT: 8

PROTECTION: 0

### ATTACKS:

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

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# DR. LEWIS ZIMMERMAN

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SCIENCE DIVISION SOURCEBOOK

## SPECIAL RULES:

### Computer Expertise

Whenever Dr. Zimmerman attempts a task that involves the programming or study of a computer system, the first bonus d20 he purchases is free.

### Faith of the Heart

When Dr. 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.

### Studious

Whenever Dr. Zimmerman spends 1 or more Momentum to Obtain Information, he may ask one additional question (in total, not per Momentum spent on Obtain Information).

### Zimmerman Zeal

When Dr. Zimmerman attempts a task for constructing a holographic character, humanoid or otherwise, the first bonus d20 is free, but the complication range is increased by 2. A complication may produce a strange quirk to the holographic character, causing them to deviate from their normal parameters, perhaps gaining some personality flaw, or even a holographic pet iguana suddenly gaining the ability to speak and repeating embarrassing things to anyone in earshot.

# DR. NOONIAN SOONG



## MAJOR NPC

9

CONTROL

1

COMMAND

10

DARING

1

CONN

6

FITNESS

5

ENGINEERING

12

INSIGHT

2

SECURITY

7

PRESENCE

1

MEDICINE

12

REASON

5

SCIENCE

### TRAITS:

- Human
- Legendary Scientist
- Pioneering Cyberneticist
- Long Family History of Scientists
- Nine Lives

### VALUES:

- In my image.
- Often wrong, but proven right
- Everybody dies... well, almost everybody.

### FOCUSES:

- Artificial Intelligence Systems
- Cybernetics
- Nano-scale Engineering
- Positronic Networks

PERSONAL THREAT:

8

PROTECTION:

0

### ATTACKS:

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

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# DR. NOONIAN SOONG

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## SPECIAL RULES:

### Computer Expertise

Whenever Dr. Soong attempts a task that involves the programming or study of a computer system, the first bonus d20 he purchases is free.

### Deus Ex Machina

Any task to reproduce or recreate Dr. Soong's work increases in Difficulty by +2, and increases the complication range by 1. Any complication suffered from such a task counts as two complications: if a trait is created, it gains +1 Potency, while if it is paid off in Threat, 4 Threat is added rather than 2.

### Faith of the Heart

When Dr. Soong 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.

### Studious

Whenever Dr. Soong spends 1 or more Momentum to Obtain Information, he may ask one additional question (in total, not per Momentum spent on Obtain Information).

# DR. ZEPHRAM COCHRANE



## MAJOR NPC

8

CONTROL

2

COMMAND

10

DARING

2

CONN

7

FITNESS

5

ENGINEERING

12

INSIGHT

2

SECURITY

7

PRESENCE

1

MEDICINE

12

REASON

5

SCIENCE

### TRAITS:

- Human
- Legendary Scientist
- Pioneering Warp Engineer
- Functioning Alcoholic
- Survivor of WW3

### VALUES:

- Don't be a great man, just be a man.
- Let's Rock'n'roll!
- Imagine it, thousands of inhabited planets at our fingertips.

### FOCUSES:

- Aerospace Engineering
- Classical Physics
- Rocketry
- Scavenging
- Subspace Theory
- Warp Theory

PERSONAL THREAT:

8

PROTECTION:

0

### ATTACKS:

- Unarmed Strike:** Melee, Stun 2, Size 1H
- Broken Liquor Bottle:** Melee, Deadly 2, Size 1H, Intense

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# DR. ZEPHRAM COCHRANE

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SCIENCE DIVISION SOURCEBOOK

## SPECIAL RULES:

### ◀ Faith of the Heart

When Dr. Cochrane 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.

### ◀ Godspeed

While a piece of technology built by Doctor Cochrane may look, act, and actually be incredibly dangerous, it tends to work out in the end. Whenever Cochrane has juryrigged a piece of technology, with the Jury-Rig talent, the gamemaster may spend 3 Momentum or Threat to have the item work again once more after its useful scenes have expired.

