

# Memory ★ ICON

## Captain Clark Terrell

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Name: Terrell, Clark

Rank: Captain

Position: Commanding Officer

Assignment: *USS Reliant* NCC-1864

### Personal

Race: Human

Gender: male

Age: 42 (in 2285)

### Attributes

Fitness 2

Coordination 2

Intellect 2

Presence 3

Psi 0

### Skills

Administration (Starship) 2 (4)

Command (Military Training) 2 (3)  
(Starship) (4)

Computer (Simulation/Modelling) 4 (5)

Culture (Human) 2 (3)

Diplomacy (Negotiation) 3 (4)

Dodge 3

Energy Weapon (Phaser) 3 (4)

First Aid (Wound/Combat Trauma) 1 (2)

History (Human) 1 (2)  
(Federation) (4)

Language

Federation Standard 3

Orion 1

Law (Starfleet Regulations) 2 (4)

Life Sciences (Ecology) 3 (4)

Material Engineering (Personal Equipment) 2 (4)  
(Structural/Spaceframe) (3)

Personal Equipment (Environmental Suit) 3 (4)

Planetary Sciences (Geology) 1 (2)

Planetside Survival (Warm Temperate) 1 (3)  
(Urban) (2)

Propulsion Engineering (Warp Drive) 1 (3)

Psychology (Human Psychology) 1 (3)

Security (Security Procedures) 1 (2)

Shipboard Systems (Communications) 2 (3)  
(Shields) (4)

(Flight Control) (4)  
(Sensors) (4)  
(Starship Weaponry) (4)  
(Transporter) (3)  
Space Sciences (Astrogation) 3 (5)  
(Astronomy) (4)  
(Astrophysics) (4)  
Starship Tactics (Federation Naval Tactics) 3 (5)  
Streetwise (Carousing) 2 (4)  
Systems Engineering (Computer Systems) 1 (3)  
(Damage Control) (3)  
Unarmed Combat (Starfleet Martial Arts) 3 (5)  
Vehicle Operation (Shuttlecraft) 2 (3)  
World Knowledge (Earth) 1 (2)

### **Traits**

Curious; Department Head (Command); Promotion (Captain); Zero Gee Trained

### **Other Statistics**

Courage: 5

Renown: 50

Aggression: 0

Discipline: 25

Initiative: 10

Openness: 10

Skill: 5

Resistance: 2

### **Notes:**

This character is converted from the statistics given in the FASA *Star Trek III Sourcebook Update* and represents the character immediately prior to the events of the movie *Star Trek II, the Wrath of Khan*.

\*Psychology skill is a new skill, separate from the Medical Sciences skill.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## Captain James T. Kirk

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Name: James T. Kirk  
Rank: Captain (Former Admiral)  
Position: Commanding Officer  
Assignment: U.S.S. Enterprise, NCC-1701-A  
Species: Human  
Gender: male

### ATTRIBUTES

Fitness 3  
    Vitality +1  
Coordination 4

Intellect 4

Presence 5

Psi 0

### SKILLS

Administration (Starship Admin) 2 (3)  
    (Logistics) (3)

Charm (Seduction) 3 (4)

Command (Starship Command) 4 (5)

Computer (Hacking) 2 (3)

Culture (Human) 2 (3)

Diplomacy (Intergalactic Affairs) 4 (5)

Energy Weapon (Phaser) 3 (4)  
    (Phaser Rifle) (4)

First Aid (Human) 1 (2)

Gaming (3-D Chess) 3 (4)

History (Federation) 2 (3)  
    (Human) (3)

Languages  
    (Orion) 3  
    (Federation Standard) 3

Personal Equipment (Environment Suit) 2 (3)  
    (Tricorder) (3)  
    (Communicator) (3)

Persuasion (Oratory) 2 (3)

Physical Sciences (Mathematics) 1 (2)

Planetary Tactics (Small Unit) 2 (3)

Planetside Survival (Forest) 2 (3)

Projectile Weapons (Submachine Gun) 1 (2)

Propulsion Engineering (Warp Drive) 1 (2)  
    (Impulse) (2)

Security (Security Systems) 2 (3)

Shipboard Systems (Communications) 1 (2)

(Flight Control) (3)  
(Sensors) (2)  
(Weapons Systems) (2)  
(Transporter) (3)  
(Tactical) (2)  
Space Sciences (Astrogation) 3 (4)  
Starship Tactics (Federation) 4 (5)  
(Klingon) (5)  
(Romulan) (5)  
Streetwise (Human) 3 (4)  
Systems Engineering (Weapons) 1 (2)  
Unarmed Combat (Starfleet Martial Arts) 3 (4)  
Vehicle Operation (Shuttlecraft) 1 (2)

## ADVANTAGES AND DISADVANTAGES

Ally (crew), Athletic Ability, Bold, Department Head (Command), Famous Incident (Many), Innovative, Promotion (Admiral, later back to Captain), Quick-Draw, Resolute, Sexy, Shrewd, Tactical Genius, Zero-G Training, Code of Honor (Starfleet), Impulsive, Species Enemy (Klingons), Intolerance (Klingons).

COURAGE POINTS: 10

RENOWN: 70

Aggression 11

Initiative 19

Discipline: -9

Openness: 14

Skill: 17

Submitted by [Allen Shock](#)

## AUTHOR'S COMMENTS

This is the test subject for the conversion system I posted converted from the stats given in the Star Trek III Sourcebook (FASA).

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# Memory ★ ICON

## Captain Lawrence Stiles

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Name: Stiles, Lawrence  
Rank: Captain  
Position: Commanding Officer  
Assignment: *USS Excelsior*, NX-2000

### Personal

Race: Human  
Gender: male  
Age: 50

### Attributes

Fitness 2  
Coordination 2  
Intellect 4  
Presence 1  
    Willpower +1

Psi 0

### Skills

Administration (Starship) 2 (4)  
Command (Starship) 3 (4)  
    (Military Instruction) 3 (4)  
Computer (Simulation/Modelling) 4 (5)  
Culture (Human) 2 (3)  
Diplomacy (Negotiation) 3 (4)  
Dodge 3  
Energy Weapon (Phaser) 3 (5)  
Gaming (Chess) 1 (2)  
History (Human) 1 (2)  
    (Federation) (2)  
Language  
    Federation Standard 3  
    Tellarite 2  
Material Engineering (Damage Control) 2 (4)  
    (Structural/Spaceframe) (3)  
Personal Equipment (Environmental Suit) 2 (3)  
Physical Sciences (Mathematics) 2 (3)  
    (Physics) (3)  
Planetary Tactics (Small Unit) 2 (4)  
Planetside Survival (Forest) 2 (3)  
    (Urban) (6)  
Propulsion Engineering (Warp Drive) 1 (2)  
Psychology (Human Psychology) 1 (3)  
Security (Security Systems) 3 (5)  
Shipboard Systems (Communications) 2 (3)

(Shields) (3)  
(Flight Control) (4)  
(Sensors) (3)  
(Transporters) (4)  
Space Sciences (Astrogation) 2 (5)  
(Astronomy) (4)  
(Astrophysics) (4)  
Starship Tactics (Klingon Naval Tactics) 4 (6)  
Streetwise (Carousing) 1 (2)  
Systems Engineering (Communications Systems) 1 (2)  
(Computer Systems) (2)  
(Shields) (2)  
(Life Support Systems) (2)  
Unarmed Combat (Starfleet Martial Arts) 3 (5)  
Vehicle Operation (Shuttlecraft) 2 (4)  
Weaponsmith (Phaser) 1 (2)  
World Knowledge (Earth) 1 (2)

#### **Traits**

Commendations (Several); Department Head (Command); Engineering Aptitude; Promotion (Captain; Zero Gee Trained

Arrogant

#### **Other Statistics**

Courage: 5

Renown: 70

Aggression: 10

Discipline: 20

Initiative: 0

Openness: -10

Skill: 30

Resistance: 2

#### **Notes:**

This character is converted from the statistics given in the FASA *Star Trek III Sourcebook Update* and represents the character immediately prior to the events of the movie *Star Trek II, the Wrath of Khan*. The character's age has been corrected to conform to the actor's age at the time of filming.

