

STAR TREK

CYPHER

Creating Characters



Rules by Colin Wilson
using the Cypher System Rules™ by
Monte Cook Games

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CHARACTER CREATION

In general, the process of creating characters follows the same outline given on pages 14-21 of the *Cypher System Rulebook*. There are new types, descriptors, and foci to choose from but once that shock passes then Cypher players will find the system very familiar.

Skills

There is no definitive list of skills in Cypher games and *Star Trek: Cypher* is no exception. Players should choose their skills freely when given the chance and work with the GM to find skills that accurately reflect their character concept and which will be used in the game. The following list offers a few ideas of skills commonly seen in *Star Trek* series.

Astrophysics	History	Philosophy
Astrometrics	Holograms	Physics
Balancing	Initiative	Pickpocketing
Botany	Intimidation	Repairing
Business	Jumping	Singing
Climbing	Law	Starship Design
Computers	Material Science	Starship Piloting
Deceiving	Machinery	Smashing
Diplomacy	Medicine	Sports
Disguise	Musical Instrument	Stealth
Economics	Negotiation	Swimming
Escaping	Quantum Mechanics	Vehicle Driving
Geography	Painting	Warp Theory
Geology	Perception	Xenobiology
Healing	Persuasion	Zoology

Character Statement

To create a character in *Star Trek: Cypher* you follow the same steps as with any other Cypher character with one major addition: the Species Descriptor. The character statement is “[Character Name] is a [General Descriptor] [Species Descriptor] [Type] who [Focus].” It’s a bit wordier, but it yields useful phrases for the *Star Trek* universe, such as...

- Major Kira is a Brash Bajoran Commander who Defends the Weak.
- Chief O’Brien is a Jovial Human Engineer who Is a Transporter Artist.
- Lt. Spock is an Intelligent Vulcan Scientist who Has Learned to Meld Minds.

The following pages outline each of the parts of the character statement in turn.

CHARACTER TYPES

There are four character types listed in the *Cypher System Rulebook*: warriors, adepts, explorers, and speakers. While there are also four character types in *Star Trek: Cypher* (commanders, engineers, scientists, and tactical officers), they are different and so players and GMs should read through this section carefully to familiarize themselves with the changes.

Commander

The **Speaker** type in *Star Trek: Cypher* is called the **Commander** and it is often the leading officers on board a starship. This includes captains and first officers, but the abilities of Commanders can cover anyone who spends most of their time influencing, leading, and/or organizing people.

Commanders in *Star Trek*: Commander Chakotay, Gul Dukat, Captain Janeway, Captain Kirk, Kang, Kor, Koloth, Captain Picard, Commander Riker, Captain Sisko.

Background Detail

Roll 1d20 and consult the table below to come up with a detail that colors your character's background.

Roll	Background
1	One of your parents was a famous starship captain and you are expected to excel as much as they did.
2	When you were a teenager, one of your siblings was on a shuttlecraft that went missing. They are presumed dead and your family has never gotten over the loss.
3	You were accepted into a secret organization for students at Starfleet Academy. It styles itself as a grooming society for officers and claims to have a protected database of redacted files from secret missions.
4	You lost one of your parents to addiction. He or she may still be alive but you'd be hard pressed to find forgiveness.
5	You have no memory of anything that happened before you were found at a destroyed border colony at the age of 18.
6	Your grandparents raised you on a small outpost along the Cardassian border. You'd like to think the experience taught you something about politics and gave you a wider view.
7	As an orphan, you were fortunate to live in the Federation where your needs were mostly cared for. Still, forming bonds in adulthood was challenging.
8	You grew up on the outskirts of Federation space, among criminals and smugglers. You still have some connections there that you'd rather keep quiet.
9	You served on a long-term diplomatic mission to another government in the past and you still have friends there.
10	You have an annoying rival who always seems to get in your way or foil your plans.
11	After your captain was killed on one of your first missions you assumed command. This has set the stage for high-expectations through the rest of your career.
12	On the first ship you served as a bridge officer, a diplomat was horribly murdered. Despite a long investigation, the culprit was never found.
13	You were on a long five-year mission that toured much of the Alpha and Beta Quadrants. During that mission, you acquired quite a collection of artifacts.
14	Your childhood sweetheart entered Starfleet Academy with you but you broke up soon after. They ended up with your best friend (now your ex-best friend).
15	You know people who were part of the Maquis and you remember the injustices they faced and how they felt unjustly dismissed.
16	You have a reputation for keeping up morale among the crew, something which reflect well on you personally but sometimes influences your career.
17	You were part of a task force that infiltrated and arrested a criminal organization, and they want revenge.
18	You have a fondness for holodeck programs acting out famous plays and novels. The rest of the crew knows about this and you frequently get requests for people to take on roles.
19	You are in a close, romantic relationship with another of the ship's bridge officers.
20	Someone out there tries to pose as you, using your identity and often for nefarious ends. You've never been able to catch this person but you've been told they look and act exactly like you.