### ◀ Jury-Rig

Whenever Dr. Cochrane attempts an Engineering task to perform repairs, he may reduce the Difficulty by 2, to a minimum of 0. When doing this, the repairs are only temporary and will last only a single scene before they fail again; you may increase this duration by one scene by spending 1 Momentum (Repeatable). Jury-rigged repairs can only be applied once, and the Difficulty to repair a device that has been Jury-rigged increases by 1.

### ◀ Testing a Theory

When Dr. Cochrane attempts a task using Engineering or Science, the first bonus d20 he purchases is free, so long as he succeeded at a previous task covering the same scientific or technological field earlier in the same adventure. If he created a trait that represents a hypothesis about an unknown phenomenon, he may also re-roll one d20 on tasks related to that hypothesis.

# FEDERATION SCIENCE COUNCILOR



## MAJOR NPC

9

CONTROL

3

COMMAND

8

DARING

1

CONN

8

FITNESS

2

ENGINEERING

10

INSIGHT

1

SECURITY

10

PRESENCE

3

MEDICINE

11

REASON

5

SCIENCE

### TRAITS:

- Tellarite
- Prominent
- Xenoanthropologist
- Zee-Magnees Laureate

### VALUES:

- Leading in discovery
- Nobody has all the answers, but knowing what questions to ask is the next best thing.

### FOCUSES:

- Ethics
- The Prime Directive
- Xenoanthropology\*
- Xenoarchaeology
- Xenobiology

PERSONAL THREAT: 8

PROTECTION: 0 [1vS]

### ATTACKS:

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

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# FEDERATION SCIENCE COUNCILOR

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## SPECIAL RULES:

### Field of Speciality

A Councilor always has a specialty in which they are an undisputed expert. Select one of their focuses (for this example, this focus is marked with “\*”). When using that focus, the Councilor may double their focus range.

### Incisive Scrutiny

When the Councilor succeeds at a task using Control or Insight, they may ask one question, as if they had spent Momentum to Obtain Information.

### Menacing 1

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

### Science on Standby

The Councilor may increase the amount of Crew Support available to the ship by 2 for a single mission. This Crew Support may only be used to introduce scientists and medical personnel.

### Sturdy

The Councilor gains +1 Protection against Stun Attacks only. When suffering a complication that represents a physical hindrance or being stunned, dazed, or disoriented, may spend 1 Stress to ignore that complication and remove any associated trait.

# RESEARCH SCIENTIST



## NOTABLE NPC

8

CONTROL

1

COMMAND

11

DARING

1

CONN

8

FITNESS

2

ENGINEERING

9

INSIGHT

1

SECURITY

8

PRESENCE

1

MEDICINE

10

REASON

3

SCIENCE

### TRAITS:

- Tellarite
- Research Scientist

### VALUES:

- On the cutting edge of progress.

### FOCUSES:

- Federation Technology
- Prototyping
- Research

PERSONAL THREAT:

3

PROTECTION:

0

### ATTACKS:

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

LCARS 40084

# RESEARCH SCIENTIST

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## SPECIAL RULES:

### ◀ Bench Thumping the Black Box

The Research Scientist may bring along experimental technology, far in advance of anything in widespread service. This equipment trait increases its Potency by +1, but any task performed with the device has its complication range increased by +4.

### ◀ Intensive Training

Increase any department rating of 0 to 1.

### ◀ Jury-Rig

Whenever the Research Scientist attempts an Engineering task to perform repairs, they may reduce the Difficulty by 2, to a minimum of 0. If they do this, however, then the repairs are only temporary and will last only a single scene before they fail again; they may increase this duration by one scene by spending 1 Momentum (Repeatable). Jury-rigged repairs can only be applied once, and the Difficulty to repair a device that has been Jury-rigged increases by 1.

### ◀ Scientific Method

After a successful Science task, a Research Scientist may spend 1 Momentum or 1 Threat to create a trait which represents a working hypothesis about the situation. When that trait benefits a task they attempt, they may reroll 1d20.

# TERRAFORMER



## NOTABLE NPC

7

CONTROL

1

COMMAND

9

DARING

1

CONN

7

FITNESS

3

ENGINEERING

11

INSIGHT

0

SECURITY

9

PRESENCE

2

MEDICINE

11

REASON

2

SCIENCE

### TRAITS:

- Human
- Terraforming Engineer

### VALUES:

- Making the Galaxy a better place one world at a time.

