


PERSONNEL FILE

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|------------------|----------------|
| 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

The Will of the Prophets (Species Ability): You may find strength in the Prophets even when the situation is dire: once per adventure, when the gamemaster spends 3 or more Threat at once, you gain 1 Determination.

Transporter Chief: You're well-versed in the operation of transporter systems and can often get them to function in extreme circumstances or to achieve outcomes that few could manage. Such efforts are never without risk, given the delicacy of the technology. When you attempt a task to use, repair, or modify a transporter, you may add 2 Threat to reduce the Difficulty of the task by 2, to a minimum of 0.

Bold: Engineering: Whenever you attempt a Task with Engineering, and you buy one or more d20s by adding to Threat, you may re-roll a single d20.