

CONSOLIDATED STARFLEET OVERLAYS

An Overlay represents the character's profession; defining what the character has learned that makes them capable of fulfilling the position within Starfleet appropriate to the character's concept. Overlays made/provided by the fans are marked (*). Once an Overlay has been chosen, proceed to the Consolidated Early Life Histories. (For civilian Overlays see the Consolidated Civilian Overlays.)

Command–Administrative Specialist (Enlisted)

Found throughout the complement of a starship or starbase seeing to the day-to-day activities and pushing through “paperwork” and maintaining records. It is these crewmen that keep the entire Starfleet organization running smoothly.

Administration (choose two) 1 (2) (3)
Computer (choose) 1 (3)
Law (Starfleet Regulations) 1 (2)

Dodge 1
Language: Federation Standard 1
Shipboard Systems (choose) 1 (2) *OR* Fast Talk 1
Weapon, Energy (Phaser) 1 (2)
+1 Logic *OR* Perception Edge

Command–Diplomatic Attache (Officer)

Assigned to starbases or embassies, these officers divide their time between observing and researching local customs and educating alien cultures in the conventions of Federation culture. Sometimes assigned to Ambassadors and starship Captains during diplomatic missions, they advise not only on local customs but also on the local economy and technology. An attache must be able to learn quickly and adapt to new situations and assignments.

Culture (of Posted World) 2 (3)
Diplomacy (Posted Worlds' Affairs) 2 (3)
Law (Starfleet Regs.) (Of Posted World) 1 (2) (2)
Science, Social (choose two) 2 (3) (3)
World Knowledge (Posted World) 1 (2)

Computer (Research) (choose) 1 (2) (2)
Dodge 1
History (Federation) (of Posted World) 1 (2) (2)
Language: Federation Standard 1
Language: of Posted World 1
Planetary Survival (choose) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
Weapon, Energy (Phaser) 1 (2)
Promotion (Lieutenant Junior Grade [LTJG]) +2

Command–Diplomatic Corps (Officer)

Trained in a variety of disciplines—from negotiation and history to specific alien cultures and exosociology—the officers of the Diplomatic Corps open dialogs with newly contacted species and attempt to resolve differences through arbitration. Often working closely with Federation Ambassadors, these officers keep the Federation Diplomatic Service apprised of developments.

Culture (choose two) 2 (3) (3)
Diplomacy (Federation Law) (choose) 2 (3) (3)
Persuasion (Negotiation) 2 (3)
Science, Social (choose two) 1 (2) (2)
World Knowledge (choose two) 1 (2) (2)

Computer (choose) 1 (2)
Dodge 1
History (Federation) (choose) 1 (2) (2)
Language: Federation Standard 1
Law (Starfleet Regulations) (choose) 1 (2) (2)
Vehicle Operations (Shuttlecraft) 1 (2)
Weapon, Energy (Phaser) 1 (2)
Promotion (Lieutenant [LT]) +3

Command–Diplomatic Specialist (Enlisted)

These crewmen are attached to diplomatic missions throughout the Federation and beyond to assist in a number of invaluable ways. Their familiarity with the local cultures and the worlds to which they are posted make them both valuable assistants and reliable couriers.

Culture (of Posted World) 1 (2)
Diplomacy (choose) 1 (3)
World Knowledge (Posted World) 1 (2)

Dodge 1
Language: Federation Standard 1
Language: of Posted World 1
Law (Starfleet Regulations) 1 (2)
Weapon, Energy (Phaser) 1 (2)

Command–Generic Overlay (Officer)

Members of the Command Branch can be found serving as administrative personnel detailed to various departments throughout Starfleet. They ensure compliance with all Starfleet regulations, assist Operations and Science personnel and report to the Commanding Officer. Command personnel train in a variety of conflict resolution techniques. *(A First Officer or Captain requires the purchase of both the Department Head and Rank Advantages, as well as knowledge of other shipboard duties; such as Engineering and Tactical.)*

