

STAR TREK

ROLEPLAYING GAME

STAR TREK
THE NEXT GENERATION

CHARACTER PROFILES



JEAN-LUC PICARD



SKILLS

Armed Combat (Sword, Fencing) 8, Athletics (Running) 6
Computer Use (Retrieval) 7, Conceal (Weapon) 3
Engineering / Systems (Holosystems) 4, Enterprise /
Administration (Starfleet) 11, Entertain (Drama, Ressianian
Flute) 6, Gaming (Poker) 3, Impersonate (Disguise) 3,
Knowledge / Culture (Human, Klingon, Borg) 10,
Knowledge / History (Human, Federation) 9, Knowledge /
Law (Starfleet Regulations, Federation, Klingon) 11,
Knowledge / Specific World (Earth) 10, Knowledge / Trivia
(Horses) 6, Language (French) 7, Language (Klingon) 5,
Ranged Combat / Energy Weapons (Phaser) 7, Repair
(EVA Suit, Tricorder, Phaser) 7, Science / Planetary
(Geology) 4, Science / Social (Archaeology,
Anthropology) 9, Science / Space (Astrogation,
Astronomy, Stellar Cartography) 10, Stealth 3, Survival
(Desert) 5, System Operations (Command, Flight Control,
Weapons) 9, Tactics (Space, Romulan, Borg, Unit) 11,
Unarmed Combat (Self-defense, Brawling) 6

EDGES

Ally 2 (Ambassador Sarek, Chancellor Gowron), Bold,
Command 2, Confident, Contacts 3 (Starfleet Command /
Administration), Contacts 1 (Archaeological Community /
Administration), Contacts 1 (Klingon High Council /
Administration), Promotion 5, Skill Focus (Diplomatic),
Thinker

FLAWS

Infamy (Locutus of Borg), Intolerant (Borg)

HEALTH	DEFENSE	INITIATIVE
10	8	+2

COURAGE	RENOWN	RENOWN MOD.
4	35	+ / -6

GENERAL INFORMATION

Captain of the USS Enterprise-D. Born in Labarre, France, in 2305. Picard entered Starfleet Academy at the age of 18. Rather reckless in his younger days, shortly after his graduation in 2327 Picard suffered severe injuries in a fight with three Nausicaans, and required a cardiac replacement.

His first command came when the captain of the USS Stargazer was killed in action and Picard took command of the ship. In 2363, Picard assumed command of the USS Enterprise-D. While captain of the Enterprise-D, he came under scrutiny for numerous actions including several violations of the Prime Directive, though he also saved the Federation on numerous occasions (Including repelling several attacks by the Borg Collective).

Picard's hobbies include archeology and music.

SPECIES: HUMAN

SPECIES ABILITIES

Adaptable (+2 Willpower), Skilled, The Human Spirit

ASSIGNMENT: USS Enterprise-D

RANK: Captain

POSITION: Commanding Officer

PERSONAL DEVELOPMENT

Academic Upbringing

PROFESSIONAL DEVELOPMENT

Basic Commander

ATTRIBUTES

Strength 9 (+1), Agility 9 (+1), Intellect 11 (+2), Vitality 9 (+1), Presence 10 (+2), Perception 10 (+2)

REACTIONS

Quickness +2, Savvy +3, Stamina +2, Willpower +4

PROFESSION(S)

Starship Officer (Command)

PROFESSIONAL ABILITIES

Anticipate Opposition, Capable, Command, Commanding Presence, Familiar Systems, Fighting Captain, Infinite Diversity, Rounded (Social Science, Space Science), Spirit of the Fleet, Starship / Starbase Protocol (Starfleet, Klingon IDF), Starship Duty (Command), Starship Tactics, Thinks Like a Borg, Universal Renown, We Come in Peace

ADVANCEMENTS:

WILLIAM T. RIKER



Climbing) 7, Computer Use (Retrieval) 7, Craft (Cooking) 5, Engineering / Systems (Weapons) 4, Enterprise / Administration (Starfleet) 9, Entertain (Trombone) 5, Gaming (Poker) 8, Influence (Charm, Seduce) 8, Knowledge / Culture (Human) 8, Knowledge / History (Human, Federation) 8, Knowledge / Law (Starfleet Regulations, Klingon Military) 10, Knowledge / Specific World (Earth) 8, Language (Klingon) 4, Negotiate (Entreat) 7, Persuade (Debate) 9, Ranged Weapons / Energy Weapons (Phaser) 9, Repair (Weapons, Tricorder) 7, Science / Space (Astronomy, Astrogration) 8, Survival (Mountain) 5, System Operations (Command, Flight Control, Tactical) 9, Tactics (Starfleet, Tholian, Ground) 10, Unarmed Combat (Mok'bara, Brawling) 10

EDGES

Bold, Command 1, Commendation 5, Confident, Contacts 2 (Starfleet Command / Administration), Dead Aim, Dodge, Famous Event (Wolf 359), Innovative 2, Promotion 4, Quick Shot, Skill Focus (Seductive)

FLAWS

Devotion (Deanna Troi), Rival (Kyle Riker)

SPECIES: HUMAN

SPECIES ABILITIES

Adaptable (+2 Stamina), Skilled, The Human Spirit

ASSIGNMENT: USS Enterprise-D

RANK: Commander

POSITION: Executive Officer

PERSONAL DEVELOPMENT

Starfleet "Brat"

PROFESSIONAL DEVELOPMENT

Command (Manager)

ATTRIBUTES

Strength 10 (+2), Agility 9 (+1), Intellect 8 (+1), Vitality 11 (+2), Presence 10 (+2), Perception 8 (+1)

REACTIONS

Quickness +1, Savvy +2, Stamina +4, Willpower +2

PROFESSION(S)

Starship Officer (Commander)

PROFESSIONAL ABILITIES

Capable, Commanding Presence, Familiar Systems, Fighting Captain, Fire Control Officer, Get Your Hands Dirty, Ground Tactics (from *Innovative* edge), Intrepid, Reconnaissance (from *Innovative* edge), Rounded (Law), Spirit of the Fleet, Starship / Starbase Protocol (Starfleet), Starship Duty, Starship Tactics

ADVANCEMENTS: 44

SKILLS

Armed Combat (Anbo-jyutsu) 9, Athletics (Running,

HEALTH	DEFENSE	INITIATIVE
13	8	+1
COURAGE	REOWN	REOWN MOD.
4	20	+ / -4

GENERAL INFORMATION

Executive Officer of the USS Enterprise-D. Born in Alaska, he graduated eighth in his class at Starfleet Academy. He was first assigned to the USS Pegasus where he helped his captain escape a mutiny attempt resulting in the death of the crew and the destruction of the ship.

In 2361, during the evacuation of Nervalva IV, a freak transporter accident created a duplicate of Riker, who was marooned on the planet for eight years.

Riker joined the crew of the Enterprise-D in 2364, as second in command. He became the first Starfleet officer to serve aboard a Klingon vessel when, in 2365, he served as first officer under the officer exchange program. Happy with his position on the Enterprise, Riker refused several promotions to captain of his own ship.

He enjoys cooking and playing Jazz trombone.



Construct (Electronics) 6, Engineering / Propulsion (Warp Drive, Fusion) 10, Engineering / Structural (Spaceframes) 7, Engineering / Systems (Computers, Sensors, Transporters, Weapons) 9, Enterprise / Administration (Starfleet, Engineering Dpt.) 4, Gaming (Poker) 6, Influence (Charm) 5, Investigate (Research) 5 Knowledge / Culture (Human) 5, Knowledge / History (Human, Federation) 8, Knowledge / Law (Starfleet Regulations) 5, Knowledge / Specific World (Earth) 6 Ranged Combat / Energy Weapons (Phaser) 6, Repair (All Specialties) 9, Science / Physical (Physics, Mathematics) 9, Science / Space (Astrophysics, Astrogation) 7 Survival (Ocean) 5, System Operations (Engineering,, Flight Control, Sensors, HoloSystems) 9, Unarmed Combat (Judo, Self-defense) 7

