

CONSOLIDATED TOUR OF DUTY HISTORIES

This stage of character development details the character's career in Starfleet. Representing the character's assignment with Starfleet after graduating from Starfleet Academy, the character receives 10 Development Points to spend during first posting. Each Tour of Duty Package costs 10 Development Points. Packages made/provided by the fans are marked (*). If playing characters at the beginning of their careers this stage of development should be skipped and the character enters game play. For more experienced characters, after completing this stage of development, proceed to take an appropriate number of Additional Tours. The character receives 5 Development Points to spend on each additional tour. Each Additional Tour of Duty Package costs 5 Development Points.

Command Packages

Academy Instruction

10DP: One Academic Skill (choose two) 1 (2) (2); Command (Military Training) 1 (2); Law (Starfleet Regulations) 1 (2); Argumentative -1; Contact (specify) +1.

5DP: Command (Military Training) 1 (2); Law (Starfleet Regulations) 1 (2); Argumentative -1.

Branch Officer Training (Available only as a 5DP Option)

5DP: Administration (Starship Administration) 1 (2); Department Head +2.

Bridge Certification Training (Available only as a 5DP Option)

5DP: Command (Starship Command) 1 (2); Promotion (Lieutenant) +2.

* **CO/XO of Five Year Mission**

10DP: Administration *OR* Command (Starship) 1 (2); Diplomacy (Frontier Diplomacy) 2 (3); Tactics, Any (choose) 1 (2); Rival (CO/XO of Sister Ship on a Five Year Mission) -2.

5DP: Any Skill from the 10DP Package (choose) 1 (2); Famous Incident (specify) *OR* Species Friend (choose) +2.

Command School (Available only as a 10 DP Option)

10DP: Command (Starship) 0 (1); Law (Federation *AND* Starfleet Regulations) 0 (1) (1); Shipboard Systems (Command) 0 (1); Tactics, Starship (choose *AND* Federation) 1 (2) (2); Promotion (Lieutenant) +2.

Diplomatic Mission

10DP: Diplomacy (choose) 1 (2); Language: choose two 1 each *OR* one at 2; Contact (specify) +1; Rival (specify) -1; Shrewd +1.

5DP: Diplomacy (choose) 1 (2); World Knowledge (choose two) 0 (1) (1) *OR* World Knowledge (choose) 0 (1) *AND* +1 Renown (Aggression).

* **Helmsman**

10DP: Engineering, Propulsion *OR* Systems (choose) 1 (2); Tactics, Starship (choose) 1 (2); Shipboard Systems (Flight Control/Helm) 1 (2); +1 Reaction Edge *OR* Bold +1.

5DP: Science, Space (Astrogation) 1 (2); +2 Renown (choose) *OR* Patron (Ships' Captain *OR* First Office) +2.

Officer Exchange Program

10DP: Command (Fleet of Assigned Species) 1 (2); Culture (of Assigned Species) 0 (1); History (of Assigned Species) 0 (1); Language: Native of Assigned Species 1; Promotion (Lt. Junior Grade) +1; +1 Renown (Openness).

5DP: Culture (of Assigned Species) 0 (1); Language: Native of Assigned Species 1; Contact (Officer of Assigned Fleet) +1.

* **Judge Advocate General Corps (JAG)**

10DP: Administration (Bureaucratic Manipulation) 1 (2); Law (Federation Law *AND* Starfleet

Regulations) 2 (3) (3).

5DP: Law (choose) 2 (3); -1 Vitality Edge *OR* Rival (Hotshot Junior JAG) -1.

* **Judge Advocate General (Legal Liaison)**

10DP: Diplomacy (Intergalactic *OR* Planetary [Posted World] *OR* Sector Affairs [Relevant Sector]) 1 (2); Law (Federation *AND* of Posted World) 1 (2) (2); World Knowledge (Posted World) 1 (2).

5DP: Culture (Posted World) 1 (2); +2 Renown (Openness *OR* Skill).

Starfleet Diplomatic Corps (Attache)

10DP: Diplomacy (Planetary Affairs) 1 (2); Law (choose Specific Planet) 1 (2); Persuasion (Counseling) 1 (2); +1 Renown (Openness).

5DP: Diplomacy (Planetary Affairs) 1 (2); Law (choose Specific Planet) 0 (1); +1 Renown (Openness).

