Pages 22-27, Character Archetypes. These characters have been updated to be rules-legal, in accordance with the current errata.

Bajoran Starfleet Ops Officer

Attributes	Species Mod	Total	Attr Mod	Reactions	Attr Mod	Misc Mod	Total	Initiative	Quickness	Misc Mod	Total
Strength	0	7	0	Quickness[*]	+1	0	+1		+1	+2	+3
Agility	0	8	+1	Savvy	+1	0	+1				
Intellect[*]	0	10	+2	Stamina	+2	0	+2	Defense			
Vitality[*]	0	10	+2	Willpower	+2	0	+2		Agility	Misc	
Presence	0	6	0	[*] Favored Reaction					Mod	Mod	Total
Perception	0	9	+1					Base 7	+1	0	8

[*] Favored Attributes

Health: 10   Courage: 4   Renown: 0   Advancements: 0
Personal Development: Occupation Upbringing
Professional Development: Operations Manager

Species Abilities: Artistic, Faithful, Pagh
Professional Abilities: Starship Duty (Operations), Station Proficiency
Edges: Alert, Skill Focus (Furtive), Skill Focus (Keen Sight)
Flaws: Easily Distracted, Intolerant (Cardassians)

Skills

	Attribute	Misc Mod	Attr Mod	Levels	Total
Athletics	STR	0	0	+3	+3
Computer Use (Hacking)	INT	0	+2	+3	+5
Engineering	INT				
Systems Engineering (EPS Systems)		0	+2	+3	+5
Inquire[*]	PRS	0	0	+1	+1
Ranged Combat	AGL				
Energy Weapons		0	+1	+2	+3
Repair	INT	0	+2	+1	+3
Survival	PER	0	+1	+1	+2
System Operation (Operations Management)					
	INT	0	+2	+4	+6
Unarmed Combat	AGL				
Brawling		0	+1	+4	+5

[*] Non-professional skill for purposes of advancement

Ferengi Merchant

Attributes

Attributes	Species Mod	Total	Attr Mod	Reactions	Attr Mod	Misc Mod	Total	Initiative	Quickness	Misc Mod	Total
Strength	-2	5	-1	Quickness	+3	0	+3		+3	0	+3
Agility	0	8	+1	Savvy[*]	+3	0	+3				
Intellect[*]	0	10	+2	Stamina	0	0	0	Defense			
Vitality	0	5	-1	Willpower	+2	0	+2		Agility	Misc	
Presence[*]	+1	10	+2	[*] Favored Reaction					Mod	Mod	Total
Perception	+1	12	+3					Base 7	+1	0	8

[*] Favored Attributes

Health: 4   Courage: 3   Renown: 0   Advancements: 0
Personal Development: Mercantile Upbringing
Professional Development: Entrepreneur

Species Abilities: Eye for Profit, Four-lobed Brain, Head for Numbers, Lobes for Business
Professional Abilities: Pandering
Edges: Contacts, Shrewd, Skill Focus (Keen Hearing)
Flaws: Coward

Skills

Skills	Attribute	Misc Mod	Attr Mod	Levels	Total
Appraise	INT	0	+2	+3	+5
Computer Use	INT	0	+2	+2	+4
Enterprise	INT				
Business		+1	+2	+5	+8
Influence (Charm, Fast Talk)	PRS	0	+2	+3	+5
Inquire (Fraternize)	PRS	0	+2	+2	+4
Knowledge	INT				
Culture		0	+2	+2	+4
Specific World		0	+2	+2	+4
Negotiate	INT	0	+2	+3	+5

[*] Non-professional skill for purposes of advancement

Human Starfleet Command Officer

Attributes

	Species Mod	Total	Attr Mod
Strength	0	7	0
Agility	0	8	+1
Intellect*	0	9	+1
Vitality	0	7	0
Presence*	0	10	+2
Perception	0	9	+1

* Favored Attributes

Reactions

	Attr Mod	Misc Mod	Total
Quickness	+1	0	+1
Savvy	+2	0	+2
Stamina	0	+2	+2
Willpower*	+1	0	+1

* Favored Reaction

Initiative

Quickness	Misc Mod	Total
+1	0	+1

Defense

	Agility Mod	Misc Mod	Total
Base 7	+1	0	8

Health: 7   Courage: 4   Renown: 0   Advancements: 0
Personal Development: Starfleet Brat
Professional Development: Basic Commander

Species Abilities: Adaptable (+2 to Stam), the Human Spirit, Skilled
Professional Abilities: Commanding Presence, Starship Duty (Command)
Edges: Bold, Promotion 1 (Lieutenant J.G.), Resolute
Flaws: Pacifist, Reckless

Skills

	Attribute	Misc Mod	Attr Mod	Levels	Total
Athletics	STR	0	0	+2	+2
Computer Use (Retrieve)	INT	0	+1	+2	+3
Engineering	INT				
Systems Engineering*		0	+1	+2	+3
Enterprise	INT				
Administration		0	+1	+4	+5
Knowledge	INT				
Culture		0	+1	+2	+3
Negotiate		0	+1	+1	+2
Ranged Combat	AGL				
Energy Weapons		0	+1	+3	+4
Repair	INT	0	+1	+1	+2
System Operation (Command)	INT	0	+1	+3	+4
Tactics (Space)	INT	0	+1	+2	+3
Unarmed Combat	AGL				
Brawling		0	+1	+2	+3