\*Psychology skill is a new skill, separate from the Medical Sciences skill.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## Captain Spock

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Name: Spock  
Rank: Captain  
Position: Commanding Officer  
Assignment: *USS Enterprise* NCC-1701

### Personal

Race: Vulcan/Human hybrid  
Gender: male  
Age: 55 (in 2285)

### Attributes

Fitness 4  
    Strength +2  
Coordination 3  
Intellect 6  
    Logic +2  
Presence 4  
    Willpower +2  
Psi 4  
    Focus +2

### Skills

Administration (Starship) 3 (4)  
Artistic Expression (Vulcan Lyre) 4 (6)  
Computer (Research) 4 (6)  
Command (Starship Command) 3 (4)  
Culture (Vulcan) 2 (3)  
    (Human) (3)  
Diplomacy (Negotiation) 4 (5)  
Dodge 3  
Energy Weapons (Phaser) 2 (4)  
Gaming (3D Chess) 5 (6)  
History (Vulcan) 2 (3)  
    (Human) (3)  
    (Federation) (4)  
Instruction (Teaching) 3 (4)  
Knowledge: Earth Art 2  
    Earth Poetry 2  
    Earth Religious Literature 1  
Language  
    Federation Standard 2  
    Vulcan 3  
Law (Starfleet Regulations) 3 (4)  
Life Sciences (Botany) 2 (4)  
    (Ecology) (4)

(Exobiology) (3)  
 (Genetics) (3)  
 (Zoology) (4)  
 Material Engineering (Small Equipment) 1 (3)  
     (Mechanical Engineering) (3)  
 Medical Sciences (Vulcan Medicine) 1 (2)  
     (Human Medicine) (2)  
     (Pathology) (2)  
 Mind Meld 2  
 Personal Equipment (Environmental Suit) 1 (3)  
     (Tricorder) (2)  
 Physical Sciences (Physics) 2 (5)  
     (Computer Sciences) (6)  
     (Mathematics) (5)  
     (Chemistry) (3)  
 Planetary Sciences (Geology) 1 (4)  
     (Hydrology) (3)  
     (Meteorology) (2)  
 Planetside Survival (Desert) 3 (4)  
 Projective Telepathy 1  
 Propulsion Engineering (Warp Drive) 2 (3)  
 Psychology (Human) 1 (2)  
 Receptive Telepathy 1  
 Security (Security Procedures) 1 (2)  
 Shipboard Systems (Flight Control) 2 (3)  
     (Transporters) (5)  
 Social Sciences (Archaeology) 3 (4)  
     (Political Science) (4)  
 Space Sciences (Astrogation) 2 (4)  
     (Astronomy) (5)  
     (Astrophysics) (5)  
 Starship Tactics (Federation Naval Tactics) 3 (4)  
 Systems Engineering (Computer Systems) 3 (4)  
     (Damage Control) (4)  
     (Transporter Systems) (4)  
     (Structural/Spaceframe) (4)  
 Unarmed Combat (Nerve Pinch) 3 (5)  
     (Starfleet Martial Arts) (5)  
 Vehicle Operation (Shuttlecraft) 2 (4)  
 Weaponsmith (Phaser) 2 (3)  
 World Knowledge (Vulcan) 1 (2)  
     (Earth) (2)

### **Traits**

Commendations (Several); Department Head (Command); Famous Ancestor (Sherlock Holmes); Famous Incidents (Several); Mixed Species Heritage; Promotion (Captain); Zero Gee Trained; Hides Emotions; Medical Problem (Rare Blood Type; T-)



### Other Statistics

Courage: 4

Renown: 150

Aggression: -10

Discipline: 75

Initiative: 10

Openness: 5

Skill: 50

Resistance: 4

### Notes:

This character is converted from the statistics given in the FASA *Star Trek III Sourcebook Update* and represents the character immediately prior to the events of the movie *Star Trek II, the Wrath of Khan*. The character's age has been corrected to conform to the official Paramount timeline as given in *The Star Trek Encyclopedia*.

\*Psychology skill is a new skill, separate from the Medical Sciences skill.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

**Carol Marcus, Ph. D.**

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Name: Marcus, Carol  
Position: Project Director  
Assignment: Project *Genesis*, Regula I Station

## **Personal**

Race: Human  
Gender: female  
Age: 51

## **Attributes**

Fitness 2  
Coordination 2  
Intellect 3  
Presence 2  
Willpower +1

Psi 0

## **Skills**

Administration (Research Group) 3 (4)  
Command (Academic Leadership) 2 (3)  
Computer (Programming) 2 (3)  
(Research) (3)  
Culture (Human) 2 (3)  
Diplomacy (Negotiation) 3 (4)  
History (Human) 1 (2)  
Instruction (Teaching) 2 (4)  
Language  
Federation Standard 3  
Vulcan 2  
Andorian 2  
Life Sciences (Botany) 2 (4)  
(Ecology) (5)  
(Exobiology) (4)  
(Genetics) (6)  
(Zoology) (4)  
Material Engineering (Personal Equipment) 1 (2)  
Medical Sciences (Human Medicine) 1 (3)  
(Pathology) (3)  
Physical Sciences (Chemistry) 2 (3)  
(Mathematics) (5)  
(Physics) (6)  
Planetary Sciences (Geophysics) 2 (3)  
(Geology) (3)  
(Hydrology) (4)  
(Meteorology) (3)

Shipboard Systems (Communications) 2 (3)  
(Transporter Operation) (3)  
Systems Engineering (Damage Control) 1 (2)  
World Knowledge (Earth) 1 (2)

**Traits**

Academic Rank (PhD.); Contacts (Several, Scientific); Dark Secret (David's father is James T Kirk); Pacifist (Total)

**Other Statistics**

Courage: 5

Renown: 85

Aggression: -10

Discipline: 10

Initiative: 20

Openness: 20

Skill: 25

Resistance: 2

**Notes:**

This character is converted from the statistics given in the FASA *Star Trek III Sourcebook Update* and represents the character immediately prior to the events of the movie *Star Trek II, the Wrath of Khan*.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## *Commander Christine Chapel, M.D.*

Name: Chapel, Christine, MD  
Rank: Commander  
Position: Medical Officer  
Assignment: Starfleet Headquarters

### **Personal**

Race: Human  
Gender: female  
Age: 46 (in 2285)

### **Attributes**

Fitness 2  
Coordination 2  
    Dexterity +1  
Intellect 2  
Presence 2  
    Empathy +2  
    Willpower +1

Psi 0

### **Skills**

Administration (Medical) 2 (3)  
Artistic Expression (Vulcan Cooking) 1 (3)  
Command (Medical) 2 (4)  
Computer (Research) 2 (4)  
Culture (Human) 2 (3)  
Diplomacy (Negotiation) 3 (4)  
Dodge 1  
Energy Weapon (Phaser) 1 (3)  
History (Human) 1 (2)  
    (Federation) (2)  
Instruction (Teaching) 3 (4)  
Language  
    Vulcan 2  
    Federation Standard 3  
Latin 1  
Law (Starfleet Regulations) 2 (3)  
Life Sciences (Bionics) 2 (4)  
    (Botany) (6)  
    (Ecology) (5)  
    (Exobiology) (3)  
    (Genetics) (4)  
    (Zoology) (5)  
Material Engineering (Personal Equipment) 1 (2)  
Medical Sciences (Human Medicine) 3 (4)

