

STAR TREK

TOS Crew

Lieutenant Hikaru Sulu

Species: Human

Species Abilities: Adaptable (+2 to Will); the Human Spirit; Skilled.

Attributes: Agl 10 (+2)*, Int 10 (+2)*, Per 8 (+1), Prs 9 (+1), Str 6 (+0), Vit 9 (+1)

Reactions: Quickness +2*, Savvy +1, Stamina +1, Willpower +4

Profession(s): Starship Officer (Flight Control Officer)

Professional Abilities: Atmospheric Craft, Rounded (Armed Combat, Ranged Combat: Projectile Weapons, Sport), Starship Duty.

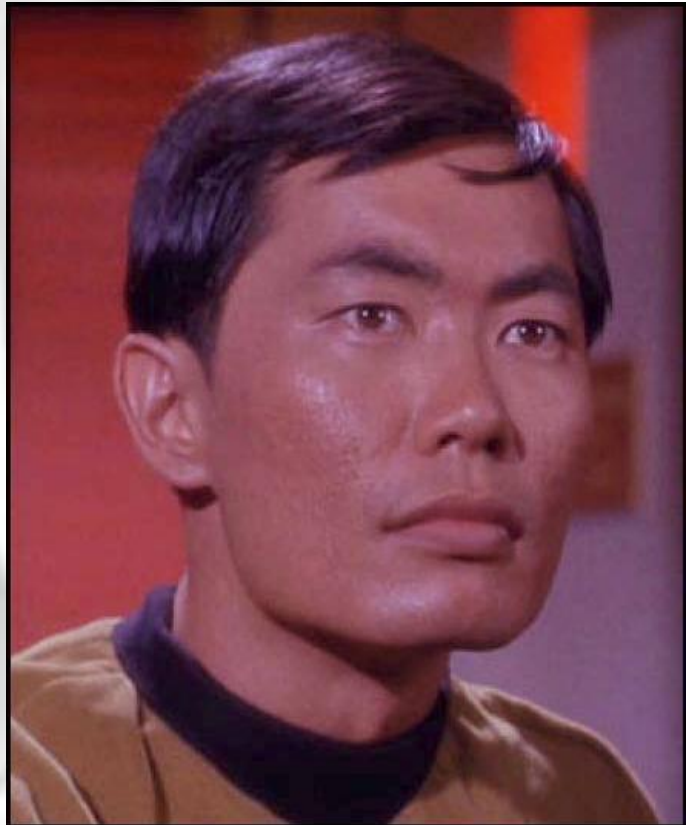
Advancements: 37

Skills: Armed combat: Simple Weapons (Sword) +5, Athletics (Run) +2, Computer Use (Retrieval) +4, Engineering: Systems Engineering (Flight Control) +4, Enterprise: Administration (Starfleet) +2, Knowledge: Culture (Federation, Human) +7, Knowledge: History (Federation, Human) +7, Knowledge: Law (Starfleet Regulations) +4, Knowledge: Specific World (Earth) +7, Language: (Federation Standard) +6, Observe (Spot) +3, Ranged combat: Energy Weapons (Hand Phaser, Phaser Rifle) +4, Ranged combat: Projectile Weapons (Hand gun) +5, Repair: +4, Science: Life Science (Botany) +5, Science:

Physical Science (Physics) +4, Science: Planetary Science (Geology) +5, Science: Space Science (Astrogation, Astronomy, Astrophysics) +10, Sport (Fencing) +5, (Judo) +8, Survival (Forest) +1, System Operation (Flight Control, Helm, Navigation, Sensors) +10, Unarmed Combat: (Kung Fu) +8

Edges: Command 1 (Helmsman on U.S.S. Enterprise), Martial Artist, Promotion 2 (Lieutenant), Resolute.

Flaws: None **Health:** 9 **Courage:** 4 **Renown:** 18



Lt. Commander Montgomery "Scotty" Scott

Species: Human

Species Abilities: Adaptable (+2toWill); the Human Spirit; Skilled.

Attributes: Agl 9 (+1), Int 10 (+2)*, Per 9 (+1), Prs 10 (+2), Str 10 (+2), Vit 7 (+0)*

Reactions: Quickness +1, Savvy +2, Stamina +3*, Willpower +4

Profession(s): Starship Officer (Starship Engineer)

Professional Abilities: Engineering Certification, Engineering Expertise (Propulsion Engineering (Warp Engines)), Jury-Rig, Miracle Worker (Propulsion Engineering (Warp Engines)), Starship Duty, System Overhaul

Advancements: 42

Skills: Armed combat: Simple Weapons (Sword) +5, Athletics (Swim) +3, Computer Use (Programming) +9, Construct (Electronics) +10, Engineering: Propulsion Engineering (Warp Engines) +10, Engineering: Structural Engineering (Aeronautical, Spaceframes) +8, Engineering: Systems Engineering (Transporter Systems) +10, Enterprise: Administration (Starfleet) +6, Entertain: Play Instrument (Bagpipe) +6, Knowledge: Culture (Federation, Human) +6, Knowledge: History (Federation, Human) +6, Knowledge: Law (Starfleet Regulation) +2, Knowledge: Specific World (Earth) +6, Language: (Federation Standard) +6, Observe (Spot) +3, Ranged combat: Energy Weapons (Hand Phaser, Phaser Rifle) +5, Repair (Computer) +10, Science: Physical Science (Physics, Temporal Physics) +8, Survival (Ocean) +2, System Operation (Engineering, Transporter) +10, Unarmed Combat: (Brawling) +8

Edges: Command 1 (Chief Engineer of the U.S.S. Enterprise), Curious, Promotion 3 (Lieutenant Commander), Skill Focus (Craftsman).