* Non-professional skill for purposes of advancement

Klingon Rogue

Attributes

	Species Mod	Total	Attr Mod
Strength	+1	11	+2
Agility*	0	10	+2
Intellect	-1	7	0
Vitality	+1	8	+1
Presence*	0	8	+1
Perception	-1	7	0

* Favored Attributes

Reactions

	Attr Mod	Misc Mod	Total
Quickness*	+2	0	+2
Savvy	+1	0	+1
Stamina	+2	+2	+4
Willpower	+1	0	+1

* Favored Reaction

Initiative

Quickness	Misc Mod	Total
+2	0	+2

Defense

	Agility Mod	Misc Mod	Total
Base 7	+2	0	9

Health: 10   Courage: 3   Renown: 0   Advancements: 0
Personal Development: Military Brat
Professional Development: Scoundrel

Species Abilities: Brak'lul, Ferocity, Honor
Professional Abilities: Scoundrel's Fortune (Influence)
Edges: Blends In, Dodge, High Pain Threshold
Flaws: Dim-witted

Skills

	Attribute	Misc Mod	Attr Mod	Levels	Total
Armed Combat	AGL				
Klingon Traditional Weapons		0	+2	+4	+6
Conceal	INT	0	0	+2	+2
Enterprise	INT				
Streetwise		0	0	+3	+3
Influence (Intimidate)	PRS	0	+1	+3	+4
Knowledge	INT				
Culture*		0	0	+1	+1
Observe (Listen)	PER	0	0	+3	+3
Ranged Combat	AGL				
Energy Weapons		0	+2	+2	+4
Repair*	INT	0	0	+1	+1
Sleight of Hand	AGL	0	+2	+2	+4
Stealth (Shadow)	AGL	0	+2	+2	+4

* Non-professional skill for purposes of advancement

Trill Diplomat

Attributes

	Species Mod	Total	Attr Mod
Strength	0	7	0
Agility	0	8	+1
Intellect*	+1	10	+2
Vitality	0	8	+1
Presence*	0	10	+2
Perception	0	8	+1

* Favored Attributes

Reactions

	Attr Mod	Misc Mod	Total
Quickness	+1	0	+1
Savvy*	+2	0	+2
Stamina	+1	0	+1
Willpower	+2	0	+2

* Favored Reaction

Initiative

Quickness	Misc Mod	Total
+1	0	+1

Defense

	Agility Mod	Misc Mod	Total
Base 7	+1	0	8

Health: 8   Courage: 3   Renown: 0   Advancements: 0
Personal Development: Diplomat's Child
Professional Development: Exocultural Specialist

Species Abilities: Skilled, Joining (1 prior host)
Professional Abilities: Insight
Edges: Cultural Flexibility, Meticulous
Flaws: Low Pain Threshold

Skills

	Attribute	Misc Mod	Attr Mod	Levels	Total
Computer Use (Retrieve)	INT	0	+2	+3	+5
Enterprise	INT				
Administration		0	+2	+2	+4
Influence*	PRS	0	+2	+2	+4
Knowledge	INT				
Culture		+2	+2	+4	+8
History		+2	+2	+3	+7
Politics		+2	+2	+2	+6
Specific World		+2	+2	+3	+7
Language	INT	0	+2	+2	+4
Negotiate	INT	0	+2	+2	+4
Science	INT				
Social Science (Political Science)		0	+2	+2	+4

* Non-professional skill for purposes of advancement; treated as professional skill due to symbiont

Vulcan Starfleet Science Officer

Attributes

Attributes	Species Mod	Total	Attr Mod	Reactions	Attr Mod	Misc Mod	Total	Initiative	Quickness	Misc Mod	Total
Strength	+2	8	+1	Quickness	+2	0	+2		+2	0	+2
Agility	0	7	0	Savvy	+2	0	+2				
Intellect*	+1	11	+2	Stamina*	+1	0	+1	Defense			
Vitality	0	7	0	Willpower	+2	0	+2		Agility	Misc	
Presence	-3	6	0	* Favored Reaction					Mod	Mod	Total
Perception*	0	10	+2					Base 7	+/- 0	0	7
Psi*	0	6	0								

* Favored Attributes

Health: 8   Courage: 3   Renown: 0   Advancements: 0
Personal Development: Academic Upbringing
Professional Development: Planetary Survey

Species Abilities: Enhanced Rapid Healing, Mind Meld, Nerve Pinch
Professional Abilities: Field Research, Starship Duty (Science)
Edges: Eidetic Memory, Meticulous, Psionic, Skill Focus (Keen Hearing)
Flaws: Pacifist

Skills

Skills	Attribute	Misc Mod	Attr Mod	Levels	Total
Computer Use (Retrieve)	INT	0	+2	+4	+6
Craft	AGL				
Calligraphy*		0	+1	+1	+2
Engineering	INT				
Systems Engineering*		0	+2	+1	+3
Entertain	PRS				
Play Instrument*		0	0	+1	+1
Knowledge	INT				
History		0	+2	+2	+4
Mind Meld	PSI	0	0	+1	+1
Ranged Combat	AGL				
Energy Weapons		0	+1	+1	+2
Repair	INT	0	+2	+1	+3
Science	INT				
Life Science (Biology)		0	+2	+2	+4
Planetary Science (Geology)		0	+2	+3	+5
Survival (Mountain)	PER	0	+2	+2	+4
System Operation (Sensors)	INT	0	+2	+2	+4

* Non-professional skill for purposes of advancement