Administration (Starship) 2 (3)
Command (Starship) 2 (3)
Law (Starfleet Regulations) 2 (3)
Shipboard Systems (choose) 1 (2)
Tactics, Planetary OR Starship (choose) 2 (3)

Athletics (choose) 1 (2)
Computer (choose) 1 (2)
Dodge 1
History (Federation) 1 (2)
Language: Federation Standard 1

Personal Equipment (choose) 1 (2)
Planetary Survival (choose) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
Weapon, Energy (Phaser) 1 (2)

Command–Helmsman/Navigator (Officer)

These two related positions involve guiding and piloting the ship. The Helmsman pilots the ship based on the course computed and laid in by the Navigator. Helmsmen, often deemed the most adventurous of Starfleet's officers, are also responsible for the operation of auxiliary craft.

Administration (choose) 1 (2)
Engineering, Systems (Helm OR Navigation) 1 (2)
Science, Space (Astrogation) 2 (3)
Shipboard Systems (Helm OR Navigation) 2 (3)
Vehicle Operations (Shuttlecraft) 2 (3)

Athletics (choose) 1 (2)
Computer (choose) 1 (2)
Dodge 1
History (Federation) 1 (2)
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose) 1 (2)
Planetary Survival (choose) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 1 (2)
Weapon, Energy (Phaser) 1 (2)

Command–JAG Corps (Officer)

The Judge Advocate General (JAG) Corps maintains offices on all major starbases. The JAG carries out investigations of violations of Starfleet's Uniform Code of Justice and General Orders; and convenes Courts of Martial when necessary. While not investigating incidents, these officers serve as legal advisors to base commanders and starship captains; and act as the prosecution and defense during courts martial. Senior JAG officers (LTCDR or above) may serve as judge in courts martial and courts of inquiry.

Computer (Research) 2 (3)

History (Federation) 1 (2)
Intimidation (Interrogation) 2 (3)
Law (Starfleet Regulations) (choose) 2 (3) (3)
Persuasion (Debate) (Oratory) 2 (3) (3)

Athletics (choose) 1 (2)
Dodge 1
Language: Federation Standard 1
Personal Equipment (PADD) 1 (2)
Planetary Survival (choose) 1 (2)
Search 1
Vehicle Operations (SHuttlecraft) 1 (2)
Weapon, Energy (Phaser) 1 (2)
Promotion (Lieutenant Junior Grade [LTJG]) +1

*** Command–Starfleet Academy Instructor**
(Officer)

These officers teach, conduct lectures and seminars to prepare cadets for service in Starfleet. Experts in their fields, some act as consultants to Starfleet while others carry out various administrative and managerial functions of the Academy. *(Not to be confused with officers who excel in their specific field and are assigned to the Academy temporarily to fill shortages in various disciplines as lecturers. Civilian professors may also be assigned to the Academy for two or three years, unless awarded tenure due to their expertise [such instructors would use the civilian Academician Overlay].)*

Administration (Academic) 2 (3)
Academic Skill, Any (choose two) 2 (3) (3)
Academic Skill, Any Other (choose) 1 (2)
Command (Academic Training) 2 (3)
Instruction (Teaching) 2 (3)

Athletics (choose) 1 (2)
Computer (choose) 1 (2)
History (Federation) 1 (2)
Language: Federation Standard 1
Language: choose Non-Native Language 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose two) 1 (2) (2)
World Knowledge (Terra) 1 (2)
Contact (specify) OR Favor Owed (specify) +1

Command–Starfleet Intelligence (Officer)

The officers of SI, sometimes working closely with the Federation Intelligence Service, perform services critical to the defense of the Federation. Intelligence officers gather information, conduct counterintelligence operations, analyze data, and infiltrate threat organizations. *(It is recommended if making a playing character that the Overlay in The First Line be used due to the more detailed options provided there.)*

Administration (Intelligence) 2 (3)
Espionage (choose) 2 (3)
Security (Security Systems) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 1 (2)
Weapon, Energy (Phaser) 1 (2)

