

# 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)

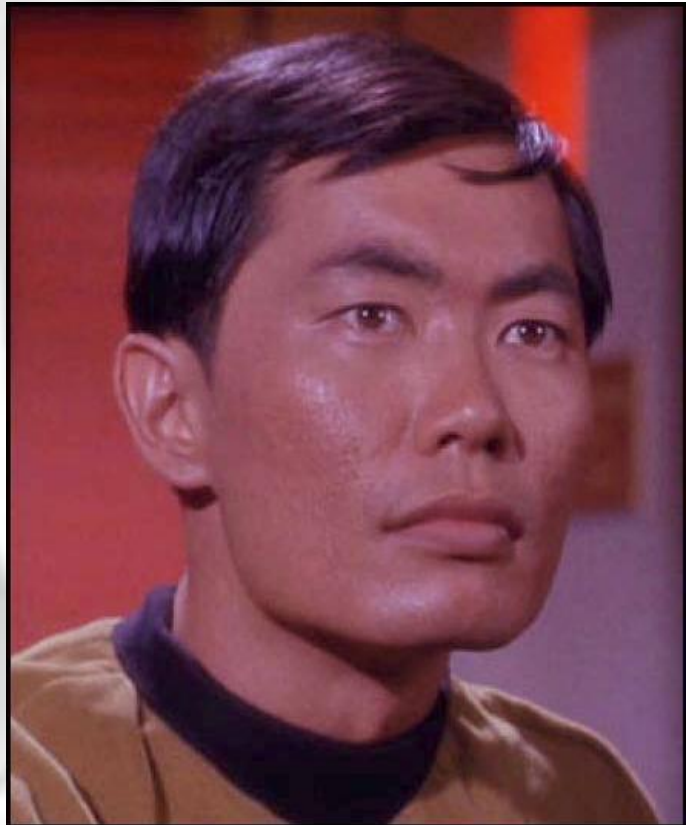
**Professional Abilities:** Atmospheric Craft, Rounded (Armed Combat, Ranged Combat: Projectile Weapons, Sport), Starship Duty.

**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

