

The background of the entire page is a detailed technical drawing in a light blue color, showing various components of a Starship's interior, including a circular control panel with multiple dials and a central vertical structure. The drawing is composed of fine lines and some shaded areas, giving it a schematic or blueprint appearance.

# STAR TREK<sup>TM</sup>

## ADVENTURES

**STAR TREK: DISCOVERY**  
**SEASON 1**  
*PLAYER CHARACTERS*

TERMINAL MUH0142102-PDF

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Citters, Marian Cordry, Dayton  
Ward, & the many fans who  
support this game



Published by Modiphius Entertainment Ltd.  
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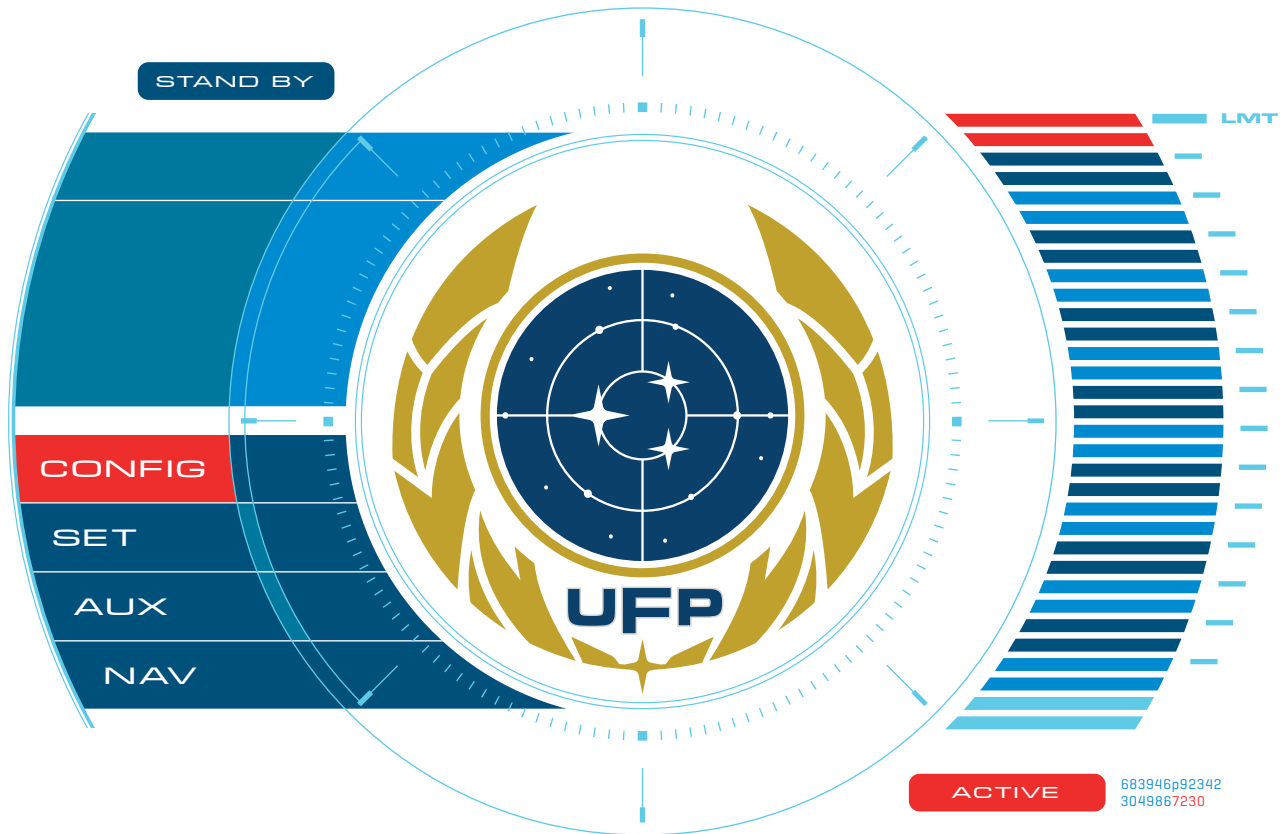
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MUH0142102-PDF

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# STAR TREK: DISCOVERY SEASON 1

# PLAYER CHARACTERS



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# INTRODUCTION

## ADMIRALTY COMMS

**TO:** ADMIRAL VANCE

**FROM:** KOVICH


I've completed initial interviews with *Discovery's* crew. After cross-referencing the biographical data from *Discovery's* main computer with what few additional historical records we have available to us, I've built comprehensive biographies of each living and deceased crew member and offer this preliminary report to you, as requested. I've taken the liberty of dividing this report into sections, in an effort to detail the crew through key points in their joint histories, leading up to their arrival in our century.

It should go without saying that this crew has undergone a remarkable journey, not just physically from 2258 to 3188, but also emotionally and, for some, spiritually. I'm confident that my biographies are accurate.

This first summary details most of the key personalities involved with *U.S.S. Discovery* in 2256, just prior to and during the Federation-Klingon War that erupted following the Battle at the Binary Stars. Subsequent reports will cover 2257–2258 and their arrival and activities to date in 3188.

I'll continue to observe and query key individuals in coming weeks and will amend this report as appropriate. I'll communicate any revisions through the usual channels.

CODED TRANSMISSION



SAN FRANCISCO FLEET YARDS      UNITED FEDERATION OF PLANETS

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# USS DISCOVERY

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• CROSSFIELD CLASS •

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STARFLEET REGISTRY NCC-1031

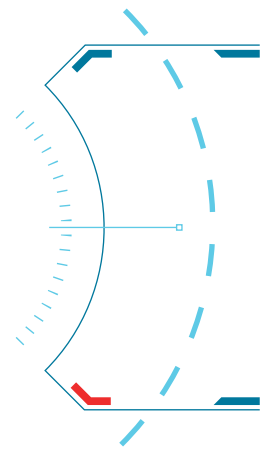
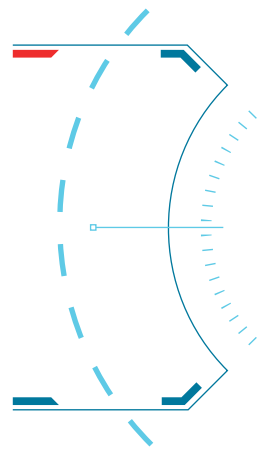
Starfleet Command: A. Kurtzman, G. Berg, A. Harberts, A. Goldsman, H. Kadin, C. Sweeney, B. Fuller, J. Alexander, A. Coleite, J. Menosky, T. Sullivan, A. Baiers, N. Meyer, F. Siracusa, J. Weber, B. Kim, E. Lippoldt, K. Beyer, S. Cochran, K. Powers, Fleet Ops: O. Osunsanmi, K. Lafferty, D. Tili, K. Orfanidis, J. Gayford, M. Simkin, O. Sitowitz, G. Phillips, G. Hetrick, N. Page, M. Suskin, J. Zimmerman, Research & Development: A. Maranville, M. Goldstein, T. Dinucci, B. Schultz, C. Silvestri, J. Gross, R. Johnson, G. Danby, A. Trifunovic, C. Gebacz, K. Felton-Lui, C. Dowling, D. Biagi, K. Tchaikovsky, E. Sampson, K. Gross, T. Grove, Science Ops: T. Chermiawsky, M. Steet, G. Chown, G. Navarro, C. Hoult, D. Tiernan, G. Hemwall, L. Hodgson, R. Colucci, T. Singh, K. McCord, R. Vivian, B. Fifield, M. Carella, S. Sealey, R. Fraser, T. I. Staley, F. Tata, R. Reed, D. Cummings, C. Penman, I. Allemang, J. Dudkowski, S. Gamzon, Tactical Ops: S. Stanley, W. Budge, N. Peschlow, A. Tsang, A. Hays, M. Morgan, D. Norton, E. Poutin, T. Peel, R. Dening, K. Brock, J. Eaves, T. Pringle, S. Schneider, B. Rendulic, R. Lai, B. Daprato, M. Moreira, J. Murray, M. Simonelli, J. Kirk, P. Nicolakakos, Yard Engineers: D. Stapf, K. Berg, J. McNamara, O. Neir, D. Feldheim, L. Miller, L. Metrose, K. Hall, J. Henry, Chiefs of Staff: R. Roddenberry, T. Roth, CNC: Gene Roddenberry