Athletics (choose) 1 (2)
Computer (choose) 1 (2)
Dodge 1
Fast Talk 1
History (Federation) 1 (2)
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose) 1 (2)
Planetary Survival (choose) 1 (2)
Search 1
Vehicle Operations (Shuttlecraft) 1 (2)

*** Command–Strategic Operations** (Officer)

Serving as planners and coordinators of Starfleet Sector Operations; these officers are most often assigned to a flag officers staff, where they coordinate communications among base commanders, intelligence personnel, and starship captains to ensure that strategic goals are understood and met.

Administration (Logistics) 2 (3)
Espionage (Signals OR Traffic Analysis) 2 (3)
Shipboard Systems (choose) 1 (2)
Strategic Operations (choose) 2 (3)
Tactics, Planetary OR Starship (choose) 2 (3)

Athletics (choose) 1 (2)
Computer (choose) 1 (2)

Dodge 1
History (Federation) 1 (2)
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Planetary Survival (choose) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
Weapon, Energy (Phaser) 1 (2)

Medical–Counselor (Officer)

The ship’s counselor advised the captain on various matters, from the emotional health of the crew to interactions with alien species. They also often work closely with the Chief Medical Officer, and assist the First Officer with matters of personnel.

Administration (Starship Personnel) 2 (3)
First Aid (choose) 1 (2)
Persuasion (Counseling) 2 (3)
Science, Medical (Psychology) 2 (3)
Shipboard Systems (Medical Systems) 1 (2)

Athletics (choose) 1 (2)
Computer (choose) 1 (2)
Dodge 1
History (Federation) 1 (2)
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose) 1 (2)
Planetary Survival (choose) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
Weapon, Energy (Phaser) 1 (2)

Medical–Doctor (Officer)

In addition to investigating alien lifeforms encountered in newly discovered regions of space, Starfleet doctors see to the health and well-being of a starship’s crew. Medical personnel tend to specialize in particular fields, such as surgery or toxicology.

First Aid (choose) 2 (3)
Personal Equipment (Medical Tricorder) 2 (3)
Science, Life (choose) 1 (2)
Science, Medical (choose) 2 (3)

Shipboard Systems (Medical Systems) 2 (3)

Athletics (choose) 1 (2)
Computer (choose) 1 (2)
Dodge 1
History (Federation) 1 (2)
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Planetary Survival (choose) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
Weapon, Energy (Phaser) 1 (2)

Medical–Medical Specialist (Enlisted)

These crewmen help prevent and treat diseases and injuries, rise to the challenge of rendering emergency medical care in the field and aboard ship, transport the sick and injured, and also administer medications.

First Aid (Wound/Combat Trauma) 1 (3)
Personal Equipment (Medical Tricorder) 1 (2)
Science, Life OR Medical (choose) 1 (2)
Shipboard Systems (Medical Systems) 1 (2)

Dodge 1
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Weapon, Energy (Phaser) 1 (2)

*** Medical–Nurse** (Officer)

Not only doctors are trained in the care, treatment, and well-being of patients and their families. Nurses are the “frontline” in medicine and assist the doctors in making sure all patients are cared for in the best manner possible.

First Aid (choose) 2 (3)
Personal Equipment (Medical Tricorder) 2 (3)
Science, Medical (Nursing) 2 (3)
Science, Physical (Chemistry) 1 (2)
Shipboard Systems (Medical Systems) 2 (3)

Athletics (choose) 1 (2)
Computer (choose) 1 (2)
Dodge 1

History (Federation) 1 (2)
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Planetary Survival (choose) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
Weapon, Energy (Phaser) 1 (2)

Operations–Assembly Specialist (Officer)

These officers of the Corps of Engineers are found throughout the fleet yards of the Federation, building the ships and bases of Starfleet. These engineers must be capable of working in a variety of environments and conditions.

