

# Ensign ZELTEN

## Benzite Operations Officer

### SPECIES

Benzite

### PERSONAL DEVELOPMENT

Academic Upbringing

### PROFESSIONAL DEVELOPMENT

Starship Operations Officer, Basic System Operator

### SPECIES ABILITIES

Atmosphere Requirement (Suffocates without respirators, +2 to Repair (Environmental Systems) tests)

Toxic Resistance (Successful TN 7 Stamina test halves effects and negates secondary effects from toxins; after an unsuccessful test, still only takes 3/4 effect)

### ATTRIBUTES

Strength 7 [0]

-Agility 8 [+1]

Vitality 8 [+1]

-Intellect 10 [+2]

Perception 12 [+3]

Presence 5 [-1]

### REACTIONS

-Quickness +3

Savvy +3

Stamina +1

Willpower +2

### PROFESSION

Starship Officer (Operations)

### PROFESSIONAL ABILITIES

Station Proficiency (Once per session, may reroll one System Operations test and take the better result)

Starship Duty

### TRAITS

ADVANCEMENTS: 0

HEALTH: 8

DEFENSE: 8

COURAGE: 3

RENOWN: 1

### SKILLS

Athletics +2

Computer Use +3

Energy Weapons +2

Engineering: System (Computer Systems) +5

First Aid +1

Knowledge: Benzite Culture +4

Knowledge: Federation History +2

Knowledge: Benzite History +4

Knowledge: Benzar +4

Language: Benza +4

Language: Federation Standard +3

Repair +2

Survival +3

System Operation (Operations) +5

Unarmed Combat: Self Defense +2

### EDGES

Curious (When you spend a point of Courage during an Academic test, you gain +5 to the test result, instead of +3)

Meticulous (+1 cumulative bonus per round to extended tests)

Famous Event (+1 Renown; Academy reputation)

### FLAWS

None

### EQUIPMENT

Starfleet communicator badge

PADD (+7 bonus to any Knowledge skill test, as long as you spend a full minute looking up the information)

Starfleet Type II phaser (1,000 charges)

### BACKGROUND

Zelten's crewmates would be amazed to learn that on Benzar, she was a rebel. Her geostructure was unique on Benzar; for a thousand years, it was nothing but libraries and the spartan domiciles of the people who tended them. The Andragov score calculations (the Benzite rubric of personal achievement) of the inhabitants revolved around their librarian duties, and when Zelten left to join Starfleet they all told her nothing outside could help her score more than the libraries she was abandoning. Zelten, however, doesn't see it as abandonment, but fulfilling the curiosity and love of knowledge the libraries opened in her. Though a typical Benzite stickler for procedure and regulations, her true drive is hunger for new experiences.

# Ensign CATHERINE GRANGE

Human Science Officer

## SPECIES

Human

## PERSONAL DEVELOPMENT

Frontier Upbringing

## PROFESSIONAL DEVELOPMENT

Starship Science Officer, Planetary Survey

## SPECIES ABILITIES

Adaptable

The Human Spirit

Skilled

## ATTRIBUTES

Strength 5 [-1]

-Agility 8 [+1]

Vitality 7 [0]

-Intellect 12 [+3]

Perception 8 [+1]

Presence 9 [+1]

## REACTIONS

Quickness +1

Savvy +1

-Stamina 0

Willpower +3

## PROFESSION

Starship Officer (Science)

## PROFESSIONAL ABILITIES

Journeyman (May use all skills in the Science group untrained; when choosing a new Science skill, she automatically chooses one specialty)

Starship Duty

## TRAITS

ADVANCEMENTS: 0

HEALTH: 6

DEFENSE: 8

COURAGE: 4

RENOWN: 0

## SKILLS

Computer Use (Retrieve) +3

Energy Weapons +1

Entertain: Play Guitar +1

Investigate +1

Knowledge: Human Culture +6

Knowledge: Human History +6

Knowledge: Volan III +6

Knowledge: Federation Frontier Politics +1

Knowledge: Federation Law +2

Language: Federation Standard +6

Science: Life (Ecology, Biology, Botany) +5

Science: Space (Astrogation) +1

Science: Planetary (Hydrology; Meteorology) +3

Repair +1

System Operation (Sensors) +4

Survival (Desert) +2

## EDGES

Alert (+2 Initiative)

Thinker (+1 to academic tests)

## FLAWS

Dark Secret (Maquis contact)

## EQUIPMENT

Starfleet communicator badge

Tricorder (adds +5 to most skill tests made using the Tricorder)

Starfleet Type II phaser (1,000 charges)

## BACKGROUND

Ensign Grange's grew up among thistles and soil impregnators on the Federation colony of Volan III, enjoying nature and observing firsthand the processes of technology shaping environments. Though she graduated near the top of her class in the Academy and can beat most of her peers in breadth of knowledge, she doesn't "put on airs," as her sainted grandmother would put it, but prefers a practical and casual attitude. She was wary of the Cardassians, like many who grew up near their borders; but after the planet was ceded to the Cardassians as part of a peace treaty and stories of the colonist's mistreatment started to filter out, her anger overrode her better judgement and she began aiding the Maquis resistance with information and occasional supplies.

