STAR TREK™ ADVENTURES



THE ORIGINAL SERIES

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THE ORIGINAL SERIES CHARACTERS



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01.10 THE CREW OF THE U.S.S. ENTERPRISE NCC-1701

"We didn't set out to make history. I mean, I don't suppose anybody really does, but the crew of the *Enterprise*? We were just doing our jobs. History just sort of found us.

Which is impressive, because space is big. It's hard to find something as small as a starship, even a ship the size of a *Constitution*-class heavy cruiser, in something so big. But it found us anyway, and soon enough, there were stories about Captain Kirk and the rest of the crew. Some of the stories grew into tall tales and legends, of course, and some of them were thought to be nothing else from the beginning, but I was there. I saw what happened. In the former category, the captain didn't take on a dozen Gorn warriors *mano a mano*; there was just the one, and that was enough. Commander Spock really did have his brain stolen, though, and the giant space amoeba? That one really happened, too.

Something else that's not a tall tale? The relationship that Captain Kirk had with his crew. All of them. It's customary for a captain to know his crew, of course, but Captain Kirk took it a little further than other captains I've served under. He took the time to at least ask how our families were back home when we'd meet in a corridor; not everybody does that. It made doing the job easier, knowing he cared about his crew.

His loyalty to the ship and the crew isn't a tall tale, either; he risked his life more than once to save both. We lost more than fifty crewmen over the course of those five years, and he took every one of those deaths personally. That kind of loyalty filters down, and I think that's one of the reasons why history found us. We were tight. We worked well together, because we learned by the captain's example. We would have fought the Devil for each other. Matter of fact, I think we actually did once, but that's a different story.

That's how we achieved so much, I suppose. I think the ship's first contact record is still intact, for instance. I know that where I was, down in engineering, the *Enterprise*'s speed records were something that all of us, not just Commander Scott, took immense pride in. Lieutenant Uhura practically created a whole new position because she wasn't content to just sit there and open hailing frequencies; that's going to change crew organization from now on.

It wasn't all about Starfleet records, though; the *Enterprise* wound up helping the entire Federation. Doctor McCoy developed dozens of medicines and medical procedures, for example, which have already saved countless lives. Commander Spock and the Science division made breakthroughs in more scientific disciplines than I care to count, which have gone on to revolutionize everything from computer design to crop fertilization.

I'm on the *Kongo* now, but I've already put in to be reassigned to the *Enterprise* after her refit. I want to be a part of what she does next!"

01.20

THE ORIGINAL SERIES CHARACTERS

CAPTAIN JAMES T. KIRK

COMMANDING OFFICER

"Captain Kirk didn't demand perfection, but he did require you to give as much to the job as he did: everything. If you could do that, he stayed out of your way. He expected every crew member to do their job. If you didn't, he let you hear about it. If you did it well, he let your supervisor hear about it. And there was no one – no one – he wouldn't face down in defense of his crew.

So yes, he was a hard man to serve under. And I'd go back in a second if I had the chance."

TRAITS: Human

VALUES:

- I Don't Believe in a No-Win Scenario
- Married to the *Enterprise*
- Risk Is Our Business
- There's No Such Thing as the Unknown

ATTRIBUTES

CONTROL 09	FITNESS 09	PRESENCE 10
DARING 11	INSIGHT 09	REASON 08

DISCIPLINES

COMMAND 05	SECURITY 03	SCIENCE 02
CONN 02	ENGINEERING 03	MEDICINE 01

FOCUSES:
Hand-to-Hand Combat, History, Leadership, Persuasion, Phasers, Starship Tactics

TALENTS:

- **Bold (Command):** When you attempt a Task with Command and buy additional d20s using Threat, you may re-roll a single d20.
- **Follow My Lead:** Once per scene, when you succeed at a Task during combat or another perilous situation, you may spend one Determination. If you do, choose a single ally. The next Task that ally attempts counts as having assistance from you, using your **Presence + Command**.
- **Mean Right Hook:** Your Unarmed Strike attack gains the Vicious 1 damage effect.
- **Spirit of Discovery:** You may spend one Determination to add three points to the Momentum pool. The normal conditions for spending Determination still apply.