**"All things can be understood once they are discovered; the point is to discover them."**

# CHAPTER 02.00

# *PLAYER*

# *CHARACTERS*



STAND BY

CONFIG

SET

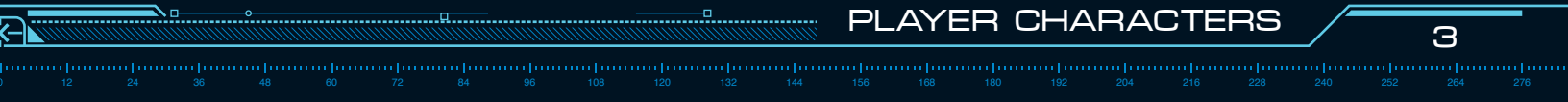
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02.10	Captain Gabriel Lorca .....	004
02.20	Commander Saru .....	005
	Kelpien .....	006
02.30	Lieutenant Paul Stamets .....	007
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# CAPTAIN GABRIEL LORCA

## COMMANDING OFFICER

288982

A true model of Terran heritage, Gabriel Lorca's acts of betrayal almost led to the end of the early Federation. After a failed coup attempt against Terran Emperor Philippa Georgiou, Lorca ended up in what we call the "Prime Universe." He assumed the identity of his counterpart and found his way into command of *U.S.S. Discovery*. He did not give up his quest to return to the Mirror Universe and slay Georgiou, however; even recruiting Michael Burnham of the Prime Universe since she, using subterfuge, could gain entry to the emperor's ship. Like many of his Terran contemporaries, Lorca was, by all accounts, a manipulative and warmongering opportunist.

The fate of the "prime" Lorca remains unknown. He is presumably long deceased.

**TRAITS:** Terran, Sensitive to Light

**VALUES:**

- I Study War to Learn from the Best
- The Federation is an Experiment Destined for Failure
- There Are No Free Rides on My Ship
- Universal Law is for Lackeys

### ATTRIBUTES

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

### DISCIPLINES

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

**FOCUSES:** Bioweapons, Deception, Exozology, Hand to Hand Combat, Terran Empire, Weapons Development

**STRESS:** ██████████

**RESISTANCE:** 0

**ATTACKS:**

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

**TALENTS:**

- **Back-Up Plans:** You have plans and contingencies which are set into motion whenever something goes awry. Whenever you or an ally fails in a task, you may add 1 point to the group's Momentum pool.
- **Menagerie:** When in your private lab, you automatically receive the advantage: Weapons and Monsters. Increase the complication range of any task by 2 when the advantage is active.
- **Self-Reliant:** You are capable when forced to rely on your own abilities. Whenever you succeed at a task where you did not purchase additional dice by spending Momentum or adding to Threat, you generate bonus Momentum equal to the task's Difficulty. Bonus Momentum cannot be saved.
- **Student of War:** When you aid another character attempting a task in combat, you may re-roll your die.





# COMMANDER SARU

## FIRST OFFICER

288982

Saru lived a simple life of agriculture on the world of Kaminar, doomed to be culled when he reached *Vahar'ai*. Though he loved his family, Saru always thought there was something more to their existence. When he found a piece of an enemy ship, Saru created a communication device to speak with the stars. Receiving the message, Philippa Georgiou of the Prime Universe found Saru and brought him to Starfleet where he was eventually given refugee status and joined Starfleet, the first member of his species to do so.

Saru rapidly moved up the ranks as a science officer. Eventually, he became chief science officer on board *U.S.S. Shenzhou* and took command when his captain was killed. Saru's retreat at the Battle at the Binary Stars saved the *Shenzhou* and its crew from certain death. He then went on to serve as Captain Lorca's first officer aboard *Discovery*.

**TRAITS:** Kelpien, Pre-*Vahar'ai*

**VALUES:**

- Before We Can Care for Others, We Must First Care for Ourselves
- I Am Surrounded By a Team I Trust
- I Will Not Fear the Coming of Death
- Kaminar Will Always Be My Home

### ATTRIBUTES

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

### DISCIPLINES

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

**FOCUSES:** Botany, Communication, Composure, Linguistics, Starfleet Protocol, Xenobiology

**STRESS:** [Progress bar]

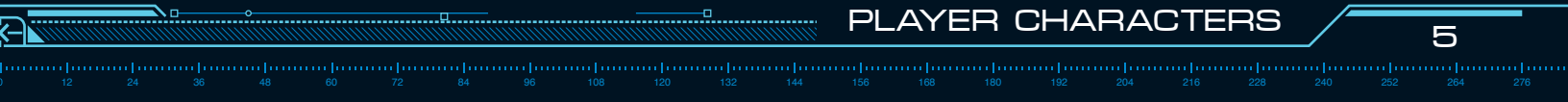
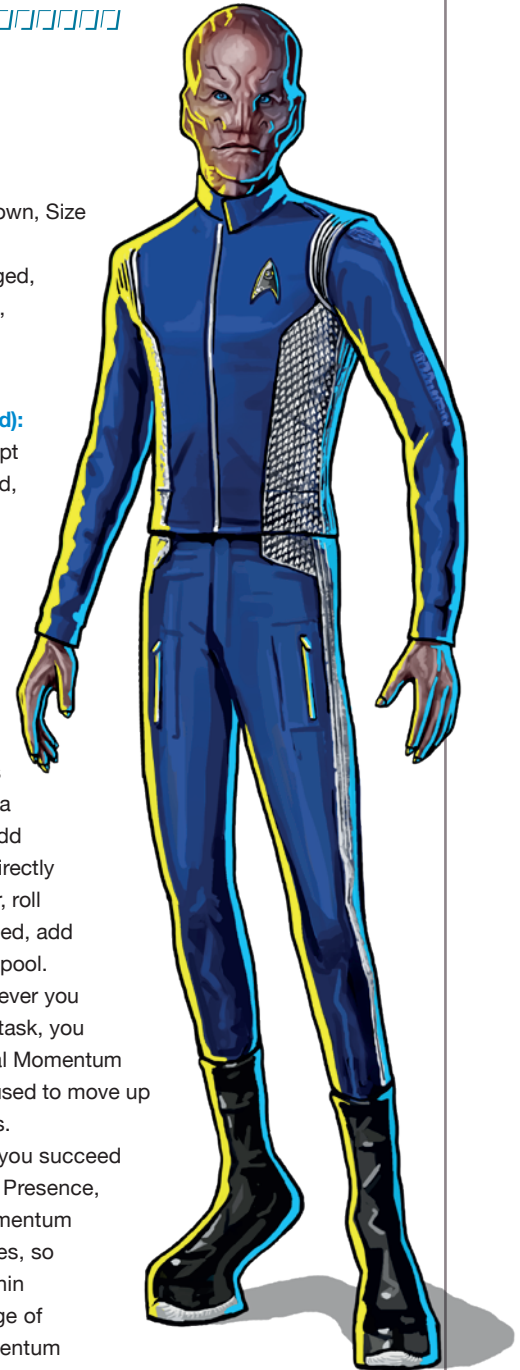
**RESISTANCE:** 0