### FOCUSES:

- Geoengineering
- Macro-Engineering
- Terraforming Technology

PERSONAL THREAT:

3

PROTECTION:

0

### ATTACKS:

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

LCARS 40084

# TERRAFORMER

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:

### ◀ The World is My Oyster

Due to their dedication and a terraformer's deep insight into the worlds they are reengineering, they can ignore the first complication generated on a task related to their terraforming project.

09-202009

02-221978

05-152003

# VULCAN SCIENCE ACADEMY PROFESSOR



## NOTABLE NPC

10

CONTROL

3

COMMAND

7

DARING

1

CONN

9

FITNESS

2

ENGINEERING

8

INSIGHT

0

SECURITY

9

PRESENCE

1

MEDICINE

11

REASON

4

SCIENCE

### TRAITS:

- Vulcan
- Professor Emeritus of the Vulcan Science Academy
- Respected Expert

### VALUES:

- Logic is the beginning, not the end, of wisdom.

### FOCUSES:

- Physics
- Quantum Theory
- Subspace Theory
- Teaching

PERSONAL THREAT:

5

PROTECTION:

0

### ATTACKS:

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

LCARS 40084

# SCIENCE ACADEMY PROFESSOR

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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09-202009

02-221978

05-152003

SCIENCE DIVISION SOURCEBOOK

## SPECIAL RULES:

### ◀ Kolinahr

When the professor ignores emotions using their Mental Discipline ability, it costs only 1 Threat.

### ◀ Mental Discipline

The professor's Personal Threat is equal to half their Control, and they may suffer 2 Stress to avoid suffering any trait which represents an emotional state.

### ◀ Teacher

When the professor creates a trait for an ally that represents the professor's guidance or advice, that ally may re-roll one d20 on a single task they attempt which benefits from that trait.

### ◀ Using Reason as Our Guide

A Professor Emeritus is highly skilled in logic and reason, and during their time teaching and researching at the Vulcan Science Academy, they have become used to determining the validity of ideas based on rationalizing all available data. At the gamemaster's discretion, once per mission the professor may use their Reason attribute in place of any other on a task.

# ASTRO CARTOGRAPHER



## MINOR NPC

11

CONTROL

2

COMMAND

8

DARING

1

CONN

7

FITNESS

2

ENGINEERING

10

INSIGHT

3

SECURITY

9

PRESENCE

1

MEDICINE

9

REASON

2

SCIENCE

### TRAITS:

- Human
- Starfleet Officer

### FOCUSES:

- Stellar Cartography

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

# ASTRO CARTOGRAPHER

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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06-211934

09-202009

02-221978

05-152003

SCIENCE DIVISION SOURCEBOOK

## SPECIAL RULES:

### ■ Intensive Training

Increase any department rating of 0 to 1.

### ■ Sector Specialist

The gamemaster may choose to make an Astrocartographer an expert in a specific sector of space. All tasks involving the mapping of that sector, location of bodies, navigation hazards, etc., have their Difficulty reduced by 1. However, this reliance on their own expertise can often trip them up when they encounter something unexpected or outside of their knowledge, increasing their complication range by 1.

### ■ Visit Every Star

You gain an additional focus, and one of your focuses (either the one gained from this talent, or an existing one) must relate to Astronavigation, Stellar Cartography, or a similar field of space science. Further, when you succeed at a navigation-related task, you gain 1 bonus Momentum due to your knowledge and familiarity. Bonus Momentum cannot be saved.

# COUNSELOR



## MINOR NPC

8

CONTROL

1

COMMAND

7

DARING

1

CONN

8

FITNESS

1

ENGINEERING

10

INSIGHT

1

SECURITY

9

PRESENCE

3

MEDICINE

9

REASON

2

SCIENCE

### TRAITS:

- Human
- Starfleet Officer
- Counselor

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

# COUNSELOR

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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06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ◀ Cold Reading

When the Counselor succeeds at a task during a social conflict, they generate 1 bonus Momentum which must be used for the Obtain Information Momentum spend to gain knowledge about one of the people they're interacting with. If the social conflict with that person involves an extended task, the Counselor may ignore any Resistance the extended task has.

