

▶ PERSONNEL FILE

NAME	PRONOUNS
RANK	ASSIGNMENT
CHARACTER ROLE	REPUTATION
SPECIES & TRAITS	
ENVIRONMENT	UPBRINGING
CAREER PATH	EXPERIENCE
CAREER EVENT 1	CAREER EVENT 2

STRESS

DETERMINATION



FOCUSES

PASTIMES

VALUES

ATTACKS

EQUIPMENT

ATTRIBUTES

CONTROL	FITNESS	PRESENCE
DARING	INSIGHT	REASON

DEPARTMENTS

COMMAND	ENGINEERING	MEDICINE
CONN	SECURITY	SCIENCE

PROTECTION

SPECIAL RULES

Mental Discipline (Species Ability): While Vulcans have some psychic capabilities, they require training to use it effectively (see the **Mind Meld** talent). Further, your maximum Stress is based on your Control rather than your Fitness, and you may suffer 2 Stress to avoid suffering any trait that represents an emotional state. However, if you become Fatigued, you increase the Potency of any such emotion-related trait by 1.

Expedition Expert: Prior to participating in an away team mission, you may make additional preparations by spending 2 Momentum (Immediate). During the expedition, any member of the away team may re-roll a single d20 on any task to navigate the terrain or circumvent a hazard or obstacle. The away team may re-roll a total number of dice in this way equal to your Science rating.

Reassuring: When you succeed at a task using your Presence, you may spend Momentum to reassure your allies, so long as they are able to hear you. You may spend 1 Momentum (Repeatable) to allow one ally who can see and hear you to recover 1 Stress. That ally may not recover more

than 3 Stress from one use of this talent.

Did the Reading: When you attempt a task, you may spend 1 Momentum (Immediate) to use Science on that task instead of the department you would normally use. In addition, you count as having an applicable focus for that task. Each time after the first in a single scene that you use this ability, the Momentum cost increases by 1: this is cumulative.

Improvised Weapon Training: You are able to turn the most innocuous items into weapons at a moment's notice. Once per scene, you may use an item such as a rock, crystal, or shard of metal laying around into a melee weapon. This weapon deals 2▲ + Security damage and is removed at the end of the encounter.