**ATTACKS:**

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

**TALENTS:**

- **Cautious (Command):** Whenever you attempt a task with Command, and buy 1 or more d20s by spending Momentum, you may re-roll a single d20.
- **Ganglia (Pre-Vahar'ai):** When the gamemaster spends Threat to either add a complication or to add dice to a pool that directly affects the character, roll 1A; if an effect is rolled, add 1 Momentum to the pool.
- **On All Fours:** Whenever you succeed at a Sprint task, you generate 2 additional Momentum which may only be used to move up to 2 additional zones.
- **Reassuring:** When you succeed at a task using your Presence, you may spend Momentum to reassure your allies, so long as they are within communication range of you. It costs 1 Momentum (Repeatable) to reassure an ally, and this effect allows them to ignore a single complication rolled. This cannot be used to ignore complications from Succeeding at Cost.



# KELPIEN

288982

## AVAILABLE AFTER 2257

A sentient humanoid species indigenous to the planet Kaminar, Kelpiens live in an agrarian society. Elders are the leaders of the Kelpien culture, passing down knowledge and history through stories. One of these stories speaks of The Great Balance, a belief that by culling members of their species, the Kelpiens would have peace with the Ba'ul; a powerful species that would hunt their people to extinction if the Kaminar population got out of hand. This meant that when a Kelpien started going through their physiological change known as *Vahar'ai*, they would be brought in front of the All-Seeing Eye and culled, releasing them from the pain and threat of mental instability, as well as keeping the Great Balance in check.

Commander Saru discovered that the *Vahar'ai* was actually a natural physical change that made his people expert hunters. The culling and the Great Balance were both lies forced unto the Kelpiens by the Ba'ul. Eventually, the crew of *U.S.S. Discovery* helped the Kelpiens rise up against the Ba'ul and break free of the lies they had been told for generations.

**EXAMPLE VALUE:** The Great Balance Must Be Achieved

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Insight
- **TRAITS:** Kelpien. The Kelpiens are a bipedal species that are adapted to living on land and in the water. Kelpiens are able to run at considerable speeds for short bursts and can see into the ultraviolet and infrared spectrums of light.  
*Pre-Vahar'ai* / *Post-Vahar'ai*. When created, choose one of these two traits. If *Pre-Vahar'ai* is chosen, and your character ever experiences the changes that come with *Vahar'ai*, the trait is replaced by the *Post-Vahar'ai* trait.
- **TALENTS:** The character receives access to the following talents:

## GANGLIA

**REQUIREMENT:** Kelpien.

Kelpiens have special organs on the back of their heads called ganglia. These organs do different things depending on what stage of life the Kelpien is in, as such, this talent grants different abilities based on the character's *Vahar'ai* trait.

- **Pre-Vahar'ai:** When the gamemaster spends Threat to either add a complication, or to add dice to a pool or that directly affects the character, roll 1▲; if an effect is rolled, add 1 Momentum to the pool.

- **Post-Vahar'ai:** The character gains the following attack: Ganglia Dart (Ranged, 2▲, Piercing 1). The character's Security is added as normal to the attack's Stress rating.

## ON ALL FOURS

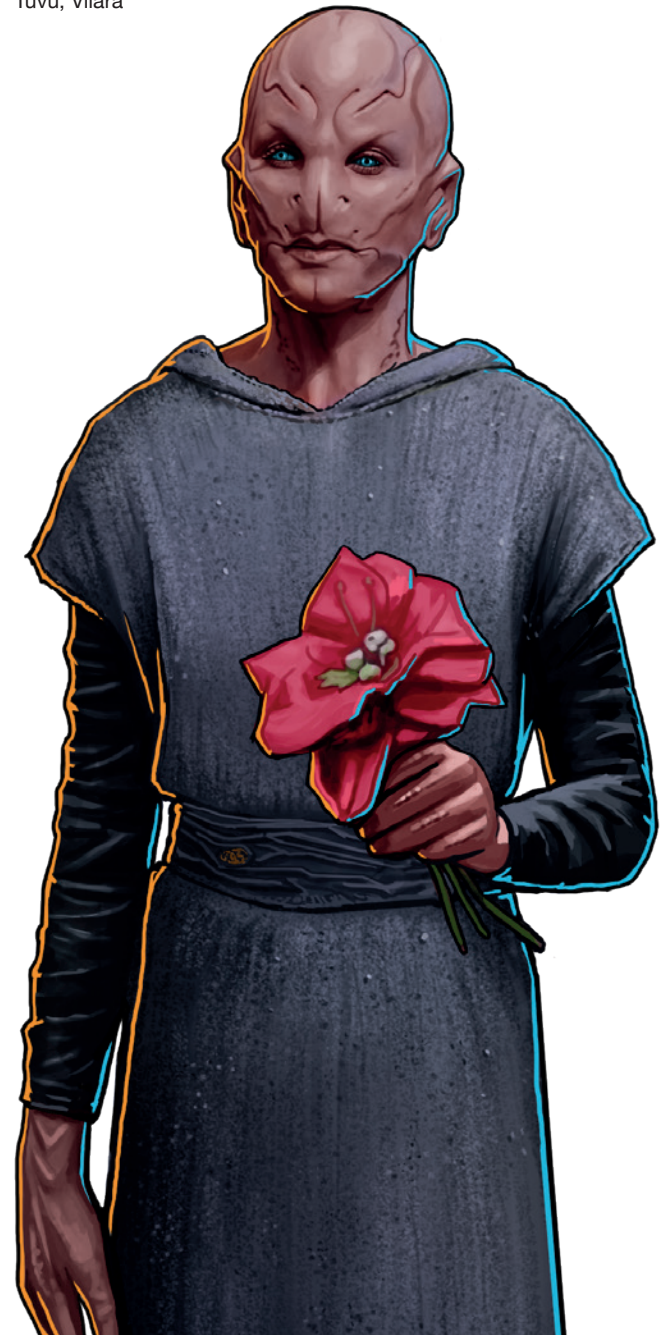
**REQUIREMENT:** Kelpien, or gamemaster's permission.