### ◀ Intensive Training

Increase any department rating of 0 to 1.

# EXPLORER (EXPLORING LIFE)



## MINOR NPC

10

CONTROL

0

COMMAND

8

DARING

2

CONN

7

FITNESS

1

ENGINEERING

10

INSIGHT

0

SECURITY

7

PRESENCE

3

MEDICINE

9

REASON

2

SCIENCE

### TRAITS:

- Human
- Independent Explorer

### FOCUSES:

- Xenobiology

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
- Escalation 1**  
**Particle Rifle:** Ranged, Stun/Deadly 4, Size 2H, Accurate

LCARS 40084

# EXPLORER (EXPLORING LIFE)

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:

### ◀ Subject Specialist

**Exploring Life:** An explorer that chooses this has an interest in Biology and Medicine, but no formal medical training. However, they have a great deal of knowledge about plant and animal species and how they may help or hinder a humanoid.

09-202009

02-221978

05-152003

# EXPLORER (TRAILBLAZER)



## MINOR NPC

10

CONTROL

0

COMMAND

8

DARING

3

CONN

7

FITNESS

1

ENGINEERING

10

INSIGHT

1

SECURITY

7

PRESENCE

1

MEDICINE

9

REASON

2

SCIENCE

### TRAITS:

- Human
- Independent Explorer

### FOCUSES:

- Astronavigation

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
- Escalation 1**  
**Particle Rifle:** Ranged, Stun/Deadly 4, Size 2H, Accurate

LCARS 40084

# EXPLORER (TRAILBLAZER)

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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7232-838

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## SPECIAL RULES:

### ◀ Subject Specialist

**Trailblazer:** An explorer can have a wanderlust that drives them to be the first to see a new world, or be the first to explore a new sector of space. This can bring notoriety when they discover a new civilization or the remains of an ancient one, but the dangers of being on your own in the unknown mean many explorers risk their lives.

09-202009

02-221978

05-152003

# EXPLORER (ACADEMIC)



## MINOR NPC

10

CONTROL

0

COMMAND

8

DARING

2

CONN

7

FITNESS

2

ENGINEERING

10

INSIGHT

0

SECURITY

7

PRESENCE

1

MEDICINE

9

REASON

3

SCIENCE

### TRAITS:

- Human
- Independent Explorer

### FOCUSES:

- Stellar Cartography, Planetary Geography, or Geomorphology

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
- Escalation 1 Particle Rifle:** Ranged, Stun/Deadly 4, Size 2H, Accurate

LCARS 40084

# EXPLORER (ACADEMIC)

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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06-211934

## SPECIAL RULES:

### ◀ Subject Specialist

**Academic:** These explorers have been more formerly trained to accurately chart the unknown.

09-202009

02-221978

05-152003

# PHYSICIAN



## NOTABLE NPC

10

CONTROL

2

COMMAND

10

DARING

1

CONN

8

FITNESS

1

ENGINEERING

9

INSIGHT

1

SECURITY

8

PRESENCE

3

MEDICINE

9

REASON

2

SCIENCE

### TRAITS:

- Human
- Starfleet Officer
- Physician

### VALUES:

- First, do no harm.

### FOCUSES:

- Emergency Medicine
- Virology

PERSONAL THREAT: 3

PROTECTION: 0

### ATTACKS:

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

LCARS 40084

# PHYSICIAN

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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05-152003

## SPECIAL RULES:

### Field Medicine

When attempting a Medicine task, you may ignore any increase in Difficulty or complication range for working without the proper tools or equipment.

### Intensive Training

Increase any department rating of 0 to 1.

### Interspecies Medical Exchange

The Physician may reroll a single d20 on any task using Insight to diagnose a member of a species known to the Federation.