* **Starfleet Diplomatic Corps (Cultural Liaison)**

10DP: Culture (of Posted World) 1 (2); Diplomacy (Intergalactic Affairs) 1 (2); World Knowledge (Posted World) 1 (2); +1 Empathy Edge *OR* Cultural Flexibility +1.

5DP: Diplomacy (Posted World Affairs) 0 (1); Language: Native of Posted World 1; +1 Renown (Openness).

* **Starfleet Diplomatic Corps (Military Liaison)**

10DP: Strategic Operations (choose) 2 (3); Tactics, Any (Federation *AND* Posted Worlds Tactics) 1 (2) (2). *OPTIONAL*: Espionage (choose) 1 (2); Dark Secret (Spy) -3.

5DP: Administration *OR* Command (choose two) 1 (2) (2); Contact (Military Officer of Posted World) +1

Starfleet Command Posting

10DP: Administration (Starfleet) 1 (2); Law (Starfleet Regulations) 1 (2); Strategic Operations (Fleet Operations) 1 (2); Contact (specify) +1. *OPTIONAL*: Promotion *AND* Rival (specify) [balance the points].

5DP: Admin. (Starfleet) 1 (2); Law (Starfleet Regulations) 1 (2); -1 Reaction *OR* Vitality Edge.

* **Strategic Operations Officer**

10DP: Espionage (choose) 1 (2); Strategic Operations (choose two) 1 (2) (2); Tactics, Any (choose) 1 (2).

5DP: Strategic Operations (choose Species Specific Strategies) 1 (2); Contact (specify) +2.

General Packages

Border Patrol

10DP: Law (Federation Law) 1 (2); Shipboard Systems (Sensors) 1 (2); Science, Space (Stellar Cartography) 1 (2); +1 Willpower Edge.

5DP: Science, Space (Stellar Cartography) 1 (2); Shipboard Systems (Sensors) 1 (2); Argumentative -1.

* **Collaborator/Intelligence Asset** (0 point package; used in conjunction with a normal tour)

0DP: Espionage (Covert Communications *AND* Intelligence Techniques) 1 (2) (2); Contact (Handler) +2; Dark Secret (Collaborator) -3; Obligation (Enemy Intelligence Service) -3.

Convoy Duty

10DP: Law (Intergalactic Law) 1 (2); Merchant (choose) 1 (2); Shipboard Systems (Sensors) 1 (2); +1 Renown (Discipline).

5DP: Law (Intergalactic Law) 0 (1); Shipboard Systems (Sensors) 1 (2); +1 Perception Edge.

Courier Mission

10DP: Diplomacy (Intergalactic Relations) 1 (2); Law (Intergalactic Law) 1 (2); Persuasion (Oratory) 1 (2); Contact (specify) +1.

5DP: Diplomacy (Intergalactic Relations) 1 (2); Law (Intergalactic) 0 (1); Contact (specify) +1.

Cross-training

10DP: Computer (choose) 1 (2); Engineering, Any (choose) 1 (2); Shipboard Systems (choose two) 1 (2) (2).

5DP: Administration (Starship Administration) 1 (2); Shipboard Systems (choose) 0 (1); Promotion (Lt. Junior Grade) +1.

*** First Contact Mission**

10DP: Culture (Contacted Species) 1 (2); History (Contacted Species) 1 (2); Language: of Species Contacted 1; +1 Renown (Openness).

5DP: Culture (Contacted Species) 0 (1); Language: of Species Contacted 1; +1 Renown (Openness).

Frontier Patrol

10DP: Energy Weapon (Phaser) 1 (2); Security (Law Enforcement) 1 (2); Tactics, Starship (Starfleet Tactics) 1 (2); Promotion (Lt. Junior Grade) +1.

5DP: Strategic Ops. (Defense In Depth) 1 (2); Tactics, Starship (choose) 0 (1); +1 Vitality Edge.

Hostile Frontier Defense

10DP: Shipboard Systems (Sensors *AND* Tactical) 1 (2) (2); Tactics, Starship (choose two Hostile Species) 1 (2) (2); Promotion (Lieutenant) +2. *OPTIONAL*: Famous Incident (specify) +1 *AND* Physically Impaired *OR* Vengeful (specify) -1.

5DP: Tactics, Starship (choose Hostile Species) 1 (2); +2 Renown (Discipline *AND/OR* Skill). *OPTIONAL*: Famous Incident *AND* Physically Impaired [balance the points].