Outside of Starfleet

For characters that aren't in Starfleet, there are still many different uses of the **Commander** type.

- Captains of civilian starships or the leaders of colonies might have this type. This is also a good type for characters who are strong leaders, even if they aren't leading officers.
- Other species with militaries (including the Bajorans, the Klingons, the Cardassians, and the Romulans) also have commanders leading their ships.
- Politicians and those with strong sway can be made with this type, avoiding any of the overtly military abilities.

Commander Features

Most of the features of the **Speaker** can be used with the **Commander** but the ones that are supernatural in nature are not available. The following lists give which abilities are removed from the list as well as new abilities for Commanders in *Star Trek: Cypher*.

Starting Commander Features

- **Effort:** Your Effort is 1.
- **Physical Nature:** You have an Intellect Edge of 1, a Might Edge of 0, and a Speed Edge of 0.
- **Cypher Use:** You can bear two cyphers at a time.
- **Practiced With Light Weapons:** You can use light weapons without penalty. If you wield a medium weapon, increase the difficulty of the attack by one step. If you wield a heavy weapon, increase it by two steps. You also start with one light weapon of your choice. Enabler.
- **Starting Equipment:** Appropriate clothing and a light weapon of your choice, plus two expensive items, two moderately priced items, up to four inexpensive items, and any standard issue gear your GM provides.

First-Tier Commander Abilities

Choose four of the abilities described under Tier 1 of the Speaker. You can't choose the same ability more than once unless its description says otherwise. Changes to the list from the *Cypher System Rulebook* are given below.

- Enthral and Erase Memories are not available.
- **Defensive Maneuvers (1 Intellect point):** You direct your ship to follow pre-arranged maneuvers for avoiding enemy fire. Reduce the difficulty for ship defense rolls against one enemy vessel for the next round. Action.
- **Fire on My Mark (1 Intellect point):** By directing your allies in an attack, you can concentrate fire and take down an enemy. You designate a target that you can see, make an Intellect check, and direct your allies to fire. Reduce the difficulty by one for attacks by allies within ten feet of you made against the target. Action.

Second-Tier Commander Abilities

Choose two of the abilities described under Tier 2 of the Speaker (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. Changes to the list from the *Cypher System Rulebook* are given below.

- Babel, Impart Ideal, and Speed Recovery are not available.
- **Attack Pattern Alpha (2 Intellect points):** You direct your ship's crew to follow prearranged procedures to increase your ship's targeting potential. Reduce the difficulty of ship attacks against a specific enemy for the next round. Action.

- **Careful Tactics (1 or 2 Intellect points):** A good commander can size up an opponent and spot their weaknesses. Make an Intellect roll against one individual in the immediate area and spend either 1 or 2 Intellect points. If you spend 1 point, you gain information that you can personally make use of to reduce the difficulty of your next attack or defense roll against the target by one step. If you spend 2 points, you gain information that can be used by any of your allies (or by yourself) to likewise reduce the difficulty of the next attack or defense rolls against this target. In either case, if no one makes use of this advantage before the end of the next round, it is lost. Action.
- **Plan of Approach (2 Intellect points):** For one minute, you have an asset to one leadership task such as negotiations, establishing a base of operations, or directing subordinates. If you use this ability again before the previous use ends, you gain both assets simultaneously. Action to initiate.