# PROFESSOR (HARD SCIENCE)



## MINOR NPC

8

CONTROL

2

COMMAND

8

DARING

0

CONN

7

FITNESS

1

ENGINEERING

10

INSIGHT

0

SECURITY

8

PRESENCE

1

MEDICINE

11

REASON

3

SCIENCE

### TRAITS:

- Human
- Professor

### FOCUSES:

- Astrophysics, Subspace Theory, or Quantum Mechanics

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

# PROFESSOR (HARD SCIENCE)

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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7232-838

06-211934

## SPECIAL RULES:

### Specialist Subject

**Hard Science:** The professor is trained in specific field of scientific discovery and is considered an expert in that field.

09-202009

02-221978

05-152003

# PROFESSOR (RESEARCH LEAD)



## MINOR NPC

8

CONTROL

3

COMMAND

8

DARING

0

CONN

7

FITNESS

1

ENGINEERING

10

INSIGHT

0

SECURITY

8

PRESENCE

1

MEDICINE

10

REASON

3

SCIENCE

### TRAITS:

- Human
- Professor

### FOCUSES:

- Team Dynamics

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

# PROFESSOR (RESEARCH LEAD)

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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06-211934

## SPECIAL RULES:

### Specialist Subject

**Research Lead:** The professor has a broad background in the sciences and has honed their people skills to lead other researchers in their projects.

09-202009

02-221978

05-152003

# PROFESSOR (SOCIAL SCIENTIST)



## MINOR NPC

8

CONTROL

2

COMMAND

8

DARING

0

CONN

7

FITNESS

1

ENGINEERING

11

INSIGHT

0

SECURITY

8

PRESENCE

1

MEDICINE

10

REASON

3

SCIENCE

### TRAITS:

- Human
- Professor

### FOCUSES:

- [Species] Culture, [Species] History, [Species] Jurisprudence, or Xenolinguistics

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

# PROFESSOR (SOCIAL SCIENTIST)

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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7232-838

06-211934

## SPECIAL RULES:

### Specialist Subject

**Social Scientist:** A social scientist is trained in how intelligent beings interact with the world around them in fields such as Anthropology, Geography, and Linguistics, and may often specialize in a single world or culture.

09-202009

02-221978

05-152003

# XENO BIOLOGY DEPARTMENT HEAD



## NOTABLE NPC

9

CONTROL

2

COMMAND

7

DARING

1

CONN

8

FITNESS

1

ENGINEERING

11

INSIGHT

1

SECURITY

9

PRESENCE

3

MEDICINE

10

REASON

3

SCIENCE

### TRAITS:

- Human
- Starfleet Officer
- Xenobiologist

### VALUES:

- Seek out new life.

### FOCUSES:

- Biochemistry
- Microbiology
- Xenobiology

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

# XENO BIOLOGY DEPARTMENT HEAD

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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06-211934

## SPECIAL RULES:

### Intensive Training

Increase any department rating of 0 to 1.

### On the Final Frontier

Some xenobiology department heads haven't been assigned many deep space missions where they have been able to practice their trade extensively, and instead have become more adept at command tasks and management of their department's personnel and resources. At the Gamemaster's discretion the Xenobiology Department Head has had this sort of background and increases their Command to 3 and decreases their Medicine to 2.

# SCIENCE OFFICER



## NOTABLE NPC

8

CONTROL

2

COMMAND

8

DARING

1

CONN

7

FITNESS

2

ENGINEERING

10

INSIGHT

1

SECURITY

9

PRESENCE

2

MEDICINE

11

REASON

3

SCIENCE

### TRAITS:

- Vulcan
- Starfleet Officer

### VALUES:

- Fascinating...

### FOCUSES:

- Science Communication
- Scientific Specialty (Choose one)
- Sensor Operations

PERSONAL THREAT:

4

PROTECTION:

0

### ATTACKS:

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

LCARS 40084

# SCIENCE 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

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0128-069

1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

## SPECIAL RULES:

### ▀ Collaboration (Science)

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

### ▀ Intensive Training

Increase any department rating of 0 to 1.

### ▀ Mental Discipline

The Science Officer's Personal Threat is equal to half their Control, and they may suffer 2 Stress to avoid suffering any trait which represents an emotional state.