(Vulcan Medicine) (4)  
(Pathology) (4)  
(Surgery) (4)  
Personal Equipment (Environmental Suit) 1 (2)  
(Medical Tricorder) (3)  
Physical Sciences (Chemistry) 1 (3)  
(Mathematics) (3)  
(Physics) (3)  
Planetary Sciences (Geology) 1 (2)  
Planetside Survival (Cool Temperate) 1 (3)  
(Urban) (2)  
Psychology (Human Psychology) 1 (4)  
(Vulcan Psychology) (3)  
(Klingon Psychology) (2)  
Shipboard Systems (Communications) 1 (2)  
Transporter Operation) (2)  
(Sensors) (3)  
(Medical Systems) (4)  
Space Sciences (Astrogation) 1 (2)  
(Astronomy) (2)  
(Astrophysics) (2)  
Streetwise (Carousing) 1 (3)  
Systems Engineering (Damage Control) 1 (2)  
(Life Support Systems) (2 (3)  
Unarmed Combat (Starfleet Martial Arts) 1 (3)  
Weaponsmith (Phaser) 0 (1)  
World Knowledge (Earth) 1 (2)

#### **Traits**

Promotion (Commander); Zero Gee Trained; Code of Honour (Hippocratic Oath); Pacifist (Defense Only)

#### **Other Statistics**

Courage: 5

Renown: 20

Aggression: -5

Discipline: 0

Initiative: 0

Openness: 10

Skill: 5

Resistance: 2

#### **Notes:**

This character is converted from the statistics given in the FASA *Star Trek III Sourcebook Update* and represents the character immediately prior to the events of the movie *Star Trek II, the Wrath of Khan*.

\*Psychology skill is a new skill, separate from the Medical Sciences skill.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## Commander Hikaru Sulu

Name: Sulu, Hikaru  
Rank: Commander  
Position: Flight Control Instructor  
Assignment: Starfleet Academy

### Personal

Race: Human  
Gender: male  
Age: 48 (in 2285)

### Attributes

Fitness 2  
Coordination 5  
Intellect 2  
    Perception +2  
Presence 3  
    Willpower +1

Psi 0

### Skills

Administration (Starship) 2 (3)  
Command (Military Training) 2 (3)  
    (Starship Command) (4)  
Computer (Simulation/Modelling) 2 (4)  
Culture (Human) 2 (3)  
Diplomacy (Negotiation) 1 (3)  
Dodge 3  
Energy Weapon (Phaser) 3 (5)  
First Aid (Wound/Combat Trauma) 1 (2)  
History (Human) 1 (2)  
    (Federation) (2)  
Knowledge: Ancient Earth Firearms 2  
Language  
    Federation Standard 2  
    Japanese 1  
    Tellarite 1  
Law (Starfleet Regulations) 2 (3)  
Life Sciences (Botany) 2 (5)  
    (Exobiology) (3)  
Material Engineering (Structural/Spaceframe) 1 (3)  
Personal Equipment (Environmental Suit) 2 (3)  
Physical Sciences (Mathematics) 1 (2)  
    (Physics) (3)  
Planetary Sciences (Geology) 1 (2)  
Planetary Tactics (Small Unit) 1 (2)

Planetside Survival (Warm Temperate) 1 (3)  
    (Urban) (4)  
Primitive Weapon (Foil) 3 (4)  
Projectile Weapon (Pistol) 3 (4)  
Propulsion Engineering (Warp Drive) 1 (2)  
Security (Security Procedures) 2 (4)  
Shipboard Systems (Communications) 2 (3)  
    (Shields) (3)  
    (Flight Control) (6)  
    (Starship Weaponry) (4)  
    (Sensors) (4)  
    (Transporter) (3)  
Space Sciences (Astrogation) 3 (5)  
    (Astronomy) (5)  
    (Astrophysics) (5)  
Streetwise (Carousing) 2 (4)  
Systems Engineering (Computer Systems) 1 (3)  
    (Damage Control) (4)  
    (Shields) (3)  
    (EPS Systems) (4)  
Unarmed Combat (Starfleet Martial Arts) 3 (4)  
Vehicle Operation (Shuttlecraft) 3 (5)  
Weaponsmith (Phaser) 0 (5)  
World Knowledge (Earth) 1 (2)

#### **Traits**

Bold; Commendations (Several); Curious; Famous Incident (Several); Promotion (Commander); Zero Gee Trained;

#### **Other Statistics**

Courage: 5

Renown: 75

    Aggression: 5

    Discipline: 10

    Initiative: 10

    Openness: 20

    Skill: 30

Resistance: 2

#### **Notes:**

This character is converted from the statistics given in the FASA *Star Trek III Sourcebook Update* and represents the character immediately prior to the events of the movie *Star Trek II, the Wrath of Khan*. The character's age has been corrected to conform to the official Paramount timeline as given in *The Star Trek Encyclopedia*.

The FASA book lists Sulu as being Chief Helmsman of the *Enterprise*, but dialogue in *The Wrath of Khan* establishes otherwise. However, Kirk is able on a moment's notice to assign him to the training cruise, so it is reasonable to assume that he is on staff at the Academy.



Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## Commander Kruge

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Name: Kruge  
Rank: Commander  
Position: Commanding Officer  
Assignment: Klingon Bird of Prey

### Personal

Race: Klingon  
Gender: male  
Age: 39

### Attributes

Fitness 3  
    Strength +1  
    Vitality +2  
Coordination 3  
Intellect 2  
    Logic -2  
Presence 2  
    Empathy -1  
    Willpower +1

Psi 0

### Skills

Administration (Klingon Starship) 2 (3)  
Animal Handling (*targh*) 1 (2)  
Command (Combat Leadership) 4 (5)  
Computer (Hacking/Data Alteration) 2 (3)  
Culture (Klingon) 2 (3)  
Diplomacy (Negotiation) 1 (2)  
Dodge 2  
Energy Weapon (Disruptor) 2 (4)  
Espionage (Klingon Espionage Techniques) 1 (3)  
Gaming (*khomerex zha*) 1 (2)  
History (Klingon) 1 (2)  
Intimidation (Interrogation) 3 (4)  
Language  
    *ilhIngan Hol* 2  
    Federation Standard 2  
Law (Klingon Law) 1 (3)  
    (Federation Interstellar Law) (2)  
Material Engineering (Small Equipment) 1 (2)  
Planetary Tactics (Small Unit) 2 (4)  
Planetside Survival (Jungle) 2 (4)  
Primitive Weaponry (*d'k tagh*) 2 (3)  
Propulsion Engineering (Warp Drive) 1 (3)

Psychology (Klingon Psychology) 3 (5)  
Security (Security Procedures) 2 (4)  
Shipboard Systems (Communications) 1 (2)  
    (Flight Control) 1 (4)  
    (Sensors) (2)  
    (Starship Weaponry) (2)  
Space Sciences (Astrogation) 2 (4)  
    (Astronomy) (3)  
    (Astrophysics) (3)  
Starship Tactics (Merchant Raiding) 4 (5)  
Streetwise (Klingon Underworld) 3 (5)  
Surveillance (Electronic Surveillance) 4 (5)  
Systems Engineering (Computer Systems) 1 (2)  
Unarmed Combat (*moq'Bara*) 2 (3)  
Vehicle Operation (Shuttlecraft) 2 (3)  
World Knowledge (*Qo'noS*) 1 (2)

#### Traits

Code of Honour (Klingon Code) -4; Department Head (Command); High Pain Threshold +2;  
Promotion (Commander); Organ Redundancy (*braq'lul*) +2

#### Other Statistics

Courage: 3

Renown: 50

    Aggression: 20

    Discipline: 0

    Initiative: 20

    Openness: 0

    Skill: 10

Resistance: 5

#### Notes:

This character is converted from the statistics given in the FASA *Star Trek III Sourcebook Update* and represents the character immediately prior to the events of the movie *Star Trek III, the Search for Spock*.

