

Starfleet Personnel Record

Name (M)	Francisco Martinez	Division	Command
Name (F)	Lucia Martinez	Species	Human
Value	Eager and Ambitious	Stress Track	8
Value	The Thrill of Discovery		
Value	No Love of Violence		

Attribute		Skill		Focus			
Bravery	9	Command	4	Diplomacy	4	Linguistics	2
Control	8	Conn/Ops	3				
Empathy	9	Engineering	2				
Presence	12	Security	1				
Reason	10	Science	2	Anthropology	3		
Resilience	7	Medicine	1				

Talent	Advisor	Whenever you assist another character using the Command skill, the character being assisted gains one point of bonus Momentum if the Task is successful.
Talent	Negotiator	When attempting a Task during a social conflict to persuade without the use of deception or intimidation, and you buy one or more d20s by spending Momentum, you may reroll your dice pool.

Combat Data

Unarmed Strike	Melee	1x☒	Size 1, Non-lethal	Knockdown
Phaser II	Ranged	3x☒	Size 3, Charge 5	By Charges
Phaser I	Ranged	2x☒	Size 1, Charge 3	By Charges

Starfleet Personnel Record

Name (M)	Thiaranest Zharath	Division	Command
Name (F)	Cuellas Zharath	Species	Andorian
Value	Lead By Example	Stress Track	13
Value	Fortune Favors the Bold		
Value	Rash and Reckless		

Attribute		Skill		Focus			
Bravery	12	Command	5	Combat Tactics	4	Fearless	2
Control	8	Conn/Ops	2				
Empathy	8	Engineering	1				
Presence	9	Security	3	Ranged Attacks	3		
Reason	8	Science	1				
Resilience	10	Medicine	2				

Talent	Daring	When attempting a Task during combat, and you buy one or more d20s by adding to Threat, you may re-roll your dice pool.
Talent	Follow My Lead	Once per scene, when you succeed at a Task during combat or another perilous situation, you may also spend one Determination. If you do, choose a single ally. The next Task that ally attempts counts as having assistance from you, using your Presence + Command.

Combat Data

Unarmed Strike	Melee	4x☒	Size 1, Non-lethal	Knockdown
Phaser II	Ranged	6x☒	Size 3, Charge 5	By Charges
Phaser I	Ranged	5x☒	Size 1, Charge 3	By Charges

Starfleet Personnel Record

Name (M)	Yolen	Division	Operations
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Name (F)	Phenna	Species	Denobulan
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Value	To Fly the Ship, Know the Ship	Stress Track	10
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Value	Push the Limits
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Value	Always Something to Learn
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Attribute		Skill		Foci			
Bravery	10	Command	1				
Control	9	Conn/Ops	4	Navigation	2	Shuttlecraft	4
Empathy	9	Engineering	3	Propulsion Systems	3		
Presence	9	Security	2				
Reason	10	Science	2				
Resilience	8	Medicine	2				

Talent	Further and Faster	Whenever you attempt a Task involving your Conn skill, and you buy one or more bonus d20s by adding to Threat, you may re-roll your dice pool.
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Talent		Whenever you attempt an Engineering Task to perform repairs, you may reduce the Difficulty by two. If you do this, however, then the repairs are only temporary, and will last a single scene, plus one additional scene per Momentum spent (Repeatable) before they fail again. Jury-rigged repairs can only be applied once.
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Combat Data

Unarmed Strike	Melee	3×☒	Size 1, Non-lethal	Knockdown
Phaser I	Ranged	4×☒	Size 1, Charge 3	By Charges

Starfleet Personnel Record

Name (M)	Malik Demir	Division	Operations
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Name (F)	Asma Demir	Species	Human
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Value	Calm Under Pressure	Stress Track	<input type="checkbox"/>
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Value	Confident and In Control
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Value	Fearless to a Fault
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Attribute		Skill		Foci			
Bravery	10	Command	3	Fearless	4		
Control	12	Conn/Ops	4	Evasive Maneuvers	3	Helm Operations	2
Empathy	9	Engineering	2				
Presence	9	Security	2				
Reason	8	Science	1				
Resilience	7	Medicine	1				

Talent	Acceptable Risks	Whenever you add one or more points to Threat to pay for an Immediate Momentum Spend, you may roll one [CD] for each point of Threat you are adding; each Effect rolled prevents a point being added to Threat.
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Talent	Precise and Efficient	After rolling a test, but before determining success or generating Momentum, you may spend one point of Momentum (Immediate) to re-roll any number of dice in the pool.
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Combat Data

Unarmed Strike	Melee	3×☒	Size 1, Non-lethal	Knockdown
Phaser I	Ranged	4×☒	Size 1, Charge 3	By Charges

Starfleet Personnel Record

Name (M)	Krev Glaschtor	Division	Engineering
Name (F)	Bera Chimtor	Species	Tellarite
Value	Test Everything to Their Limits	Stress Track	10
Value	Outspoken and Argumentative		
Value	Difficult to Work With		