*** MIA or POW**

10DP: Dodge *OR* Unarmed Combat (choose) 1 (2); First Aid (choose) 2 (3); Planetary Survival (Prison Camp *OR* choose if MIA) 1 (2); Weapon, Primitive (choose) 1 (2); Vengeful (Detaining Species) -2; -3 Renown (Openness). *OPTIONAL*: Strong Will +2; Chronic Pain *OR* Hides Emotions -2.

5DP: Planetary Survival (Prison Camp) *OR* Stealth (choose) 2 (3); -1 Renown (Openness). *OPTIONAL*: Med. Remedy (Bionic Prosthetic) +2; Physical Impairment (Missing Limb) -2.

Starbase Mission

10DP: Administration (Logistics) 1 (2); Engineering, Systems (Environmental) 1 (2); Vehicle Operation (Shuttlecraft) 1 (2); -1 Reaction Edge; Contact (Starbase Commander) +2.

5DP: Administration (Logistics) 1 (2); Patron (Starbase Commander) +2.

*** Subspace Relay Station Posting**

10DP: Engineering, Systems (Communications *AND* Environmental) 1 (2) (2); Shipboard Systems (Communications) 2 (3).

5DP: Shipboard Systems (Communications) 1 (2); +2 Renown (Discipline).

Terraforming/Colonization Mission

10DP: Administration (Logistics) 2 (3); Science, Life (Exobiology) 1 (2); Science, Planetary (choose) 1 (2); Intolerant (Civilians) -2.

5DP: Science, Planetary (choose) 1 (2); +1 Vitality Edge; +1 Renown (Discipline *OR* Skill).

Operations Packages (Engineering)

*** Advanced Systems Research**

10DP: Engineering, Systems (choose) 2 (3); Personal Equipment (Engineering Equipment) 1 (2); +1 Renown (Initiative *OR* Skill).

5DP: Engineering, Any (choose) 1 (2); +2 Renown (Skill).

*** Corps of Engineers**

10DP: Computer (choose) 1 (2); Engineering, Material (choose *AND* Civil) 1 (2) (2); Engineering, Any Other (choose) 1 (2).

5DP: Engineering, Any (choose two) 1 (2) (2); Innovative +1.

* **Damage Control Party**

10DP: Engineering, Systems (Diagnostics) 1 (2); Engineering, Any Other (choose) 1 (2); Personal Equipment (Environmental Suit) 1 (2); Innovative +1.

5DP: Engineering, Any (choose) 1 (2); +2 Renown (Skill).

* **Environmental Technician**

10DP: Engineering, Systems (Computer *AND* Environmental/Life Support) 1 (2) (2); Science, Planetary (Climatology) 1 (2); Shipboard Systems (Environmental/Life Support) 1 (2).

5DP: Computer *OR* Engineering, Systems (choose) 1 (2); +1 Dexterity Edge; +1 Renown (Skill).

* **Hull Systems Technician**

10DP: Engineering, Material (Structural/Spaceframe) 1 (2); Personal Equipment (Environmental Suit) 1 (2); Vehicle Operation (Workbee) 1 (2); Competitive *OR* Thrill Seeker -1; Zero-G Training +2.

5DP: Demolitions (Shipboard Demolitions) 1 (2); +2 Renown (Initiative).

Laboratory Research

10DP: Engineering, Propulsion (choose) 1 (2); Engineering, Systems (choose) 1 (2); Science, Any (choose) 1 (2); Innovative +1.

5DP: Engineering *OR* Science, Any (choose) 1 (2); Science, Any (choose two) 0 (1) (1).

* **Propulsion Technician**

10DP: Engineering, Propulsion (Impulse *OR* Warp Drive) 1 (3); Engineering, Systems (Engineering Systems) 1 (2); Personal Equipment (Engineering Kit) 1 (2).

5DP: Engineering, Systems (Diagnostics) 1 (2); +2 Renown (Skill).

* **Sensory/Comm Technician**

10DP: Engineering, Systems (Communications *AND* Sensors) 1 (2) (2); Shipboard Systems (Communications *AND* Systems) 1 (2) (2); Multitasking +2.

5DP: Engineering, Material (Personal Equipment) *OR* Engineering, Systems (Diagnostics) 1 (2); +1 Dexterity Edge; +1 Renown (Skill). *OPTIONAL*: Competitive -1; +1 Renown (Skill).

Shakedown Cruise

10DP: Engineering, Propulsion (choose) 1 (2); Eng., Systems (choose) 2 (3); Innovative +1.