\*Psychology skill is a new skill, separate from the Medical Sciences skill.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## *Commander Leonard H. McCoy, MD*

Name: McCoy, Leonard H.  
Rank: Commander  
Position: Chief Medical Officer  
Assignment: *USS Enterprise* NCC-1701

### **Personal**

Race: Human  
Gender: male  
Age: 58 (in 2285)

### **Attributes**

Fitness 2  
Coordination 2  
    Dexterity +1  
Intellect 4  
Presence 2  
    Empathy +2  
    Willpower +1

Psi 0

### **Skills**

Administration (Medical) 2 (4)  
Command (Medical) 2 (4)  
Computer (Simulation/Modelling) 2 (4)  
    (Research) (4)  
Culture (Human) 2 (3)  
Diplomacy (Negotiation) 3 (5)  
Dodge 2  
Energy Weapon (Phaser) 1 (3)  
History (Human) 1 (2)  
    (Federation) (2)  
Instruction (Teaching) 2 (4)  
Language  
    Federation Standard 3  
    Latin 2  
Law (Starfleet Regulations) 2 (4)  
Life Sciences (Bionics) 2 (4)  
    (Botany) (4)  
    (Ecology) (4)  
    (Exobiology) (3)  
    (Genetics) (4)  
    (Zoology) (3)  
Medical Sciences (Human Medicine) 3 (6)  
    (Vulcan Medicine) (4)  
    (Pathology) (5)

(Surgery) (6)  
Personal Equipment (Environmental Suit) 1 (3)  
    (Medical Tricorder) (3)  
Physical Sciences (Chemistry) 1 (4)  
    (Mathematics) (2)  
    (Physics) (2)  
Planetary Sciences (Meteorology) 1 (2)  
Planetside Survival (Cool Temperate) 1 (3)  
    (Urban) (4)  
Shipboard Systems (Transporter) 1 (2)  
    (Medical Systems) (4)  
Space Sciences (Astronomy) 1 (2)  
    (Astrogration) (2)  
    (Astrophysics) (2)  
Streetwise (Carousing) 2 (4)  
Systems Engineering (Damage Control) 1 (2)  
    (EPS Systems) (2)  
    (Life Support Systems) (3)  
Unarmed Combat (Starfleet Martial Arts) 2 (3)  
World Knowledge (Earth) 1 (2)

#### **Traits**

Commendations (Several); Department Head (Medical); Famous Incidents (Several);  
Promotion (Commander); Zero-Gee Trained; Code of Honour (Hippocratic Oath); Guilt  
(Father's Death); Pacifist (Defense Only)

#### **Other Statistics**

Courage: 5

Renown: 120

    Aggression: -20

    Discipline: 0

    Initiative: 25

    Openness: 30

    Skill: 40

Resistance: 2

#### **Notes:**

This character is converted from the statistics given in the FASA *Star Trek III Sourcebook Update* and represents the character immediately prior to the events of the movie *Star Trek II, the Wrath of Khan*. The character's age has been corrected to conform to the official Paramount timeline as given in *The Star Trek Encyclopedia*.

\*Psychology skill is a new skill, separate from the Medical Sciences skill.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## Commander Montgomery Scott

Name: Scott, Montgomery  
Rank: Commander  
Position: Chief Engineer  
Assignment: *USS Enterprise* NCC-1701

### Personal

Race: Human  
Gender: male  
Age: 63 (in 2285)

### Attributes

Fitness 2  
Coordination 2  
Intellect 4  
    Perception +2  
Presence 2  
    Willpower +1

Psi 0

### Skills

Administration (Starship) 2 (4)  
Artistic Expression (Bagpipes) 3 (4)  
Command (Starship Command) 3 (4)  
Computer (Simulation/Modelling) 3 (4)  
Culture (Human) 2 (3)  
Diplomacy (Negotiation) 2 (3)  
Dodge 4  
Energy Weapon (Phaser) (3 (5)  
First Aid (Chemical/Radiation Poisoning) 1 (2)  
History (Human) 1 (2)  
    (Federation) (2)  
Instruction (Teaching) 2 (4)  
Knowledge: Alcoholic Beverages 4  
Language  
    Federation Standard 2  
    Scots Gaelic 2  
Law (Starfleet Regulations) 2 (3)  
Material Engineering (Mechanical Engineering) 3 (5)  
    (Shuttlecraft Systems) (4)  
    (Personal Equipment) (4)  
    (Structural/Spaceframe) (6)  
Life Sciences (Biology) 1 (2)  
Personal Equipment (Environmental Suit) 2 (3)  
    (Tricorder) (4)  
Physical Sciences (Mathematics) 3 (5)

(Physics) (5)  
Planetary Survival (Mountains) 1 (2)  
(Urban) (4)  
Primitive Weapon (Basket-hilt Broadsword) 1 (2)  
Security (Security Procedures) 2 (3)  
Shipboard Systems (Communications) 2 (3)  
(Shields) (3)  
(Flight Control) (3)  
(Transporters) (6)  
Space Sciences (Astronomy) 2 (3)  
(Astrogation) (3)  
Starship Tactics (Federation Naval Tactics) 2 (3)  
Streetwise (Carousing) 4 (5)  
Systems Engineering (Communications Systems) 3 (4)  
(Computer Systems) (4)  
(Damage Control) (6)  
(Shields) (4)  
(EPS Systems) (5)  
(Life Support Systems) (5)  
(Weapons Systems) (4)  
(Transporter Systems) (6)  
Unarmed Combat (Brawling) 4 (5)  
Vehicle Operation (Shuttlecraft) 2 (3)  
Weaponsmith (Phaser) 2 (4)  
World Knowledge (Earth) 1 (2)

### **Traits**

Commendations (Several); Department Head (Engineering); Engineering Aptitude; Famous Incidents (Several); Innovative; Promotion (Commander); Zero Gee Trained; Addiction (Alcohol, Mild); Intolerant (Klingons)

### **Other Statistics**

Courage: 5

Renown: 140

Aggression: 20

Discipline: 20/-5

Initiative: 20

Openness: 20/-5

Skill: 50

Resistance: 2

### **Notes:**

This character is converted from the statistics given in the FASA *Star Trek III Sourcebook Update* and represents the character immediately prior to the events of the movie *Star Trek II, the Wrath of Khan*. The character's age has been corrected to conform to the official Paramount timeline as given in *The Star Trek Encyclopedia*.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## Commander Nyota Uhura

Name: Uhura, Nyota

Rank: Commander

Position: Communications Instructor

Assignment: Starfleet Academy

### Personal

Race: Human

Gender: female

Age: 46 (in 2285)

### Attributes

Fitness 2

Coordination 3

Intellect 4

Presence 3

Empathy +2

Willpower +1

Psi 0

### Skills

Administration (Starship) 2 (4)

Artistic Expression (Harp) 2 (5)

(Vulcan Lyre) (3)

(Singing) (6)

Command (Starship) 3 (4)

Computer (Research) 3 (5)

Culture (Human) 2 (3)

(Ancient African) (6)

(Andorian) (3)

(Vulcan) (3)

(Klingon) (3)

Diplomacy (Negotiation) 3 (4)

Energy Weapon (Phaser) 2 (3)

First Aid (Wound/Combat Trauma) 1 (2)

Gaming (3D Chess) 2 (3)

History (Human) 1 (2)

(Federation) (3)

Instruction (Teaching) 2 (3)

Language

Swahili 2

French 2

Federation Standard 3

Gorn 1

*tlhIngan Hol* 2

Orion 1

Romulan 1  
Life Sciences (Exobiology) 1 (2)  
Material Engineering (Mechanical Engineering) 1 (3)  
    (Personal Equipment) (3)  
    (Structural/Spaceframe) (2)  
Personal Equipment (Environmental Suit) 1 (2)  
    (Tricorder) (3)  
Physical Sciences (Mathematics) 1 (3)  
    (Physics) (3)  
Planetary Sciences (Meteorology) 1 (2)  
Planetside Survival (Tropical) 2 (3)  
    (Urban) (3)  
Propulsion Engineering (Warp Drive) 1 (3)  
Psychology (Human) 1 (3)  
    (Klingon) (2)  
Security (Security Procedures) 1 (2)  
Shipboard Systems (Communications) 2 (6)  
    (Flight Control) (3)  
    (Sensors) (4)  
    (Transporters) (4)  
Space Sciences (Astrogation) 2 (4)  
    (Astronomy) (3)  
    (Astrophysics) (3)  
Starship Tactics (Federation Naval Tactics) 2 (3)  
Streetwise (Carousing) 2 (3)  
Systems Engineering (Communications Systems) 2 (6)  
    (Computer Systems) (6)  
    (Damage Control) (5)  
    (EPS Systems) (3)  
Unarmed Combat (Starfleet Martial Arts) 1 (3)  
World Knowledge (Earth) 1 (2)

**Traits**

Alertness; Commendations (Several); Famous Incidents (Several); Promotion (Commander);  
Sexy; Zero Gee Trained

**Other Statistics**

Courage: 5

Renown: 70

    Aggression: 0

    Discipline: 10

    Initiative: 10

    Openness: 30

    Skill: 20

Resistance: 2

**Notes:**

This character is converted from the statistics given in the FASA *Star Trek III Sourcebook Update* and represents the character immediately prior to the events of the movie *Star Trek II*,

*the Wrath of Khan*. The character's age has been corrected to conform to the official Paramount timeline as given in *The Star Trek Encyclopedia*.