Third-Tier Commander Abilities

Choose three of the abilities described under Tier 3 of the Speaker (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. Changes to the list from the *Cypher System Rulebook* are given below.

- **Blend In** and **Mind Reading** are not available.
- **Attack Pattern Beta (3 Intellect points):** You direct your ship's crew to follow prearranged procedures to disrupt your enemy's targeting sensors. Reduce damage from successful attacks against your ship for one round. Action.
- **Ship Footing (3 Speed points):** As the ability on page 55 of the *Cypher System Rulebook*.

Fourth-Tier Commander Abilities

Choose two of the abilities described under Tier 4 of the Speaker (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. Changes to the list from the *Cypher System Rulebook* are given below.

- **Confounding Banter**, **Psychosis**, and **Suggestion** are not available.
- **Attack Pattern Delta (4 Intellect points):** You direct your ship's crew to follow prearranged procedures to cause damaging feedback in your enemy's shield arrays. For the next round, when your ship successfully damages the target ship the target's shields Armor rating is reduced by an additional point.
- **Quick Thinking:** When performing a task that would normally require spending points from your Speed Pool, you can spend points from your Intellect Pool instead.. Enabler.
- **Previous Training:** Before you took on a command position, you served in a position in another department. You gain an ability from another type's third-tier or lower abilities.

Fifth-Tier Commander Abilities

Choose three of the abilities described under Tier 5 of the Speaker (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. Changes to the list from the *Cypher System Rulebook* are given below.

- **Foul Aura** is not available.
- **Take Command (3 Intellect points):** As the ability on page 42 of the *Cypher System Rulebook*.

Sixth-Tier Commander Abilities

Choose two of the abilities described under Tier 6 of the Speaker (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier. Changes to the list from the *Cypher System Rulebook* are given below.

- Shatter Mind, True Senses, and Word of Command are not available.
- **Action Surge (8 Speed points):** You can take an additional action in a round in which you have already acted. Enabler.
- **Attack Pattern Omega (6 Intellect points):** You direct your ship's crew to follow prearranged procedures to disable an enemy ship's subsystems. On a successful attack to disable a system on an enemy craft, you deal damage as well as disabling the system.
- **Exploit Advantage:** Whenever you have an asset for a roll, the difficulty of the roll is also reduced by one step. Enabler.

Engineer

There are no **Adepts** in *Star Trek: Cypher*, but the type is recast as **Engineer**. They have no magic spells but the feats they perform with computer systems, warp drives, and energy manifolds are often described as miracles. A good engineer is essential for a smooth voyage and as soon as any action happens a crew without one is likely to start regretting it quickly.

Engineers in *Star Trek*: Lieutenant Commander Geordi La Forge, Chief Miles O'Brien, Lieutenant Commander Montgomery Scott, Lieutenant B'Elanna Torres

Background Detail

Roll 1d20 and consult the table below to come up with a detail that colors your character's background.

Roll	Background
1	You served under a well-respected chief engineer on your first assignment and people frequently ask you what it was like to work under a master.
2	Your first mission was a secret operation for Starfleet Intelligence that required building eavesdropping devices.
3	You first started tinkering with computers at a young age, trading subspace messages with a group of children with the same interests. Now you're all grown and scattered throughout Federation space, but you try to keep in touch as well as you can.
4	On your first assignment, you stopped a warp core breach to save the life of a powerful person. He remains grateful to you.
5	Your mother was also a skilled engineer and you live in her professional shadow.
6	You owe money to a number of people and don't have the latinum to pay your debts.
7	You failed disgracefully in Starfleet Academy and were dismissed. You reapplied and did much better the second time.
8	You were an incredibly gifted student at the Academy and top of your class. You were noticed by other engineering officers and quickly moved up the ranks.
9	As a young ensign, you retook the ship when the rest of the crew was incapacitated. You earned the respect of many and the jealousy of a few.
10	You started out as a tactical cadet before switching to engineering. Your former classmates in the tactical division don't understand.
11	While studying at Starfleet Academy, you served on a diplomatic mission to the Ferengi Alliance. It was a strange assignment but you managed to make a good impression on many very rich Ferengi businessmen.
12	Your family owns a large farm somewhere and exports a luxury item like wine, cheese, or clothing.
13	You served for a time on a well-known starship and the engineering department periodically uses their shore leave to get together and reminisce.
14	You served as one of the head engineers on a small colony or space station. When it unexpectedly became the site of a major diplomatic conference, you and your fellow officers got some surprising attention.
15	An experimental engine you were part of designing failed spectacularly. It was due to unforeseen conditions but the event still sticks with you.
16	You are from a distant planet and sometimes have to adjust to designs and fashions that others take for granted.
17	You have a bad habit of putting people off by talking nonstop about ship systems.
18	Your best friend is chief engineer on another starship and you frequently share trade secrets and engine modifications.
19	You enjoy working with local merchants to get supplies and materials for modifying and optimizing your ship's systems.
20	You get together for a monthly game with other bridge officers. It might be poker, velocity, or another game.