Kelpiens are able to run at considerable speeds for short bursts when necessary. Whenever the character succeeds at a Sprint task, they generate 2 additional Momentum which may only be used to move additional zones.

## NAMES

Kelpiens tend to have just a single name.

**SAMPLE NAMES:** Brinna, Dor'na, Kaladar, Lin'lev, Su'Vyn, Trialla, Tuvu, Vilara







# LIEUTENANT PAUL STAMETS

## ENGINEERING OFFICER

288982

Paul Stamets is one of the most brilliant minds of his time and our time...and he knows it. The man behind *U.S.S. Discovery's* revolutionary spore drive, Stamets' professional brilliance and confidence often manifests as arrogant self-importance. Yet, beneath his crotchety exterior lies the heart of a true scientist, one who uniquely understands the interwoven universe through the mycelial network. It is this same heart that caused him to distrust Captain Lorca and Starfleet, which Stamets believed perverted his research for violent ends. However, Stamets remained grounded by Doctor Hugh Culber, the only thing that meant more to him than fungi.

**TRAIT:** Human

**VALUES:**

- **Fungi is the Thread That Weaves Life Through Space**
- **Hugh is the Mycelial Network of My Heart**
- **My Work is More Beautiful Than Starfleet's Intentions**
- **Never Hide Who You Are — That's the Only Way Relationships Work**

### ATTRIBUTES

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

### DISCIPLINES

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

**FOCUSES:** Astromycology, Astrophysics, Biophysics, Quantum Mechanics, Unified Field Theory, Warp Theory

**STRESS:** [Progression bars]

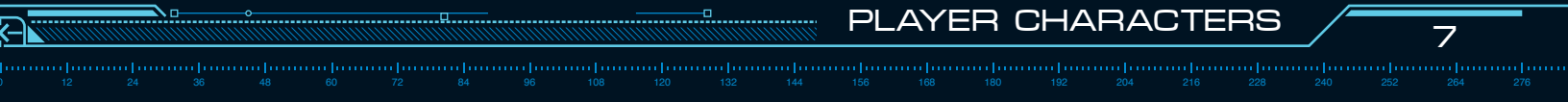
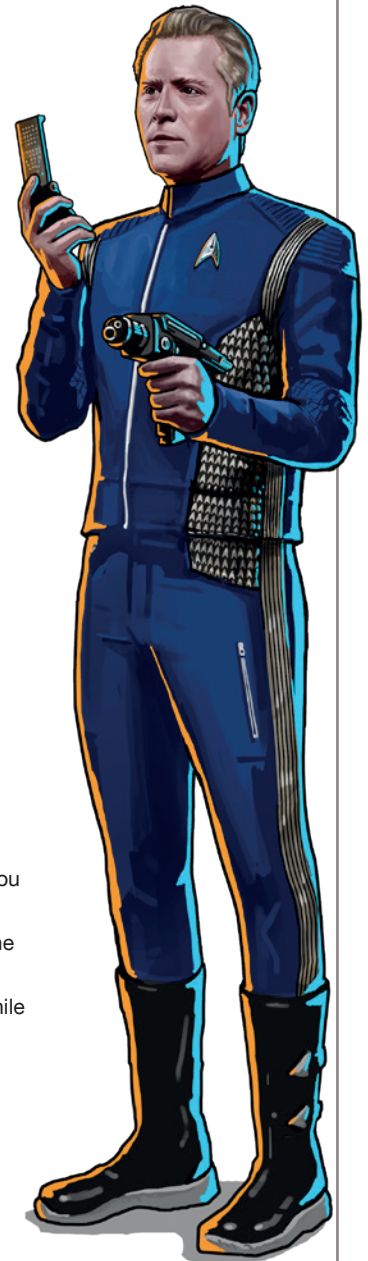
**RESISTANCE:** 0

**ATTACKS:**

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

**TALENTS:**

- **Applied Research:** You're a practical scientist, always looking to see how your knowledge can be put into practice. Once per scene, when you attempt a task which relates to information you received earlier that scene from an Obtain Information question, you may roll an additional d20.
- **Lab Rat:** You prefer to spend most of your free time engaged in various side projects and experiments. Because of this, you are extremely familiar with the equipment and capabilities of the labs on board your ship. When attempting an extended task while using a laboratory, you gain the Progression 1 effect.
- **Testing a Theory:** When you attempt a task using Engineering or Science, you may roll one additional d20, so long as you succeeded at a previous task covering the same scientific or technological field earlier in the same adventure.
- **Theory into Practice:** When you attempt a task using Engineering or Science where you gain the additional d20 from the Testing a Theory talent, reduce the Difficulty of the task by 1, to a minimum of 0.





# LT. COMMANDER HUGH CULBER

## MEDICAL OFFICER

288982

Hugh Culber was a doctor on *U.S.S. Discovery* where his husband, Paul Stamets, was also stationed as an engineer. Culber's passion for medicine began at an early age after he fell while hiking and injured his shoulder. Doctor Kashkooli saved Culber and stitched up his wound. The doctor's passions and calm demeanor inspired Culber to go to medical school.

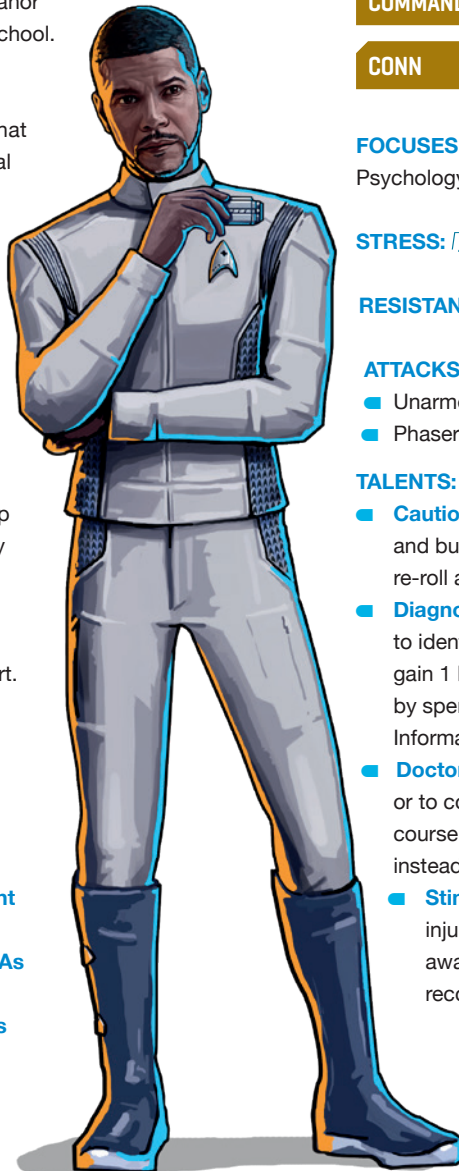
On board *Discovery*, Hugh aided in several important discoveries that gave the ship an important tactical advantage in the Federation-Klingon war. Most notably, Culber helped identify that the tardigrade creature known as "Ripper" was becoming injured each time the ship went to black alert and travelled the mycelial network. Doctor Culber discovered that the tardigrade may be sentient and even refused an order to jump from acting captain Saru that may have killed the creature outright.