5DP: Engineering, Any (choose) 1 (2); +2 Renown (Initiative *OR* Skill).

* **Starship Construction Yards**

10DP: Engineering, Material (Structural/Spaceframe) 2 (3); Engineering, Systems (choose) 1 (2); Vehicle Operation (Workbee) 1 (2); *CHOICE*: two -1 point *OR* one -2 point Disadvantage.

5DP: Engineering, Any (choose) 1 (2); +1 Strength Edge; Innovative +1.

* **Starship Design**

10DP: Computer (Research *AND* Simulation/Modeling) 1 (2) (2); Engineering, Material (Structural/Spaceframe) *OR* Engineering, Propulsion (Theoretical Propulsion) 2 (3).

5DP: Engineering, Any (choose) 2 (3); -1 Reaction Edge.

* **Transporter Technician**

10DP: Engineering, Systems (Transporter/Replication Systems) 1 (2); Personal Equipment (Engineering Kit) 1 (2); Shipboard Systems (Holosystems *AND* Transporter) 1 (2) (2).

5DP: Computer (Programming) 1 (2); +1 Renown (Initiative *OR* Skill); *CHOICE*: one +1 point Advantage.

Operations Packages (General)

* **Cargo & Supply**

10DP: Personal Equipment (Anti-grav Sled) 1 (2); Shipboard Systems (Transporter Systems)

- 1 (2); Vehicle Operation (Shuttlecraft *AND* Workbee) 1 (2) (2).
 5DP: Administration (Logistics) *OR* Engineering, Systems (Transporter/Replication Systems) 1 (2); Athletic Ability +2.
- * **Computer Systems Specialist**
 10DP: Computer (choose two) 1 (2) (2); Engineering, Systems (Computer) 1 (2); Shipboard Systems (ODN) 1 (2).
 5DP: Science, Physical (Computer Science) 2 (3); -1 Renown (Openness).
- * **Courier**
 10DP: Engineering, Propulsion *OR* Systems (choose) 1 (2); Shipboard Systems (Flight Control) 1 (2); Vehicle Operation (Atmospheric Craft *AND* Shuttlecraft) 1 (2) (2).
 5DP: Streetwise (choose) 1 (2); Add a Specialization to any Two Skills in the 10DP Courier Package; *OPTIONAL*: Contact (specify) +2; Thrill Seeker -1; -1 Renown (Discipline).
- * **Flight Deck Operations**
 10DP: Engineering, Systems (Tractor Systems) 1 (2); Knowledge: Flight Deck Procedures 1; Shipboard Systems (Tractor Systems) 1 (2); +1 Perception Edge.
 5DP: Personal Equipment (Environmental Suit) 1 (2); Zero-G Training +2.
- * **Holographic Systems Specialist**
 10DP: Computer (Programming) 2 (3); Engineering, Systems (Holographic Systems) 1 (2); +1 Perception Edge.
 5DP: Artistic Expression (Holography) 1 (2); +2 Renown (Skill).
- * **Mission Specialist**
 10DP: Command (Small Group) 1 (2); Engineering *OR* Science, Any (choose Relative to Mission) 1 (2); Shipboard Systems (choose) 1 (2); Multitasking +2; Arrogant *OR* Competitive *OR* Rival (specify) -1.
 5DP: Engineering, Any *OR* Science, Any (choose) 1 (2); +2 Renown (Discipline *OR* Skill).
- * **Shuttle Specialist**
 10DP: Engineering, Material (Metallurgical *OR* Structural/Spaceframe) 1 (2); Engineering, Propulsion (Shuttlecraft Propulsion) 1 (2); Personal Equipment (Engineering Equipment) 1 (2); Imaginative +1.
 5DP: Synergy +3; +2 Renown (Initiative *OR* Skill).