Computer (choose) 1 (2)
Engineering, Any (choose) 2 (3)
Engineering, Systems (choose) 2 (3)
Personal Equipment (Environmental Suit) 2 (3)
(Construction Equipment) (3)
Vehicle Operations (Workbee) 1 (2)

Athletics (choose) 1 (2)
Dodge 1
History (Federation) 1 (2)
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Planetary Survival (choose) 1 (2)
Science, Physical (Physics) 2 (3)
Weapon, Energy (Phaser) 1 (2)
Zero-G Training +2

Operations–Communications Officer (Officer)

Communications personnel ensure the integrity and security of Starfleet transmissions. They use their equipment and skills to overcome interference, encode and decode transmissions, open communications channels and similar duties.

Administration (choose) 2 (3)
Engineering, Systems (Communications) 2 (3)
Science, Any (choose) 2 (3)
Shipboard Systems (Communications) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)

Athletics (choose) 1 (2)
Computer (choose) 1 (2)
Dodge 1
History (Federation) 1 (2)
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose) 1 (2)
Planetary Survival (choose) 1 (2)
Weapon, Energy (Phaser) 1 (2)

Operations–Engineering Officer (Officer)

Engineers keep Starfleet equipment running at peak efficiency. Although engineers specialize in a particular field—warp field dynamics, matter/energy conversion or materials engineering—Chief Engineers are expected to be proficient in a variety of specializations.

Computer (Simulation/Modeling) 2 (3)
Engineering, Any (choose two) 2 (3) (3)
Engineering, Any Other (choose) 1 (2)
Science, Physical (choose) 1 (2)
Shipboard Systems (choose two) 2 (3) (3)

Athletics (choose) 1 (2)
Dodge 1
History (Federation) 1 (2)
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose) 1 (2)
Planetary Survival (choose) 1 (2)
Vehicle Operation (Shuttlecraft) (choose) 1 (2) (2)
Weapon, Energy (Phaser) 1 (2)

Operations–Engineering Specialist (Enlisted)

Specialists select an area of expertise, ranging from power or computer systems to communications or environmental systems. Whenever a replicator needs repair, a phaser inverter needs replacement, or a damage control crew races to fix a blown phaser coupling, these crewmen can be found.

Engineering, Any (choose two) 1 (3) (3)

Personal Equipment (Tricorder) 1 (2)
Shipboard Systems (choose two) 1 (3) (3)

Dodge 1
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Weapon, Energy (Phaser) 1 (2)

Operations–Operations Officer (Officer)

The largest branch in Starfleet, operations personnel see to the day-to-day operations of Starfleet vessels and facilities. They work in numerous positions, from operations management to transporter operation.

Administration (choose) 1 (2)
Computer (choose) 2 (3)
Engineering, Systems (choose) 2 (3)
Shipboard Systems (choose) 2 (3)
Science, Any (choose) 1 (2)

Athletics (choose) 1 (2)
Dodge 1
History (Federation) 1 (2)
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose) 1 (2)
Planetary Survival (choose) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
Weapon, Energy (Phaser) 1 (2)

Operations–Operations Specialist (Enlisted)

The operations specialist operate and maintain a variety of specific equipment and functions, freeing up officers for other duties. These crewmen handle such equipment as transporters, communications systems, shuttlecraft maintenance and a wide variety of other tasks.

Engineering, Systems (choose) 1 (2)
Personal Equipment (choose) 1 (2)
Shipboard Systems (choose) 1 (3)

Computer (choose) 1 (2)
Dodge 1
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Weapon, Energy (Phaser) 1 (2)

Operations–Rangers (Officer)

Rapid Response Teams are the elite of Starfleet Security; the Rangers are the elite of the RRT's. Rangers emphasize planetary survival skills, scouting, small-unit tactics, and the ability to work alone for long periods of time; allowing them—operating both singly and in small groups—to explore, patrol, and protect for extended periods, without the support of a starship.