Culber was killed by Ash Tyler in 2256. More on that in a future report.

**TRAIT:** Human

**VALUES:**

- I Will Treat Wounds; Not Inflict Them
- Mental Health Is As Important As Physical Health
- The Cure Isn't As Important As the Company
- Where There's a Will, There's a Way



### ATTRIBUTES

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

### DISCIPLINES

COMMAND	03	SECURITY	02	SCIENCE	04
CONN	01	ENGINEERING	01	MEDICINE	05

**FOCUSES:** Compassion, Emergency Medicine, Genetics, Psychology, Quarantine Protocol, Xenobiology

**STRESS:** [Progress bar with 10 segments]

**RESISTANCE:** 0

**ATTACKS:**

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

**TALENTS:**

- **Cautious (Medicine):** Whenever you attempt a Medicine task, and buy one or more d20s by spending Momentum, you may re-roll a single d20.
- **Diagnostic Expertise:** When you succeed at a Medicine task to identify and diagnose the nature of a medical problem, you gain 1 bonus Momentum for every additional d20 you bought by spending Momentum, which may only be used to Obtain Information or Create Advantage.
- **Doctor's Orders:** When you attempt to coordinate others, or to coerce someone into taking or refraining from a specific course or action, you may use your Medicine discipline instead of Command.
- **Stimulant Shot:** When you perform the First Aid task on an injured ally, you may get them back into the fighting right away without spending Momentum. In addition, the ally recovers Stress equal to twice your Medicine rating.



# MICHAEL BURNHAM

## MUTINEER

288982

Adopted and raised by Vulcan's most celebrated ambassador, Michael Burnham quickly became one of Starfleet's best and brightest, which only served to make her fall from grace even more unexpected. Succumbing to fear, the former first officer of *U.S.S. Shenzhou* became the first Starfleet officer in Federation history to mutiny, an action that contributed to the start of the Federation-Klingon War and the death of Captain Philippa Georgiou. Yet, Burnham still had the soul of a true Starfleet officer and overcame her fear and earned redemption, as well as her place in Starfleet, aboard *U.S.S. Discovery*.

**TRAITS:** Human, Vulcan Upbringing

**VALUES:**

- I'm Responsible for Forging My Own Path
- Survival is Never More Important Than Our Principles
- The Only Way to Defeat Fear is to Tell It "No"
- To Find Out Where You Fit In, You Sometimes Need to Step Out of the Routine

### ATTRIBUTES

CONTROL	07	FITNESS	09	PRESENCE	10
DARING	11	INSIGHT	09	REASON	10

### DISCIPLINES

COMMAND	03	SECURITY	02	SCIENCE	05
CONN	01	ENGINEERING	04	MEDICINE	01

**FOCUSES:** Astrophysics, Debate, Empathy, Philosophy, Vulcan Culture, Xenoa ntropology

**STRESS:** [Progress bar with 10 segments, 10 filled]

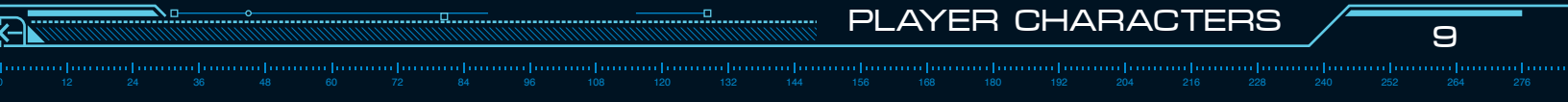
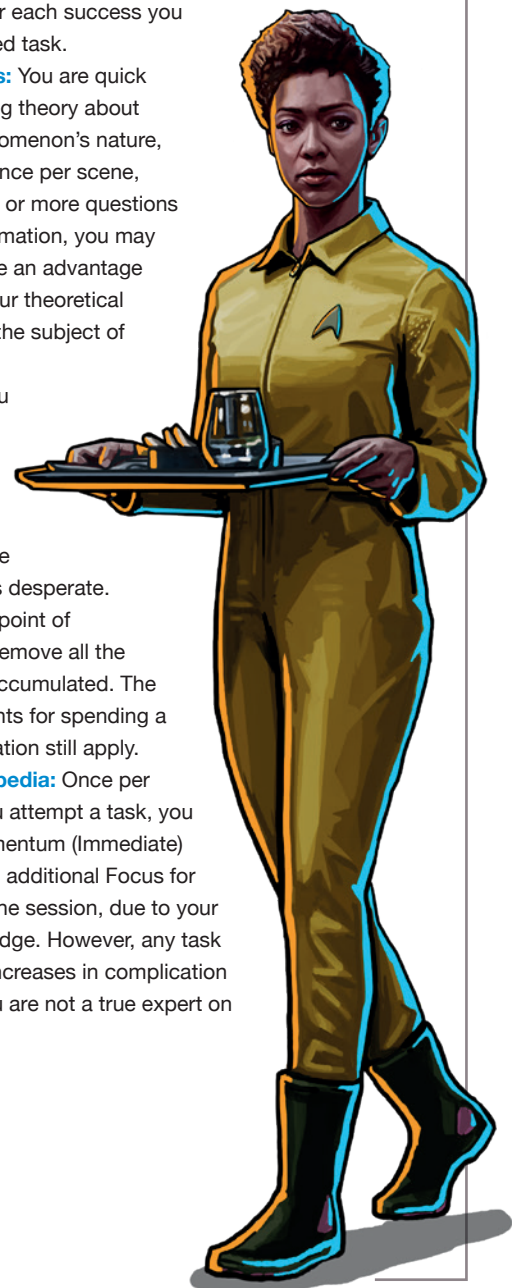
**RESISTANCE:** 0

**ATTACKS:**

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

**TALENTS:**

- **Learn From Failure:** A true scientist learns as much from failure as from success. When you fail at a Science task, you may add 3 to Threat to create an advantage that represents knowledge or insights gained from the failure. The cost of this is reduced by 1 for each success you scored on the failed task.
- **Rapid Hypothesis:** You are quick to devise a working theory about an unknown phenomenon's nature, origin, or effect. Once per scene, when you ask two or more questions using Obtain Information, you may immediately create an advantage that represents your theoretical understanding of the subject of those questions.
- **Second Wind:** You can sometimes draw upon deep reserves of energy and resilience when the situation becomes desperate. You may spend a point of Determination to remove all the Stress you have accumulated. The normal requirements for spending a point of Determination still apply.
- **Walking Encyclopedia:** Once per session, when you attempt a task, you may spend 2 Momentum (Immediate) in order to gain an additional Focus for the remainder of the session, due to your breadth of knowledge. However, any task using that focus increases in complication range by 1, as you are not a true expert on that subject.







# CADET SYLVIA TILLY

CADET

288982

Genius level ability coupled with social awkwardness. This is Tilly. However, Starfleet is a garden of diversity. She is a flower who promises to grow into something amazing, and her track record through the war live up to that promise and more. Tilly tends to annoy her colleagues, but they realize that the way she vocalizes her thoughts is how she works out problems. She is remarkably empathetic and possesses strong leadership skills. Definitely one to watch.