Outside of Starfleet

Engineers are needed everywhere there are starships and technology... which is to say everywhere.

- On colony worlds and other species' ships engineers are necessary to keep everything running smoothly. They might be formally trained or skilled amateurs.
- Inventors and designers like Dr. Noonien Soong would work well as an engineer.
- Many travellers and traders would be engineers since they need to maintain their own ships. They might have a focus or a descriptor that gives them some people skills to make sales with.

Engineer Features

The abilities lists for adepts is almost entirely magical in nature. Rather than using those abilities, use the ones below.

Starting Engineer Features

- **Effort:** Your Effort is 1.
- **Technical Mind:** You have an Intellect Edge of 1, a Might Edge of 0, and a Speed Edge of 0.
- **Expert Cypher Use:** You can bear three cyphers at a time.
- **Practiced With Light and Medium Weapons:** You can use light and medium weapons without penalty. If you wield a heavy weapon, increase the difficulty of the attack by one step. Enabler.
- **Starting Equipment:** Appropriate clothing, plus two expensive items, two moderately priced items, and four inexpensive items of your choice.

First Tier Engineer Abilities

Choose four of the abilities below. You can't choose an ability more than once unless its description says otherwise.

- **Adjust Device (1 Intellect point):** You can make small, quick changes to devices. This ability can't change the device's fundamental functions but it can shift it slightly: changing a replicator into a holo-emitter, a phaser to a bomb, or a deflector dish into a pulse transmitter. You can't use adjust device to directly harm another creature or object, although you can create a weapon with it and attack with that. Action.
- **Hacker (2 Intellect points):** As the ability on page 54 of the *Cypher System Rulebook*.
- **Machine Interface (2 Intellect points):** As the ability on page 54 of the *Cypher System Rulebook*.
- **Overcharge Weapon (1 Intellect point):** The engineer is able to increase the energy output of a personal energy weapon for one shot. On your next attack with the weapon you deal 2 additional points of damage. Afterwards, the energy weapon will be depleted so the next shot made with the weapon will increase the difficulty of the attack by one step. Action.
- **Practiced with Light Weapons:** As the ability on page 31 of the *Cypher System Rulebook*.
- **Scramble Machine (2 Intellect points):** As the ability on page 54 of the *Cypher System Rulebook*.
- **Scan (2 Intellect points):** As the ability on page 32 of the *Cypher System Rulebook*, although it requires a tricorder or similar device. Using ship's sensors increases the volume to a 300 m cube.
- **Ship Distortion (2 Intellect points):** You modify the energy outputs of your ship, temporarily changing how other ships' sensors detect it. Your ship's signature jumps and stutters, making it difficult to pin down and giving your ship an asset on Engine defense rolls for one minute. Action to initiate.
- **Starship Training:** You are trained in starship systems and you can attempt to understand even exotic systems from alien species. With a quick inspection you can pick out the relevant connections and understand the system's operation. Enabler.
- **Tech Skills:** As the ability on page 54 of the *Cypher System Rulebook*.
- **Tinker (1 Intellect point):** As the ability on page 54 of the *Cypher System Rulebook*.

Second-Tier Engineer Abilities

Choose one of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier.