# GEOLOGIST



## SUPPORTING CHARACTER

8

CONTROL

1

COMMAND

8

DARING

2

CONN

9

FITNESS

3

ENGINEERING

9

INSIGHT

1

SECURITY

7

PRESENCE

2

MEDICINE

10

REASON

4

SCIENCE

### TRAITS:

- Human
- Starfleet Officer or Starfleet Personnel

### FOCUSES:

- Geology
- Small Craft
- Tectonics

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

# GEOLOGIST

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

09-202009

02-221978

05-152003

SCIENCE DIVISION SOURCEBOOK

## USE & DEVELOPMENT:

**Species:** Any species.

**Rank:** Enlisted or hold a low officer's rank such as ensign or lieutenant junior grade if there is a large number of planetary scientists serving onboard.

**Values:** Values that help a geologist understand geomorphology, mineralogy, or seismology are good choices.

**Attributes:** Reason and Insight as they often help with Science Tasks. Fitness and Daring can assist to hike through difficult terrain to study their field.

**Departments:** Primary choice is Science, but Engineering and Conn are secondary choices. Engineering to build and maintain field equipment, and Conn to assist in navigating on worlds where there aren't satellites or a starship to assist in position fixing.

**Focuses:** Other geology-related subjects for Focuses would be good choices including Seismology, Volcanology, and Geomorphology.

**Talents:** *Intense Scrutiny.*

# ANTHROPOLOGIST/HISTORIAN



## SUPPORTING CHARACTER

8

CONTROL

3

COMMAND

9

DARING

1

CONN

7

FITNESS

2

ENGINEERING

10

INSIGHT

1

SECURITY

9

PRESENCE

2

MEDICINE

8

REASON

4

SCIENCE

### TRAITS:

- Human
- Starfleet Officer or Starfleet Personnel

### FOCUSES:

- Field Research
- Sociology
- [Species-specific Cultural History or Specific Historical Era]

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

# ANTHROPOLOGIST/HISTORIAN

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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06-211934

09-202009

02-221978

05-152003

## USE & DEVELOPMENT:

**Species:** All species.

**Rank:** Enlisted or if highly regarded in their field, ensign. They are not referred to as their rank, but as 'doctor' if they have a PhD or 'crewman' otherwise.

**Values:** Values that can be seen giving these scholars a better insight into the past, or a specific culture.

**Attributes:** Primary choice is Insight, but both Presence and Daring are good secondary Attributes as these scholars speak in public often and may have to visit dangerous places to fully research their field.

**Departments:** Primary choice is Science, but Command is also a good choice as they are public speakers and do quite a bit of talking with people when doing research.

**Focuses:** Other historical periods or cultures that are related to these scholars' primary expertise.

**Talents:** *Intense Scrutiny* and *Testing a Theory*.

# GRAD STUDENT



## SUPPORTING CHARACTER

7

CONTROL

2

COMMAND

8

DARING

1

CONN

8

FITNESS

3

ENGINEERING

9

INSIGHT

1

SECURITY

9

PRESENCE

2

MEDICINE

10

REASON

4

SCIENCE

### TRAITS:

- Human
- Starfleet Officer or Starfleet Personnel

### FOCUSES:

- Research Ethics
- Research & Development
- Specialist Scientific Field

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

# GRAD STUDENT

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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1914-819

7232-838

06-211934

09-202009

02-221978

05-152003

## USE & DEVELOPMENT:

**Species:** Humans and Vulcans.

**Rank:** Enlisted or hold a low officers rank such as ensign or lieutenant junior grade.

**Values:** Values that help a grad student understand their field of study or push the boundaries of knowledge over all.

**Attributes:** Primary choices are Reason and Insight as they often help with Science or Medicine Tasks.

**Departments:** Primary choices are Science and Medicine. Engineering depending on how experimental the grad student wishes to be with testing their theories with technology.

**Focuses:** Additional Fields of Science as it will increase the number of situations where the grad student can be useful to the science department on their starship.