**TRAIT:** Human

**VALUES:**

- I Care Too Much About What People Think About Me
- I Love Feeling Feelings
- I Want to Make a Good Impression
- Intend to Be a Captain One Day

**ATTRIBUTES**

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

**DISCIPLINES**

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

**FOCUSES:** Biochemistry, Quantum Astrophysics, Sensor Operations, Small Talk, Spore Drive, Theoretical Engineering

**STRESS:** [Progress bar]

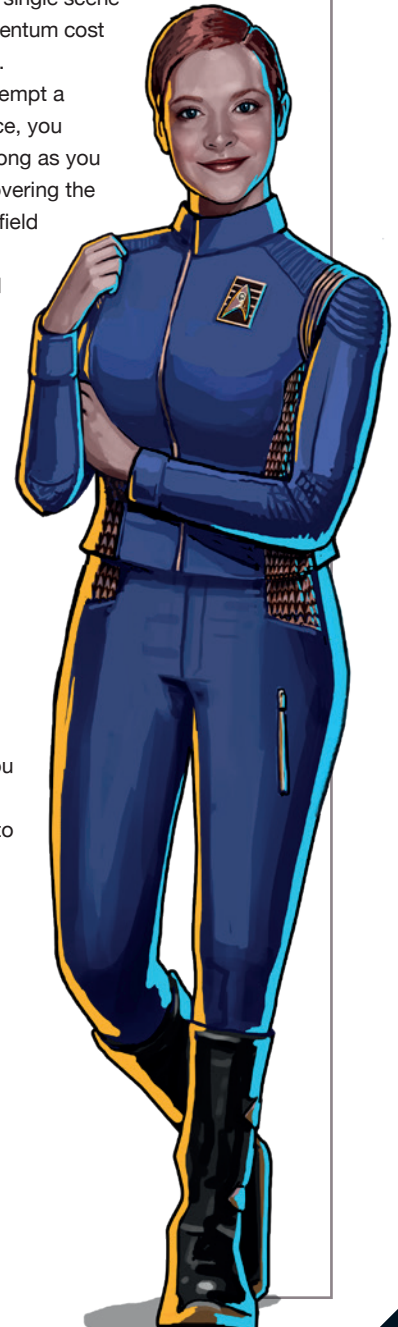
**RESISTANCE:** 0

**ATTACKS:**

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

**TALENTS:**

- **Did the Reading:** You can spend 1 Momentum (Immediate) to use Science on a task instead of the discipline you would normally use. This counts as having an applicable focus for that task. Each time after the first in a single scene that you use this ability, the Momentum cost increases by 1: this is cumulative.
- **Testing a Theory:** When you attempt a task using Engineering or Science, you may roll one additional d20, so long as you succeeded at a previous task covering the same scientific or technological field earlier in the same adventure.
- **Reassuring:** When you succeed at a task using Presence, you may spend Momentum to reassure your allies. It costs 1 Momentum (Repeatable) to reassure an ally, and this effect allows them to ignore a single complication rolled. This cannot be used to ignore complications from succeeding at cost.
- **Untapped Potential:** Whenever you succeed at a task for which you bought one or more additional dice with either Momentum or Threat, roll 1▲. You receive bonus Momentum equal to the ▲ result, and add 1 point to Threat if an effect is rolled.





# PHILIPPA GEORGIU

## AUGUSTUS IAPONIUS CENTARIUS

### TERRAN EMPEROR

288982

Georgiou can be best described as a tornado of razor blades flung into a forest with the result being a Bonsai-garden built on the corpses of her victims. The ruthless leader of the Terran Empire has had to adjust to the Prime Universe. Still, she has never succumbed to the idealism of the Federation. Instead, she looks for every opportunity to secure a power base using whatever methods to obtain what she wants.

**TRAIT:** Terran

**VALUES:**

- Equality, Freedom, and Cooperation are Destructive Ideals
- I Will Die On My Feet as is Fitting My Station
- My Knowledge is Giving You a Fighting Chance
- You Have the Wrong Philippa Georgiou

### ATTRIBUTES

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

### DISCIPLINES

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

**FOCUSES:** Bladed Weapons, Composure, Intimidation, Persuasion, Strategy, Terran Empire

**STRESS:** [Progress bar]

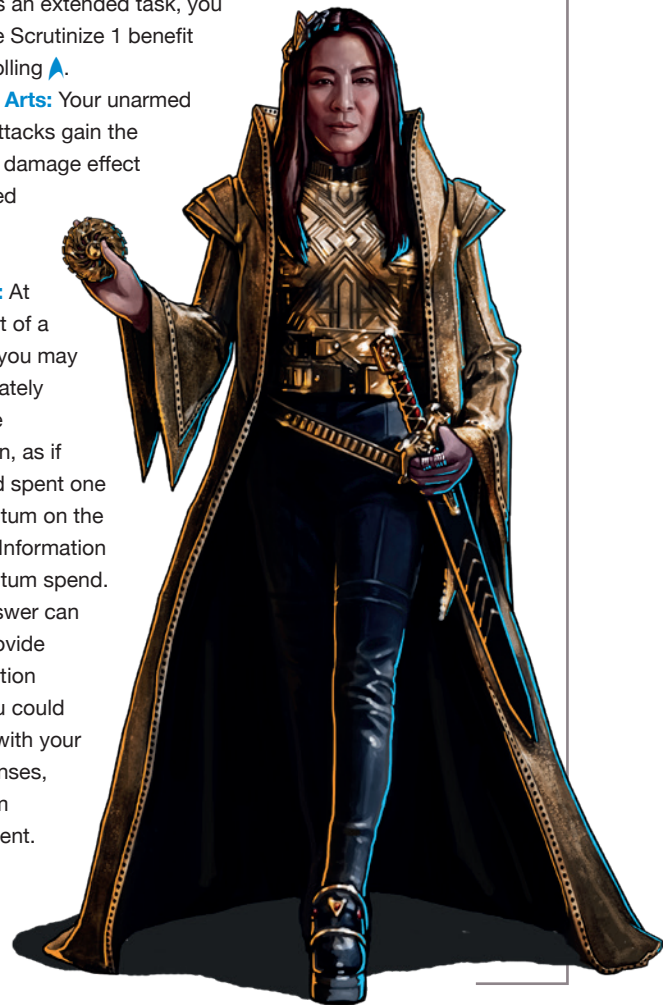
**RESISTANCE:** 0

**ATTACKS:**

- Unarmed Strike (Melee, 6▲, Knockdown, Size 1H, Non-lethal, Intense)
- Phaser Type-2 (Ranged, 7▲, Size 1H, Charge)

**TALENTS:**

- Applied Force:** When you make a melee attack, you may use Fitness instead of Daring. In addition, you add 1▲ to the Stress rating of your unarmed attacks (reflected above).
- Cold Reading:** Succeeding at a task during Social Conflict generates 1 bonus Momentum which must be used for the Obtain Information Momentum spend to gain knowledge about an individual on the other side of the interaction. If the social conflict involves an extended task, you gain the Scrutinize 1 benefit when rolling ▲.
- Martial Arts:** Your unarmed strike attacks gain the Intense damage effect (reflected above).
- Quick Survey:** At the start of a scene, you may immediately ask one question, as if you had spent one Momentum on the Obtain Information Momentum spend. The answer can only provide information that you could obtain with your own senses, not from equipment.