Operations Packages (Security)

- * **Armory Duty**
 10DP: Engineering, Systems (Security) 1 (2); Security (Security Procedures *AND* Security Systems) 1 (2) (2); Weaponsmith (Energy *OR* Heavy Weapons) 1 (2).
 5DP: Administration (Logistics) 1 (2); Weaponsmith (choose) 1 (2); -1 Reaction Edge.
- * **Boarding Party**
 10DP: Demolitions (Shipboard Demolitions) 1 (2); Tactics, Planetary (Shipboard Tactics) 1 (2); Unarmed Combat (Starfleet Martial Arts) 1 (2); Weapon, Energy (Phaser) 1 (2); Militant -2.
 5DP: Security (choose) 1 (2); Athletic Ability +2.
- * **Brig Duty**
 10DP: Eng., Systems (Force Fields *AND* Security Systems) 1 (2) (2); Security (Detention) 1 (2); Unarmed Combat (Starfleet Martial Arts) *OR* Weapon, Energy (Phaser) 1 (2).
 5DP: Security (choose) 2 (3); -1 Dexterity Edge.
- Colonial Security**
 10DP: Administration (Colonial Government) 1 (2); Security (Law Enforcement) 1 (2); Strategic Operations (Colonial Security) 1 (2); World Knowledge (Colony World) 0 (1).
 5DP: Security (Law Enforcement) 1 (2); Strategic Operations (Colonial Security) 0 (1); World

Knowledge (Colony World) 0 (1).

Counterintelligence

10DP: Espionage (choose *AND* Counterintelligence) 1 (2) (2); Contact (an Informer) +1; Security Clearance +3; +2 Renown (Discipline *OR* Skill).

5DP: Behavior Modification (Resistance) 1 (2); Stealth *OR* Surveillance (choose) 1 (2); Innovative +1; Sworn Enemy (Enemy Intelligence Agents) -2.

Criminal Investigation

10DP: Search 1; Security (Law Enforcement) 1 (2); Streetwise (choose) 1 (2); +1 Perception Edge.

5DP: Security (Law Enforcement) 1 (2); Streetwise (choose) 0 (1); +1 Perception Edge.

Deep Cover Assignment

10DP: Culture *OR* Streetwise (choose) 1 (2); Disguise (choose) *OR* Fast Talk 1; Espionage (choose) 1 (2); Language: choose 1; Dark Secret (Spy) -2.

5DP: Disguise (choose) *OR* Language: choose 1; Streetwise (choose) 0 (1); +1 Willpower Edge; Contact (specify) +1; Dark Secret (Spy) -1.

Expeditionary Support

10DP: Planetary Survival (choose) 1 (2); Strategic Operations (Planetary Defense) 1 (2); World Knowledge (choose) 1 (2); Promotion (Lt. Junior Grade) +1.

5DP: Administration (Logistics) 1 (2); Planetary Survival (choose) 0 (1); World Knowledge (choose) 0 (1).

Hazardous Duty

10DP: Command (Combat Leadership) 1 (2); Dodge *OR* Energy Weapon (Phaser) 1 (2); Tactics, Planetary (choose) 1 (2); Intolerant (specify) -1; Promotion (Lt. Junior Grade) +1; +1 Renown (Aggression *OR* Skill).

5DP: Tactics, Planetary (choose) 1 (2); Promotion (Lt. Junior Grade) +1; +1 Renown (Aggression *OR* Skill).

Intelligence Administration School (Available only as a 10 DP Option)

10DP: One additional Academic Skill (choose) 1 (2); Administration (Intelligence) 1 (2); Espionage (choose) 1 (2); Bold *OR* Contact (specify) *OR* Curious *OR* Favor Owed *OR* Innovative *OR* Shrewd +1.

Intelligence Operations School (Available only as a 10 DP Option)

10DP: One additional Academic Skill (choose) 1 (2); One additional Command Skill (choose) 1 (2); Espionage (choose) 1 (2); Bold *OR* Contact (specify) *OR* Curious *OR* Favor Owed *OR* Innovative *OR* Shrewd +1.

Intelligence Recruitment

10DP: Computer (Data Alteration/Hacking) 1 (2); Espionage (choose) 1 (2); Search 1; Obligation (Section 31 *OR* Starfleet Intelligence) -2; Security Clearance +3.

5DP: Computer (Data Alteration/Hacking) 1 (2); Obligation (Section 31 *OR* Starfleet Intelligence) -1; Security Clearance +3.

Peacekeeping Mission

10DP: Command (Combat Leadership) 1 (2); Security (Law Enforcement) 1 (2); Tactics, Planetary (Peacekeeping) 1 (2); Promotion (Lt. Junior Grade) +1.

5DP: Command (Combat Leadership) 0 (1); Security (Law Enforcement) 0 (1); Tactics, Planetary (Peacekeeping) 1 (2).

Rapid Response Team

10DP: Heavy Weapons (choose) 1 (2); Planetary Survival (choose) 1 (2); Tactics, Planetary (Small Unit) 1 (2); Promotion (Lt. Junior Grade) +1.

