Consolidated Academy Life Histories

This stage of character development details the characters advanced training received after the character applied to, and was accepted in, Starfleet Academy. Representing the character's four years of education and training at the Academy, the character receives 8 Development Points to spend during Academy Life (if creating a civilian character, see the Consolidated Civilian Advanced Training Packages). Each Academy Specialized Training Package cost 8 Development Points. Packages made/provided by the fans are marked (*). Additionally, characters receive 1 Development Point to spend on any edge, specialization, or trait to detail their year long Cadet Cruise. Starfleet characters then proceed to the Consolidated Tour of Duty Histories.

Command
   Colonization School: Engineering, Material (Civil Engineering) 1 (2); Planetary Survival (choose) 1 (2); +1 Fitness Attribute
   Cultural Advisor: Culture (choose) 0 (1); Language: specify 1; Science, Social (Sociology) 1 (2); World Knowledge (choose) 0 (1)
   Diplomatic Training: Culture (choose) 0 (1); Diplomacy (choose) 1 (2); Persuasion (Oratory) 1 (2); +1 Empathy Edge
   Exocultural Affairs: Culture (choose) 0 (1); History (choose) 0 (1); Language: specify 1; World Knowledge (choose) 0 (1); Cultural Flexibility +1; Promotion (Lt. Junior Grade) +1
* Exploration Training (Planetary): Planetary Survival (choose) 1 (2); Science, Planetary (choose) 1 (2); +1 Fitness Attribute
   Exploration Training (Space): Shipboard Systems (Sensors) 1 (2); Science, Space (choose two) 1 (2) (2); +1 Perception Edge
   First Contact Training: Diplomacy (Federation Frontier) 1 (2); Science, Social (choose two) 1 (2) (2); +1 Perception Edge
* Flight Training School: Shipboard Systems (Conn) 1 (2), Science, Space (Stellar Cartography) 1 (2); Vehicle Operation (Shuttlecraft) 1 (2); Alertness +2; Impulsive -1; Rival (other pilot: specify) -2
   Intergalactic Affairs: Diplomacy (Intergalactic Affairs OR Law) 1 (2); Persuasion (Debate OR Oratory) 1 (2); Science, Social (Political Science) 0 (1); Promotion (Lt. Junior Grade) +1
   Interspecies Relations: Law (Starfleet Regulations) 0 (1); Science, Life (Exobiology) 1 (2); Science, Social (Sociology) 1 (2); +1 Perception Edge
   JAG Training: Computer (Research) 0 (1); Law (Interstellar Law AND Starfleet Regulations) 1 (2) (2); Persuasion (Oratory) 1 (2)
   Leadership Development: Command (choose) 1 (2); +1 Presence Attribute; Contact (specify) +1; +2 Renown (Initiative)
   Mediator: Diplomacy (Intergalactic Affairs) 1 (2); Mediation (Political) 1 (2); Strategic Operations (specify specific region) 0 (1); Promotion (Lt. Junior Grade) +1
   Officer Candidate School (Enlisted Only): Administration (choose) 0 (1); Athletics (choose) 1 (2); Law (Starfleet Regulations) 1 (2); +1 Renown (Discipline OR Skill)
   Red Squadron: Command (choose) 0 (1); Tactics, Starship (Federation) 1 (2); Vehicle Operations (Shuttlecraft) 1 (2); Arrogant -1; +2 Renown (Skill)
   Strategic Operations Training: Administration (Logistics) 1 (2); Strategic Operations (choose AND Defense in Depth) 1 (2) (2); Promotion (Lt. Junior Grade) +1

General
* Starfleet Survival School (Arctic Survival): Planetary Survival (Arctic) 1 (2); Science, Planetary (Meteorology) 1 (2); Toughness +2

* Starfleet Survival School (Desert Survival): Planetary Survival (Desert) 2 (3); Toughness +2
* Starfleet Survival School (Jungle Survival): Hunting (choose) 1 (2); Planetary Survival (Jungle) 1 (2); Science, Medical (Toxicology) 0 (1); +1 Perception Edge
* Starfleet Survival School (Mountain Survival): Athletics (Climbing) 1 (2); Planetary Survival (Mountain) 1 (2); Science, Planetary (Meteorology) 1 (2); Impulsive *OR* Thrill-seeker -1
* Starfleet Survival School (Oceanic Survival): Athletics (Swimming) 1 (2); Planetary Survival (Ocean) 1 (2); Science, Planetary (Oceanography) 0 (1); +1 Vitality Edge
* Starfleet Survival School (Primitive Society Survival): Concealment (Camouflage) 1 (2); Planetary Survival (choose) 1 (2); Stealth (choose) 1 (2); Code of Honor (Prime Directive) -2; Innovative +1
* Starfleet Survival School (Space Survival): Engineering, Systems (Communications) 1 (2); Personal Equipment (Environmental Suit) 1 (2); Zero-g Training +2
* Starfleet Survival School (Subterranean Survival): Athletics (Climbing) 1 (2); Planetary Survival (Subterranean) 1 (2); Science, Planetary (Geology) 0 (1); +1 Dexterity *OR* Vitality Edge
* Starfleet Survival School (Toxic Environment Survival): Engineering, Material (Structural/Spaceframe) 1 (2); Personal Equipment (Environmental Suit) 0 (1); Science, Planetary (Atmospherics) 1 (2); +1 Reaction Edge
* Starfleet Survival School (Urban Survival): Culture (choose) 0 (1); Planetary Survival (Urban) 1 (2); Streetwise (choose) 1 (2); World Knowledge (choose) 0 (1)

