

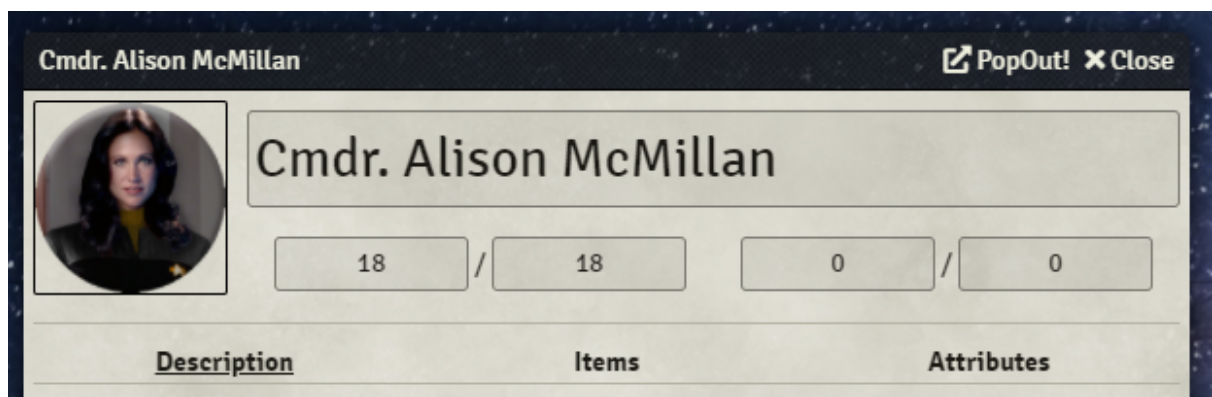
STA Foundry Player Instructions

Your Character Sheet

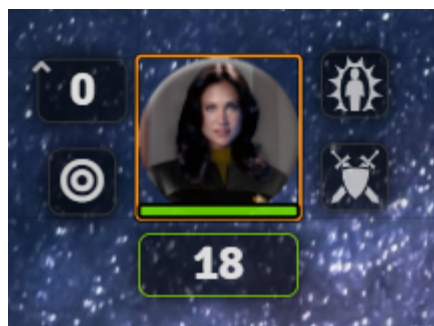
Almost all of the gameplay is based on the values in your character sheet. For ease of use you may want to “**pop out**” the sheet and have it open throughout the session.

To access your character sheet, **double click your token in any scene** or double click your character in the “**Actors Menu -> Players Folder**”.

Stress



The first set of numbers is your **Stress** (current / max). You should manage this yourself throughout the session. You can also update your stress by **right clicking** on your token.



The second set of numbers are not currently in use (I may use them for resistance or something else in the future).





Description

In the description panel you will find your **focuses, values and talents**. Feel free to update this page with any other information that will help you play the game.

<u>Description</u>	Items	Attributes
<p>Focuses</p> <ul style="list-style-type: none"> • Starship Recognition • Shipboard Tactical Systems • Hand Phasers • Transporters and Replicators • Survival • EVA <p>Values</p> <ul style="list-style-type: none"> • Lead By Example • Unnecessary Risks lead to Deaths • A Starship is a Home, a Crew Its Family • The Federation must defend its citizens <p>Talents</p> <ul style="list-style-type: none"> • Resolute • Quick to Action • Technical Expertise • Cautious: Security 		

Items

In the items panel on your character sheet you will find the **items** your character currently has access to.

	Unarmed Strike
	Tricorder
	Type 2 Phaser
	Combadge

The primary function for items is to manage your weapons for attacks. You can click the edit button beside any of the items to view their details.

On each weapon you will find an **Active** attribute. To have your character use that weapon, **select the checkbox**. You should have one active ranged weapon and one active melee weapon selected at any given time.

Please don't adjust the other stats - they have been set up as per the game rules.