EDGES

Ally 2 (Parents), Command 1, Contacts 3 (Federation Engineers / Administration), Curious, Night Vision (*from VISOR*), Promotion 3, Skill Focus (Keen Sight – *from VISOR*)

FLAWS

None

SPECIES: HUMAN

SPECIES ABILITIES

Adaptable (+2 Willpower), Skilled, The Human Spirit

ASSIGNMENT: USS Enterprise-D

RANK: Lieutenant Commander

POSITION: Chief Engineer

PERSONAL DEVELOPMENT

Starfleet “Brat”

PROFESSIONAL DEVELOPMENT

Engineering (Troubleshooter)

ATTRIBUTES

Strength 8 (+1), Agility 8 (+1), Intellect 11 (+2), Vitality 8 (+1), Presence 8 (+1), Perception 10 (+2)

REACTIONS

Quickness +2, Savvy +2, Stamina +1, Willpower +4

PROFESSION(S)

Starship Officer (Engineer)

PROFESSIONAL ABILITIES

24 / 7, Capable, Engineering Certification, Engineering Expertise (Propulsion / Warp Drive, Systems / Computers), Familiar Systems, Fix-it, Infinite Diversity, Intrepid, Jury-rig, Miracle Worker (Propulsion), Pure Theory, Rounded (History), Solid Workmanship, Starship Duty (Engineering), System Overhaul

ADVANCEMENTS: 23

SKILLS

Armed Combat (Sword, Fencing) 5, Athletics (Running, Swimming) 5, Computer Use (Retrieval, Programming) 9

HEALTH	DEFENSE	INITIATIVE
9	8	+2
COURAGE	RENOWN	RENOWN MOD.
4	18	+ / -3

GENERAL INFORMATION

Chief Engineer aboard the Enterprise-D. Born blind, LaForge wears a prosthetic VISOR which allows him to perceive EM radiation from radio waves, to gamma rays in addition to visible light.

Originally assigned to the Enterprise-D as flight controller in 2364, at the request of Captain Picard he was promoted to full lieutenant and assigned as chief engineer the following year. An expert engineer, LaForge constantly seeks to improve the performance of the Enterprise's engines and engages in informal engine efficiency competitions with the chief engineers on other starships.

Because his parents traveled so much when he was a child, LaForge has a knack for languages.



(Poker) 5, Influence (Charm) 6, Investigate (Research) 7
 Knowledge / History (Human, Federation) 6, Knowledge /
 Law (Starfleet Regulation) 5, Knowledge / Specific World
 (Earth) 3, Medicine (General, Diagnostic, Surgery) 10,
 Ranged Combat / Energy Weapons (Phaser) 4, Repair
 (Medical Equipment) 5, Science / Life (Agronomy,
 Biology) 11, Survival (Jungle) 3, System Operations,
 (Medical, Holosystems, Flight Control) 9, Unarmed
 Combat (Mok'bara) 4

EDGES

Ally (Dr. Dalen Quaique), Command 1, Contacts 2 (Starfleet
 Medical / Administration), Multitasking, Promotion 4, Skill
 Focus (Compassionate)

FLAWS

Devotion (Wesley Crusher), Pacifist 2

HEALTH	DEFENSE	INITIATIVE
8	8	+1
COURAGE	RENOWN	RENOWN MOD.
4	16	+ / -3

GENERAL INFORMATION

Chief Medical Officer on board the Enterprise-D. Born in
 2324 in Copernicus City, Luna, she graduated medical
 school in 2350 before joining Starfleet.