**Talents:** *Intense Scrutiny* and *In the Nick of Time*.

# LAB TECH



## SUPPORTING CHARACTER

9

CONTROL

1

COMMAND

8

DARING

2

CONN

8

FITNESS

3

ENGINEERING

10

INSIGHT

1

SECURITY

7

PRESENCE

2

MEDICINE

9

REASON

4

SCIENCE

### TRAITS:

- Human
- Starfleet Personnel

### FOCUSES:

- Chemistry
- Laboratory Maintenance
- Physics

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

# LAB TECH

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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09-202009

02-221978

05-152003

## USE & DEVELOPMENT:

**Species:** Any species, by Humans and Vulcans tend to excel.

**Rank:** Enlisted, with some rising to ensign or lieutenant junior grade when acting as the lead lab technician of a starship or in charge of multiple laboratories on a starbase.

**Values:** Values that help a lab tech either to better maintain equipment or better understand their field of study.

**Attributes:** Primary choices are Reason and Insight as they help with Science or Medicine Tasks.

**Departments:** Primary choices are Science and Engineering, but those that focus on more medical testing, biochemistry, or genetics may wish to increase Medicine as well.

**Focuses:** Additional Fields of Science as it increases the number of situations where the lab tech is useful to the science department on their starship.

**Talents:** *Jury Rig* and *Intense Scrutiny*.

# NURSE



## SUPPORTING CHARACTER

7

CONTROL

2

COMMAND

8

DARING

1

CONN

8

FITNESS

2

ENGINEERING

10

INSIGHT

1

SECURITY

9

PRESENCE

4

MEDICINE

9

REASON

3

SCIENCE

### TRAITS:

- Human
- Starfleet Officer or Starfleet Personnel

### FOCUSES:

- Anesthesia
- Patient Care
- Pharmacology

PERSONAL THREAT:

0

PROTECTION:

0

### ATTACKS:

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

LCARS 40084

# NURSE

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4488	4572	8499	6815	8037	2478	6346	1534	3794
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05-152003

## USE & DEVELOPMENT:

**Species:** Humans, Bolians, and Denobulans.

**Rank:** Enlisted with only a head nurse of a starship or Starfleet hospital rising to a rank of ensign. All generally referred to their title of 'nurse' rather than their rank.

**Values:** Values that help a nurse empathize, or care about patients, or help in crisis situations.

**Attributes:** Primary choices are Reason and Insight as they often help with Science or Medicine Tasks.

**Departments:** Primary choice is Medicine, but Science and Engineering in a nurse's attempts to understand new medical issues like diseases or new species. Engineering also can be important if there are crewmembers aboard that have cybernetic implants and artificial organs.

**Focuses:** Adding knowledge of different species along with other fields of study such as Pathology, Toxicology, or other branches of medicine.

**Talents:** *Healing Hands, Quick Study* or any other talents the Medicine Talent list.

# TRIAGE NURSE



## SUPPORTING CHARACTER

8

CONTROL

3

COMMAND

10

DARING

1

CONN

8

FITNESS

1

ENGINEERING

9

INSIGHT

2

SECURITY

7

PRESENCE

4

MEDICINE

9

REASON

2

SCIENCE

### TRAITS:

- Human
- Starfleet Officer or Starfleet Personnel

### FOCUSES:

- Emergency Medicine
- First Aid
- Surgery

PERSONAL THREAT:

0

PROTECTION:

0

### ATTACKS:

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

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# TRIAGE NURSE

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SCIENCE DIVISION SOURCEBOOK

## USE & DEVELOPMENT:

**Species:** Humans and Bajorans, but any species with increases to Daring and Reason work.

**Rank:** Ensign (if they are currently on the path to get a full medical PhD) or a high-ranked enlisted. Like a standard nurse, they are typically referred to as their title, “nurse” rather than their rank.

**Values:** Values that help a triage nurse care about patients, or help in crisis situations.

**Attributes:** The primary choices are Reason and Insight as they often help with Science or Medicine Tasks. Control can also be important when in charge of sickbay.

**Departments:** The primary choice is Medicine, but Science can assist when attempting to understand new medical issues like diseases or new species. Command can be important as they are often in charge of multiple nurses during crisis situations.

**Focuses:** Adding knowledge of different species would assist as they typically only have a Focus of their own species Medicine.

