STARFLEET PERSONNEL RECORD

NAME: _____

RANK: _____

ENVIRONMENT: _____

EVENT 1: _____

ASSIGNMENT: _____

TRAITS: _____

PRONOUNS: _____

SPECIES: _____

UPBRINGING: _____

EVENT 2: _____

TALENTS

ATTRIBUTES

| CONTROL | ☐ | FITNESS | ☐ | PRESENCE | ☐ |
| DARING | ☐ | INSIGHT | ☐ | REASON | ☐ |

DISCIPLINES

COMMAND	☐	SECURITY	☐	SCIENCE	☐
CONN	☐	ENGINEERING	☐	MEDICINE	☐
RESISTANCE	☐	REPUTATION	☐	REPRIMANDS	☐

VALUES

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FOCUSES

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EQUIPMENT

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DETERMINATION: ◯ ◯ ◯

You start each adventure with 1 determination.

Perfect opportunity: Add a single bonus d20 to your pool that has already rolled 1 (2 successes). It must be the first d20 you buy. Counts in dice number limits.

Moment of inspiration: You can re-roll any number of d20 in your pool

Surge of activity: You can perform one additional task right after this one. In combat, you don't increase difficulty.

Make it so!: creates an advantage for the rest of the scene.

Ignore Injuries: In combat ignore the effects of an injury and continue to act in the scene. No value needed.

Special Technique: You gain the benefits of a talent for the scene. Prerequisites must be met. GM can veto. It can represent incidental knowledge, the benefits of equipment or special circumstances.

Momentum Spends, General

2 **Create Advantage** (can also remove a complication or create one)

1-6 **Create Opportunity** (Imm,Rep) add up to 3d20 to pool. First 1. Second 2. Third 3. If determination is also spent it counts as the first die.

2+ **Create Problem** (Imm,Rep) For each 2 points spent increase the difficulty of a single task by 1

1 **Obtain Information** (Rep) Ask one question for each momentum

Momentum Spends, Extended or Timed

1 **Time Reduction** Reduce time by 1 interval on a timed challenge

1+ **Additional Work** (Rep) Increase the Work done by +1 for this Task, before reductions for Resistance

1+ **Piercing** (Rep) Ignore up to 2 Resistance for the Task

1 **Re-roll work:** re-roll any number of ⋀ from the Task

STARFLEET COMBAT RECORD

Personal Combat Minor Actions

Aim: May re-roll 1d20 on an attack before the start of the next turn

Draw Item: The character may pick up an item within Reach, draw a weapon or other item carried on their person/stowed in their gear. If the item does not require a Task to use, it can be used immediately upon taking this action, allowing a character to draw and use the item with a single Minor Action

Drop Prone: The character immediately drops to the ground, making himself a smaller target. While prone, a character may re-roll any number of Cover dice, and increases the Difficulty of all ranged attacks against him from Medium range or further by one step. However, melee attacks and ranged attacks at Close range gain two bonus Momentum against the character, and the character cannot attempt any movement-related Tasks. A character may not Stand and Drop Prone in the same Turn

Interact: The character interacts with an object in the environment. Particularly complex interactions may require a Task instead

Movement: The character moves to any point within Medium range. This Minor Action cannot be taken if the character performs any movement-related Tasks. This movement is slow and careful enough to move through difficult or hazardous terrain without problem. If there are one or more enemies within Reach of the character, this action cannot be performed

Prepare: The character prepares for, or spends time setting up, a Task. Some Tasks require this Minor Action to be taken before the Task can be attempted

Stand: If you are prone, take this action to stand, losing all the benefits and disadvantages of being prone. You may not Stand and Drop Prone in the same Turn

Personal Combat Tasks

Assist: Nominate a single ally you can communicate with, and declare how you are giving aid. When ally's acts, you assist using the chosen Attribute, Discipline, and Focus

Create Advantage: You attempt to create some favorable circumstance for your side. **Task Difficulty 2**, Attribute, Discipline, Focus (if any) based on how they're trying to gain Advantage

Direct: Available only to one character on each side in a position of authority, **may only be used once per Scene**. Nominates a single other character present. he may immediately attempt a single Task, assisted by the commanding character.

Guard: You find a defensible position, focus on their surroundings, or otherwise gains additional readiness for attack. **Task Difficulty 0** increases the Difficulty of any attacks made against yourself by +1 until your next Turn. You may do this to an ally instead of yourself at +1 Difficulty, and the benefit lasts until the start of that ally's next Turn

Pass: You choose not to attempt a Task. If you take no Minor Actions this Turn, then you do not count as having taken a Turn, and may act later in the Round instead

Ready: When Ready is declared choose a situation or event and the Task to be attempted. If it occurs, you temporarily interrupt the acting character's Turn to resolve your Task, then events continue. If the triggering situation does not occur before your next Turn, your Task is lost. You can still perform Minor Actions during your Turn.

Recover: You duck behind cover, and takes a takes a moment to regain their breath, clear their mind, and ready themselves for more fighting. **Difficulty 2 Fitness + Command** Task (reduce the Difficulty by 1 if you are in Cover). You gain one additional Resistance for each Effect rolled on Cover Dice, and regain your ability to Avoid an Injury (p. 176). Further, you may regain 2 Stress per Momentum spent (Repeatable).

