

Note: The original three pregenerated characters for the quick-start adventure weren't rules-legal. This PDF corrects that error, and also introduces three more characters to add to the possibilities of the adventure. If you use more than three of these characters, bear in mind that you'll have to adjust the threats in the adventure accordingly to make it a proper challenge.

ENSIGN MICHAEL PORTER

ATTRIBUTES		REACTIONS					INITIATIVE				
		Attr		Attr	Misc			Misc			
	Score	Mod		Mod	Mod	Total		Quickness	Mod	Total	
Strength	8	+1	Quickness	+1	+2	+3		+3	0	+3	
Agility	8	+1	Savvy	+1	0	+1					
Intellect*	10	+2	Stamina	+1	0	+1	DEFENSE				
Vitality	7	0	Willpower*	+2	0	+2		Agility	Misc		
Presence*	9	+1	* Favored Reaction					Mod	Mod	Total	
Perception	8	+1						Base 7 +1	0	8	
* Favored Attributes											

** Favored Attributes*

HEALTH: 8 **COURAGE:** 4 **RENOWN:** 0 **ADVANCEMENTS:** 0

SPECIES: Human

PROFESSION: Starship Officer (Command)

PERSONAL DEVELOPMENT: Political Upbringing

PROFESSIONAL DEVELOPMENT: Representative

SPECIES ABILITIES: Adaptable (+2 to Quickness), the Human Spirit, Skilled

PROFESSIONAL ABILITIES: Commanding Presence (roll 3d6 and keep the highest 2 when performing a Willpower test), Starship Duty (Command)

EDGES: Confident (+5 bonus instead of the normal +3 when you spend a Courage point on an Influence, Negotiate or Persuade tests)

FLAWS: None

SKILLS (INCLUDING ATTRIBUTE MODIFIERS): Computer Use (Retrieve) +4, Enterprise: Administration +6, Inquire (Fraternize) +3, Knowledge: Culture (Human) +8, Knowledge: History (Federation) +8, Knowledge: Politics (Federation) +8, Knowledge: Specific World (Earth) +8, Knowledge: Trivia +4, Language: Federation Standard +8, Negotiate (Mediate) +6, Persuade (Oratory) +4, Ranged Combat (Energy Weapons) +2, System Operation (Command) +4

Add +1 to any 5 of the skills listed above that are rated below +6

EQUIPMENT: Starfleet communicator badge, PADD (+7 bonus to any Knowledge skill test, as long as you spend a full minute looking up the information)

WEAPONS: Type II phaser (1,000 charges)

BACKGROUND: Mike Porter grew up in the Earth city of San Francisco, quite literally in the shadow of the Federation Council building, where his father served for many years in the Earth delegation. As a youth, he read voraciously of the legendary deeds of Starfleet officers such as James T. Kirk and Jean-Luc Picard, and dreamed of commanding a Starfleet vessel himself one day. Now, he finds himself a young ensign on the command track aboard a Starfleet vessel, dreaming of bigger and better things to come.

ENSIGN TELOK

ATTRIBUTES			REACTIONS				INITIATIVE				
		Attr		Attr	Misc				Misc		
	Score	Mod		Mod	Mod	Total		Quickness	Mod	Total	
Strength*	10	+2	Quickness	+2	0	+2		+2	0	+2	
Agility*	10	+2	Savvy	+1	0	+1					
Intellect	8	+1	Stamina	+4	0	+4	DEFENSE				
Vitality	8	+1	Willpower*	+1	0	+1		Agility	Misc		
Presence	6	0	* Favored Reaction					Mod	Mod	Total	
Perception	8	+1						Base 7 +2	0	9	
* Favored Attributes											

* Favored Attributes

HEALTH: 10 **COURAGE:** 3 **RENOWN:** 0 **ADVANCEMENTS:** 0

SPECIES: Klingon

PROFESSION: Starship Officer (Security)

PERSONAL DEVELOPMENT: Military Brat

PROFESSIONAL DEVELOPMENT: Basic Security Officer

SPECIES ABILITIES: Bonus Edge: High Pain Threshold (reduce test penalty caused by loss of Wound Levels by 2), *Brak'lul* (halve duration when hit by a weapon's stun effect), Bonus Skill: Klingon Traditional Weapons, Ferocity (+2 to Armed Combat and Unarmed Combat tests, and temporary +1 to Health when enraged; may use this ability once per day), Honor