\*Psychology skill is a new skill, separate from the Medical Sciences skill.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## Commander Pavel Andreievich Chekov

Name: Chekov, Pavel Andreievich  
Rank: Commander  
Position: Executive Officer  
Assignment: *USS Reliant* NCC-1864

### Personal

Race: Human  
Gender: male  
Age: 40 (in 2285)

### Attributes

Fitness 2  
Coordination 2  
Intellect 4  
Presence 4  
    Willpower +1

Psi 0

### Skills

Administration (Starship) 2 (4)  
Command (Starship Command) 3 (4)  
Computer (Research) 2 (4)  
Culture (Human) 2 (3)  
Dodge 2  
Energy Weapons (Phaser) 2 (4)  
First Aid (Wound/Combat Trauma) 1 (2)  
Gaming (Poker) 1 (2)  
History (Human) 1 (2)  
    (Federation) (4)  
Language  
    Russian 2  
    Vulcan 1  
    Federation Standard 1  
Law (Starfleet Regulations) 2 (3)  
Life Sciences (Botany) 1 (3)  
    (Ecology) (3)  
    (Exobiology) (3)  
    (Zoology) (3)  
Material Engineering (Structural/Spaceframe) 1 (3)  
Personal Equipment (Environmental Suit) 2 (3)  
Physical Sciences (Physics) 1 (3)  
    (Mathematics) (4)  
Planetary Sciences (Geology) 1 (2)  
Planetary Tactics (Small Unit) 1 (3)  
Planetside Survival (Warm Temperate) 1 (3)

(Urban) (2)  
Propulsion Engineering (Warp Drive) 2 (3)  
Security (Security Procedures) 2 (3)  
Shipboard Systems (Communications) 1 (3)  
    (Transporter Operation) (2)  
    (Shields) (4)  
    (Flight Control) (3)  
    (Sensors) (4)  
Social Sciences (Political Science) 1 (3)  
Space Sciences (Astrogation) 4 (5)  
    (Astronomy) (6)  
    (Astrophysics) (6)  
Starship Tactics (Federation Naval Tactics) 3 (4)  
Streetwise (Carousing) 3 (4)  
Systems Engineering (Computer Systems) 1 (3)  
    (Damage Control) (4)  
    (Shields) (3)  
    (Life Support Systems) (2)  
Unarmed Combat (Starfleet Martial Arts) 2 (4)  
Vehicle Operation (Shuttlecraft) 1 (3)  
World Knowledge (Earth) 1 (2)

#### **Traits**

Zero Gee Trained; Commendations (Several); Famous Incidents (Several); Promotion (Commander); Department Head (Executive Officer); Argumentative; Stubborn

#### **Other Statistics**

Courage: 5

Renown: 20

    Aggression: 5

    Discipline: 0

    Initiative: 5

    Openness: 5

    Skill: 5

Resistance: 2

#### **Notes:**

This character is converted from the statistics given in the FASA *Star Trek III Sourcebook Update* and represents the character immediately prior to the events of the movie *Star Trek II, the Wrath of Khan*. The character's age has been corrected to conform to the official Paramount timeline as given in *The Star Trek Encyclopedia*.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## Cyrano Jones

Name: Jones, Cyrano  
Rank: Merchant Captain  
Position: Independant Trader  
Assignment: *SS Spacematic*

### Personal

Race: Human  
Gender: male

### Attributes

Fitness 2  
    Strength -1  
Coordination 2  
    Dexterity -1  
Intellect 2  
Presence 2  
    Willpower +1

Psi 0

### Skills

Administration (Bureaucratic Manipulation) 1 (2)  
Bargain (Marketplace Haggling) 2 (3)  
Computer (Hacking/Data Alteration) 1 (3)  
Culture (Human) 2 (3)  
Dodge 1  
Energy Weapon (Phaser) 1 (2)  
Fast Talk 2  
History (Human) 1 (2)  
    (Federation) (2)  
Languages  
    Federation Standard 2  
    Klingon 1  
    Orion 1  
Law (Federation Commercial Law) 1 (3)  
Material Engineering (Mechanical Engineering) 1 (2)  
Merchant (Trading) 2 (4)  
    (Evaluation) (4)  
Propulsion Engineering (Warp Drive) 1 (3)  
Shipboard Systems (Flight Control) 2 (3)  
Space Sciences (Astronomy) 1 (3)  
    (Astrophysics) (2)  
Systems Engineering (EPS Systems) 2 (3)  
Unarmed Combat (Brawling) 1 (3)  
World Knowledge (Earth) 1 (2)

### Traits

Sixth Sense; Shrewd; Vessel (*SS Spacematic*); Zero Gee Intolerance

**Other Statistics**

Courage: 5

Renown: 15

Aggression: -5

Discipline: 0

Initiative: 0

Openness: 10

Skill: 0

Resistance: 2

**Notes:**

This character is converted from the statistics given in FASA's *The Federation*.

The name of Cyrano's ship, the *SS Spacematic* is derived from markings shown (although not visible on screen) on his ship in the *Star Trek, Deep Space Nine* episode *Trials and Tribulations*. This was probably not a purposeful choice of name or in-joke, but simply the use of a logo from Letraset® brand rub-on lettering.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

**David Marcus, Ph. D.**

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Name: Marcus, David PhD.  
Position: Senior Researcher  
Assignment: Project *Genesis*, Regula I Station

## **Personal**

Race: Human  
Gender: male  
Age: 27 (in 2285)

## **Attributes**

Fitness 2  
Coordination 2  
Intellect 2  
Presence 2  
Willpower +1

Psi 0

## **Skills**

Administration (Research Group) 2 (3)  
Computer (Programming) 3 (5)  
    (Research) (4)  
Culture (Human) 2 (3)  
Diplomacy (Negotiation) 0 (1)  
Dodge 2  
Energy Weapon (Phaser) 0 (1)  
First Aid (Chemical/Biological) 1 (3)  
Gaming (Bridge) 2 (3)  
History (Human) 1 (2)  
Instruction (Teaching) 2 (4)  
Language  
    Federation Standard 3  
    Vulcan 2  
Life Sciences (Botany) 2 (3)  
    (Ecology) (6)  
    (Exobiology) (4)  
    (Genetics) (5)  
    (Zoology) (4)  
Material Engineering (Personal Equipment) 2 (3)  
    (Mechanical Engineering) (3)  
Personal Equipment (Environmental Suit) 1 (2)  
Physical Sciences (Chemistry) 2 (3)  
    (Mathematics) (5)  
    (Physics) (5)  
Planetary Sciences (Geology) 2 (3)  
    (Hydrology) (4)

(Meteorology) (3)  
(Oceanology) (4)  
Shipboard Systems (Communications) 1 (3)  
(Transporters) (3)  
Systems Engineering (Communications Systems) 1 (2)  
(Computer Systems) (4)  
(Life Support Systems) (3)  
Unarmed Combat (Judo) 2 (3)  
World Knowledge (Earth) 1 (2)

### **Traits**

Academic Rank (PhD.); Innovative; Patron (Carol Marcus); Scientific Genius; Competitive; Impulsive

### **Other Statistics**

Courage: 5

Renown: 15

Aggression: 0

Discipline: 0

Initiative: 10

Openness: 0

Skill: 5

Resistance: 2

### **Notes:**

This character is converted from the statistics given in the FASA *Star Trek III Sourcebook Update* and represents the character immediately prior to the events of the movie *Star Trek II, the Wrath of Khan*.

