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 (Med. 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 Operation (Shuttlecraft) 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 (Med. 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 Operation (Shuttlecraft) 1 (2)
Weapon, Energy (Phaser) 1 (2)

MEDICAL (Counselor [Officer])

The ship's counselor advises the captain on various matters, from the emotional health of the crew to interactions with alien species. They also see to the crew's morale.

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 Operation (Shuttlecraft) 1 (2)
Weapon, Energy (Phaser) 1 (2)

MEDICAL (Specialist [Enlisted])

Specialists help prevent and treat diseases and injuries, rise to the challenge of rendering emergency medical care aboard ship and on away missions, transport the sick and injured, and also administer medications as medical assistants, orderlies, and corpsmen.

First Aid (Wound/Combat Trauma) 1 (3) Personal Equipment (Med. 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)

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