Attribute		Skill		Foci			
Bravery	9	Command	1				
Control	9	Conn/Ops	2				
Empathy	9	Engineering	5	Power Systems	3	Warp Drive	4
Presence	7	Security	1				
Reason	12	Science	3	Astrophysics	2		
Resilience	9	Medicine	2				

Talent	Intense Scrutiny	Whenever you attempt a Task using Reason or Control, you may double the amount of time the Task takes to attempt; if you do this, then the Difficulty of the Task is reduced by one, to a minimum of one.
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Talent	Testing a Theory	When you attempt a Task using Engineering or Science, you may roll one additional d20, so long as you have completed a previous Task covering the same scientific or technological discipline earlier in the same game session.
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Combat Data

Unarmed Strike	Melee	2x☒	Size 1, Non-lethal	Knockdown
Phaser II	Ranged	4x☒	Size 3, Charge 5	By Charges
Phaser I	Ranged	3x☒	Size 1, Charge 3	By Charges

Starfleet Personnel Record

Name (M)	Joshua Newman	Division	Engineering
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Name (F)	Ella Newman	Species	Human
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Value	Maybe If I Do This...	Stress Track	8
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Value	Likes to Tinker
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Value	Enthusiastic and Eccentric
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Attribute	Skill	Foci		
Bravery	9	Command	2	
Control	11	Conn/Ops	3	Helm Operations 2
Empathy	8	Engineering	4	Propulsion Systems 4
Presence	9	Security	1	Transporters 3
Reason	11	Science	2	
Resilience	7	Medicine	1	

Talent	Technical Ingenuity	When you attempt an Engineering Task, you are improvising or working on untested theories, and you buy one or more d20s by adding to Threat, you may re-roll your dice pool.
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Talent	In the Nick of Time	When you attempt an Engineering or Science Task when under pressure or in a life-or-death situation, you gain one bonus Momentum, which cannot be saved, and which must be used to reduce the time the Task takes to attempt.
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Combat Data

Unarmed Strike	Melee	2×☒	Size 1, Non-lethal	Knockdown
Phaser I	Ranged	3×☒	Size 1, Charge 3	By Charges

Starfleet Personnel Record

Name (M)	Zhao Wen	Division	Security
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Name (F)	Zhao Yaling	Species	Human
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Value	The Only Acceptable Losses are None	Stress Track	12
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Value	Defence and Protection
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Value	Never Off-Duty
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Attribute		Skill		Foci			
Bravery	12	Command	2				
Control	10	Conn/Ops	2				
Empathy	10	Engineering	1				
Presence	8	Security	4	Ranged Attacks	4	Vigilance	3
Reason	7	Science	1				
Resilience	8	Medicine	3	Field Medic	2		

Talent	Close Protection	After making a successful attack, you may spend one Momentum to protect a single ally within Close range. The next attack against that ally before the start of your next turn increases in Difficulty by one.
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Talent	Survivor	The cost to avoid suffering an Injury is reduced by one, to a minimum of one.
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Combat Data

Unarmed Strike	Melee	5×☒	Size 1, Non-lethal	Knockdown
Phaser II	Ranged	7×☒	Size 3, Charge 5	By Charges
Phaser I	Ranged	6×☒	Size 1, Charge 3	By Charges

Starfleet Personnel Record

Name (M)	Thyran Kaleel	Division	Security
Name (F)	Talla Kaleel	Species	Andorian
Value	Agressive and Proud	Stress Track	14
Value	Student of the Art of War		
Value	Duellist		

Attribute		Skill		Foci			
Bravery	11	Command	3	Combat Tactics	2		
Control	11	Conn/Ops	1				
Empathy	9	Engineering	2				
Presence	7	Security	5	Hand-to-Hand Combat	4	Ranged Combat	3
Reason	8	Science	2				
Resilience	9	Medicine	1				

Talent	The Ushaan	When you make a melee attack, or are targeted by a melee attack, and you buy one or more d20s by adding to Threat, you may re-roll your dice pool.
Talent	Quick to Action	During the first round of any combat, if you have not yet acted, your allies may ignore the normal cost to retain the initiative so long as the turn order is handed to you.