In 2348, she married fellow Starfleet officer Jack Crusher,
 and they had a son, Wesley, whom she raises on the
 Enterprise-D. Jack was killed on an Away mission under
 Picard's command in 2354.

She joined the crew of the Enterprise-D in 2364. Her
 detailed knowledge of modern medical techniques, her
 compassionate bedside manner, her devotion to healing,
 and her knowledge of herbalism and primitive medicine
 all combine to make her one of the most highly regarded
 physicians in Starfleet.

Her hobbies include dance and theater, and she directs
 an amateur theater company on board the ship.

SPECIES: HUMAN

SPECIES ABILITIES

Adaptable (+2 Willpower), Skilled, The Human Spirit

ASSIGNMENT: USS Enterprise-D

RANK: Commander

POSITION: Chief Medical Officer

PERSONAL DEVELOPMENT

Colony Upbringing

PROFESSIONAL DEVELOPMENT

Medical (Ship's Doctor)

ATTRIBUTES

Strength 7 (0), Agility 8 (+1), Intellect 10 (+2), Vitality 8
 (+1), Presence 10 (+2), Perception 8 (+1)

REACTIONS

Quickness +1, Savvy +2, Stamina +1, Willpower +4

PROFESSION(S)

Starship Officer (Medical)

PROFESSIONAL ABILITIES

Capable, Diagnosis, Emergency Response, Field
 Medicine, General Medicine, Ignore Those Blasted
 Machines, Immunization, Infinite Diversity, Intrepid, Lab
 Work, Rehabilitation, Rounded (Entertain), Starship Duty
 (Medical), We Come in Peace

ADVANCEMENTS: 38

SKILLS

Computer Use (Retrieval) 8, Craft (Writing) 3, Enterprise /
 Administration (Starfleet, Medical) 5, Entertain (Dance,
 Director) 8, First Aid (Human, Klingon) 11, Gaming



Entertain (Klingon Opera) 3, Gaming (Poker) 6, Influence (Intimidate) 7, Inquire (Interrogate) 4, Investigate (Forensics, Research) 7, Knowledge / Culture (Klingon, Human) 8, Knowledge / History (Klingon, Human, Federation) 8, Knowledge / Law (Klingon, Starfleet Regulations) 7, Knowledge / Specific World (Earth, Qo'noS) 6, Language (Federation Standard) 6 Language (Klingon) 8, Ranged Combat / Energy Weapons (Phaser) 10, Repair (Weapons) 6, Science / Planetary (Geology, Hydrology) 6, Science / Space (Stellar Cartography) 4, Survival (Desert, Mountain, Qo'noS) 7, System Operations (Security, Tactical, Sensors, Flight Control) 8, Unarmed Combat (Mok'bara, Brawling) 10

EDGES

Alert, Bold, Blunt Attack, Command 1, Contacts 2 (Starfleet / Administration), Courageous, Defensive Attack, Deliberate Attack, Dodge, Martial Artist, Promotion 2, Resolute

FLAWS

Devotion (K'Ehyleyr, Alexander)

SPECIES: KLINGON

SPECIES ABILITIES

High Pain Threshold (Bonus Edge), Klingon Traditional Weapons (Bonus Skill), Brak'lul, Ferocity, Honor

ASSIGNMENT: USS Enterprise-D

RANK: Lieutenant

POSITION: Chief of Security

PERSONAL DEVELOPMENT

Alien Upbringing (raised by Humans)

PROFESSIONAL DEVELOPMENT

Security (Tactical Officer)

ATTRIBUTES

Strength 13 (+3), Agility 11 (+2), Intellect 8 (+1), Vitality 14 (+4), Presence 8 (+1), Perception 8 (+1)

REACTIONS

Quickness +2, Savvy +1, Stamina +4, Willpower +4

PROFESSION(S)

Starship Officer (Security)

PROFESSIONAL ABILITIES

Capable, Familiar Systems, Intrepid, Physically Fit, Responsive, Rounded (Culture, History), Security Ops, Security Protocols, Starship Duty (Security), Subdue, Tactical Officer, Telling Detail