PROFESSIONAL ABILITIES: Security Ops (+2 bonus to all Investigate tests), Starship Duty (Security)

EDGES: Bold (+5 bonus when you spend a Courage point on Ranged Combat, Repair, System Operation or Unarmed Combat tests) and High Pain Threshold (see "Species Abilities" above)

FLAWS: None

SKILLS (INCLUDING ATTRIBUTE MODIFIERS): Armed Combat: Traditional Klingon Weapons +5, Athletics (Jump) +6, Computer Use +2, First Aid +2, Inquire (Interrogate) +2, Investigate (Search) +3, Knowledge: Culture (Klingon) +6, Knowledge: History (Klingon) +6, Knowledge: Religion (Klingon) +3, Knowledge: Specific World (*Qo'noS*) +5, Language: Federation Standard +2, Language: Klingon +7, Ranged Combat: Energy Weapons +5, Repair +2, Survival +2, System Operation (Security Systems) +3, Tactics +2, Unarmed Combat: Klingon Martial Arts +4

Add +1 to any 5 of the skills listed above that are rated below +6

EQUIPMENT: Starfleet communicator badge

WEAPONS: Type II phaser (1,000 charges), *D'k tahg* (1d6+2 damage)

BACKGROUND: To facilitate better relations between the Federation and the Klingon Empire, the officer exchange program was born. Telok is one such officer, a Klingon warrior temporarily assigned to a Starfleet vessel so that the two cultures can learn from one another. A Starfleet career was not his choice, however; his House, hoping to establish business relationships with Federation interests, wants one of their own to have a record of service to the UFP so as to foster better business relations with their new partners. Nevertheless, Telok resolves to make the best of his situation and, if nothing else, uphold his House's good name.

By special permission of the captain, Telok carries a notable piece of non-regulation equipment - the traditional Klingon dagger known as the *d'k tahg*, which he wields with considerable skill.

DR. LI FALA

ATTRIBUTES		REACTIONS					INITIATIVE					
	Score	Attr Mod	Attr Mod	Misc Mod	Total		Quickness	Misc Mod	Total			
Strength	6	0	Quickness	+1	0	+1	+1	0	+1			
Agility	9	+1	Savvy	+1	0	+1						
Intellect*	10	+2	Stamina	+1	0	+1	DEFENSE					
Vitality	8	+1	Willpower*	+2	0	+2		Agility	Misc			
Presence*	9	+1	* Favored Reaction					Mod	Mod	Total		
Perception	8	+1						Base 7	+1	0	8	
* Favored Attributes												

HEALTH: 8 **COURAGE:** 4 **RENOWN:** 0 **ADVANCEMENTS:** 0

SPECIES: Bajoran

PROFESSION: Scientist

PERSONAL DEVELOPMENT: Religious Upbringing

PROFESSIONAL DEVELOPMENT: Medical Doctor

SPECIES ABILITIES: Artistic, Faithful, *Pagh*

PROFESSIONAL ABILITIES: Focus (ignore all distraction penalties on skill tests)

EDGES: Curious (spending a Courage point on any gives you a +5 bonus on Computer Use, Knowledge and Medicine tests instead of the standard +3)

FLAWS: None

SKILLS (INCLUDING ATTRIBUTE MODIFIERS): Computer Use (Retrieve) +4, First Aid +4, Influence +2, Investigate +3, Knowledge: Culture (Bajor, Earth) +6, Knowledge: History (Bajor) +6, Knowledge: Religion (Bajoran) +7, Knowledge: Specific World (Bajor, Earth) +7, Language: Bajoran +8, Language: Federation Standard +8, Medicine (Pharmacology) +5, Science: Life Science (Exobiology) +4, Science: Physical Science (Chemistry) +3, Science: Social Science +4, System Operation (Medical) +5, Unarmed Combat: Bajoran Martial Arts +2
Add +1 to any 5 of the skills listed above that are rated below +6

EQUIPMENT: Medical kit (dermal regenerator: restore 1d6 wound points per injury sustained; 50 doses Chlromydride hypospray: TN 15 First Aid or Medicine test to restore 3 wound points; 50 doses Terakine hypospray: TN 10 First Aid or Medicine test to reduce effects of injury by one level for 1d6+2 hours), Starfleet communicator badge, tricorder (+5 to all tests that use the device's sensors)

WEAPONS: None

BACKGROUND: Doctor Li Fala is a child of the Cardassian occupation of Bajor, but not in the way that one might think. The daughter of a prominent Vedek who went underground after running afoul of the Cardassian authorities, most of her family managed to spirit itself off the planet when she was barely a year old. She has spent almost her entire life, therefore, as an adopted citizen of the Federation, attending medical and graduate school on Earth. She studies pharmacology, in particular the therapeutic uses of chemicals that occur naturally in alien lifeforms.