Combat Data

Unarmed Strike	Melee	6×☒	Size 1, Non-lethal	Knockdown
Phaser II	Ranged	8×☒	Size 3, Charge 5	By Charges
Phaser I	Ranged	7×☒	Size 1, Charge 3	By Charges

Starfleet Personnel Record

Name (M)	Christof Bonnet	Division	Science
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Name (F)	Leonie Bonnet	Species	Human
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Value	To Explore Strange New Worlds...	Stress Track	9
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Value	There's Nothing Like Practical Experience
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Value	Head First into the Unknown
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Attribute		Skill		Foci			
Bravery	10	Command	1				
Control	9	Conn/Ops	2				
Empathy	9	Engineering	3				
Presence	7	Security	1				
Reason	12	Science	4	Astrophysics	4	Chemistry	3
				Xenobiology	2		
Resilience	8	Medicine	2				

Talent	Hypothesis	When you succeed at a Science Task to identify or determine the nature of something, you gain two bonus Momentum, which cannot be saved and which must be spent on the Obtain Information Momentum Spend.
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Talent	Collaboration	During the first round of any combat, if you have not yet acted, your allies may ignore the normal cost to retain the initiative so long as the turn order is handed to you.
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Combat Data

Unarmed Strike	Melee	2x☒	Size 1, Non-lethal	Knockdown
Phaser I	Ranged	3x☒	Size 1, Charge 3	By Charges

Starfleet Personnel Record

Name (M)	Sevek	Division	Science
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Name (F)	T'vel	Species	Vulcan
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Value	Finding Order in the Chaos of the Unknown	Stress Track	11
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Value	Precision and Rationality
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Value	Infinite Diversity in Infinite Combinations
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Attribute	Skill	Foci	
Bravery 7	Command 1		
Control 10	Conn/Ops 2		
Empathy 9	Engineering 2		
Presence 8	Security 1		
Reason 11	Science 5	Quantum Mechanics 4	Anthropology 3
		Biology 2	
Resilience 10	Medicine 3		

Talent	Analytical	Whenever you attempt a Science Task, and you purchase one or more d20s using Momentum, you may re-roll your dice pool.
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Talent	Mind Meld	The character has undergone training in telepathic techniques that allow the melding of minds through physical contact. This is a Control + Sciences Task with a Difficulty of 1, which can be opposed by an unwilling participant (who would use Resilience + Command, also with a Difficulty of 1). If successful, the character links minds with the participant, sharing thoughts and memories. This link goes both ways, and it is a tiring process for the character. Complications can result in pain, disorientation, or lingering emotional or behavioral difficulties.
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Talent	Collaboration	The character has learned numerous anatomical techniques that can be used to swiftly and nonlethally incapacitate assailants. The profile for this attack is listed below. The character may use Science instead of Security making a nerve pinch Attack, and increases damage by the character's Science skill instead of Security (included).
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Combat Data

Nerve Pinch	Melee	7x☒	Size 1, Intense, Nonlethal	—
Unarmed Strike	Melee	2x☒	Size 1, Non-lethal	Knockdown
Phaser I	Ranged	3x☒	Size 1, Charge 3	By Charges

Starfleet Personnel Record

Name (M)	Nadim Patil	Division	Medical
Name (F)	Shanta Patil	Species	Human
Value	To Seek Out New Life...	Stress Track	9
Value	Frontier Medicine		
Value	Hesitation is as Bad as Inaction		
Attribute	Skill	Foci	
Bravery 10	Command 2		
Control 9	Conn/Ops 1		
Empathy 11	Engineering 1		
Presence 7	Security 3	Vigilance 2	
Reason 10	Science 2		
Resilience 8	Medicine 4	Emergency Medicine 4	Surgery 3
Talent	First Aid	When attempting the Treatment Task during a combat scene, you gain a bonus d20, and you may always Succeed at a Cost, with each Complication adding +1 to the Difficulty of healing the Injury subsequently.	
Talent	Improvised Techniques	You ignore any difficulty increase to Medicine Tasks caused by not having the correct tools.	

Combat Data				
Unarmed Strike	Melee	4x☒	Size 1, Non-lethal	Knockdown
Phaser I	Ranged	5x☒	Size 1, Charge 3	By Charges

Starfleet Personnel Record

Name (M)	Hanor Toma	Division	Medical
Name (F)	Kareel Toma	Species	Trill
Value	First, Do No Harm	Stress Track	8
Value	Wisdom of Many Lives		
Value	Careful and Circumspect		
Value			

Attribute		Skill		Foci			
Bravery	8	Command	2				
Control	10	Conn/Ops	1				
Empathy	10	Engineering	2				
Presence	8	Security	1				
Reason	12	Science	4	Biology	3		
Resilience	7	Medicine	4				

Talent	Joined	<p>The character has a Trill symbiont, with lifetimes of memories to draw upon. The character gains an additional Value, related to the Symbiont, and may spend one Determination at any point to gain an additional Focus of 3 for the remainder of that scene, as the character draws upon the memories and experiences of past hosts.</p>
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Talent	Diagnosis	<p>When attempting a Medicine or Science Task to determine the nature of an illness or other biological problem, and you buy one or more dice with Momentum, you may re-roll your dice pool.</p>
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Combat Data

Unarmed Strike	Melee	2x☒	Size 1, Non-lethal	Knockdown
Phaser I	Ranged	3x☒	Size 1, Charge 3	By Charges