

Early Life History

Choose an Early Life History package and apply it to your character sheet.

Academic Upbringing: One Academic Skill** at 1 (2), +1 to Logic Edge, Patron +2, Arrogant -1

Colony Upbringing: One Survival Skill** at 1 (2), +1 to Vitality Edge, +1 to Perception Edge

Exploration: World Knowledge (a world the character's family explored) OR Space Sciences (Astronomy) at 1 (2), +1 Vitality Edge, Curious (+1)

Failed colony: One Survival Skill** at 1(2), +1 to Vitality Edge, Alertness +2, Vengeful -1 OR Intolerant -1 (of whomever the character blames for the failure)

Famous Parents: One Intellect Skill at 1 (2), +1 Renown, Patron (your parents) +2, Obligation -1 OR Rival -1 connected to your parents' work

Military Family: History (Military) 1 (2), +1 to Dexterity OR Reaction Edge, Contact +1

Normal Upbringing: +1 to Dexterity OR Reaction Edge, Athletics (choose a Specialization for your childhood sport such as Riding or Climbing) 1 (2), add a Specialization in any Template Skill

Orphaned: Streetwise 1 (2), Charm OR Intimidation 1 (2), +1 to Empathy Edge, Hides Emotions -2

Political Upbringing: Diplomacy (with specialization reflecting your parents' career) 1 (2), :Language Ability +2, Contact +1, Rival -1 (connected to your parents' career)

Religious/Ideological Training: History (with specialization in past of group) 1 (2), Culture (with appropriate specialization) 1 (2), Fanatic -2 OR Pacifism -2, +1 Strength OR Willpower Edge

"Starfleet Brat": Administration (Starfleet) 1 (2), Vehicle Operation (Shuttlecraft) 1 (2), Contact (Starfleet) +1, Rival (in Starfleet) -2

Starfleet Academy Life History

Choose a Starfleet Academy Life History package and apply it to your character sheet.

Advanced Tactical School: Administration (Logistics) 1 (2), Starship Tactics (Planetary Support Tactics; Klingon OR Romulan) 1 (2) and (2), Bold +1

Advanced Research Engineering: Propulsion Engineering (Warp Drive) 1 (2), Material engineering (Structural/Spaceframe OR Starship Design) 1 (2), +1 to Intellect

Colonization School: Material Engineering (Civil Engineering) 1 (2), Planetary Survival (choose specialization) 1 (2), +1 to Fitness

EVA Training: Zero-G Trained +2, Personal Equipment (Environmental Suit) 1 (2), Vehicle Operation (Work Bee) 1 (2)

Exploration Training: Space Science (choose two specializations) 1 (2) and (2), Shipboard Systems (Sensors) 1 (2), +1 to Perception Edge

First Contact Training: Diplomacy (Federation Frontier) 1 (2), +1 to Perception Edge, Social Science (choose two specializations) 1 (2) and (2)

Intelligence Training: Espionage (Traffic Analysis) 1 (2), Language (Klingon or Romulan) 1, Behavior Modification (Resistance) 1 (2), Obligation -1 (to Starfleet Intelligence)

Klingon Specialist Program: Language (Klingon) 1, Planetary Tactics 1 (2), History (choose specialization) 1 (2), Science Any (choose specialization) 1 (2)

Memory Alpha Detached duty: Culture (choose specialization) 1 (2), History (choose specialization) 1 (2), Science, Any (choose specialization) 1 (2)

Security Training: Energy Weapon (Phaser) 1 (2), Security (choose two specializations) 1 (2) and (2), +1 to Perception Edge

Starfleet Medical Academy: Life Science (choose specialization) 1 (2), First Aid (Wound/Combat Trauma) 1 (2), Medical Science (choose specialization) 1 (2), Physical Sciences (Chemistry) 1 (2), +1 to Empathy Edge, Code of Honor (Hippocratic Oath) -2, Fanatic (about saving and preserving sentient life) -3

Starfleet Cadet Cruise History

Describe your character's Cadet Cruise assignment and choose one item from the following list to apply to your character sheet.

Attributes and Edges

Perception

Willpower

Advantages

Commendation (+1)

Promotion (almost always tied to a Famous Incident) (+1)

Skills

Command

Heavy Weapons

Security

Shipboard Systems

Starship Tactics

Strategic Operations

Tours of Duty

Choose a Tour of Duty package and apply it to your character sheet.