5DP: Command (Combat Leadership) 1 (2); Tactics, Planetary (Small Unit) 1 (2); Obligation (Rapid Response Team) -2; Promotion (Lt. Junior Grade) +1.

* **Security Detail (Shore)**

10DP: Security (Law Enforcement) 1 (2); Weapon, Energy (Phaser *AND* Phaser Rifle) 1 (2) (2); World Knowledge (Posted World) 1 (2).

5DP: Streetwise (choose) 1 (2); +1 Perception Edge; Contact (Local Constable) +1.

* **Security Detail (Starbase)**

10DP: Engineering, Systems (Security Systems) 1 (2); Security (Patrolling) 1 (2); Weapon, Energy (Phaser) 1 (2); +1 Reaction Edge.

5DP: Law (Starfleet Regulations) 1 (2); Contact (choose Appropriate) +2.

* **Security Detail (Starship)**

10DP: Security (Security Procedures *AND* Security Systems) 1 (2) (2); Shipboard Systems (Tactical) 1 (2); Weapon, Energy (Phaser) 1 (2).

5DP: Tactics, Planetary (Shipboard Tactics) *OR* Unarmed Combat (Starfleet Martial Arts) 1 (2); +2 Renown (Initiative *OR* Skill).

* **Ordnance Technician**

10DP: Athletics (Lifting) 1 (2); Engineering, Systems (Torpedo/Probe Systems) 1 (2); Shipboard Systems (Weapons Systems) 1 (2); +1 Strength Edge.

5DP: Demolitions (Ordnance Disposal) 1 (2); +1 Dexterity *AND* Reaction Edges.

Science Packages (General)

* **Archaeological Survey**

10DP: History (Specific Lost Civilization) 1 (2); Science, Social (Archaeology) 1 (2); World Knowledge (choose) 1 (2); +1 Perception Edge.

5DP: Culture (Specific Lost Civilization) 0 (1); Science, Science (Archaeology) 0 (1); World Knowledge (choose) 0 (1); +2 Renown (Skill).

* **Astrocartography**

10DP: Computer (Research) 1 (2); Science, Space (choose two) 1 (2) (2); Shipboard Systems (choose) 1 (2).

5DP: Science, Space (Stellar Cartography) 2 (3); -1 Reaction Edge.

* **Deep Cover Anthropology Mission (i.e., "Duck Blind")**

10DP: Engineering, Systems (choose *AND* Holosystems) 1 (2) (2); Science, Social (choose two) 2 (3) (3); World Knowledge (choose) 0 (1); Code of Honor (Prime Directive) -2.

5DP: Culture (Assigned Culture) 1 (2); Science, Social (Anthropology) 0 (1); World Knowledge (Assigned World) 0 (1).

Deep Space Exploration Mission

10DP: Science, Planetary (choose) 1 (2); Science, Space (Astronomy *AND* Stellar Cartography) 1 (2) (2); Shipboard Systems (Sensors) 1 (2).

5DP: Science, Space (Astronomy *OR* Stellar Cartography) 1 (2); World Knowledge (choose) 0 (1); +1 Renown (Initiative *OR* Openness).

Field Research

10DP: Personal Equipment (Tricorder) 1 (2); Science, Any (choose) 1 (2); Shipboard Systems (Sensors) 1 (2); Curious +1.

5DP: Pers. Equipment (Tricorder) 1 (2); World Knowledge (choose) 0 (1); Contact (specify) +1.

Historical Research

10DP: History (choose two) 1 (2) (2); Science, Social (Historical Engineering) 1 (2); World Knowledge (choose) 1 (2).

5DP: History (choose) 1 (2); World Knowledge (choose two) 0 (1) (1).

* **Linguist**

10DP: Language: choose two at 1 each; +1 Intellect Attribute, Language Ability +2.

5DP: Language: choose 1; Personal Equipment (Translator) 1 (2); Rival (specify) -1.

New World Survey

10DP: Planetary Survival (choose) 1 (2); Science, Life (Exobiology) 1 (2); Science, Planetary (choose) 1 (2); World Knowledge (choose) 0 (1).

5DP: Culture (choose) 0 (1); Sci., Planetary (choose) 1 (2); World Knowledge (choose) 0 (1).