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# Memory ★ ICON

## *Ed Appel*

Name: Appel, Ed  
Position: Assistant Chief Engineer  
Assignment: Pergium Production Station, Janus VI

### **Personal**

Species: Human  
Gender: male  
Age: 35

### **Attributes**

Fitness 2  
Intellect 2  
Coordination 3  
Presence 2  
Willpower +1

Psi 0

### **Skills**

Administration (Mining Corporation) 1 (2)  
Command (Civilian Leadership) 3 (4)  
Computer (Simulation/Modelling) 2 (3)  
Culture (Human) 2 (3)  
Energy Weapon (Phaser) 3 (5)  
Gaming (Poker) 1 (2)  
History (Human) 1 (2)  
Instruction (Industrial Training) 0 (1)  
Law (Federation Law) 0 (1)  
Life Sciences (Ecology) 2 (3)  
Materials Engineering (Mechanical Engineering) 1 (3)  
Merchant (Negotiation) 1 (2)  
Mining (Pergium Mining) 4 (5)  
Planetary Sciences (Geology) 3 (4)  
Planetside Survival (Underground) 1 (2)  
(Urban) 1 (3)  
Streetwise (Carousing) 1 (2)  
Systems Engineering (Life Support) 1 (2)  
(Personal Weapons) 3 (4)  
Unarmed Combat (Brawling) 2 (3)  
World Knowledge (Earth) 1 (2)

### **Traits**

Position: Assistant Chief Engineer

### **Other Statistics**

Courage: 5  
Renown: 2  
Openness: 1

Skill: 1

Resistance: 2

**Notes:**

This character is converted from the statistics given in FASA *Star Trek* RPG game books.

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# Memory ★ ICON

## *Federation Ambassador Robert Fox*

Name: Fox, Robert

Rank: Ambassador

Position: Federation Diplomat

### **Personal**

Species: Human

Gender: male

Age: 158

### **Attributes:**

Fitness 1

Coordination 2

Intellect 4

Presence 3

Willpower +2

Psi 0

### **Skills:**

Administration (Bureaucratic Manipulation) 4 (6)

Athletics (choose Specialisation) 2 (3)

Command (Diplomatic Corps) 1 (2)

Computer (Research) 1 (3)

Culture (Human) 2 (5)

(Eminian) (3)

(Vendikan) (3)

(Vulcan) (3)

Diplomacy (Interstellar Affairs) 4 (6)

(Commercial Treaties) (5)

History (Human) 2 (5)

(Federation) (6)

(Eminian) (3)

(Vendikan) (3)

Language

Federation Standard 3

Vulcan 1

Andorian 2

Eminian 1

Vendikan 1

Law (Federation Interstellar Law) 2 (6)

(Eminian) (3)

(Vendikan) (3)

Persuasion (Oratory) 4 (5)

Planetside Survival (Urban) 1 (3)

Politics (Federation) 3 (4)

Social Sciences (Political Science) 3 (5)

(Economics) (2)  
Space Sciences (Astronomy) 1 (2)  
World Knowledge (Earth) 2 (3)  
(Rigel IV) (3)  
(Eminiar) (3)

(Vendikar) (3)

**Traits**

Commendation (Assembly Order of Honor); Famous Incident (Eminiar/Vendikar War);  
Political Rank (Ambassador); Arrogant

**Other Statistics**

Courage 5

Renown 125

Aggression -10

Discipline 25

Initiative 0

Openness 45

Skill 45

Resistance 2

**Notes:**

This character is converted from the statistics given in FASA's *Star Trek* RPG game books.

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# Memory ★ ICON

## *Flag Admiral Randolph E. Morrow*

Name: Morrow, Randolph E.  
Rank: Flag Admiral  
Position: Chief of Starfleet Operations  
Assignment: Starfleet Headquarters

### **Personal**

Race: Human  
Gender: male  
Age: 59

### **Attributes**

Fitness 2  
Coordination 2  
Intellect 4  
Presence 2  
    Willpower +1

Psi 0

### **Skills**

Administration (Starfleet Command) 4 (6)  
Athletics (Handball) 3 (4)  
Command (Military Training) 3 (5)  
    (Starfleet Command) (5)  
Culture (Human) 2 (3)  
Diplomacy (Negotiation) 3 (5)  
Dodge 2  
Energy Weapons (Phaser) 2 (4)  
First Aid (Wound/Combat Trauma) 1 (2)  
Gaming (Poker) 3 (5)  
History (Human) 1 (2)  
    (Federation) (5)  
Language  
    Andorian 2  
    Federation Standard 3  
Law (Starfleet Regulations) 3 (5)  
Material Engineering (Structural/Spaceframe) 1 (2)  
Personal Equipment (Environmental Suit) 1 (3)  
Physical Sciences (Mathematics) 2 (3)  
    (Physics) (4)  
Planetside Survival (Forest) 1 (2)  
    (Urban) (5)  
Propulsion Engineering (Warp Drive) 1 (2)  
Psychology (Human Psychology) 1 (3)  
Security (Security Procedures) 2 (4)  
Shipboard Systems (Communications) 2 (3)

(Shields) (3)  
(Flight Control) (4)  
(Sensors) (3)  
(Starship Weaponry) (3)  
(Transporter) (3)  
Space Sciences (Astrogation) 2 (5)  
    (Astronomy) (4)  
    (Astrophysics) (3)  
Social Sciences (Political Science) 1 (2)  
Starship Tactics (Romulan Naval Tactics) 3 (5)  
Streetwise (Carousing) 1 (3)  
Systems Engineering (Computer Systems) 2 (3)  
    (Damage Control) (3)  
Unarmed Combat (Starfleet Martial Arts) 2 (3)  
Vehicle Operation (Ground Vehicles) 2 (4)  
    (Shuttlecraft) (3)  
World Knowledge (Earth) 1 (2)

**Traits**

Department Head (Command); Promotion (Flag Admiral); Resolute; Zero-Gee Trained; Code of Honour (Starfleet)

**Other Statistics**

Courage: 5

Renown: 125

    Aggression: 10

    Discipline: 30

    Initiative: 20

    Openness: 40

    Skill: 25

Resistance: 2

**Notes:**

This character is converted from the statistics given in the FASA *Star Trek III Sourcebook Update*.