DETERMINATION:
(Start with 1) ☐☐☐

STRESS:
☐☐☐☐☐☐☐☐☐☐☐☐

RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 4⮝ Knockdown, Vicious 1, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 6⮝, Size 1H, Charge)

EQUIPMENT:
Communicator, phaser type-2



01.30

THE ORIGINAL SERIES CHARACTERS

COMMANDER SPOCK

FIRST OFFICER / CHIEF SCIENCE OFFICER

> *I know Spock considered his Human heritage a weakness, but I always considered it a hidden strength, something that tempered the rigidity of his Vulcan upbringing. In a crisis, most Vulcans are models of stoic calm, before, during, and after. They are unable or unwilling to present any other demeanor. Spock was like that during emergencies, but afterwards – not always, just every now and then, mostly when he thought no one else was looking – he might let the Human out. His shoulders would relax, there might be a barely audible exhalation. Then the Vulcan would re-emerge, but stronger for having taken that brief respite. Most Vulcans never learn to do that.*

TRAITS: Vulcan, Human

VALUES:

- Caught Between Two Worlds
- Logic Is the Beginning of Wisdom, Not the End
- The Needs of the Many Outweigh the Needs of the Few. Or the One
- There Are Always Possibilities

ATTRIBUTES

CONTROL 12	FITNESS 09	PRESENCE 08
DARING 08	INSIGHT 08	REASON 11

DISCIPLINES

COMMAND 03	SECURITY 02	SCIENCE 05
CONN 02	ENGINEERING 03	MEDICINE 01

FOCUSES:
Astrophysics, Composure, Computers, Debate, Starfleet Protocols, Temporal Physics

TALENTS:

- **Cautious (Science):** Whenever you attempt a Task with Science, and you buy one or more d20s by spending Momentum, you may re-roll a single d20.
- **Intense Scrutiny:** Whenever you succeed at a Task using Reason or Control as part of an Extended Task, you may ignore 2 Resistance for every Effect rolled.
- **Mind-Meld:** You have undergone training in telepathic techniques that allow the melding of minds through physical contact. This will always require a Task with a Difficulty of at least 1, which can be opposed by an unwilling participant. If successful, you link minds with the participant, sharing thoughts and memories; Momentum may be spent to gain more information, or perform deeper telepathic exchanges. This link goes both ways, and it is a tiring and potentially hazardous process for you. Complications can result in pain, disorientation, or lingering emotional or behavioral difficulties.
- **Nerve Pinch:** The nerve pinch counts as a melee weapon with 1⮝, Size 1H, and the Intense and Non-lethal qualities. You may use Science or Medicine instead of Security when attempting a nerve pinch attack, and may increase damage by your Science or Medicine Discipline instead of Security.



DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 3⮝ Knockdown, Size 1H, Non-lethal)
- Nerve Pinch (Melee, 6⮝ Intense, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 5⮝, Size 1H, Charge)

EQUIPMENT: Communicator, tricorder, phaser type-2

01.40

THE ORIGINAL SERIES CHARACTERS

DOCTOR LEONARD MCCOY

CHIEF MEDICAL OFFICER

"I was on shore leave and wandered off. Not my brightest decision; some of the local fauna took exception to my being there. Staggered, bleeding, back to the camp site, my group beamed up, and there's Dr. McCoy, waiting for me. 'You just relax, son' he said, 'you're going to be fine.' Something about the way he said it ... you knew it was true.