- **Cutting Light (2 Intellect points):** As the ability on page 32 of the *Cypher System Rulebook*, although it requires a laser cutter.
- **Distant Interface (2 Intellect points):** As the ability on page 54 of the *Cypher System Rulebook*.
- **Flash (4 Intellect points):** As the ability on page 33 of the *Cypher System Rulebook*, although it requires an energy source such as an EPS conduit or comm badge.
- **Machine Efficiency (3 Intellect points):** As the ability on page 54 of the *Cypher System Rulebook*.
- **Overload Machine (3+ Intellect points):** As the ability on page 54 of the *Cypher System Rulebook*.
- **Sensor Readings (4 Intellect points):** You can use sensors to read the systems of another starship, determining the basic functions of the ship and what it's planning. By seeing energy building up in the weapons system, for instance, you can determine what weapons it will attack with next. By reading the patterns in their impulse engines you can try to establish their next maneuver. Once you have mapped the ship's systems you can continue reading the energy allocations for a minute without needing to spend more Intellect points. Action to initiate.
- **Stasis Field (3 Intellect points):** You can use a starship's systems to erect a force field around a dangerous hazard, isolating it for up to one minute. Plasma fire, electrical discharge, dangerous gases, and other hazards can be neutralized with this ability. Action.
- **Tool Mastery:** As the ability on page 55 of the *Cypher System Rulebook*.

Third-Tier Engineer Abilities

Choose two of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier.

- **Adroit Cypher Use:** As the ability on page 33 of the *Cypher System Rulebook*.
- **Barrier (3 + Intellect points):** As the ability on page 33 of the *Cypher System Rulebook* using a force field projector.
- **Countermeasures (4 Intellect points):** As the ability on page 33 of the *Cypher System Rulebook*, but with technological devices.
- **Energy Protection (3+ Intellect points):** As the ability on page 33 of the *Cypher System Rulebook*.
- **Ship Footing (3 Speed points):** As the ability on page 55 of the *Cypher System Rulebook*.
- **Sensor (4 Intellect points):** As the ability on page 34 of the *Cypher System Rulebook*, although it requires a technological bug.
- **Targeting Eye:** As the ability on page 34 of the *Cypher System Rulebook*.

Fourth-Tier Engineer Abilities

Choose one of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier.

- **Boost Containment (4 Intellect points):** You are able to increase the power of the transporters to reduce the difficulty of a check by one. You may only use this ability once for a particular transport attempt. Action.
- **Emergency Repair Systems (6 Intellect points):** You restore your ship's Hull Pool or Engine Pool in one of two ways: either the chosen Pool regains up to 6 points or it is restored to a total value of 12. You make this decision when you initiate this ability. Points are restored at a rate of 1 point each round. This procedure takes four rounds to complete and you must be at a terminal or at the engine itself the whole time. In no case can this ability raise a Pool higher than its normal maximum. Action.

- **Increased Effort:** You treat rolls of natural 19 as rolls of natural 20 for either Speed actions or Intellect actions (your choice when you gain this ability). This allows you to gain a major effect on a natural 19 or 20. Enabler.
- **Quick Fix (4 Intellect points):** While disabled systems usually only get fixed after a fight is over, you know a few tricks that can get things working again temporarily. By rerouting power, adjusting system loads, and moving computer power to different systems you can fix a disabled system in the middle of battle with 1d6 rounds of work. Action.
- **Rely on Your Training:** When you make a Speed defense roll, you can use Intellect in place of your Speed. Enabler.
- **Remodulate the Signal (4 Intellect points):** When you are making a check to overcome jamming attempts by an opposing force, you lower the difficulty by one step. This works for communication, teleporters, scans, or any other long-range, technological efforts. While the reduction of difficulty costs no points, you also have the option of spending 4 Intellect points to mask your signal so that the opposing force attempting to jam it doesn't detect that their efforts have been overcome. Enabler.
- **Reroute Emergency Power (5 Intellect points):** Starships rarely use the entire energy capacity of their warp drives at any given time. You know how to get just a little bit more out of the drive in order to provide a small boost. In effect, you Reroute Power as the starship action but you don't have to pull it from any other system. This only works for one round and then you need to wait at least ten minutes to try again. Action.
- **Rotate Shield Frequencies (6 Intellect points):** It's a difficult procedure, but starship shields can be modulated so that they rotate through frequencies and repair damage to their systems. By rotating your ship's shield frequencies you can temporarily boost the shield regeneration levels and restore some capabilities to your ship. Each round you maintain this you restore one point of Armor to your ship; you cannot exceed the maximum armor of your shields. Action to initiate.
- **System Modification (4 Intellect points):** You modify a starship system or electronic device to operate in a different way from normal. The new function must be somewhat related to the device's normal function and it will have a level of 2 or lower. This alternate effect can function for up to one minute. Action to initiate.
- Another