\*Psychology skill is a new skill, separate from the Medical Sciences skill.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## *Fleet Captain Garth of Izar*

Name: Garth, Kelvar  
A.K.A.: Garth of Izar  
Rank: Fleet Captain (retired on Medical Disability)  
Position: Psychiatric Patient  
Assignment: Federation Penal Colony Elba II

### **Personal**

Race: Human  
Gender: male  
Age: 62

### **Attributes**

Fitness 2  
    Vitality -1  
Coordination 2  
    Dexterity -1  
Intellect 3  
    Logic -2  
Presence 3  
    Empathy -2  
    Willpower +1

Psi 0

### **Skills**

Administration (Starship) 2 (3)  
Command (Starship Command) 4 (5)  
Computer (Simulation/Modelling) 2 (3)  
Culture (Human) 2 (3)  
    (Klingon) (3)  
Diplomacy (Negotiation) 2 (3)  
Disguise (Mimicry) 1 (3)  
    Dodge 3  
Energy Weapon (Phaser) 3 (5)  
First Aid (Wound/Combat Trauma) 1 (3)  
History (Human) 1 (2)  
    (Federation) (2)  
Language  
    Federation Standard 3  
    Klingon 3  
Law (Starfleet Regulations) 2 (4)  
Material Engineering (Small Equipment) 3 (4)  
    (Structural/Spacframe) (4)  
Planetary Tactics (Small Unit) 4 (6)  
Propulsion Engineering (Warp Drive) 3 (4)  
Psychology (Human Psychology) 3 (4)

(Klingon Psychology) (4)  
Shipboard Systems (Flight Control) 2 (4)  
    (Sensors) (5)  
    (Transporter) (3)  
Space Sciences (Astrogation) 2 (3)  
    (Astronomy) (4)  
    (Astrophysics) (4)  
Systems Engineering (Computer Systems) 2 (3)  
    (Transporter Systems) (3)  
Unarmed Combat (Starfleet Martial Arts) 3 (5)  
Vehicle Operation (Shuttlecraft) 2 (3)  
Weaponsmith (Phaser) 1 (2)  
World Knowledge (Earth) 1 (2)  
    (Izar) (2)  
    (Axanar) (2)

### **Traits**

Bold; Commendations (Many); Famous Incidents (Battle of Axanar; Many Others); Promotion (Fleet Captain); Shapeshifting (Humanoid Forms); Tactical Genius; Zero Gee Trained  
Medical Problem (Paranoid Psychopathy, Delusions of Grandeur); Power Hungry

### **Other Statistics**

Courage: 5

Renown: 120

    Aggression: 20

    Discipline: -50

    Initiative: 20

    Openness: 0

    Skill: 30

Resistance: 1

### **Notes:**

This character is converted from the statistics given in FASA's *The Federation*. Although the book presents him as having been cured of his psychological problems, I have presented him as he was before a cure. To use him post-cure, delete the Medical Problem and Power Hungry disadvantages.

\*Psychology skill is a new skill, separate from the Medical Sciences skill.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## *Harcourt Fenton Mudd*

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Name: Harcourt Fenton Mudd

A.K.A.: Harry Mudd; Leo Walsh

Profession: Independent Adventurer/Con Artist

### **Personal**

Race: Human

Gender: male

### **Attributes**

Fitness 2

Coordination 2

Intellect 2

Presence 2

Willpower +1

Psi 0

### **Skills**

Bargain (Bribery) 3 (4)

Culture (Human) 2 (3)

Computer (Hacking/Data Alteration) 1 (3)

Dodge 1

Energy Weapon (Phaser) 1 (3)

Fast Talk 3

Forgery (Documents) 3 (5)

Gaming (Poker) 5 (6)

History (Human) 1 (2)

(Federation) (2)

Language

Orion 2

Federation Standard 2

Law (Federation Interstellar Law) 1 (2)

Primitive Weaponry (Knife) 1 (2)

Propulsion Engineering (Warp Drive) 1 (2)

Shipboard Systems (Flight Control) 2 (4)

Space Sciences (Astronomy) 1 (4)

(Astrophysics) (2)

Streetwise (Carousing) 3 (4)

Systems Engineering (EPS Systems) 1 (2)

Unarmed Combat (Brawling) 1 (3)

Vehicle Operation (Shuttlecraft) 1 (2)

World Knowledge (Earth) 1 (2)

### **Traits**

Guileful, Coward, Shrewd, Wanted

### **Other Statistics**

Courage: 5

Renown: 30

Aggression: -5

Discipline: -5

Initiative: 10

Openness: 5

Skill: 5

Resistance: 2

**Notes:**

This character is converted from the statistics given in FASA's *The Federation*.

\*Psychology skill is a new skill, separate from the Medical Sciences skill.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## *Khan Noonian Singh*

Name: Singh, Khan Noonian  
Profession: Warlord (deposed)  
Position: Exile, Ceti Alpha V

### **Personal**

Race: Human (genetically augmented)  
Gender: male  
Age: 225 (chronological); 54 (biological) (in 2285)

### **Attributes**

Fitness 6  
    Vitality +2  
Coordination 6  
    Dexterity +1  
    Reaction +1  
Intellect 6  
    Perception +1  
Presence 6  
    Empathy -2  
    Willpower +1

Psi 0

### **Skills**

Administration (Dictatorship) 4 (5)  
Shipboard Systems (Communications) 1 (3)  
    (Shields) (2)  
    (Flight Control) (3)  
    (Starship Weaponry) (3)  
    (Transporter) (4)  
Computer (Simulation/Modelling) 2 (4)  
Personal Equipment (Environmental Suit) 3 (4)  
Command (Dictatorship) 5 (6)  
Psychology (Human Psychology) 4 (6)  
Diplomacy (Negotiation) 3 (5)  
Unarmed Combat (Karaté) 3 (5)  
Planetside Survival (Desert) 2 (6)  
    (Tropical) (3)  
    (Urban) (3)  
Social Sciences (Political Science) 3 (4)  
Law (20<sup>th</sup> Century Earth International Law) 4 (5)  
Planetary Tactics (Guerilla Warfare) 3 (4)  
Dodge 3  
Projectile Weaponry (Pistol) 3 (5)  
    (Rifle) (4)  
    (Machine Gun) (4)

Primitive Weaponry (Knife) 2 (4)  
    (Sword) (3)  
World Knowledge (20<sup>th</sup> Century Earth) 1 (2)  
    (Ceti Alpha V) (2)  
History (Human) 1 (2)  
Culture (Human) 2 (3)  
Language  
    English (Federation Standard) 2  
    French 2  
    Hindi 3  
    German 3  
    Spanish 3  
    Russian 2  
    Chinese 1

Charm (Seduction) 2 (3)  
Intimidation (Bluster) 4 (5)  
Vehicle Operation (Wheeled Vehicle) 2 (4)  
    (Helicopter) (3)  
First Aid (Wound/Combat Trauma) 1 (2)  
Athletics (Yoga) 2 (3)

#### **Traits**

Arrogant; Alert; Battle Hardened; Sexy; Toughness  
Bad Reputation (Bloodthirsty Dictator); Exiled; Fanatic; Primitive (20<sup>th</sup> Century); Power  
Hungry; Prideful; Vengeful

#### **Other Statistics**

Courage: 5  
Renown: 200  
    Aggression: 50  
    Discipline: 50  
    Initiative: 50  
    Openness: -50  
    Skill: 0

Resistance: 8

#### **Notes:**

This character is converted from the statistics given in the FASA *Star Trek III Sourcebook Update* and represents the character immediately prior to the events of the movie *Star Trek II, the Wrath of Khan*. Khan's age is based on an assumed birth date of 1960.

Psychology skill is a new skill, separate from the Medical Sciences skill. Other skills have been added to reflect Khan's background.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## *Lieutenant Commander Janice Rand*

Name: Rand, Janice  
Rank: Lieutenant Commander  
Position: Transporter Officer  
Assignment: Earth Spacedock

### **Personal**

Race: Human  
Gender: female  
Age: 41 (in 2285)

### **Attributes**

Fitness 2  
Coordination 2  
Intellect 2  
Presence 3  
    Willpower +1

Psi 0

### **Skills**

Administration (Starship) 3 (5)  
Artistic Expression (Singing) 2 (4)  
Command (Starbase) 1 (3)  
Computer (Research) 2 (4)  
Culture (Human) 2 (3)  
Dodge 1  
Energy Weapon (Phaser) 2 (3)  
First Aid (Wound/Combat Trauma) 1 (2)  
Gaming (3D Chess) 2 (3)  
History (Human) 1 (2)  
    (Federation) (2)  
Instruction (Teaching) 2 (4)  
Language  
    French 1  
    Federation Standard 3  
Law (Starfleet Regulations) 2 (4)  
Life Sciences (Ecology) 1 (2)  
    (Exobiology) (3)  
Material Engineering (Personal Equipment) 2 (4)  
    (Mechanical Engineering) (3)  
Personal Equipment (Environmental Suit) 1 (2)  
Physical Sciences (Mathematics) 2 (3)  
    (Physics) (4)  
Planetside Survival (Arctic) 1 (3)  
    (Urban) (2)  
Psychology (Human Psychology) 1 (3)