I woke up a little later and he asks me how I'm feeling. I tell him I'm okay, he says, 'Good,' and then chews me out like one of my uncles would for doing something stupid. I never did that *again, I'll tell you."*

TRAITS: Human

VALUES:

- Bartender Therapist
- Hands of a Surgeon
- Never Mind the Blasted Machines
- Simple Country Doctor

ATTRIBUTES

CONTROL 09	FITNESS 09	PRESENCE 09
DARING 08	INSIGHT 11	REASON 10

DISCIPLINES

COMMAND 02	SECURITY 02	SCIENCE 04
CONN 01	ENGINEERING 02	MEDICINE 05

FOCUSES:
Analysis, Anatomy, Composure, Pharmacology, Psychology, Surgery

TALENTS:

- **Dauntless:** Whenever you attempt a Task to resist being intimidated or threatened, you may add a bonus d20 to your dice pool.
- **Doctor's Orders:** When you attempt a Task to coordinate others, or to coerce someone into taking or refraining from a specific course of action, you may use your Medicine Discipline instead of Command.
- **Quick Study:** When attempting a Task that will involve unfamiliar medical procedures, or which is to treat an unfamiliar species, ignore any Difficulty increase stemming from your unfamiliarity.
- **Intense Scrutiny:** Whenever you succeed at a Task using Reason or Control as part of an Extended Task, you may ignore 2 Resistance for every Effect rolled.

DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 3⮝ Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 5⮝, Size 1H, Charge)

EQUIPMENT: Communicator, medical tricorder, phaser type-2



01.50

THE ORIGINAL SERIES CHARACTERS

LT. CMDR. MONTGOMERY SCOTT

CHIEF ENGINEER

> *That infamous brawl with the Klingons on the K-7 space station? Nothing about that surprises me at all. It could have been Klingons, it could have been Nausicaans, it could have been the crew of the* Lexington. *I believe that anyone saying that sort of thing about the* Enterprise *would have roused his ire (though, admittedly, it might not have come to blows had it not been Klingons). With no family of his own, Scott had poured all his paternal instinct into that ship, especially her engines, and no one at all was going to insult his children like that and get away with it.*

TRAITS: Human

VALUES:

- Always Pad Your Estimates
- An Old Aberdeen Pub-Crawler
- I Cannae Change the Laws of Physics
- My Poor, Wee Bairns

ATTRIBUTES

CONTROL 11	FITNESS 08	PRESENCE 09
DARING 09	INSIGHT 08	REASON 11

DISCIPLINES

COMMAND 03	SECURITY 02	SCIENCE 03
CONN 02	ENGINEERING 04	MEDICINE 02

FOCUSES:
Alcoholic Beverages, Analysis, Physics, Power Systems, Starship Propulsion, Transporters

TALENTS:

- **A Little More Power:** Whenever you succeed at an Engineering Task aboard your own ship, you may spend one Momentum to regain one spent Power.
- **Cautious (Engineering):** Whenever you attempt a Task with Engineering, and you buy one or more d20s by spending Momentum, you may re-roll a single d20.
- **I Know My Ship:** Whenever you attempt a Task to determine the source of a technical problem with your ship, add one bonus d20.
- **Resolute:** You increase your maximum Stress by 3.



DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 3 Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 5, Size 1H, Charge)

EQUIPMENT:
Communicator, phaser type-2

01.60 THE ORIGINAL SERIES CHARACTERS
LIEUTENANT HIKARU SULU

FLIGHT CONTROLLER

"People called him a dilettante, but that wasn't right. He didn't dabble. You only had to know Lieutenant Sulu for five minutes to realize that he didn't do things halfway. He could change directions in his hobbies – and the rest of his life, really – with virtually no effort, but whatever he was doing, that's what he was doing. Time in the botany lab? He was working with his plants. Sitting at the helm? He was flying the ship. Sulu did so many things that we occasionally wondered when he had the chance to try something new ... like sleep."