ADVANCEMENTS: 28

SKILLS

Armed Combat / Klingon Weapons (Bat'leth, D'k Tagh, Mek'leth) 10, Athletics (Climbing) 6, Computer Use (Retrieval) 6, Engineering / Systems (Weapons) 5,

HEALTH	DEFENSE	INITIATIVE
17	9	+4
COURAGE	RENOWN	RENOWN MOD.
3	20	+ / -4

GENERAL INFORMATION

Chief of Security aboard the Enterprise-D. He is the first Klingon to serve in Starfleet. Born in 2340, his family died in a Romulan attack on the Khitomer outpost in 2346.

Sergey Rozhenko, a crew member aboard the Federation ship, the Intrepid, which responded to the Klingon distress signal, rescued him. He and his wife adopted Worf and raised him, first on Gault, then on Earth. As a Klingon raised among Humans, he is very conscious of his dual heritage.

He considers himself both a Starfleet officer and a Klingon Warrior. However, when the Klingon High Council posthumously branded his father a traitor, Worf's feelings towards the Klingon Empire became strained.

Like most Klingons, he loves battle, and enjoys simulated combat in the holodeck. However, while on duty, he keeps careful reign on his violent nature.



SKILLS

Computer Use (All Specialties) 11, Craft (Painting) 4, Engineering / Propulsion (Warp Drive) 9, Engineering / Structural (Metallurgical) 9, Engineering / Systems (Computer) 9, Enterprise / Administration (Starfleet) 9, Entertain (Comedy, Dance, Violin) 7, Gaming (Poker) 5, Investigate (Research) 8, Knowledge / History (Federation) 9, Knowledge / Law (Starfleet Regulations) 8, Knowledge / Specific World (Earth) 9, Negotiate 3, Persuade 3, Ranged Combat / Energy Weapons (Phaser) 6, Repair (Tricorder, Phaser, Self) 9, Science / Life (All Specialties) 11, Science / Physical (All Specialties) 11, Science / Planetary (All Specialties) 11, Science / Social (All Specialties) 9, Science / Space (All Specialties) 11, Survival (All Specialties) 9, System Operations (Operations, Sensors, Flight Control) 10, Tactics (Unit, Space, Federation) 7, Unarmed Combat (Self-defense) 8

EDGES

Alert, Ambidextrous, Command1, Curious, Dodge 2, Eidetic Memory, Exceptional Concentration, Iron Willed 2, Multitasking, Speed, Thinker, Trait Upgrade 2 (Dodge, Iron Willed)

FLAWS

Enemy (Commander Sela), Familiar Face, Rival 2(Lore, Lt. Commander Christopher Hobson), Pacifist 2

HEALTH	DEFENSE	INITIATIVE
18	11	+6
COURAGE	RENOWN	RENOWN MOD.
3	21	+ / -4

GENERAL INFORMATION

Operations Manager aboard the Enterprise-D. He is a sentient android, built in 2335 by the brilliant and eccentric scientist Noonian Soong; he was the second of Soong's creations to become fully functional, after his 'brother' Lore.

Built using an experimental positronic brain, Data can perform computations at lightning speed, and has a vast amount of data on many subjects stored in his memory banks. He is the first sentient machine to be allowed to join Starfleet, and the final decision regarding his rights as a sentient being were not decided until 2365.

He is stronger, faster, and more durable than almost any organic humanoid; however, he possesses a limited understanding of humanoid psychology. He constantly seeks to better comprehend human phenomena like art and humor.

He has a pet cat, Spot, and plays the violin.