Security (Security Procedures) 1 (3)  
Shipboard Systems (Communications) 2 (3)  
    (Sensors) (3)  
    (Flight Control) (3)  
    (Transporter) (6)  
Space Sciences (Astrogation) 1 (3)  
    (Astronomy) (3)  
    (Astrophysics) (3)  
Streetwise (Carousing) 1 (3)  
Systems Engineering (Communications Systems) 1 (2)  
    (Damage Control) (4)  
    (Transporter Systems) (4)  
Unarmed Combat (Starfleet Martial Arts) 1 (3)  
Weaponsmith (Phaser) 0 (1)  
World Knowledge (Earth) 1 (2)

**Traits**

Famous Incident; Promotion (Lieutenant Commander); Sexy; Zero Gee Trained

**Other Statistics**

Courage: 5

Renown: 5

    Aggression: 0

    Discipline: 0

    Initiative: 0

    Openness: 5

    Skill: 0

Resistance:2

**Notes:**

This character is converted from the statistics given in the FASA *Star Trek III Sourcebook Update* and represents the character immediately prior to the events of the movie *Star Trek II, the Wrath of Khan*.

\*Psychology skill is a new skill, separate from the Medical Sciences skill.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## Lieutenant Saavik

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Name: Saavik

Rank: Lieutenant

Position: Trainee

Assignment: Starfleet Academy Command College

### Personal

Race: Vulcan/Romulan hybrid

Gender: female

Age: 25 (in 2285)

### Attributes

Fitness 2

Strength +1

Coordination 2

Intellect 2

Logic +1

Presence 2

Willpower +1

Psi 2

### Skills

Administration (Starship) 2 (3)

Command (Starship) 2 (4)

Computer (Simulation/Modelling) 3 (4)

Culture (Vulcan) 2 (3)

(Romulan) (3)

Diplomacy (Negotiation) 2 (3)

Dodge 3

Energy Weapon (Phaser) 2 (4)

Gaming (3D Chess) 1 (3)

History (Vulcan) 1 (2)

(Romulan) (2)

(Federation) (2)

Instruction (Military Training) 2 (4)

Language

Vulcan 3

Romulan 2

Federation Standard 2

Law (Starfleet Regulations) 1 (3)

Mind Meld 2

Personal Equipment (Environmental Suit) 2 (3)

Physical Sciences (Mathematics) 2 (4)

(Physics) (3)

Planetside Survival (Jungle) 1 (3)

(Desert) (2)

Primitive Weaponry (Knife) 2 (3)  
Receptive Telepathy 1  
Security (Security Procedures) 1 (2)  
Shipboard Systems (Communications) 1 (2)  
    (Shields) (3)  
    (Flight Control) (4)  
    (Starship Weaponry) (3)  
    (Transporters) (3)  
Space Sciences (Astrogation) 3 (4)  
    (Astronomy) (5)  
    (Astrophysics) (5)  
Starship Tactics (Federation Naval Tactics) 2 (4)  
Streetwise (Romulan Underground) 1 (3)  
Systems Engineering (Computer Systems) 1 (2)  
    (Damage Control) (2)  
    (EPS Systems) (2)  
Unarmed Combat (Starfleet Martial Arts) 3 (5)  
    (Nerve Pinch) (4)  
Vehicle Operation (Shuttlecraft) 2 (3)  
    (Water Vehicle) (3)  
World Knowledge (Hellgard) 1 (2)  
    (Vulcan) (2)

#### **Traits**

Mixed Species Heritage; Promotion (Lieutenant); Orphan; Vengeful (Romulans); Zero Gee Trained

#### **Other Statistics**

Courage: 3

Renown: 1

    Aggression: 0

    Discipline: 0

    Initiative: 0

    Openness: 0

    Skill: 1

Resistance: 2

#### **Notes:**

This character is converted from the statistics given in the FASA *Star Trek III Sourcebook Update* and represents the character immediately prior to the events of the movie *Star Trek II, the Wrath of Khan*. The character's age has been corrected to conform to the official Paramount timeline as given in *The Star Trek Encyclopedia*.

I have adjusted some skills which seemed inappropriately high (or simply inappropriate), and added detail from other sources to round out the character.

Submitted by [Owen E. Oulton](#)

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# Memory ★ ICON

## *Rear Admiral James Tiberius Kirk*

Name: Kirk, James Tiberius  
Rank: Rear Admiral  
Position: Chief of Field Training  
Assignment: Starfleet Academy

### **Personal**

Race: Human  
Gender: male  
Age: 52 (in 2285)

### **Attributes**

Fitness 2  
    Vitality +1  
Coordination 3  
Intellect 4  
Presence 4  
    Willpower +2

Psi 0

### **Skills**

Administration 3 (5)  
Command (Military Training) 3 (5)  
    (Starship Command) 5 (6)  
Computer (Hacking/Data Alteration) 3 (4)  
Culture (Human) 2 (3)  
Diplomacy (Negotiation) 5 (6)  
Dodge 4  
Energy Weapons (Phaser) 4 (6)  
First Aid (Wound/Combat Trauma) 1 (2)  
Gaming (3D Chess) 4 (6)  
History (Human) 1 (2)  
    (Federation) (5)  
Knowledge: Life of Abraham Lincoln 5  
Language  
    Orion 1  
    Federation Standard 2  
Law (Starfleet Regulations) 4 (6)  
Materials Engineering (Small Equipment) 1 (2)  
    (Structural/Spaceframe) (3)  
Personal Equipment (Environmental Suit) 1 (4)  
    (Tricorder) (2)  
Physical Sciences (Mathematics) 1 (3)  
    (Physics) (2)  
Planetary Tactics (Small Unit) 3 (5)  
Planetside Survival (Cool Temperate) 3 (5)

(Urban) (5)  
Projectile Weaponry (Firearms) 2 (3)  
Propulsion Engineering 2 (3)  
Psychology (Human) 2 (4)\*  
Security (Security Procedures) 3 (4)  
Shipboard Systems (Communications) 2 (4)  
    (Shields) (3)  
    (Flight Control) (5)  
    (Starship Weapons) (3)  
    (Transporters) (5)  
    (Sensors) (4)  
Space Sciences (Astrogation) 3 (5)  
    (Astronomy) (4)  
    (Astrophysics) (4)  
Starship Tactics (Federation Naval Tactics) 5 (6)  
Streetwise (Carousing) 3 (5)  
Systems Engineering (Communications Systems) 1 (2)  
    (Shuttlecraft Systems) (2)  
    (Damage Control) (3)  
    (EPS Systems) (2)  
Unarmed Combat (Starfleet Martial Arts) 4 (6)  
Vehicle Operations (Shuttlecraft) 2 (4)  
Weaponsmith (Phaser) 1 (2)  
World Knowledge (Earth) 1 (2)  
    (Tarsus IV) (2)  
    (Neural) (2)

### **Traits**

Bold; Commendations (Many); Famous Incidents (Several); Promotion (Rear Admiral); Zero Gee Trained; Medical Problem (Allergy: Retinax 5); Poor Sight; Rival (Klingon Captain Koloth)

### **Other Statistics**

Courage: 5

Renown: 150

    Aggression: 20

    Discipline: 20

    Initiative: 50

    Openness: 30

    Skill: 30

Resistance: 3

### **Notes:**

This character is converted from the statistics given in the FASA *Star Trek III Sourcebook Update* and represents the character immediately prior to the events of the movie *Star Trek II, the Wrath of Khan*. The character's age has been corrected to conform to the official Paramount timeline as given in *The Star Trek Encyclopedia*.

\*Psychology skill is a new skill, separate from the Medical Sciences skill.

Submitted by [Owen E. Oulton](#)

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