Operations (Engineering)
    Advanced Computer/AI Design: Computer (Programming *AND* Simulation/Modeling) 1 (2) (2); Science, Physical (Computer *AND* Mathematics) 1 (2) (2)
    Advanced Engineering Research: Engineering, Material (Structural/Spaceframe *OR* Starship Design) 1 (2); Engineering, Propulsion (Warp Drive) 1 (2); +1 Intellect Attribute
    Advanced Temporal Engineering: Engineering, Propulsion (Temporal Drive) 1 (2); Engineering, Systems (Temporal Systems) 1 (2); +1 Intellect Attribute
    Computer Design at Daystrom Institute: Computer (Programing) 0 (1); Engineering, Systems (Computer) 1 (2); Engineering, Any Other (choose) 1 (2); Sci., Physical (Computer) 0 (1)
* Corps of Engineers Training: Engineering, Material (choose *AND* Civil) 1 (2) (2); Engineering, Any Other (choose) 1 (2); Innovative +1
    Cybernetics at Daystrom Institute: Engineering, Theoretical (Positronics) 1 (2); Science, Life (Biomechanics) 1 (2); Science, Physical (Robotics) 1 (2); Inquisitive -1
    EVA Training: Personal Equipment (Environmental Suit) 1 (2); Vehicle Operation (Workbee) 1 (2); Zero-G Training +2
    Strategic Engineering Corps Training: Engineering, Any (choose) 1 (2); Engineering, Material (Civil) 1 (2); Innovative +2
    Survey Team (Operations): Concealment (choose) 1 (2); Engineering, Systems (Holographic Systems *AND* Sensors) 1 (2) (2); Personal Equipment (Universal Translator) 0 (1)

Operations (Security)
    Advanced Survival Course: Planetary Survival (choose two) 1 (2) (2); +1 Fitness Attribute; Athletic Ability +2
    Advanced Tactical School: Administration (Logistics) 1 (2); Tactics, Starship (choose *AND* Planetary Support Tactics) 1 (2) (2); Bold +1
* Boarding Party Training: Demolitions (Shipboard Demolitions) 1 (2); Energy Weapon (Phaser) 0 (1); Tactics, Planetary (Shipboard Tactics) 1 (2); Unarmed Combat (Starfleet Martial Arts) 1 (2); Fanatic *OR* Militant -2
    Intelligence Training (Standard): Behavior Modification (Resistance) 1 (2); Espionage (Traffic Analysis) 1 (2); Language: choose appropriate to assignment 1; Obligation (Starfleet

Intelligence) -1
* Intelligence Training (Electronics): Engineering, Systems (Communications) 0 (1); Espionage (Cryptography *AND* Traffic Analysis) 1 (2) (2); Shipboard Systems (Communications) 1 (2)

Marksmanship Certification: Command (Combat Leadership) 1 (2); Energy Weapon (Phaser *OR* Phaser Rifle) 1 (2); Quick Draw +2

Ranger Training: Planetary Survival (choose two) 1 (2) (2); Tactics, Planetary (Guerilla Warfare) 1 (2); +1 Vitality Edge

Rapid Response Training: Energy Weapon (Phaser) 1 (2); Heavy Weapon (choose) *OR* Unarmed Combat (Starfleet Martial Arts) 1 (2); Tactics, Planetary (Small Unit) 1 (2); +1 Dexterity *OR* Vitality Edge; Code of Honor (Rapid Response) -2 [*OPTIONAL*: Weapons Master (choose weapon) +2; -2 Renown (Aggression)]

Security Training: Energy Weapon (Phaser) 1 (2); Security (choose two) 1 (2) (2); +1 Perception Edge

Starship Tactical Training: Strategic Operations (choose) 1 (2); Tactics, Starship (choose *AND* Federation) 1 (2) (2); Promotion (Lt. Junior Grade) +1

Tactical Ordnance: Demolitions (choose) 1 (2); Heavy Weapons (choose) 1 (2); Tactics, Planetary (choose) 1 (2); Obligation (Starfleet) -2; Promotion (Lt. Junior Grade) +1

Threat Force Training: Culture (choose enemy species) 1 (2); Tactics, Planetary (choose enemy species tactics) 1 (2); Tactics, Starship (choose enemy species tactics) 1 (2); Imprudent -1

* Undercover Operations Training: Artistic Expression (Acting) 1 (2); Espionage (choose *AND* Covert Communications) 1 (2) (2); Cultural Flexibility *OR* Innovative +1.

