

## Character Creation Step 2: Overlays

### **Command**

Command Branch personnel serve as administrators assigned to various departments throughout Starfleet. They oversee compliance with all Starfleet regulations, assist operations and science personnel, and report to the commanding officer. Command personnel know how to lead, and how to motivate others to follow them.

To become a first Officer or Captain requires the purchase of both the *Department Head* and *Promotion* advantages, as well as possessing knowledge of other duties (such as Helm and Weapons Systems).

### *Skills*

Administration (Starship Administration) 2 (3)

Command (Starship Command) 2 (3)

Law (Starfleet Regulations) 2 (3)

Planetary or Starship Tactics (choose specialization) 2 (3)

Shipboard Systems (choose specialization) 1 (2)

Athletics (choose specialization) 1 (2)

Computer (choose specialization) 1 (2)

Dodge 1

Energy Weapon (Phaser) 1 (2)

History (Federation) 1 (2)

Language—Federation Standard 1

Personal Equipment (choose specialization) 1 (2)

Planetside Survival (choose specialization) 1 (2)

Vehicle Operations (shuttlecraft) 1 (2)

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### **Communications**

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.

#### *Skills*

Administration (choose specialization) 1 (2)  
Computer (choose specialization) 1 (2)  
Science, Any (choose related specialization) 1 (2)  
Shipboard Systems (Communications) 2 (3)  
Systems Engineering (Communications) 2 (3)  
Vehicle Operation (Shuttlecraft) 2 (3)  
Athletics (choose specialization) 1 (2)  
Computer (choose specialization) 1 (2)  
Dodge 1  
Energy Weapon (Phaser) 1 (2)  
History (Federation) 1 (2)  
Language—Federation Standard 1  
Law (Starfleet Regulations) 1 (2)  
Personal Equipment (choose specialization) 1 (2)  
Planetside Survival (choose specialization) 1 (2)  
Unarmed Combat (Starfleet Martial Arts) 1 (2)

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### **Helm/Navigation**

These two related bridge officer functions involve guiding and piloting the ship. The Helm officer plots the ship based on a course computed and laid in by the Navigator. In combat situations, both positions also assist with weapons operations.

#### *Skills*

Administration (choose specialization) 1 (2)

Shipboard Systems (choose either Helm or Navigation) 1 (2)

Space Sciences (Astrogation) 2 (3)

Systems Engineering (choose either Helm or Navigation) 1 (2)

Vehicle Operation (Shuttlecraft) 2 (3)

Athletics (choose specialization) 1 (2)

Computer (choose specialization) 1 (2)

Dodge 1

Energy Weapon (Phaser) 1 (2)

History (Federation) 1 (2)

Language—Federation Standard 1

Law (Starfleet Regulations) 1 (2)

Personal Equipment (choose specialization) 1 (2)

Planetside Survival (choose specialization) 1 (2)

Unarmed Combat (Starfleet Martial Arts) 1 (2)

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### **Engineer**

An Engineer keeps his ship's systems and equipment operating at maximum efficiency. Although engineers specialize in a particular type of engineering—warp field dynamics, matter/energy conversion or materials engineering, for example—Chief Engineers must be proficient in a variety of engineering subjects.

#### *Skills*

Computer (Modeling) 2 (3)

Engineering, Any (choose two specializations) 2 (3) and (3)

Engineering, Any Other (choose specialization) 1 (2)

Physical Science (choose specialization) 1 (2)

Shipboard Systems (choose two specializations 2 (3) and (3)

Athletics (choose specialization) 1 (2)

Dodge 1

Energy Weapon (Phaser) 1 (2)

Language—Federation Standard 1

History (Federation) 1 (2)

Law (Starfleet Regulations) 1 (2)

Personal Equipment (choose specialization) 1 (2)

Planetside Survival (choose specialization) 1 (2)

Vehicle Operations (Shuttlecraft and one other) 1 (2) and (2)

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### **Medical**

Since starships seek out new life, they need doctors to investigate the new and unusual lifeforms that they encounter. Starfleet doctors are also responsible for ensuring that a starship's crew stays healthy both physically and mentally. Medical personnel tend to specialize in particular fields, such as surgery or toxicology.

#### *Skills*

First Aid (choose specialization) 2 (3)

Life Science (choose specialization) 1 (2)

Medical Science (choose specialization) 2 (3)

Personal Equipment (Medical Tricorder) 2 (3)

Shipboard Systems (Medical Systems) 2 (3)

Athletics (choose specialization) 1 (2)

Computer (choose specialization) 1 (2)

Dodge 1

Energy Weapon (Phaser) 1 (2)

History (Federation) 1 (2)

Language—Federation Standard

Law (Starfleet Regulations) 1 (2)

Planetside Survival (choose specialization) 1 (2)

## **Character Creation Step 2: Overlays**

### **Sciences**

Starfleet scientists staff starship laboratories, analyze samples from strange new worlds, investigate scientific mysteries, and provide scientific solutions for the problems a starship inevitably confronts. The 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. A character's scientific specialties depend on the specializations he chooses.

#### *Skills*

Computer (choose specialization) 2 (3)

Engineering, Any (choose specialization) 1 (2)

Personal Equipment (Tricorder) 2 (3)

Science, Any (choose two specializations) 2 (3) and (4)

Science, Any Other (choose specialization) 1 (2)

Shipboard Systems (Sensors and Library Computer) 2 (3)

Dodge 1

Energy Weapon (phaser) 1 (2)

History (Federation) 1 (2)

Language—Federation Standard 1

Law (Starfleet Regulations) 1 (2)

Planetside Survival (choose specialization 1 (2)

Vehicle Operations (Shuttlecraft) 1 (2)

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### **Scientist**

In addition to the Science Officer who mans the bridge Science station, Starfleet vessels carry a host of other scientists who assist with vessels' missions. These officers include geologists, sociologists, botanists and many other specialists who devote their time to conducting pure scientific research.

#### *Skills*

Computer (choose specialization) 2 (3)

Engineering, Any (choose specialization) 1 (2)

Personal Equipment (Tricorder and specific scientific equipment) 2 (3) and (3)

Science, Any (choose two specializations) 2 (3) and (4)

Science, Any Other (choose specialization) 2 (3)

Shipboard Systems (Library Computer) 1 (2)

Dodge 1

History (Federation) 1 (2)

Language—Federation Standard 1

Law (Starfleet Regulations) 1 (2)

Planetside Survival (choose specialization 1 (2)

Vehicle Operations (Shuttlecraft) 1 (2)

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### **Security**

Security officers serve on board a starship as combination security guards-police officers. They patrol sensitive areas (both on and off ship), beam into potentially hazardous situations to protect other crewmen, and handle military and tactical emergencies both on ship and planetside.

#### *Skills*

Energy Weapon (Phaser) 2 (3)

Planetary Tactics (Shipboard) 1 (2)

Security (Security Systems) 2 (3)

Shipboard Systems (any specialization) 1 (2)

Systems Engineering (Security) 1 (2)

Unarmed Combat (Starfleet Martial Arts) 1 (2)

Athletics (choose specialization) 1 (2)

Computer (choose specialization) 1 (2)

Dodge 1

History (Federation) 1 (2)

Language—Federation Standard 1

Law (Starfleet Regulations) 1 (2)

Personal Equipment (choose specialization) 1 (2)

Planetside Survival (choose specialization) 1 (2)

Vehicle Operations (Shuttlecraft) 1 (2)