# Ensign MATUA I'TUL

## SPECIES

Bolian

## PERSONAL DEVELOPMENT

Nomadic Childhood

## PROFESSIONAL DEVELOPMENT

Starship Engineering Officer, Troubleshooter

## SPECIES ABILITIES

Selfless (Regains a Courage point automatically when risking his life to help others)

Small Group Dynamics (+1 to Enterprise, Inquire (Fraternize), Tactics (Small Unit) and team-based Sport and Gaming tests)

Works Well With Others (grants +1 species bonus to combined tests he's participating in)

## ATTRIBUTES

Strength 6 [0]

Agility 8 [+1]

Vitality 9 [+1]

-Intellect 9 [+1]

Perception 8 [+1]

-Presence 10 [+2]

## REACTIONS

Quickness +1

Savvy +2

-Stamina +1

Willpower +1

## PROFESSION

Starship Officer (Science)

## PROFESSIONAL ABILITIES

Engineering Certification (May use all skills in the Engineering group untrained; when choosing a new Engineering skill, he automatically chooses one specialty)

Starship Duty

## TRAITS

ADVANCEMENTS: 0

HEALTH: 9

DEFENSE: 8

COURAGE: 3

RENOWN: 0

# Bolian Engineering Officer

## SKILLS

Computer Use +2

Construct +2

Energy Weapon +1

Engineering: Propulsion (Impulse, Warp) +3

Engineering: Structural (Spaceframes) +3

Engineering: System (Communications, Shields) +5

Enterprise: Streetwise +1

Gaming: Dom-Jot +2

Knowledge: Federation Culture +4

Knowledge: Bolian History +2

Knowledge: Colourful Spacefaring Stories +6

Language: Bolian +2

Language: Federation Standard +4

Negotiate +1

Repair +2

System Operation +2

Unarmed Combat: Brawling +1

## EDGES

Contacts (Spacefarers; Streetwise)

Coordinator (You gain twice the normal bonus for participants when leading a combined test)

Ally 2 (Relatives and spacefarers)

## FLAWS

None

## EQUIPMENT

Starfleet communicator badge

Tricorder (adds +5 to most skill tests made using the Tricorder)

Engineering Kit

Starfleet Type II phaser (1,000 charges)

## BACKGROUND

Matua I'tul is one of a breed born to space. His parents, his parent's parent's, and their parents unto the seventh generation were space travellers. Explorers, traders, renegades, fugitives, pirates, et cetera. I'tul has a hundred stories of his ancestors, or someone he's related to, or someone that his grandpappy's co-husband met that one time on Barisa Prime, and he's happy to tell anyone over a glass of whiskey or a game of dom-jot. Joining Starfleet was just another way of following in his family's profession. Gain some life experience, meet some people, then resign his commission and get his own ship. That's the plan, anyway, but he's not ready to do it quite yet. Maybe next year. Maybe.

# Ensign HENG CHAO

## SPECIES

Human

## PERSONAL DEVELOPMENT

Artistic Upbringing

## PROFESSIONAL DEVELOPMENT

Starship Science Officer, Basic System Operator

## SPECIES ABILITIES

Adaptable

The Human Spirit

Skilled

## ATTRIBUTES

Strength 6 [0]

-Agility 8 [+1]

Vitality 6 [0]

Intellect 10 [+2]

-Perception 11 [+2]

Presence 9 [+1]

## REACTIONS

Quickness +2

-Savvy +4

Stamina 0

Willpower +1

## PROFESSION

Starship Officer (Counselor)

## PROFESSIONAL ABILITIES

Pathos (Ignore all social penalties on Inquire (Interview) tests)

Starship Duty

## TRAITS

ADVANCEMENTS: 0

HEALTH: 6

DEFENSE: 8

COURAGE: 4

RENOWN: 0

# Human Counselor Officer

## SKILLS

Appraise +1

Computer Use +1

Computer Use (Retrieve) +5

Entertain: Play Violin +3

Influence +2

Inquire (Fraternize) +4

Knowledge: Vulcan Culture: +3

Knowledge: Vulcan History +2

Knowledge: Human Culture +4

Knowledge: Human History +4

Knowledge: History of Music +4

Knowledge: Aldebaran III +2

Knowledge: Vulcan +3

Language: Cantonese +2

Language: Federation Standard +6

Medicine (Psychology) +3

System Operation (Command) +3

## EDGES

Skill Focus (Diplomatic) (+4 to Negotiate (Mediate) tests)

## FLAWS

None

## EQUIPMENT

Starfleet communicator badge

Starfleet Type II phaser (1,000 charges)

## BACKGROUND:

Heng Chao drifted quietly into Starfleet. A musically-inclined and shy child, he found the competitive attitude in the Aldebaran Musical Academy took the joy out of his playing. Instead, he found himself drawn to psychology and the study of other cultures. A romance went sour while he was studying on Vulcan and while trying to distance himself from it he entered Starfleet Academy, eventually graduating as a counselor. His detached demeanor makes him seem wise beyond his years, but he's still not comfortable when becoming personally involved in events.