Planetary Survival (choose two) 2 (3) (3)
Stealth (choose) 1 (2)
Tactics, Planetary (Guerilla Warfare) 1 (2)
Unarmed Combat (choose) 2 (3)
Weapon, Energy (Phaser) 2 (3)

Athletics (choose) 1 (2)
Computer (choose) 1 (2)
Dodge 1
Engineering, Systems (choose) 1 (2)
First Aid (choose) 1 (2)
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose) 1 (2)
Science, Any (choose) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
Obligation (Starfleet) *OR* Rival (specify) -1

Operations–Rapid Response Team (Officer)

Assigned to starships and starbases as ordinary security, these officers are formed into small, highly mobile teams, and receive training in fields not necessary for the typical duties security faces. Training together as a squad on a regular basis, these teams can be mobilized for counter-terrorism, anti-piracy, and search-and-rescue missions.

Demolitions OR Weapon, Heavy (choose) 2 (3)
Engineering, Systems (Weapons Systems) 1 (2)
Unarmed Combat (choose) 2 (3)
Vehicle Operations (choose two) 1 (2) (2)
Weapon, Energy (Phaser) (Phaser Rifle) 2 (3) (3)

Athletics (choose) 1 (2)
Computer (choose) 1 (2)
Dodge 1
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose two) 1 (2) (2)
Planetary Survival (choose two) 1 (2) (2)
Weapon, Primitive (Knife) 1 (2)
Zero-G Training +2

Operations–Security Officer (Officer)

Typically serving aboard a starship or starbase as a combination security guard and police officer. In addition to patrolling sensitive areas and beaming into potentially hazardous situations, they learn to operate large-scale defensive weapons.

Engineering, Systems (Security Systems) 1 (2)
Security (Security) 2 (3)
Shipboard Systems (Tactical) 2 (3)
Unarmed Combat (Starfleet Martial Arts) 2 (3)
Weapon, Energy (Phaser) 2 (3)

Athletics (choose) 1 (2)
Computer (choose) 1 (2)
Dodge 1
History (Federation) 1 (2)
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose) 1 (2)
Planetary Survival (choose) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)

Operations–Security Specialist (Enlisted)

Enlisted crew make up the bulk of security personnel found on Starfleet facilities and starships. Responsible for the security of personnel and equipment, security specialists are trained to defend Starfleet interests wherever their duty may take them. Those not tasked with monitoring security man the various defensive systems onboard—deflector shields, phasers, and photon torpedo bays.

Security (Security Systems) 1 (3)
Unarmed Combat (Starfleet Martial Arts) 1 (2)
Weapon, Energy (Phaser) (Phaser Rifle) 1 (3) (3)

Dodge 1
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose) 1 (2)
+1 Dexterity, Reaction, Strength *OR* Vitality Edge

Operations–Strategic Engineer (Officer)

The officers of the Strategic Engineering Division of the Corps of Engineers provide material support in the most difficult of conditions; most often in support of Rapid Response or Ranger Teams. They are responsible for designing and building shelters, landing facilities, field bases, and even field hospitals.

Computer (choose) 2 (3)
Engineering, Material (Civil) 2 (3)
Engineering, Systems (choose two) 1 (2) (2)
Personal Equipment (choose two) 1 (2) (2)
Science, Physical (choose) 2 (3)

Athletics (choose) 1 (2)
Dodge 1
History (Federation) 1 (2)
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Planetary Survival (choose two) 1 (2) (2)
Vehicle Operations (Shuttlecraft) 1 (2)
Unarmed Combat (choose) 1 (2)
Weapon, Energy (Phaser) 1 (2)

*** Operations–Supply Officer** (Officer)

Supply Officers ensure that supplies, materials, and equipment needed to successfully complete mission objectives are available and in good working order. The often overlooked necessities of inventory, distribution, and transport are the duties of these officers; as well as services to sustain the comfort, welfare and morale of crews.