Science (General)

Advanced Historical Training: History (choose two) 1 (2) (2); Science, Social (Archeology *AND* Anthropology) 1 (2) (2)

Advanced Temporal Science: Science, Physical (Temporal Physics) 1 (2); +1 Intellect Attribute; +1 Logic Edge, Curious +1; Innovative +1

Archeology at Daystrom Institute: History (choose Species: Debrune, Iconian, ect.) 1 (2); Science, Social (Archaeology) 1 (2); Assets +2

* Astrophysics Studies: Science, Physical (Physics) 0 (1); Science, Space (Astrophysics *AND* Thermodynamics) 1 (2) (2); Shipboard Systems (Sensors) 1 (2)

* Exosociology Studies: Computer (Research) 0 (1); Science, Social (Anthropology *AND* Sociology) 1 (2) (2); World Knowledge (choose two) 0 (1) (1); Cultural Flexibility +1

Memory Alpha Detached Duty: History (choose two) 1 (2) (2); Science, Social (choose two) 1 (2) (2)

* Planetary Science Studies: Planetary Survival (choose) 0 (1); Science, Physical (Chemistry) 1 (2); Science, Planetary (choose *AND* Planetology) 1 (2) (2)

Planetary Survey at Vulcan Science Academy: Science, Planetary (choose *AND* Planetology) 1 (2) (2); Shipboard Systems (Sensors) 1 (2); Promotion (Lt. Junior Grade) +1

Subspace Dynamics at Vulcan Science Academy: Culture (Vulcan) 0 (1); Engineering, Theoretical (Warp Dynamics) 1 (2); Science, Space (Astrophysics *AND* Subspace Theory) 1 (2) (2)

Survey Team (Field): Culture (choose) 0 (1); Disguise (choose) 1 (2); Personal Equipment (Holographic Suit) 1 (2); Surveillance (Observation) 1 (2); Code of Honor (Prime Directive) -2

Temporal Studies at Vulcan Science Academy: Culture (Vulcan) 0 (1); Science, Physical (Physics *AND* Temporal Physics) 1 (2) (2); Science, Space (Astrophysics *AND* Temporal Mechanics) 1 (2) (2); Competitive -1

Theoretical Science Program: Science, Physical *OR* Space (choose) 1 (2); +1 Intellect

Attribute; +1 Logic Edge; Curious +2

Science (Medical)
* Corpsman Training: First Aid (choose) 1 (2); Personal Equipment (Medical Tricorder) 1 (2); Science, Physical (Chemistry) *OR* Science, Life (Biology) 1 (2); Rival (specify) *OR* choice of Other Appropriate Disadvantage -1
* Counselor Training: Persuasion (Counseling) 1 (2); Science, Medical (choose *AND* Psychology) 1 (2) (2); Science, Social (Sociology) 1 (2); Code of Honor (Hippocratic Oath) -2.
  Cyberneticist: Engineering, Material (Bionics) 1 (2); Science, Life (Bionics *AND* Biotechnology) 1 (2) (2); Science, Medical (Borg Medicine) 0 (1)
  Emergency Medical Training: First Aid (choose Species *AND* Wound/Trauma) 1 (2) (2); Personal Equipment (Medical Tricorder) 1 (2); +1 Empathy Edge
* Exobiology Studies: Personal Equipment (Medical Tricorder) 0 (1); Science, Life (Biology *AND* Exobiology) 1 (2) (2); Science, Medical (Exoanatomy) 1 (2)
* Forensic Training: Psychology (Forensic Psychology) 1 (2); Science, Medical (Forensic Pathology) 1 (2); +1 Perception Edge; Promotion (Lt. Junior Grade) +1.
  Genetics at Daystrom Institute: Computer (Simulation/Modeling) 1 (2); Science, Life (Biology *AND* Genetics) 1 (2) (2); Contact (at Daystrom Institute: specify) +1
  General Practitioner: First Aid (choose Species other than own) 1 (2); Science, Life (choose) 1 (2); Science, Medical (choose) 1 (2); Science, Physical (Chemistry) 1 (2); Argumentative *OR* Arrogant -1; Code of Honor (Hippocratic Oath) -2; Promotion (Lt. Junior Grade) +1; Rival (Medical Classmate) -2
* Nursing: First Aid (choose) 1 (2); Science, Life (Anatomy *AND* choose) 1 (2) (2); Science, Medical (Nursing) 1 (2); Code of Honor (Hippocratic Oath) -2
  Surgeon: Personal Equipment (Medical Biobed) 1 (2); Science, Life (Anatomy) 1 (2); Science, Medical (Surgery) 1 (2); Code of Honor (Hippocratic Oath) -2; Promotion (Lt. Junior Grade) +1
  Virologist: Personal Equipment (Containment Suit) 0 (1); Science, Life (Virology) 1 (2); Science, Physical (Vector Analysis) 1 (2); Science, Planetary (Ecology) 0 (1)