Strictly speaking, Doctor Li is a civilian, but Starfleet invited her to come along on this mission to serve as a special technical liaison, and to assess the researchers' preliminary data.

ENSIGN JOEL EVANS

ATTRIBUTES		REACTIONS					INITIATIVE		
	Score	Attr Mod	Attr Mod	Misc Mod	Total		Quickness	Misc Mod	Total
Strength	7	0	Quickness	+1	+2	+3	+3	0	+3
Agility	8	+1	Savvy	+1	0	+1			
Intellect*	10	+2	Stamina*	+2	0	+2	DEFENSE		
Vitality	10	+2	Willpower	+2	0	+2		Agility	Misc
Presence	6	0	* Favored Reaction					Mod	Mod
Perception*	9	+1					Base 7	+1	0
* Favored Attributes									

** Favored Attributes*

HEALTH: 8 **COURAGE:** 4 **RENOWN:** 0 **ADVANCEMENTS:** 0

SPECIES: Human

PROFESSION: Starship Officer (Engineering)

PERSONAL DEVELOPMENT: Starfleet Brat

PROFESSIONAL DEVELOPMENT: Troubleshooter

SPECIES ABILITIES: Adaptable (+2 to Quickness), the Human Spirit, Skilled

PROFESSIONAL ABILITIES: Engineering Certification, Starship Duty (Engineering)

EDGES: Skill Focus: Craftsman (+1 bonus to Construct and Repair tests)

FLAWS: None

SKILLS (INCLUDING ATTRIBUTE MODIFIERS): Athletics +1, Computer Use +4, Construct +4, Engineering: Propulsion (Warp Engines) +5, Engineering: Structural (Spaceframes) +5, Engineering: System (Power Systems) +6, Entertain: Play Instrument +1*, Knowledge: Culture (Human) +7, Knowledge: History (Federation, Human) +7, Knowledge: Politics (Federation) +6, Knowledge: Specific World (Mars) +8, Language (Federation Standard) +8, Language (German) +5, Language (Vulcan) +4*, Ranged Combat: Energy Weapons +3, Repair +4, Science: Space Science +5*, System Operation +4, Unarmed Combat: Aikido +2

Add +1 to any 5 of the skills listed above that are rated below +6 and not marked with an asterisk

EQUIPMENT: Engineering kit, Starfleet communicator badge, tricorder (+5 to all tests that use the device's sensors)

WEAPONS: Type II phaser (1,000 charges)

BACKGROUND: Joel Evans is a fifth-generation Starfleet officer; his parents both serve on Bradbury Station, and his older sister is a science officer on the *USS Hawking*. He grew up in a Starfleet science facility on Mars, and considers Starfleet a part of his extended family. It was only natural for him to apply to Starfleet Academy when he was old enough, and now the newly-graduated young engineer is eager and ready to carry on his proud family tradition.

ENSIGN THELEV ALDIN

ATTRIBUTES		REACTIONS				INITIATIVE		
	Score	Attr Mod		Attr Mod	Misc Mod	Total		Misc Mod
Strength	6	0	Quickness	+3	0	+3	Quickness	0
Agility*	8	+1	Savvy	+3	0	+3	+3	+3
Intellect*	9	+1	Stamina*	+2	0	+2	DEFENSE	
Vitality	10	+2	Willpower	+2	0	+2	Agility	Misc
Presence	6	0	* Favored Reaction				Mod	Mod
Perception	12	+3					Base 7	Total
* Favored Attributes							+1	0
								8

HEALTH: 10 **COURAGE:** 3 **RENOWN:** 0 **ADVANCEMENTS:** 0

SPECIES: Andorian

PROFESSION: Starship Officer (Science)