Administration (Logistics) 2 (3)
Computer (choose) 1 (2)
Engineering, Material (Personal Equipment) 2 (3)
Eng., Systems (Transporter/Replicator) 2 (3)
Sci., Physical (Chemistry OR Mathematics) 1 (2)
Shipboard Systems (choose) 1 (2)

Athletics (choose) 1 (2)
Dodge 1
History (Federation) 1 (2)
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose) 1 (2)
Planetary Survival (choose) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
Weapon, Energy (Phaser) 1 (2)

Operations–Supply Specialist (Enlisted)

When a vessel or facility takes on cargo, supply specialists see to the proper loading, unloading, and storage of materials. These crewmen work closely with Supply Officers, assisting them with their duties.

Administration (Bureaucratic Manipulation) 1 (3)
(Logistics) (3)
Engineering, Material (Personal Equipment) 1 (3)
Shipboard Systems (choose) 1 (2)

Dodge 1
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Weapon, Energy (Phaser) 1 (2)
+1 Dexterity, Reaction OR Strength Edge

Operations–Theoretical Engineer (Officer)

These officers from the Corps of Engineers are found throughout the Fleet Yards of the Federation, designing new systems from improved warp drives to more efficient control surfaces or improved transporters. They often closely with their civilian counter parts, and the Assembly Specialists.

Computer (Research) (Sim./Modeling) 2 (3) (3)
Engineering, Systems (choose) 1 (2)
Engineering, Theoretical (choose) 2 (3)
Science, Physical (Physics) (choose) 2 (3) (3)
Science, Any Other (choose two) 2 (3) (3)

Dodge 1
History (Federation) 1 (2)
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (Tricorder) 1 (2)
Planetary Survival (choose) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
Weapon, Energy (Phaser) 1 (2)

Science–First Contact Specialist (Officer)

Assigned to specific worlds where they covertly observe the inhabitants; these are the officers manning the holographic “duck blind” missions. In extreme cases, they may be surgically altered to allow them to go “undercover” for months at a time for in depth study. These officers may spend their entire career observing only one culture.

Culture (choose two) 2 (3) (3)
Diplomacy (Federation Law) 2 (3)
Engineering, Systems (Holographic Systems) 2 (3)
Personal Equip. (Holosuit) (Tricorder) 1 (2) (2)
Sci., Social (Anthropology) (Sociology) 2 (3) (3)

Computer (choose) 1 (2)
Dodge 1
History (Federation) 1 (2)
Language: choose Non-Native Language 1
Law (Starfleet Regulations) 1 (2)
Planetary Survival (choose) 1 (2)

Vehicle Operations (Shuttlecraft) 1 (2)
Weapon, Energy (Phaser) 1 (2)

Science—Science Officer (Officer)

Scientists investigate the mysteries of the galaxy, staffing the laboratories of starships and starbases, conducting experiments. The Chief Science Officer is responsible for all scientific personnel, and reports directly to the commanding officer, though various scientific personnel may advise the captain in their area of specialization.

Computer (choose) 2 (3)
Personal Equipment (Tricorder) 2 (3)
Science, Any (choose two) 2 (3) (4)
Science, Any Other (choose) 1 (2)
Shipboard Systems (Sensors) (choose) 2 (3) (3)

Dodge 1
Engineering, Any (choose) 1 (2)
History (Federation) 1 (2)
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Planetary Survival (choose) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
Weapon, Energy (Phaser) 1 (2)

Science—Science Specialist (Enlisted)

Assisting in the study of strange worlds, ecologies, biologies, and stellar phenomena; the science specialists are dedicated to a specific field of study. Found throughout Starfleet, these crewmen conduct research, log results, monitor lab experiments, and lend their knowledge in situations where the more broadly trained officers may be at a loss.

Pers. Equipment (Tricorder) (choose) 1 (3) (3)
Science, Any (choose two) 1 (3) (3)
Shipboard Systems (Sensors) 1 (2)

Dodge 1
Language: Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Weapon, Energy (Phaser) 1 (2)