Type 2 Phaser
PopOut! X Close



Type 2 Phaser

Quantity
Weight

Description		Attributes	
Attribute Key	Value	Label	Data Type
Active	<input checked="" type="checkbox"/>		Boolean
Damage	3		Number
Qualities	charge		String
Size	1H		String
Type	Ranged		String

Attributes

The attributes panel is the most important part of your character sheet.

This is where you control how your character's rolls are made.

Roll Control

Rolling	Rolling	Rolling	Rolling
ActiveFocus	<input type="checkbox"/>	Active Focus	Boolean
NumberOfChallenge	5	Number of challenge	Number
NumberOfD20s	2	Number of d20s	Number

In the first section you will find the following options.

- **ActiveFocus:** Select this if you have an applicable focus for the roll you are about to make (it will take the possible extra successes into account).
- **NumberOfChallengeDice:** This number is used when we need to roll a specific number of challenge dice using the corresponding macro, you can enter the number of dice to roll here.
- **NumberOfD20s:** This number is the number of D20s you will roll when attempting a task. Normally this is 2 but you can buy more dice and enter the number here as per the rules.

Attributes & Disciplines

Attributes	Attributes	Boolean	+	🗑️
Control	12	Control	Number	🗑️
ControlActive	<input checked="" type="checkbox"/>		Boolean	🗑️
Daring	8	Daring	Number	🗑️
DaringActive	<input type="checkbox"/>		Boolean	🗑️

Disciplines	Disciplines	Boolean	+	🗑️
Command	3	Command	Number	🗑️
CommandActive	<input type="checkbox"/>		Boolean	🗑️
Conn	1	Conn	Number	🗑️
ConnActive	<input checked="" type="checkbox"/>		Boolean	🗑️

In the next two sections you will find your **attributes & disciplines**.

The numbers are your stats for the corresponding attribute or discipline. These values should be correct but please feel free to update as per your character sheet if there are any errors.

You will also find an **Active** checkbox for each attribute and discipline. When making a roll, select the attribute discipline combination you are using for the roll. You should only have one attribute and one discipline active at any time.

Supporting as the Ship

ShipSystems		Boolean	▼	+	🗑️
Communications	<input type="checkbox"/>	Boolean	▼		🗑️
Computers	<input type="checkbox"/>	Boolean	▼		🗑️
Engines	<input type="checkbox"/>	Boolean	▼		🗑️
Sensors	<input type="checkbox"/>	Boolean	▼		🗑️
Structure	<input type="checkbox"/>	Boolean	▼		🗑️
Weapons	<input type="checkbox"/>	Boolean	▼		🗑️

ShipDepartments		Boolean	▼	+	🗑️
Command	<input type="checkbox"/>	Boolean	▼		🗑️
Conn	<input type="checkbox"/>	Boolean	▼		🗑️
Engineering	<input type="checkbox"/>	Boolean	▼		🗑️

In the final two sections you will find checkboxes for each of the ship's **systems and departments**.

When you are about to roll to support as the ship you should select the system department combination you are using here.

The Ships Character Sheet

The ship also has a character sheet which you have access to. To find the ship's sheet navigate to the **items menu** and select the USS Gryphon item.

USS Gryphon
PopOut! X Close



USS Gryphon

Quantity
Weight

Description
Attributes

Talents

Ablative Armor

The vessel's hull plating has an additional ablative layer that disintegrates slowly under extreme temperatures, such as those caused by energy weapons and torpedo blasts, dissipating the energy, and protecting the ship. This plating is replaced periodically. The ship's Resistance is increased by 2.

Extensive Shuttlebays

The vessel's shuttlebays are large, well-supplied, and able to support a larger number of active shuttle missions simultaneously. The ship may have twice as many small craft active at any one time as it would normally allow, and it may carry up to two Scale 2 small craft.

The USS Gryphon can support 8pts of small craft at any time.

In the description section you will find the **talents and other special rules** relating to the ship for your reference. Feel free to add any other information here relating to the ship that will help you play the game. However this is **visible to everyone**.

