## **TRACY NEUMANN** Lieutenant Commander Science Officer Species: Human

**Notes: Proactive, Charismatic, Cocky** 

**Logic** - Technology, Science, Cold Rationality, Calm and Precise Action

**Emotion** - Intuition, Rapport, Diplomacy, Seduction, Wild and Passionate Action

#### **Rolling the Dice**

When you do something risky, roll 1d6 to find out how it goes. Roll +1d if you're prepared and +1d if you're an expert. (The GM tells you how many dice to roll, based on your character and the situation.) Roll your dice and compare each die result to your number.

- If you're using **Logic** (science, reason), you want to roll under your number.
- If you're using **Emotion** (rapport, passion), you want to roll over your number.
- 0 If none of your dice succeed, it goes wrong. The GM says how things get worse somehow.
- 1 If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.
- 2 If two dice succeed, you do it well. Good job!
- 3 If three dice succeed, you get a critical success! The GM tells you some extra effect you get.
- ! If you roll your number exactly, you get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions:

What are they really feeling? Who's behind this? How could I get them to \_\_\_\_\_? What should I be on the lookout for? What's the best way to \_\_\_\_\_? What's really going on here? You can change your action if you want to, then roll again.

# **TALIS** Lieutenant Computer Systems Chief, Science Division Species: Vulcan

**Notes: Unflappable, Methodical, Fatalistic** 

**Logic** - Technology, Science, Cold Rationality, Calm and Precise Action

**Emotion** - Intuition, Rapport, Diplomacy, Seduction, Wild and Passionate Action

### **Rolling the Dice**

When you do something risky, roll 1d6 to find out how it goes. Roll +1d if you're prepared and +1d if you're an expert. (The GM tells you how many dice to roll, based on your character and the situation.) Roll your dice and compare each die result to your number.

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ZHRON Ensign Helm Officer Species: Andorian	<b>Rolling the Dice</b> When you do something risky, roll 1d6 to find out how it goes. Roll +1d if you're prepared and +1d if you're an expert. (The GM tells you how many dice to roll, based on your character and the situation.) Roll your dice and compare each die result to your number.
Notes: Determined, Dutiful, Aggressive	<ul> <li>If you're using Logic (science, reason), you want to roll under your number.</li> <li>If you're using Emotion (rapport, passion), you want to roll over your number.</li> </ul>
Logic - Technology, Science, Cold Rationality, Calm and Precise Action3	<ul> <li>0 - If none of your dice succeed, it goes wrong. The GM says how things get worse somehow.</li> <li>1 - If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.</li> <li>2 - If two dice succeed, you do it well. Good job!</li> <li>3 - If three dice succeed, you get a critical success! The GM tells you some extra effect you get.</li> <li>! - If you roll your number exactly, you get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions:</li> <li>What are they really feeling? Who's behind this? How could I get them to ? What should I be on the lookout for? What's the best</li> </ul>
Emotion - Intuition, Rapport, Diplomacy, Seduction, Wild and Passionate Action	<ul> <li>way to? What's really going on here? You can change your action if you want to, then roll again.</li> <li>HELPING: If you want to help someone else, who's rolling, say how you try to help and make a roll. If you succeed, give them +1d.</li> </ul>

# **ARGAL ZEL** Lieutenant Operations Officer Species: Tellarite

Notes: Enthusiastic, Quick-witted, Provocative

**Logic** - Technology, Science, Cold Rationality, Calm and Precise Action

**Emotion** - Intuition, Rapport, Diplomacy, Seduction, Wild and Passionate Action

### **Rolling the Dice**

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# **JIM-MU TAKERU** Lieutenant Commander Chief Engineering Officer Species: Human

Notes: Avuncular, Focused, Hot-headed

**Logic** - Technology, Science, Cold Rationality, Calm and Precise Action

**Emotion** - Intuition, Rapport, Diplomacy, Seduction, Wild and Passionate Action

#### **Rolling the Dice**

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# **XEXALL** Lieutenant Security Officer Species: Edoan

Notes: Wise, Calm, Slow to anger

**Logic** - Technology, Science, Cold Rationality, Calm and Precise Action

**Emotion** - Intuition, Rapport, Diplomacy, Seduction, Wild and Passionate Action

#### **Rolling the Dice**

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### **C**HURRUSS

Ensign Internal Security Chief, Security Division Species: Caitian

# Notes: Protective, Self-sacrificing, Territorial

**Logic** - Technology, Science, Cold Rationality, Calm and Precise Action

**Emotion** - Intuition, Rapport, Diplomacy, Seduction, Wild and Passionate Action

### **Rolling the Dice**

When you do something risky, roll 1d6 to find out how it goes. Roll +1d if you're prepared and +1d if you're an expert. (The GM tells you how many dice to roll, based on your character and the situation.) Roll your dice and compare each die result to your number.

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### **COOL-BAZELLE**

Ensign Assistant Tactical Officer, Security Division Species: Saurian

Notes: Generous, Cool-headed, Willing to make tough decisions

**Logic** - Technology, Science, Cold Rationality, Calm and Precise Action

**Emotion** - Intuition, Rapport, Diplomacy, Seduction, Wild and Passionate Action

#### **Rolling the Dice**

When you do something risky, roll 1d6 to find out how it goes. Roll +1d if you're prepared and +1d if you're an expert. (The GM tells you how many dice to roll, based on your character and the situation.) Roll your dice and compare each die result to your number.

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<b>DR. TARLI</b> Lieutenant Commander Chief Medical Officer Species: Deltan	<b>Rolling the Dice</b> When you do something risky, roll 1d6 to find out how it goes. Roll +1d if you're prepared and +1d if you're an expert. (The GM tells you how many dice to roll, based on your character and the situation.) Roll your dice and compare each die result to your number.
Notes: Empathetic, Protective, Epicurean	<ul> <li>If you're using Logic (science, reason), you want to roll under your number.</li> <li>If you're using Emotion (rapport, passion), you want to roll over your number.</li> </ul>
Logic - Technology, Science, Cold Rationality, Calm and Precise Action	<ul> <li>0 - If none of your dice succeed, it goes wrong. The GM says how things get worse somehow.</li> <li>1 - If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.</li> <li>2 - If two dice succeed, you do it well. Good job!</li> <li>3 - If three dice succeed, you get a critical success! The GM tells you some extra effect you get.</li> <li>! - If you roll your number exactly, you get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions: What are they really feeling? Who's behind this? How could I get</li> </ul>
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