# L'RELL

## OUTCAST

288982

An outcast daughter of House Mo’Kai, L’Rell was a powerful yet misunderstood warrior. Her devotion to a united, and pure, Klingon Empire drew her to a strength of conviction that defined the likes of T’Kuvma and Voq. To them, L’Rell appeared the perfect advisor; wise beyond her experience, and an adept manipulator and interrogator. Yet, this position belied the force of will that underpinned her entire being, one which she herself underestimated. She chose to step through the door and prove herself to be the the leader the Klingon Empire needed in a time of crisis.

**TRAIT:** Klingon

**VALUES:**

- Conquer Us, or We Will Never Relent
- Glory Must Be Earned Through Sacrifice and Pain
- What Good is Purity If It Only Leads to Death
- Within the Shadows, You Are Free to Move

### ATTRIBUTES

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

### DISCIPLINES

COMMAND	04	SECURITY	05	SCIENCE	01
CONN	01	ENGINEERING	03	MEDICINE	02

**FOCUSES:** Deception, Disguise, Infiltration, Interrogation, Mok’bara, Persuasion

**STRESS:** [Progress bar with 10 segments]

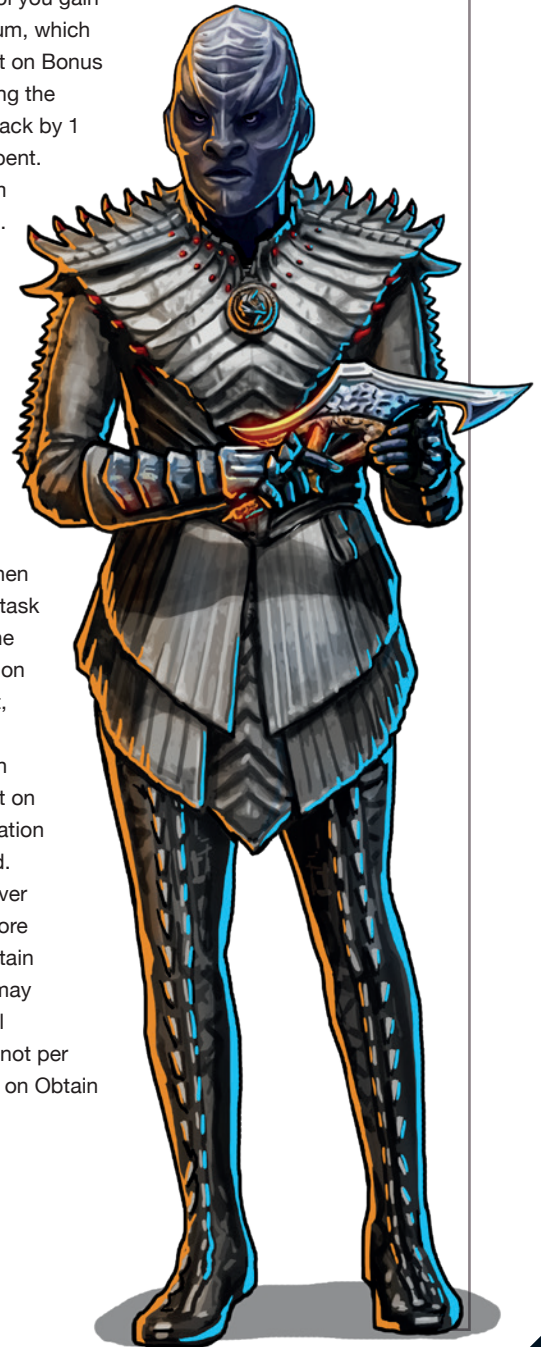
**RESISTANCE:** 0

**ATTACKS:**

- Unarmed Strike (Melee, 6▲, Knockdown, Size 1H, Non-lethal)
- Disruptor Pistol (Ranged, 8▲, Vicious 1, Size 1H)

**TALENTS:**

- **To Battle!** Whenever you buy additional dice for a melee attack using Threat, for each Threat you added to the gamemaster’s pool you gain 1 bonus Momentum, which may only be spent on Bonus Damage, increasing the damage of the attack by 1 per Momentum spent. Bonus Momentum may not be saved.
- **Advisor:** Whenever you assist another character using your Command discipline, the character being assisted may re-roll one d20.
- **Interrogation:** When you succeed at a task to coerce someone to reveal information in a social conflict, you gain 1 bonus Momentum, which may only be spent on the Obtain Information Momentum spend.
- **Studious:** Whenever you spend 1 or more Momentum to Obtain Information, you may ask one additional question (in total, not per Momentum spent on Obtain Information).





# SUPPORTING CHARACTERS

## LT. JG RONALD ALTMAN BRYCE

288982

Bryce is a communications specialist on *U.S.S. Discovery*. According to mission logs, Bryce is quick to defend his crew, most notably during an incident when the ship was being hijacked by a criminal entrepreneur. He is a trained shuttle pilot and a constant presence on the bridge.

**TRAIT:** Human

**VALUE:** Defend the Bridge

### ATTRIBUTES

CONTROL	10	FITNESS	08	PRESENCE	07
DARING	09	INSIGHT	08	REASON	09

### DISCIPLINES

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

**FOCUSES:** Communications, Security and Encryption, Shuttles

**STRESS:** [Progress bar]

**RESISTANCE:** 0

#### ATTACKS:

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

#### TALENTS:

- No Hesitation:** You know that responding quickly to dangerous situations can be vital, so you are always the first to act. At the start of any round in an action scene, you may add 1 to Threat to take the first turn, regardless of who would otherwise have acted first.

## LT. KEYLA DETMER

288982

Detmer serves as helm officer on *U.S.S. Discovery*. She is still adjusting to cranial and ocular implants given her after injuries sustained before her arrival on *Discovery*, when she served aboard *U.S.S. Shenzhou*. She had an uncomfortable relationship with Michael Burnham based on her knowledge of Burnham's mutinous actions. She has formed a close friendship with Lieutenant Junior Grade Joann Owosekun.

**TRAITS:** Human, Cybernetic Implants

**VALUE:** Adjusting to My Implants

### ATTRIBUTES

CONTROL	10	FITNESS	08	PRESENCE	07
DARING	09	INSIGHT	09	REASON	08

### DISCIPLINES

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

**FOCUSES:** Astrophysics, Evasive Maneuvers, Helm Control

**STRESS:** [Progress bar]

**RESISTANCE:** 0

#### ATTACKS:

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

#### TALENTS:

- Quick Survey:** You have a way of getting a good impression of a situation with only a moment's observation. At the start of a scene, you may immediately ask one question, as if you had spent one Momentum on the Obtain Information Momentum spend. The answer can only provide information that you could obtain with your own senses; you cannot gain information from equipment in so short a time.



# LT. JG JOANN OWOSEKUN

288982

Owosekun is the operations officer on *Discovery*. She exhibits a proficiency in reporting procedures and staying on top of ship operations for everything ranging from shields, monitoring engine power, and keeping up to date on tactical positioning. She has formed a close friendship with Lieutenant Detmer.