Scientific Mission

10DP: Science, Life (Biology *AND* choose) *OR* Science, Space (Astronomy *AND* choose) 1 (2) (2); Science, Planetary (choose two) 1 (2) (2); Shipboard Systems (Sensors) 1 (2); Curious +1; Poor Sight -2.

5DP: Science, Life *OR* Space (choose two) 1 (2) (2); +1 Renown (Openness *OR* Skill).

*** Subspace Phenomenon Investigation**

10DP: Science, Physical (Theoretical Physics) 1 (2); Science, Space (Subspace Field Dynamics) 1 (2); Vehicle Operation (Shuttlecraft) 1 (2); Bold +1.

5DP: Science, Any (choose) 1 (2); +2 Renown (Initiative).

Science Packages (Medical)

*** Battlefield Medic**

10DP: Dodge 1; First Aid (Wound/Combat Trauma) 1 (2); Personal Equipment (Medical Tricorder) 1 (2); Weapon, Energy (Phaser) 1 (2); Hides Emotions -2.

5DP: First Aid (choose) 1 (2); +1 Reaction Edge; +1 Renown (Skill).

*** Charge/Head Nurse**

10DP: Administration (Infirmary *OR* Sickbay *AND* Logistics) 1 (2) (2); Shipboard Systems (Medical Systems) 2 (3).

5DP: Administration (choose) 1 (2); Science, Medical (Nursing) 1 (2); Stubborn -1.

*** Chief Medical Officer**

10DP: Administration (Infirmary *OR* Sickbay) 2 (3); Engineering, Systems (Medical Systems) 1 (2); Cultural Flexibility +1.

5DP: Science, Medical (Exoanatomy *OR* Non-Native Species Specific Medicine) 1 (2); +2 Renown (Skill).

*** Councillor**

10DP: Administration (Personnel) 1 (2); Persuasion (Counseling) 1 (2); Science, Medical (Psychology) 1 (2); +1 Empathy Edge.

5DP: First Aid (choose) *OR* Science, Medical (choose) 1 (2); +2 Renown (Skill).

*** EMT/First Responder**

10DP: First Aid (choose two) 1 (2) (2); Personal Equipment (Medical Tricorder) 1 (2); Science, Physical *OR* Life (choose) 1 (2).

5DP: First Aid *OR* Science, Any (choose) 1 (2); Athletic Ability +2.

Medical/Rescue Mission

10DP: Administration (Logistics) 1 (2); First Aid (choose) 1 (2); Science, Medical (choose) 1 (2); Shipboard Systems (Medical) 1 (2); Bold +1; Pacifism (Self-defense Only) -3.

5DP: First Aid (choose) 1 (2); Shipboard Systems (Medical) 1 (2); Impulsive -1.

*** Natural Disaster Response Mission**

10DP: First Aid (Species Specific *AND* Wound/Combat Trauma) 1 (2) (2); Personal Equipment (Medical Tricorder) 1 (2); Vehicle Operation (Shuttlecraft) 1 (2).

5DP: Science, Life (Biology) 1 (2); +2 Renown (Initiative *AND/OR* Skill).

*** Nurse (Starbase)**

10DP: Engineering, Systems (Medical Systems) 1 (2); Science, Physical (Chemistry) 1 (2); Science, Medical (Nursing) 1 (2); Contact (choose) *OR* Cultural Flexibility +1.

5DP: First Aid (choose) 1 (2); Science, Life (Anatomy) 1 (2); -1 Reaction Edge.

* **Nurse (Starship)**

10DP: Computer (Research) 1 (2); Science, Life (Exobiology) 1 (2); Science, Medical (Nursing) 1 (2); Innovative +1.

5DP: First Aid (choose) 1 (2); Science, Life (Anatomy) 1 (2); Romantic Attachment (specify) -2; +1 Renown (Discipline *OR* Skill).

* **Outbreak/Pandemic**

10DP: First Aid (Chemical/Biological) *OR* Science, Medical (Nursing) 1 (2); Personal Equipment (Containment Suit) 1 (2); Science, Life (Biology *OR* Microbiology) 1 (2); +1 Empathy Edge.

5DP: First Aid (Chemical/Biological) 1 (2); +2 Renown (Skill).

* **Physician**

10DP: Engineering, Systems (Medical Systems) 1 (2); Science, Medical (choose two) 1 (2) (2); Shipboard Systems (Medical Systems) 1 (2).

5DP: Science, Medical (choose) 2 (3); Stubborn -1.