TRAITS: Human

VALUES:
- I'll Protect You, Fair Maiden!
- If It's Important to You, You Make Time for It
- Panic Gets You Nowhere
- Renaissance Man

ATTRIBUTES

CONTROL 09	FITNESS 11	PRESENCE 09
DARING 10	INSIGHT 08	REASON 09

DISCIPLINES

COMMAND 03	SECURITY 02	SCIENCE 03
CONN 04	ENGINEERING 02	MEDICINE 02

FOCUSES:
Astrophysics, Botany, Fencing, Hand-to-Hand Combat, Helm Operations, Mathematics

TALENTS:
- **Bold (Conn):** Whenever you attempt a Task with Conn, and you buy one or more d20s by adding to Threat, you may re-roll a single d20.
- **Push the Limit:** When you attempt a Conn Task that has increased in Difficulty due to environmental conditions or damage to the engines, reduce the Difficulty by 1, to a minimum of 1.
- **Precise Evasion:** Whenever you succeed at the *Evasive Action* Task, you may spend two Momentum. If you do, the ship does not suffer the increased Difficulty for attacks normally caused by *Evasive Action*.
- **Starship Expert:** Whenever you succeed at a Conn Task to identify a type of starship, or to try and understand an unknown form of starship, you gain one bonus Momentum, which may only be used on the *Obtain Information* Momentum Spend, or to pay part of the cost of the *Create Advantage* Momentum Spend (where the Advantage must represent some form of known or observed weakness in the ship being studied).

DETERMINATION: (Start with 1) ☐☐☐
STRESS: ☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:
- Unarmed Strike (Melee, 3⮝ Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 5⮝, Size 1H, Charge)

EQUIPMENT: Communicator, phaser type-2



01.70

THE ORIGINAL SERIES CHARACTERS

LIEUTENANT NYOTA UHURA

CHIEF COMMUNICATIONS OFFICER

"She could do just about anything on the bridge of a starship. I saw her fill in at navigation more than once. Saw her cover for Mr. Spock, too. But the communications console... that was where Lieutenant Uhura really made things sing, if you'll pardon the expression. Sitting there, she was the ship's guardian angel. All hell would be breaking loose, the ship shaking itself to pieces, the compartment filling up with smoke... and out of all the chaos came that sweet, steady voice. 'Hang on, boys,' she'd say. 'Help is on the way.' That voice saved us, every bit as much as Kirk or Sulu did."

TRAITS: Human

VALUES:
- More Than Just Hailing Frequencies
- Sorry, Neither!
- The Calm Amidst the Storm
- Voice of an Angel

ATTRIBUTES

CONTROL 10	FITNESS 09	PRESENCE 10
DARING 08	INSIGHT 09	REASON 10

DISCIPLINES

COMMAND 02	SECURITY 03	SCIENCE 03
CONN 03	ENGINEERING 04	MEDICINE 01

FOCUSES:
Communications Systems, Composure, Computers, Cryptography, Damage Control Procedures, Singing

TALENTS:
- **Cautious (Engineering):** Whenever you attempt a Task with Engineering, and you buy one or more d20s by spending Momentum, you may re-roll a single d20.
- **Intense Scrutiny:** Whenever you succeed at a Task using Reason or Control as part of an Extended Task, you may ignore 2 Resistance for every Effect rolled.
- **Jury-Rig:** Whenever you attempt an Engineering Task to perform repairs, you may reduce the Difficulty by 1, to a minimum of 0. If you do this, however, then the repairs are only temporary and will last only a single scene, plus one additional scene per Momentum spent (Repeatable) before they fail again. Jury-rigged repairs can only be applied once, and the Difficulty to repair a device that has been jury-rigged increases by 1.
- **Resolute:** You increase your maximum Stress by 3.

DETERMINATION:
(Start with 1) ☐☐☐

STRESS:
☐☐☐☐☐☐☐☐☐☐☐☐☐☐

RESISTANCE: 0

ATTACKS:
- Unarmed Strike (Melee, 4⮝ Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 6⮝, Size 1H, Charge)

EQUIPMENT: Communicator, phaser type-2



01.80 THE ORIGINAL SERIES CHARACTERS

ENSIGN PAVEL A. CHEKOV

NAVIGATOR

"Ensign Chekov? He was a hard kid to nail down, those first couple of years he was on board. There was a part of him that was this wide-eyed 22-year-old kid saying, 'Bozhe moi, look at me, I'm on the bridge of a starship!' But there was another side of him that was meticulous, diligent. He wanted to be a good officer, to learn everything, even if he did try to learn it all at once. He was sharp and he paid attention. I think that's the thing that Captain Kirk noticed in him, the thing he tried most to nurture."