PERSONAL DEVELOPMENT: Colony/Frontier Upbringing

PROFESSIONAL DEVELOPMENT: Basic Science Officer

SPECIES ABILITIES: Antennae (+4 to Observe (Listen) tests), Bonus Edge: High Pain Threshold (reduce test penalty caused by loss of Wound Levels by 2), *Keth Aldin*, Redundant Circulation (+2 to Stamina tests versus cold, but -1 to Stamina tests versus poison)

PROFESSIONAL ABILITIES: Journeyman, Starship Duty (Science)

EDGES: Curious (spending a Courage point on any gives you a +5 bonus on Computer Use, Knowledge and Medicine tests instead of the standard +3)

FLAWS: None

SKILLS (INCLUDING ATTRIBUTE MODIFIERS): Athletics +1, Computer Use (Retrieve) +3, First Aid +2, Knowledge: Culture (Andorian) +6, Knowledge: History (Andorian) +4, Knowledge: Religion (Andorian) +2, Knowledge: Specific World (Andoria) +7, Language: Andorian +7, Language: Federation Standard +7, Ranged Combat: Energy Weapons +2, Repair +4, Science: Life Science (Botany) +4, Science: Physical Science (Mathematics) +4, Science: Planetary Science (Mineralogy) +4, Science: Space Science (Astronomy) +4, Survival +5, System Operation (Sensors) +3

Add +1 to any 5 of the skills listed above that are rated below +6

EQUIPMENT: Starfleet communicator badge, tricorder (+5 to all tests that use the device's sensors)

WEAPONS: Type II phaser (1,000 charges)

BACKGROUND: Growing up on a failing colony world, Thelev knew that he wanted to find something better. His culture's focus on service drew him to Starfleet, and his own personal inclinations drew him to the sciences, so shortly after his family decided to leave his colony for the Andorian homeworld, he applied to Starfleet Academy. An exemplary student, he has endeavored to excel in his first posting.

ENSIGN KIMBERLY FREY

ATTRIBUTES			REACTIONS			INITIATIVE		
	Total	Attr Mod		Attr Mod	Misc Mod	Total		Misc Mod
Strength	7	0	Quickness*	+1	0	+1	Quickness +1	0
Agility	8	+1	Savvy	+1	0	+1		
Intellect*	10	+2	Stamina	+2	0	+2	DEFENSE	
Vitality*	10	+2	Willpower	+2	+2	+4	Agility Mod	Misc Mod
Presence	6	0	* Favored Reaction			Base 7	+1	0
Perception	9	+1						Total 8

* Favored Attributes

HEALTH: 10 **COURAGE:** 4 **RENOWN:** 0 **ADVANCEMENTS:** 0

SPECIES: Human

PROFESSION: Starship Officer (Operations)

PERSONAL DEVELOPMENT: Military Brat

PROFESSIONAL DEVELOPMENT: Operations Manager

SPECIES ABILITIES: Adaptable (+2 to Willpower), the Human Spirit, Skilled

PROFESSIONAL ABILITIES: Starship Duty (Operations), Station Proficiency (once per game, reroll any System Operation skill test and take the better of the two rolls)

EDGES: Bold (+5 bonus when you spend a Courage point on Ranged Combat, Repair, System Operation or Unarmed Combat tests)

FLAWS: None

SKILLS (INCLUDING ATTRIBUTE MODIFIERS): Athletics +2, Computer Use (Retrieve) +6, Engineering: Systems Engineering (EPS Systems) +5, Knowledge: Culture (Human) +8, Knowledge: History (Federation) +8, Knowledge: Politics (Federation) +8, Knowledge: Specific World (Earth) +8, Language (Federation Standard) +8, Ranged Combat: Energy Weapons +5, Repair +5, Survival +3, System Operation (Operations Management) +6, Unarmed Combat: Starfleet Self-Defense +5

Add +1 to any 5 of the skills listed above that are rated below +6

EQUIPMENT: Starfleet communicator badge, tricorder (+5 to all tests that use the device's sensors)

WEAPONS: Type II phaser (1,000 charges)

BACKGROUND: Kim Frey grew up in a family with a long military tradition, and knew that she wanted to be part of Starfleet from a very early age. Bright, and with an exceptional organizational aptitude, Kim fit easily into operations management and shows great potential.