**TRAIT:** Human

**VALUE:** Faithful at Ops

## ATTRIBUTES

CONTROL 09	FITNESS 08	PRESENCE 09
DARING 08	INSIGHT 07	REASON 10

## DISCIPLINES

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

**FOCUSES:** Astrometrics, *Crossfield*-class Specialist, Sensor Operations

**STRESS:**

**RESISTANCE:** 0

### ATTACKS:

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

### TALENTS:

- Past the Redline:** This talent provides bonus Momentum for using a ship's system until the end of the scene. Select the system you wish to enhance, and the number of bonus Momentum to be provided. Attempt a **Daring + Engineering** task with a Difficulty equal to the bonus Momentum selected.

# LT. GEN RHYS

288982

Rhys was appointed chief tactical officer aboard *U.S.S. Discovery* in 2256. His service record indicates that he is attentive, diligent, and adept in offering tactical solutions in unexpected situations. He has exhibited a high aptitude for sensor operations and is known to be highly skilled at his job.

**TRAIT:** Human

**VALUE:** Focus On the Details

## ATTRIBUTES

CONTROL 09	FITNESS 09	PRESENCE 07
DARING 08	INSIGHT 08	REASON 10

## DISCIPLINES

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

**FOCUSES:** Analysis, Sensor Operations, Tactical Systems

**STRESS:**

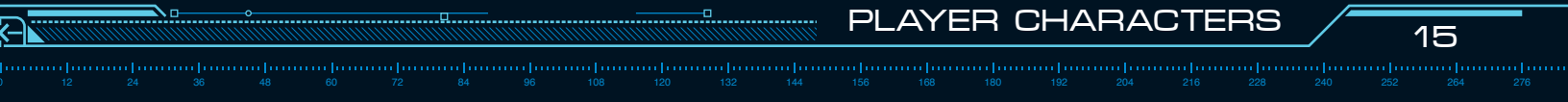
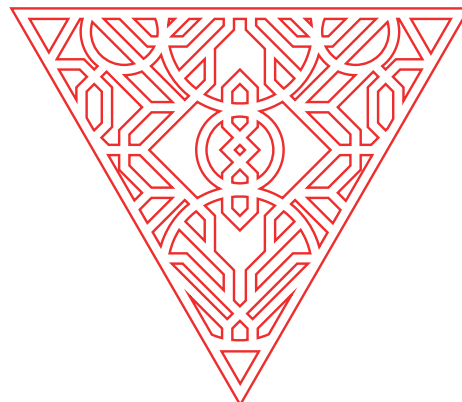
**RESISTANCE:** 0

### ATTACKS:

- Unarmed Strike (Melee, 5▲, Knockdown, Size 1H, Non-lethal)
- Phaser Type-1 (Ranged, 6▲, Charge, Size 1H, Hidden)

### TALENTS:

- Fire at Will:** Whenever Rhys makes a ranged weapon attack, and then uses the Swift task Momentum spend to make a second ranged attack, they ignore the normal Difficulty increase from the Swift task.





# U.S.S. DISCOVERY NCC-1031

## CROSSFIELD-CLASS

288982

**LAUNCH YEAR:** 2255

**(STATISTICS REPRESENT 2256 CONFIGURATION)**

*U.S.S. Discovery* (NCC-1031) is a *Crossfield*-class starship and was the most advanced vessel of its time. *Discovery* is outfitted with an experimental drive system that utilizes mycelium spores harvested from a species of fungus found in the mycelial network, a subspace domain that spreads throughout the universe. As such, *Discovery* is one of Starfleet's most coveted and secretive test vessels. Any serving aboard her were required to maintain strict confidentiality as *Discovery's* capabilities could easily have been weaponized by a hostile species and endangered the Federation.

**TRAITS:** Starfleet Vessel, Experimental

**MISSION PROFILE:** Technical Testbed

### SYSTEMS

COMMS	07	ENGINES	08	STRUCTURE	08
COMPUTERS	08	SENSORS	08	WEAPONS	07

### DEPARTMENTS

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

**POWER:** 8

**SCALE:** 4

**SHIELDS:** [Progress bar]

**RESISTANCE:** 4



### ATTACKS:

- **Phaser Banks** (Energy, Medium, 7▲, Versatile 2)
- **Photon Torpedoes** (Torpedo, Long, 5▲, High Yield)
- **Tractor Beam** (Strength 3)

### TALENTS:

- **Spore Drive:** See sidebar on page 17.
- **Extensive Shuttlebay:** The vessel's shuttlebay is large, well-supplied, and able to support a larger number of active shuttle missions simultaneously. The ship may have twice as many small craft active at any one time as it would normally allow, and it may carry up to two Scale 2 small craft.
- **High Resolutions Sensors:** The vessel's sensors can gain large amounts of accurate data, though they are extremely sensitive. While the vessel is not in combat, any successful Task that is assisted by the ship's Sensors gains one bonus Momentum.
- **Modular Laboratories:** The ship has considerable numbers of empty, multi-purpose compartments that can be converted to laboratories as and when required. At the start of an adventure, the crew may decide how the modular laboratories are configured; this configuration counts as an Advantage which applies to work performed within the laboratories.

# TALENT: SPORE DRIVE



The displacement activated spore hub drive was designed by noted astromycologist Doctor Paul Stamets and his team to utilize a previously theorized realm of subspace that acted as a substrate for the growth of a transphasic fungal species known as *prototaxites stellaviatori*. When activated, the spore drive produces a cloud of reproductive cells of *p. stellaviatori* that infuse a navigator and connect their awareness to the subspace realm of its origin. A rotating subspace field that surrounds the ship acts as a limiting barrier to the subspace rupture that occurs when everything inside is drawn across the mycelial barrier and into the network. Inside the network, time and space have little meaning and most transfers in that subspace realm occur instantaneously, moving the ship anywhere in space-time.

Any starship with the Spore Drive talent may utilize the spore drive for movement at faster-than-light speeds. Activating the spore drive requires two separate successful tasks. First, a Difficulty 4 **Insight + Medicine** task assisted by the ship's **Computers + Medicine** to represent the proper growth and containment of the needed spores. Failure of this task could mean that the spores on hand are not suitable for use, or that the spores have been used up and a new source must be found. Complications from this task can include making the second task have a higher Difficulty or

complication range. Second, a **Daring + Conn** Difficulty 3 task for the navigator infused by the genetic material of the *p. stellaviatori* fungus without assistance from any other character or the starship to represent their ability to navigate the strange non-Euclidean mycelial network. The Difficulty of this Conn task increases with the distance to the destination; the mycelial pathways grow exponentially more complex as distance increases.

Complications in either of these tasks can result in an inability to enter the mycelial network entirely, exiting the network in a universe not the one they left originally, or displacement in space or time. Extreme complications could include even large-scale subspace rifts forming at the entry or exit locations of the starship from the network, the generation of a micro black hole to produce a Hawking barrier on exit from the network and collapsing or tearing apart anything nearby.

To date, only *U.S.S. Glenn* (NCC-1030) and *U.S.S. Discovery* (NCC-1031/NCC-1031-A) possess this talent.



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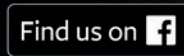
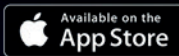
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