TRAITS: Human

VALUES:

- Better to be Too Thorough than Not Thorough Enough
- Every Day is an Adventure
- I'm Not That Green
- It's a Russian Inwention

ATTRIBUTES

CONTROL 10	FITNESS 09	PRESENCE 09
DARING 10	INSIGHT 09	REASON 09

DISCIPLINES

COMMAND 03	SECURITY 03	SCIENCE 03
CONN 04	ENGINEERING 02	MEDICINE 01

FOCUSES:
Astronavigation, Astrophysics, Investigation, Sensors, Shipboard Tactical Systems, Stellar Cartography

TALENTS:

- **Fly-By:** Whenever you use the *Swift Task* Momentum spend, you do not increase the Difficulty of the second Task if either of the Tasks you attempt is to pilot a vessel or vehicle.
- **Spirit of Discovery:** You may spend one Determination to add three points of Momentum to the group Momentum pool. The normal conditions for spending Determination still apply.
- **Technical Expertise:** Whenever you attempt a Task assisted by the ship's Computers or Sensors, you may re-roll one d20 (which may be the ship's die).
- **Untapped Potential:** Whenever you succeed at a Task for which you bought additional dice with either Momentum or Threat, roll 1 ⮝. You receive bonus Momentum equal to the score of the ⮝, and add one point to Threat if an Effect is rolled.

DETERMINATION:
(Start with 1) ☐☐☐
STRESS:
☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 4⮝ Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 6⮝, Size 1H, Charge)

EQUIPMENT: Communicator, phaser type-2



01.90

THE ORIGINAL SERIES CHARACTERS

ENSIGN CHRISTINE CHAPEL

CHIEF NURSE

> *To this day, I don't understand how she went from being a promising biofeedback researcher at Johns Hopkins to being McCoy's nurse on the* Enterprise *without feeling like she'd taken a huge step backward ... but she did it. For love, of all things. But that was quintessentially Christine Chapel. She loved, sometimes specifically, like Korby or Spock ... but more often, and most importantly, very broadly. She cared deeply about everybody, even though it might be to her detriment. It was her compassion, which many see as a weakness, that was actually the core of her strength.*

TRAITS: Human

VALUES:

- Attracted to Brilliance
- Better to Have Loved and Lost
- Nurse First, Starfleet Officer Second
- The Mind Can Help Heal the Body

ATTRIBUTES

CONTROL 08	FITNESS 09	PRESENCE 10
DARING 09	INSIGHT 10	REASON 10

DISCIPLINES

COMMAND 03	SECURITY 02	SCIENCE 04
CONN 01	ENGINEERING 02	MEDICINE 04

FOCUSES:
Ballet, Biofeedback, Endocrinology, Medical Archaeology, Psychology, Psychotherapy

TALENTS:

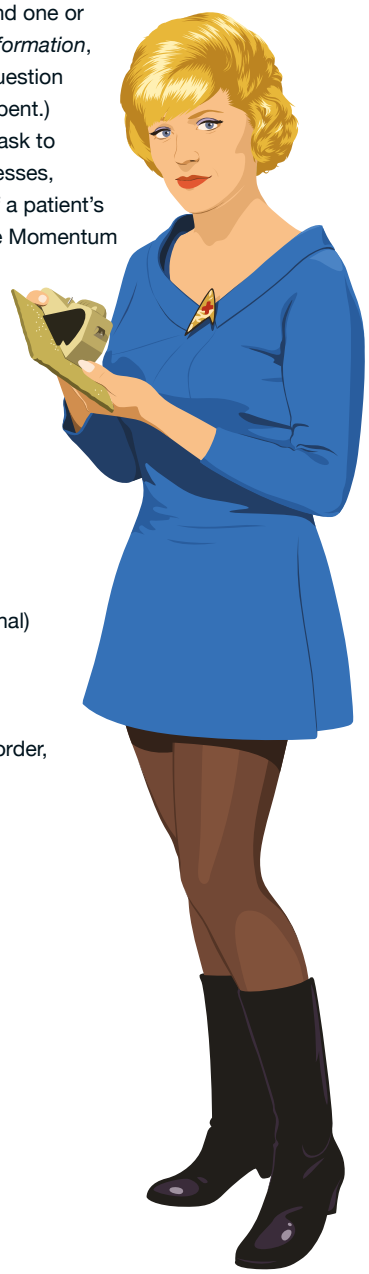
- **Quick Study:** When attempting a Task that will involve unfamiliar medical procedures, or which is to treat an unfamiliar species, ignore any Difficulty increase stemming from your unfamiliarity.
- **First Response:** Whenever you attempt the *First Aid* Task during combat, you gain a bonus d20. Further, you may always Succeed at a Cost, with each Complication you suffer adding 1 to the Difficulty of healing the patient's Injury subsequently.
- **Studious:** Whenever you spend one or more Momentum to *Obtain Information*, you may ask one additional question (in total, not per Momentum spent.)
- **Triage:** When you attempt a Task to identify specific injuries or illnesses, or to determine the severity of a patient's condition, you may spend one Momentum (Repeatable) to diagnose one additional patient.

DETERMINATION:
(Start with 1) ☐☐☐
STRESS:
☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 0

ATTACKS:

- Unarmed Strike (Melee, 3⮝ Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 4⮝, Size 1H, Charge, Hidden 1)

EQUIPMENT: PADD, medical tricorder, phaser type-1



02.00 THE ORIGINAL SERIES CHARACTERS
U.S.S. ENTERPRISE NCC-1701

FEDERATION STARSHIP



One of only a few *Constitution*-class starships commissioned by Starfleet, the *Enterprise* was undoubtedly one of the most successful ships of her class, serving with distinction under the commands of Robert April, Christopher Pike, and, most famously, James Kirk, whose triumphant five-year mission became the stuff of legend.

At the end of Kirk's five-year mission, the *Enterprise* underwent a massive refit program, essentially building an entirely new ship upon her aging spaceframe. However, no vessel holds a place in history quite like Kirk's *Enterprise* in the years before this refit.

CLASS: Constitution
COMMISSIONED: 2245
MISSION PROFILE: Multirole Explorer

TRAITS: Federation Starship, Renowned, Long-Serving

SYSTEMS

COMMS 08	ENGINES 08	STRUCTURE 08
COMPUTERS 08	SENSORS 08	WEAPONS 08

DEPARTMENTS

COMMAND 03	SECURITY 03	SCIENCE 03
CONN 02	ENGINEERING 02	MEDICINE 02

POWER: 8 **SCALE:** 4
SHIELDS: ☐☐☐☐☐☐☐☐☐☐☐☐
RESISTANCE: 4

CREW SUPPORT (TOTAL): 4

ATTACKS:
- Phaser Banks (Energy, Range M, 8⮝, Versatile 2)
- Photon Torpedoes (Torpedo, Range L, 6⮝ High Yield)
- Tractor Beam (Strength 3)

TALENTS:
- **Improved Power Systems:** The ship's power systems are especially efficient. On a successful Power Management Task, the ship gains 2 Power per Momentum spent (Repeatable), instead of 1.
- **Independent Phaser Supply:** The ship's phasers use an independent power supply, rather than drawing directly from the ship's other power. Attacking with the ship's phasers no longer has a Power Requirement. However, the ship may not spend additional Power to boost the effectiveness of an attack with the Phasers.
- **Modular Laboratories:** At the start of an adventure, choose how the laboratories are configured; this counts as an Advantage which applies to work performed within the laboratories.
- **Rugged Design:** Reduce the Difficulty of all Tasks to repair the ship by 1, to a minimum of 1.

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