SPECIES: SOONG-TYPE ANDROID

SPECIES ABILITIES

Database, Mechanical, Ageless (Bonus Edge), Sense of Time (Bonus Edge), Behavioral Constraints (Species Flaw), Diminished Social Status (Species Flaw), Emotionless (Species Flaw)

ASSIGNMENT: USS Enterprise-D

RANK: Lieutenant Commander

POSITION: Operations Manager

PERSONAL DEVELOPMENT

Scientific Experiment

PROFESSIONAL DEVELOPMENT

Operations Manager

ATTRIBUTES

Strength 15 (+4), Agility 14 (+4), Intellect 16 (+5), Vitality 15 (+4), Presence 6 (0), Perception 16 (+5)

REACTIONS

Quickness +4, Savvy +5, Stamina +4, Willpower +5

PROFESSION(S)

Starship Officer (Operations)

PROFESSIONAL ABILITIES

Capable, Duty Officer, Eyes on the Board, Familiar Systems, Get Your Hands Dirty, Intrepid, Level-headed, Ops Manager, Personal Backup, Professional Edge, Rounded (Entertain), Starship Duty (Operations), Station Proficiency, Subvocalizer, Systems Technician, Well-briefed



Administration (Starfleet) 5, First Aid 3, Gaming (Poker) 6, Influence (Charm, Seduce) 8, Knowledge / Culture (Betazoid) 9, Knowledge / History (Betazoid, Federation) 9, Knowledge / Law (Starfleet Regulation) 5, Knowledge / Specific World (Betazed) 6, Language (Betazoid) 6, Medicine (Psychology) 8, Negotiate (Entreat) 10, Persuade (Oratory, Debate) 10, Ranged Combat / Energy Weapons (Phaser) 4, Repair (Tricorder) 3, Survival (Forest) 3, System Operations (Flight Control, Sensors) 7, Unarmed Combat (Mok'bara) 5

Empathy 7, Telepathy 5

EDGES

Ally (Lwaxana Troi), Contacts 1 (Starfleet / Administration), Cultural Flexibility, Promotion 3, Psionic Coverage (Empathy), Psionic Focus (Empathy), Skill Focus (Diplomatic)

FLAWS

Devotion (William Riker), Pacifist

SPECIES: BETAZOID / HUMAN

SPECIES ABILITIES

Adaptable (+2 Quickness), Skilled, Psionic (Bonus Edge), Code of Sentience (Species Flaw), Empathy (Bonus Skill)

ASSIGNMENT: USS Enterprise-D

RANK: Lieutenant Commander

POSITION: Ship's Counselor

PERSONAL DEVELOPMENT

Diplomat's Child

PROFESSIONAL DEVELOPMENT

Ship's Counselor

ATTRIBUTES

Strength 6 (0), Agility 9 (+1), Intellect 9 (+1), Vitality 8 (+1) Presence 10 (+2), Perception 10 (+2), PSI 7 (0)

REACTIONS

Quickness +4, Savvy +2, Stamina +1, Willpower +1

PROFESSION(S)

Starship Officer (Counselor)

PROFESSIONAL ABILITIES

Capable, Detect Falsehood, Intrepid, Not So Strange, Pathos, Professional Demeanor, Pry Secrets, Rounded (Culture, Influence), Sense Motive, Ship's Counselor, Starship Duty (Counseling), Therapy, Verbal Economy, We Come In Peace

ADVANCEMENTS: 31

SKILLS

Athletics (Climbing) 5, Computer Use 4, Enterprise /

HEALTH	DEFENSE	INITIATIVE
8	8	+4

COURAGE	RENOWN	RENOWN MOD.
3	12	+ / -2

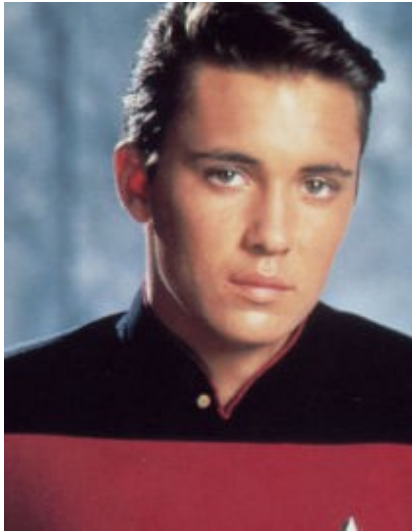
GENERAL INFORMATION

Ship's Counselor aboard the Enterprise-D. Born on Betazed to Ambassador Lwaxana Troi and Starfleet Officer Ian Andrew Troi, she is only half-Betazoid and an empath, rather than a full telepath like her mother.

