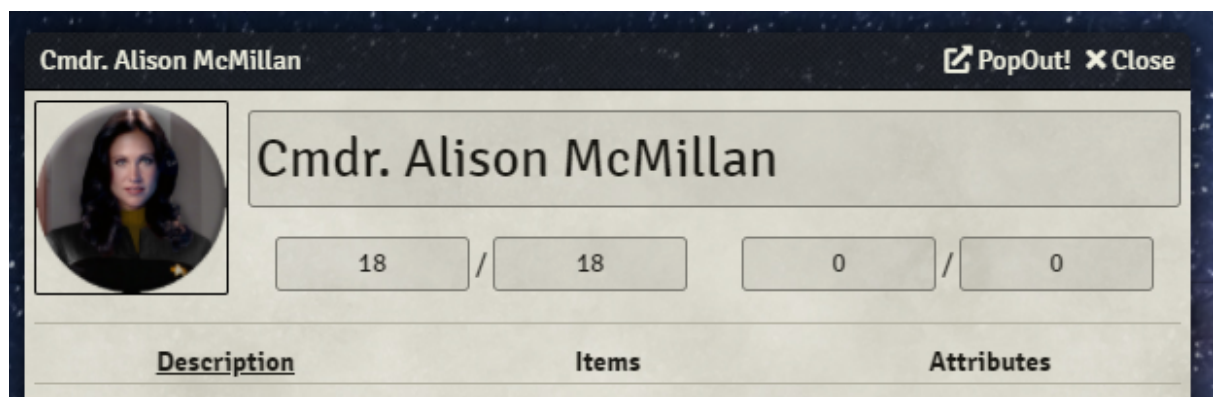# STA Foundry Player Instructions

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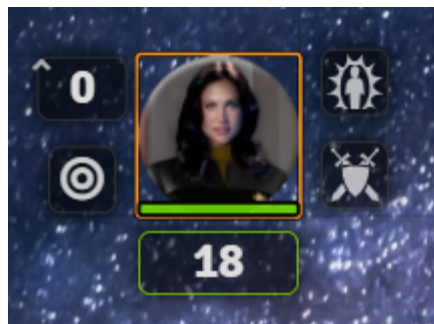
The second set of numbers are not currently in use (I may use them for resistance or something else in the future).

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.

	Description	Items	Attributes

Focuses

- Starship Recognition
- Shipboard Tactical Systems
- Hand Phasers
- Transporters and Replicators
- Survival
- EVA

Values

- Lead By Example
- Unnecessary Risks lead to Deaths
- A Starship is a Home, a Crew Its Family
- The Federation must defend its citizens

Talents

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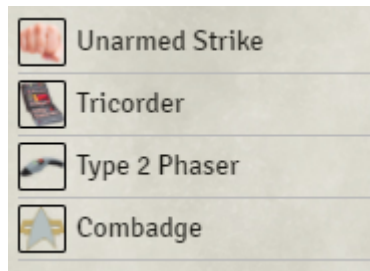
The primary function for items is to manage your weapons for attacks. You can click the edit button beside any of the items to view their details.

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.

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		Boolean	+ 🗑
ActiveFocus	☐	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 numer here as per the rules.

Attributes & Disciplines

Attributes	Attributes		Boolean ▾	+ 🗑
Control	12	Control	Number	▾ 🗑
ControlActive	☑		Boolean	▾ 🗑
Daring	8	Daring	Number	▾ 🗑
DaringActive	☐		Boolean	▾ 🗑

Disciplines	Disciplines		Boolean ▾	+ 🗑
Command	3	Command	Number	▾ 🗑
CommandActive	☐		Boolean	▾ 🗑
Conn	1	Conn	Number	▾ 🗑
ConnActive	☑		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

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.

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	Min	Value	Max		String	
CrewSupport	0	0	5		Resource	
ModularLabsSetup	EMPTY				String	
Power	0	15	15		Resource	
Resistance	7				Number	
Scale	5				Number	
Shields	0	15	15		Resource	
SmallCraft	0	0	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

Show Momentum or Threat

- Click the macro button.