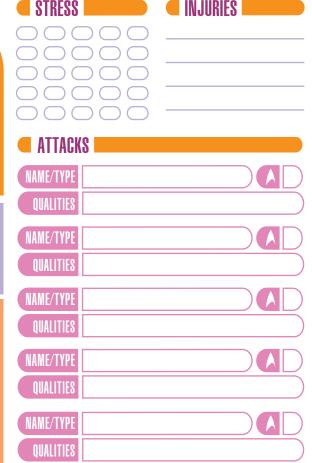|	Difficulty	Attribute + Discipline
Sprint: You move to 1 zone, and 1 additional zone per Momentum spent (Repeatable). May not attempt this Task more than once per Round, and not at all if has performed the Movement Minor Action. Terrain and other factors may increase the Difficulty of this Task. Allows Success with Cost.	Difficulty 0	Fitness + Security
First Aid: Stabilize an Injured character within Reach.; success means the wounded will not die at the end of the scene, but they remain incapacitated. May spend 2 Momentum from this to get the patient back into the fighting right away, exactly as if they'd spent Determination to ignore the Injury.	Difficulty 1	Daring + Medicine
Ranged Attack: Difficulty +1 if enemy is in Reach Complication Range +1 if other creatures within reach of the target	Difficulty 2	Control + Security
Melee Attack: Opposition test. If tied most momentum generated wins. Choose one: Strike: deal damage. Disengage: Move to Close Range out of Reach. Grapple: Need a free hand. Grappled complication on opponent who can only strike back at +1 Difficulty or break free (Fitness+Security Diff 2). 1 bonus momentum vs grappled character. Shove: target move to Close out of Reach. Roll damage but only for Knocked Down effect.	Difficulty 1	Daring + Security

STRESS

INJURIES

ATTACKS

NAME/TYPE	
QUALITIES	

NAME/TYPE	
QUALITIES	

NAME/TYPE	
QUALITIES	

NAME/TYPE	
QUALITIES	

NAME/TYPE	
QUALITIES	

NAME/TYPE	
QUALITIES	

Momentum Spends, Combat

1+ **Bonus Damage** (Rep) Increase damage +1

2 **Disarm** One weapon held by the target is knocked away on the ground within Reach.

1+ **Extra Minor Action** (Imm, Rep) see actions

2 **Keep Initiative** (Imm) Pass the action order to another ally instead of the enemy; may only be done once before the enemy has taken at least one action

1+ **Penetration** (Rep) Damage ignore 2 resistance

1 **Re-roll damage** can re-roll any number of ⚔

2 **Avoid Injury** (Imm) Avoid suffering a single Injury. Cost may be paid with Complication instead. Factors (Intense) can increase cost. Once per scene but see Recover action.

2 **Secondary target:** A 2d target takes half damage, round down

2 **Swift Task:** may attempt one additional Task, at +1 Diff

Damage Effects

Area: The attack affects a wider area, and can affect several targets at once. Automatically affects any character or damageable object within Reach of the initial target, and then one additional target within Close range of the initial target for each Effect rolled, starting with the next closest (as determined by the GM). If one or more Complications is rolled when using an Area attack, the GM may choose to use Complications to have an ally in the area affected by the attack. A target cannot be hit if it would have been more difficult to hit than the initial target.

Intense: The attack is designed to inflict massive harm on a target, incapacitating them far more swiftly. The cost to *Avoid an Injury* (p. 176) caused by an Intense weapon (p. 179) increases by one for each Effect rolled.

Knockdown: If one or more Effects are rolled on this attack, then the target is knocked prone. The target may resist this effect by adding a number of points to Threat equal to the number of Effects rolled (NPCs spend points from Threat instead of adding to Threat).

Piercing X: The attack ignores X points of the target's total Resistance for each Effect rolled.

Vicious X: The attack inflicts X additional damage for each Effect rolled

Qualities

Accurate: The weapon is especially precise, often incorporating additional sights that allow the user to use the weapon more accurately. If you perform the Aim Minor Action before making an attack with this weapon, then any number of d20s may be re-rolled.

Charge: Has an adaptable energy supply, allowing its potency to be scaled to various levels. If you performs a Prepare Minor Action before attacking, you may add one of the following weapon Damage Effects to the attack: **Area, Intense, Piercing 2, Vicious 1**.

Cumbersome: Takes patience and precision to use effectively. Cannot be used to attack unless a Prepare Minor Action is performed during the same Turn.

Deadly: Designed to be lethal. If you attempt to make a non-lethal attack, the Difficulty of the attack increases by 1.

Debilitating: increase in Difficulty by 1 for Medicine Tasks for First Aid or to heal Injuries of the weapon.

Grenade: Throw-able explosive or energetic device, normally carried in small quantities. It cannot be used to make attacks against an enemy at Long or Extreme range. A character with a Grenade weapon has sufficient grenades to make three attacks with it during a scene.

Hidden X: Easy to conceal, or designed to be disguised as something else. You may use a Minor Action to conceal it. Any search requires an Insight + Security or Reason + Security Task, Difficulty of X, to locate.

Inaccurate: Imprecise and clumsy, You gain no benefit from the Aim Minor Action when making an attack.

Non-lethal: Debilitating, rather than deadly; if you attempt to make a lethal attack with this weapon, increase Difficulty by 1