After studying psychology at the University of Betazed, she joined Starfleet. While a psychology student, she became romantically involved with William T. Riker, but the relationship ended when Riker's career plans interfered. In addition to her duties as ship's counselor, she frequently uses her powerful empathic abilities to assist in numerous missions, such as when the Enterprise makes contact with newly discovered lifeforms of other ships.

Deeply caring and compassionate, she takes her job as ship's counselor very seriously. She enjoys vigorous exercise and fine chocolate.

WESLEY CRUSHER



Knowledge / Law (Starfleet Regulations) 4, Knowledge / Specific World (Earth) 3, Ranged Combat / Energy Weapon (Phaser) 2, Repair (Tricorder) 3, Science / Physical (Mathematics) 8, Science / Planetary (Planetology) 3, Science / Space (Astrogation) 4, System Operations (Flight Control, Sensors) 5

EDGES

Ally 2 (Jean-Luc Picard, The Traveler), Curious, Eidetic Memory, Promotion 1 (*field-promotion* to Ensign), Sense of Time, Species Friend (Tau Alpha C), Thinker

FLAWS

Devotion (Beverly Crusher, Captain Picard), Reckless, Rival (Nick Locarno)

HEALTH	DEFENSE	INITIATIVE
6	8	+3
COURAGE	RENOWN	RENOWN MOD.
4	6	+ / -1

SPECIES: HUMAN

SPECIES ABILITIES

Adaptable (+2 Willpower), Skilled, The Human Spirit

ASSIGNMENT: USS Enterprise-D

RANK: Ensign

POSITION: Flight Controller

PERSONAL DEVELOPMENT

Starfleet "Brat"

PROFESSIONAL DEVELOPMENT

Helmsman / Navigator

ATTRIBUTES

Strength 6 (0), Agility 8 (+1), Intellect 12 (+3), Vitality 6 (0), Presence 4 (0), Perception 12 (+3)

REACTIONS

Quickness +3, Savvy +3, Stamina +/-0, Willpower +5

PROFESSION(S)

Starship Officer (Flight Control)

PROFESSIONAL ABILITIES

Astrogation, Capable, Evasive Maneuvers, Intrepid, Not So Strange, Rounded (Mathematics), Starship Duty (Flight Control)

ADVANCEMENTS: 8

SKILLS

Athletics (Running) 5, Computer Use (Programming) 9, Engineering / Propulsion (Warp Drive) 3, Enterprise / Administration (Starfleet) 3, Knowledge / Culture (Human) 5, Knowledge / History (Human, Federation) 7,

GENERAL INFORMATION

He came on board the Enterprise-D at the age of 14.

His brilliant mind and deep interest in science and technology caused Captain Picard to promote him to an acting ensign in 2364, in recognition of his instrumental role in returning the ship to Federation space after a failed warp drive experiment.

Admitted to Starfleet Academy in 2367, after several prior attempts, and performed quite well. However, after participating in a prohibited flight maneuver while a member of Nova Squadron, and lying about it, he was required to repeat a year.

In 2370, he resigned his commission to the Academy and settled among the Native American colonists on Dorvan V. Soon afterwards, he joined an alien known as the Traveler, to learn his ability to manipulate space and time with thought.