**Talents:** *Triage* and *Field Medicine*, but other Talents would also work from the Medicine Talent list.

# ANESTHESIOLOGIST



## SUPPORTING CHARACTER

7

CONTROL

2

COMMAND

9

DARING

1

CONN

8

FITNESS

2

ENGINEERING

10

INSIGHT

1

SECURITY

8

PRESENCE

4

MEDICINE

9

REASON

3

SCIENCE

### TRAITS:

- Human
- Starfleet Officer

### FOCUSES:

- Anesthesia
- Emergency Medicine
- Pharmacology

PERSONAL THREAT:

0

PROTECTION:

0

### ATTACKS:

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

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# ANESTHESIOLOGIST

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SCIENCE DIVISION SOURCEBOOK

## USE & DEVELOPMENT:

**Species:** Humans or any telepathic/empathic races. Telepaths and empaths can sense when a patient is feeling pain even if they are unconscious or in a semi-conscious state.

**Rank:** Not usually officers, but can range in rank from crewman to petty officer depending on length of service. If they complete a full medical degree these personnel are promoted to triage nurse or a full physician. They are addressed not by rank, but as 'nurse'.

**Values:** Values that can help sense a patient's discomfort, or increase their charm and bedside manner.

**Attributes:** Primary choice is Insight as it helps better determine how their treatment affects their patients and what changes may be made on the fly. Reason may help them determine the best treatment for a species they know little about.

**Disciplines:** Primary choice is Medicine, but depending on what career path they pursue, Command and Science are also good choices.

**Focuses:** Adding another specialty in medicine if they wish to become a full physician. Additionally, if they wish to continue as a nurse, good Focuses could include Surgical Procedures, Triage Medicine, or Midwife to name just a few examples.

**Talents:** *Field Medicine*, but other Talents would also work from the Medicine Talent list.

# E.M.H. MARK II



## SUPPORTING CHARACTER

10

CONTROL

1

COMMAND

9

DARING

2

CONN

7

FITNESS

2

ENGINEERING

9

INSIGHT

1

SECURITY

10

PRESENCE

4

MEDICINE

10

REASON

3

SCIENCE

### TRAITS:

- Hologram
- Starfleet Technology

### FOCUSES:

- Emergency Medicine
- Surgery
- Xenobiology

PERSONAL THREAT:

0

PROTECTION:

0

### ATTACKS:

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

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# E.M.H. MARK II

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SCIENCE DIVISION SOURCEBOOK

## USE & DEVELOPMENT:

As a hologram, there is only so much improvement that can be undertaken by the crew to increase the capacity of its programming. With this in mind, any improvement to the EMH Mark II should represent the engineering department of the ship working on the holographic programming.

The crew could take up improvements as an Extended Task. Research and development of this nature is on the sensors and computing technology of the ship, with a Work track between 5-10, with a base Difficulty of 3 because of the Mark II Trait.

Depending on the improvement being attempted, Gamemasters may ask for larger Work tracks with Talents being harder to introduce than Values or Focuses.

# PROGRAMMER



## SUPPORTING CHARACTER

9

CONTROL

1

COMMAND

8

DARING

2

CONN

7

FITNESS

4

ENGINEERING

9

INSIGHT

2

SECURITY

8

PRESENCE

1

MEDICINE

10

REASON

3

SCIENCE

### TRAITS:

- Human
- Starfleet Officer or Starfleet Personnel

### FOCUSES:

- Computer Technology
- Holo-Engineering
- Starfleet Programming

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

# PROGRAMMER

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7232-838

06-211934

09-202009

02-221978

05-152003

## USE & DEVELOPMENT:

**Species:** Humans and Vulcans, but any species can excel.

**Rank:** Often enlisted, and only rising to an officer when they become the head of a team of coders or due to their length of service.

**Values:** Can benefit from Values that lend to their love of computers and technology.

**Attributes:** Primary choice is Reason, but both Insight and Control can help with understanding odd data or to help in building and controlling new technology.

**Departments:** Primary choices are Engineering and Science as they both assist the programmer in repairing code, writing new programs, and building new analytical pieces of equipment.

**Focuses:** Could include other computing technologies such as Duotronics and Solid-State Computing, but also the computer technology of different species such as Romulan or even Borg programming.

**Talents:** *Computer Expertise, Intense Scrutiny, and Jury Rig.*