You will also find an **attributes panel** in the ship character sheet.

Systems		Number		
Communications	9	Number	▼	🗑️
Computers	9	Number	▼	🗑️
Engines	10	Number	▼	🗑️
Sensors	9	Number	▼	🗑️
Structure	11	Number	▼	🗑️
Weapons	11	Number	▼	🗑️

Similarly to your own character sheet you will find the ship's **system and department** values here.

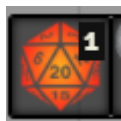
Please don't change these values as they have been set up as per the rules.

Further down the attributes panel you will find a section for tracking other information related to the ship, for **example shields, power and breaches**.

Other			String	+	🗑
CrewSupport	Min: 0, Value: 0, Max: 5		Resource	▼	🗑
ModularLabsSetup	EMPTY		String	▼	🗑
Power	Min: 0, Value: 15, Max: 15		Resource	▼	🗑
Resistance	7		Number	▼	🗑
Scale	5		Number	▼	🗑
Shields	Min: 0, Value: 15, Max: 15		Resource	▼	🗑
SmallCraft	Min: 0, Value: 0, Max: 8		Resource	▼	🗑
Breaches			Number	+	🗑
Communications	0		Number	▼	🗑
Computers	0		Number	▼	🗑
Engines	0		Number	▼	🗑
Sensors	0		Number	▼	🗑
Structure	0		Number	▼	🗑
Weapons	0		Number	▼	🗑

As a group you should keep these values up to date.

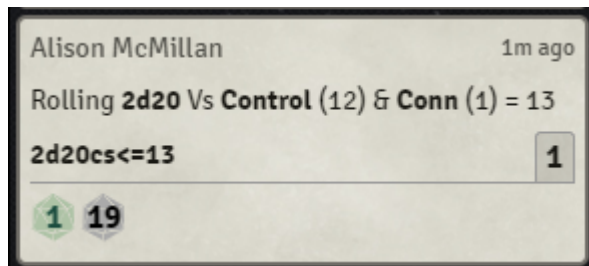
Making Rolls / Using the Macros



Task Roll

In your character sheet:

- Select **ActiveFocus** if you have a focus for this task
- Enter the number of dice you are rolling in the **NumberOfD20s** field
- Select the **attribute & discipline** you are using via the checkboxes
- Click the macro button



Support as Ship

In your character sheet:

- Select the **system & department** combination you are using via the checkboxes
- Click the macro button



Fire Weapon

In your character sheet:

- In the **items panel** make sure you have the correct ranged weapon selected as **active** (you don't need to deselect any melee weapons).
- Click the macro button


Alison McMillan 31m ago

Firing **Type 2 Phaser** (8)

Challenge Dice

{1d6,1d6,1d6,1d6,1d6,1d6,1d6,1d6}

24

0	0
0	0
1	1
2	2
0	0
1	1
	1, plus effect
2	2

Total: 7, Effects: 1



Melee Attack

In your character sheet:

- In the **items panel** make sure you have the correct melee weapon selected as **active** (you don't need to deselect any ranged weapons).
- Click the macro button

Alison McMillan
28m ago

Attacking with **Unarmed Strike** (6)


Challenge Dice

{1d6,1d6,1d6,1d6,1d6,1d6}

21

0

0



1, plus effect

0

0

0

0

0

0

2

2

Total: 3, Effects: 1



Roll Challenge Dice

If we need to roll challenge dice for other situations aside from weapons we will use this macro.

In your character sheet:

- Enter the number of challenge dice you are rolling in the **NumberOfChallengeDice** field
- Click the macro button


Alison McMillan

1m ago

Challenge Dice


{1d6,1d6,1d6,1d6,1d6}


20

 1, plus effect

2

2

 1, plus effect

 1, plus effect

1

1

Total: 6, Effects: 3

Show Momentum or Threat

- Click the macro button.

Alison McMillan

Now

Momentum: 1

Alison McMillan

Now

Threat: 4