Administration (Starfleet) 2, Knowledge / Culture (Bajoran, Cardassian) 6, Knowledge / Law (Starfleet Regulations) 5, Knowledge / Religion (Bajoran) 6, Knowledge / Specific World (Bajor) 5, Language (Cardassian) 3, Language (Federation Standard) 6, Repair (Phaser, Tricorder) 5, Survival (Desert) 5, System Operations (Flight Control, Tactical) 6, Tactics (Cardassian, Ground, Unit) 7, Unarmed Combat (Brawling) 7

EDGES

Alert, Ally (Jean-Luc Picard), Blunt Attack, Bold, Dead Aim, Quick Shot, Skill Focus (Furtive)

FLAWS

Familiar Face (due to Garon II incident), Infamy (Garon II incident), Intolerant (Cardassians), Proud

HEALTH	DEFENSE	INITIATIVE
12	8	+3

COURAGE	RENOWN	RENOWN MOD.
3 (+1 Pagh)	12	+ / -2

SPECIES: BAJORAN

SPECIES ABILITIES

Artistic, Faithful, Pagh (+1 Courage)

ASSIGNMENT: USS Enterprise-D

RANK: Ensign

POSITION: Flight Controller

PERSONAL DEVELOPMENT

Occupation Upbringing

PROFESSIONAL DEVELOPMENT

Helmsman / Navigator

ATTRIBUTES

Strength 9 (+1), Agility 9 (+1), Intellect 8 (+1), Vitality 11 (+2), Presence 6 (0), Perception 8 (+1)

REACTIONS

Quickness +1, Savvy +1, Stamina +2, Willpower +2

PROFESSION(S)

Starship Officer (Flight Control)

PROFESSIONAL ABILITIES

Astrogation, Atmospheric Craft, Capable, Evasive Maneuvers, Get Your Hands Dirty, Hot Hands, Intrepid, Rounded (Tactics), Starship Duty, Systems Technician, Will To Survive

ADVANCEMENTS: 16

SKILLS

Athletics (Running) 5, Computer Use (Retrieval) 7, Engineering / System (Helm) 3, Enterprise /

GENERAL INFORMATION

A Bajoran citizen, she joined Starfleet during the Cardassian occupation of Bajor.

Always a troublemaker, she received numerous reprimands, eventually being courtmartialed and imprisoned on Jaros II after disobeying orders during a mission in which 8 crew members lost their lives. She received a pardon in 2368 after she agreed to participate in a covert mission for the Federation.

She was subsequently assigned to the Enterprise-D. After serving well there for several years, she trained at Starfleet's Advanced Tactical Training School, and was promoted to Lieutenant.

A deeply patriotic Bajoran, she left Starfleet and joined the Maquis rebels shortly after Starfleet turned over several Federation colonies to the Cardassians following the treaty signed in 2370.

The above stats were converted from gaming statistics given for the characters of *The Next Generation* in the *Last Unicorn Games* publication, *The Price of Freedom*.

The conversions were done using Don Mappin's ICON-to-CODA conversion guide, and information available at [Memory ICON](#).

The resulting stats were then tweaked to bring them more in line with what is seen on the *Next Generation* TV show, and to also stay true to the CODA system.

The stats given here for Captain Picard, LaForge, and Worf are not the same as those in the Decipher Star Trek RPG Narrator's Guide.

The Species Traits and other information regarding Androids are from Scott Rhymer & Daniel Potter's *Artilects* e-book. An essential guidebook for using Artificial Life Forms as character in the Star Trek Roleplaying Game.

Skill-ratings in this booklet are given as the character's actual level in the skill in question, not as a modifier. Modifiers from Attributes, Edges, etc., are not taken into account in the skill listings (as per the Narrator's Guide).

Both Don Mappin's Conversion Guide, and Rhymer & Potter's *Artilects* are available at the [Beyond the Final Frontier](#) website.

CREDITS

Conversions by Maria Fernandez
PDF Layout by Elizabeth Knox

Character biographies from *The Price of Freedom*, published by Last Unicorn Games (copyright 1999 – now a property of Wizards of the Coast)

Android Species Traits, Development Packages, and other information by Scott Rhymer & Daniel Potter.

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