Academy Instruction: Any Academic Skill** (choose any two specializations) 1 (2) and (2), Command (Military Training) 1 (2), Law (Starfleet Regulations) 1 (2), Contact +1, Argumentative -1

Crosstraining: Computer (choose specialization) 1 (2), Engineering, Any (choose specialization) 1 (2), shipboard Systems (choose any two specializations) 1 (2) and (2)

Cultural Liaison: Culture (choose specialization) 1 (2), Language (choose one) 1, Starship Tactics (choose specialization) 1 (2), +1 to empathy

Deep space Exploration Mission: Planetary Science (any specialization) 1 (2), Shipboard Systems (Sensors) 1 (2), Space Sciences (Stellar Cartography) 1 (2), Bold +1

Diplomatic Mission: Diplomacy (choose specialization) 1 (2), two Languages at 1 each OR one Language at 2, Contact +1, Shrewd +1, Rival -1

Expeditionary Support: Planetary Science (choose specialization) 1 (2), Planetside Survival (choose specialization) 1 (2), Strategic Operations (Invasion Defense) 1 (2), World Knowledge (choose two specializations) 1 (2) and (2), Promotion (Lieutenant JG) +1

Frontier Patrol: Energy Weapon (Phaser) 1 (2), Security (Law Enforcement) 1 (2), Starship Tactics (Starfleet) 1 (2), Promotion (Lieutenant JG) +1

Hostile Frontier Defense Mission: Starship Tactics (Klingon; Romulan) 1 (2) and (2), Shipboard systems (Weapons Systems; Sensors) 1 (2) and (2), Promotion (Lieutenant (+3), Vengeful -1; OPTIONAL: Famous Incident AND any Disadvantage

Medical/Rescue Mission: Administration (Logistics) 1 (2), First Aid 1 (2), Medical Science (choose specialization) 1 (2), Shipboard Systems (Medical Systems) 1 (2), Pacifism -2

Scientific Mission: Planetary Sciences (any two specializations) 1 (2) and (2), Shipboard systems (Sensors) 1 (2), Space Sciences (Astronomy and any other specialization) 1 (2) and (2), curious +1, Poor Sight -2

Shakedown Cruise: Propulsion engineering (choose specialization) 1 (2), Systems Engineering (choose specialization) 2 (3), Innovative +1

Starbase Mission: Administration (Logistics) 1 (2), Systems Engineering (Life Support) 1 (2), Vehicle Operation (Shuttlecraft) 1 (2), Contact (Starbase Commander) +1

Starfleet Command: Administration (Starfleet) 1 (2), Law (Starfleet Regulations) 1 (2), Strategic Operations (Fleet Operations) 1 (2), contact +1; OPTIONAL: Rival AND Promotion (balance the points)

Terraforming and Colonization Mission: Administration (Logistics) 2 (3), Life Science (Exobiology) 1 (2), Planetary Science (choose specialization) 1 (2), Intolerant (Civilians) -2

Additional Tours

If necessary, choose an additional Tour of Duty package from the following list and apply it to your character sheet.

Academy Instruction: Command (Military Training) 1 (2), Law (Starfleet Regulations) 1 (2), Argumentative -1

Crosstraining: Administration (Starship Administration) 1 (2), one additional Shipboard systems specialization, Promotion (Lieutenant JG) +1

Cultural Liaison: Diplomacy (Intergalactic Affairs) 1 (2), one additional Culture specialization, +1 Renown (Openness)

Deep space Exploration Mission: Space Sciences (Stellar Cartography) 1 (2), one additional World Knowledge specialization, +1 Renown (Initiative or Openness)

Diplomatic Mission: Diplomacy (choose specialization) 1 (2), two additional World Knowledge specializations OR one additional World Knowledge specialization and -1 Renown (Aggression)

Expeditionary Support: Administration (Logistics) 1 (2), one additional Planetside Survival specialization, one additional World Knowledge specialization

Frontier Patrol: Strategic Operations (Defense In Depth) 1 (2), one additional Starship Tactics Specialization, +1 to Vitality

Hostile Frontier Defense Mission: Starship Tactics (Klingon OR Romulan) 1 (2), +2 Renown (Discipline and/or Skill); OPTIONAL: Famous Incident AND any Disadvantage (balance the points)

Medical/Rescue Mission: First Aid 1 (2), Shipboard Systems (Medical Systems) 1 (2), Impulsive -1

Scientific Mission: Space Sciences (Astronomy and any other specialization) 1 (2) and (2), +1 Renown (Skill or Openness)

Shakedown Cruise: Engineering, Any (choose specialization 1 (2), +2 Renown (Initiative and/or Skill)

Starbase Mission: Administration (Logistics) 1 (2), Patron (Starbase Commander) +2

Starfleet Command: Administration (Starfleet) 1 (2), Law (Starfleet Regulations) 1 (2), -1 Reaction or Vitality Edge

Terraforming and Colonization Mission: Planetary Science (choose specialization) 1 (2), +2 Renown (Skill and/or Discipline)

***Academic Skills*

Culture
History
Languages
Law
Sciences, All
World Knowledge

Survival Skills

Dodge
Energy Weapon
First Aid
Planetside Survival
Primitive Weaponry
Stealth
Unarmed Combat

Other Skills

Animal Handling
Psionic Skill (if applicable)
Streetwise