Flaws: Devotion (U.S.S. Enterprise) **Health:** 9 **Courage:** 5 **Renown:** 19



Ensign Pavel Chekov

Species: Human

Species Abilities: Adaptable (+2 to Willpower); the Human Spirit; Skilled.

Attributes: Agl 10 (+2)*, Int 8 (+1)*, Per 8 (+1), Prs 10 (+2), Str 5 (+0), Vit 9 (+1)

Reactions: Quickness +2*, Savvy +2, Stamina +1, Willpower +3

Profession(s): Starship Officer (Flight Control Officer)

Professional Abilities: Astrogation, Combat Piloting, Evasive Maneuvers, Starship Duty, Systems Technician.

Advancements: 20

Skills: Athletics (Run) +2, Computer Use (Retrieval) +4,

Engineering: Systems Engineering (Flight Control) +4, Enterprise: Administration (Starfleet) +2, Entertain Dance (Hopak) +3, Knowledge: Culture (Federation, Human) +6, Knowledge: History (Federation, Human) +6, Knowledge: Law (Starfleet Regulations) +3, Knowledge: Specific World (Earth) +6, Language: (Federation Standard) +6, Language: (Russian) +6, Ranged combat: Energy Weapons (Hand Phaser) +4, Repair +3, Science: Space Science (Astrogation, Astronomy, Stellar Cartography) +10, Survival (Forest) +1, System Operation (Flight Control, Helm, Navigation, Tactical) +10, Unarmed Combat: (Brawling) +4

Edges: Command 1 (Navigator/Weapons Officer on U.S.S. Enterprise), Confident, Curious, Suit Trained.

Flaws: Arrogant (Russia) **Health:** 9 **Courage:** 4 **Renown:** 18



Lieutenant Nyota Uhura

Species: Human

Species Abilities: Adaptable (+2 to Willpower); the Human Spirit; Skilled.

Attributes: Agl 10 (+2)*, Int 8 (+1), Per 9 (+1), Prs 10 (+2)*, Str 5 (+0), Vit 8 (+1)

Reactions: Quickness +2, Savvy +2*, Stamina +1, Willpower +3

Profession(s): Starship Officer (Starship Operations Officer)

Professional Abilities: Duty Officer, Starship Duty, Systems Technician.

Advancements: 29

Skills: Athletics (Run) +10, Computer Use (Retrieval) +4, Engineering: Systems Engineering (Communications) +10, Entertain: (Dance) +6, Entertain: Sing (Soul Blues) +6, First Aid +1, Knowledge: Culture (Federation, Human) +6, Knowledge: History (Federation, Human) +6, Knowledge: Law (Starfleet Regulations) +6, Knowledge: Specific World (Earth) +6, Language: (Federation Standard) +6, Language: (Swahili) +6, Observe (Listen) +8, Persuade (Debate) +5, Ranged combat: Energy Weapons (Hand Phaser) +5, Repair (Radio) +5, Sport (Running) +6, Survival (Forest) +2, System Operation (Operations) +10, Unarmed Combat: (Self Defense) +5

Edges: Bold, Command 1 (Communications Officer on U.S.S. Enterprise), Likeable, Promotion 2 (Lieutenant), Speed.

Flaws: None **Health:** 8 **Courage:** 3 **Renown:** 18



Nurse Christine Chapel

Species: Human

Species Abilities: Adaptable (+2 to Will); the Human Spirit; Skilled.

Attributes: Agl 6 (+0), Int 10 (+2)*, Per 9 (+1)*, Prs 9 (+1), Str 4 (+0), Vit 8 (+1)

Reactions: Quickness +2, Savvy +3, Stamina +3*, Willpower +4

Profession(s): Starship Officer (Medical)

Professional Abilities: Field Medicine, General Medicine, Immunization, Rehabilitation, Starship Duty.

Advancements: 10

Skills: Computer Use (Retrieval) +4, Enterprise: Administration (Starfleet) +6, Entertain: Dance (Ballet) +2, First Aid (Human) +4, Influence (Charm) +5, Knowledge: Culture (Federation, Human) +7, Knowledge: History (Federation, Human) +7, Knowledge: Specific World (Earth) +7, Language (Federation Standard) +7, Medicine (Exoanatomy, General Medicine) +5, Observe (Spot) +6, Persuade (Oratory) +4, Ranged combat: Energy Weapons (Hand Phaser) +2, Repair (Medical Systems) +4, Science: Life Science (Biology, Medical archeology, Endocrinology) +6, Science: Physical Science (Chemistry) +9, System Operation (Medical Systems) +7, Unarmed Combat (Self Defense) +2

Edges: Command 1 (head nurse on U.S.S. Enterprise), Cultural Flexibility, Resolute, Skill Focus (Compassionate), Thinker.

Flaws: Pacifist 2 **Health:** 8 **Courage:** 5 **Renown:** 8

