



STAR TREK

Mission Specialist



NAME & DESCRIPTION (Gender, Species, Rank, Assigned Position)	REFRESH
	3

ASPECTS				
High Concept	Trouble	Childhood	Academy	Last Assignment

SKILLS			
Great (+4)	Good (+3)	Fair (+2)	Average (+1)
1.	1. 2.	1. 2. 3.	1. 2. 3. 4.

EXTRAS	STUNTS

STRESS		CONSEQUENCES		
Physical	Mental	Mild (2 pts.)	Moderate (4 pts.)	Severe (6 pts.)
1 <input type="checkbox"/> 2 <input type="checkbox"/>	1 <input type="checkbox"/> 2 <input type="checkbox"/>			
3 <input type="checkbox"/> 4 <input type="checkbox"/>	3 <input type="checkbox"/> 4 <input type="checkbox"/>			



STAR TREK

Bridge Officer



NAME & DESCRIPTION (Gender, Species, Rank, Assigned Position)	REFRESH
	3

ASPECTS				
High Concept	Trouble	Childhood	Academy	Last Assignment

SKILLS			
Great (+4)	Good (+3)	Fair (+2)	Average (+1)
1.	1. 2.	1. 2. 3.	1. 2. 3. 4.

EXTRAS	STUNTS

STRESS		CONSEQUENCES		
Physical	Mental	Mild (2 pts.)	Moderate (4 pts.)	Severe (6 pts.)
1 <input type="checkbox"/> 2 <input type="checkbox"/>	1 <input type="checkbox"/> 2 <input type="checkbox"/>			
3 <input type="checkbox"/> 4 <input type="checkbox"/>	3 <input type="checkbox"/> 4 <input type="checkbox"/>			

ASSIGNMENT

BRIDGE POSITIONS (Select one or more)	MISSION SPECIALIST (Select one or more)
<p>Note that two or more positions are often assigned to a single officer (e.g., Tactical/Security, or Operations and Communications).</p> <ul style="list-style-type: none"> <input type="checkbox"/> Command <input type="checkbox"/> First Officer <input type="checkbox"/> Helm (Navigation) <input type="checkbox"/> Operations (Sensors, Computer, Environment) <input type="checkbox"/> Engineering (Damage Control) <input type="checkbox"/> Tactical (Weapons) <input type="checkbox"/> Security <input type="checkbox"/> Science (Medical) <input type="checkbox"/> Communications 	<p>As with bridge positions, away team members often possess multiple skills useful in the field.</p> <ul style="list-style-type: none"> <input type="checkbox"/> Diplomacy (First Contact, Negotiation) <input type="checkbox"/> Science (many available disciplines—Biology, Geology, Stellar Cartography, Warp Field Physics, Anthropology, Archeology—just to name a few) <input type="checkbox"/> Security (Combat, Reconnaissance) <input type="checkbox"/> Engineering (Diagnostics, Repair, Technical Study) <input type="checkbox"/> Medical (Rescue, First Aid, Biological Survey)

ASPECTS

The **high concept** aspect should define your character as cohesively as possible. It can incorporate your chosen race, but shouldn't be limited to *Logical Vulcan* or something... make it more personal.

The **trouble** aspect should present some ongoing struggle or adversity your character faces. All aspects should have a positive and negative angle, but this one is specifically designed for compels (which earn you fate points).

The other aspects (**childhood, academy, last assignment**) are just suggestions. Do with them as you wish.

SKILLS

- | | | |
|---------------|------------------------|-----------------------|
| • Athletics | • History/Anthropology | • Sciences |
| • Combat | • Intimidation | • Starship Operations |
| • Command | • Investigation | • Stealth |
| • Diplomacy | • Medical | • Survival |
| • Empathy | • Navigation | • Tactical |
| • Engineering | • Notice | • Will |
| • Espionage | • Physique | |

ALIEN SPECIES

Alien life is a key facet of the *Star Trek* universe. In *Fate*, we illustrate the differences between species using **aspects** or **stunts**.

Generally, **aspects** are far-reaching, and give you a +2 bonus or a re-roll when invoked.

Stunts are specific mechanical edges based on individual skills (usually a +2 in very specific situations). You can use both or either. **The following are merely broad suggestions**, to get you thinking in the right direction.

SPECIES	SAMPLE ASPECTS	SAMPLE STUNTS
Andorian	<ul style="list-style-type: none"> • <i>Honor-Bound Society</i> • <i>No Stun Setting</i> 	<ul style="list-style-type: none"> • <i>Truth Without Compromise</i>: +2 to Notice, Investigation, or Intimidation (pick only one) when your opponent may be lying.
Bajoran	<ul style="list-style-type: none"> • <i>Spiritually Devout</i> 	<ul style="list-style-type: none"> • <i>Spiritually Devout</i>: +2 to Empathy or Will when you call upon the Prophets or recall sacred truths.
Cardassian	<ul style="list-style-type: none"> • <i>People of Discipline</i> • <i>Loyal to the State</i> • <i>Family Is the Greatest Treasure</i> 	<ul style="list-style-type: none"> • <i>Exacting Detail</i>: +2 to to Investigation or Notice (pick only one) when official records are a factor. • <i>People of Discipline</i>: +2 to Will when dealing with self-control.
Ferengi	<ul style="list-style-type: none"> • <i>Profit Motive</i> 	<ul style="list-style-type: none"> • <i>Profit Motive</i>: +2 to Diplomacy, Empathy, Espionage, Intimidation, etc. (pick only one) when making a deal.
Klingon	<ul style="list-style-type: none"> • <i>Warrior Spirit</i> • <i>Honor-Bound Society</i> 	<ul style="list-style-type: none"> • <i>Warrior Spirit</i>: +2 to Combat when using traditional Klingon weapons (bat'leth, mek'leth). • <i>For Honor</i>: +2 to Combat or Tactical (pick only one) when your honor or that of your ship and shipmates is at stake.
Tellarite	<ul style="list-style-type: none"> • <i>Argument Is a Sport</i> • <i>Belligerence Belies Respect</i> • <i>Never Drunk—Just Feisty</i> 	<ul style="list-style-type: none"> • <i>Argumentative</i>: +2 to Diplomacy when you successfully engage another character in an argument. • <i>Argumentative</i>: Use Intimidation instead of Diplomacy (or vice versa) when starting with an argument.
Vulcan	<ul style="list-style-type: none"> • <i>Logic Dictates</i> 	<ul style="list-style-type: none"> • <i>Logical Nature</i>: +2 to to Intimidation, Investigation, or Notice (pick only one) when logical principles can be applied, or when an opponent is challenging your intellect.