Fifth-Tier Engineer Abilities

Choose two of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier.

- **Boost Power (6 Intellect points):** You boost a device's power with auxiliary reserves for one short use. This can be an item, a cypher, or a ship system and the boost must be used within five minutes. Doing so decreases the difficulty of the next action taken with the device by three steps. Action.
- **Build Device (7 Intellect points):** You create something quickly. You can create anything of level 5 or lower (using the crafting rules on page 217 of the *Cypher System Rulebook*) in a time period as if it were two levels lower (minimum of 0). For instance, a standard phaser (level 5) would normally take one week to make but you could build one in one day (as if it were a level 3 item). Items built so quickly are inherently unstable but they should last a number of hours equal to 10 minus the difficulty to create them. The phaser in the example above would last 5 hours before needing repairs to continue functioning.
- **Disable Device (6 Intellect points):** You are able to shut down a device by manipulating its circuitry or power flow with an Intellect check. If you disable a cypher, you render it useless. If you disable an artifact, roll for its depletion. If you disable another kind of device, the GM determines whether its power is fully drained. In any case, you completely disable the object touched until someone spends at least ten minutes undoing your work. If you fail at this check, the device overloads and you take 5 points of damage. In the case of an overload, you

can attempt another Intellect check (at a difficulty one higher) to have the device fail anyways. Usually this sets off alarms and has other unwanted effects (GM intrusions) but you can still disable the device. Action.

- **Divide Your Mind (7 Intellect points):** As the ability on page 36 of the *Cypher System Rulebook*.
- **Extensive Training (6 Intellect points):** You know a lot about technology, even unfamiliar technology, and you can often intuit the answers to technological questions. You can ask the GM one question about a technological device or problem and get a general answer. The GM assigns a level to the question with more obscure or difficult questions being higher difficulty. Questions about common technologies are generally level 1, whereas a strange alien device would be level 7. Action.
- **Jury-Rig (5 Intellect points):** As the ability on page 56 of the *Cypher System Rulebook*.
- **Master Cypher Use:** As the ability on page 36 of the *Cypher System Rulebook*.
- **Mastery With Defense:** As the ability on page 42 of the *Cypher System Rulebook*.
- **Protective Measures (7 Intellect points):** You can modify body armor and field dampeners to resist specific types of energy such as thermal, x-rays, polaron, or triolic. You can even make a protective measure for extreme cold or toxic atmospheres. The measures you create offer Armor equal to their level against the conditions it was designed for and it can last up to twenty minutes of constant exposure before it needs to be refitted. This ability takes an action (difficulty decided by the level of the measures taken) to create the protective measures and the expenditure of 7 Intellect points. Refitting the measures for another use takes another check and the expenditure of 1 Intellect point. Enabler.
- **Rig Explosion (6 Intellect points):** Given some materials, you are able to disable safeties, reroute power to damaged relays, and otherwise set something up to explode. It will detonate with enough power to affect everything within short range. You make an attack roll against each target and deal 5 damage on a successful attack and 1 damage on an unsuccessful one. When you rig the explosion you can decide when the improvised explosive detonates, up to five minutes in the future. Action.

Sixth-Tier Engineer Abilities

Choose one of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier.

- **Combine Cyphers:** You destroy one cypher that you bear in order to integrate it with another. Both cyphers must have effects that are not continuous. The combined cypher can use either power in a round but not both. You can choose a cypher when you gain this ability or wait and make the choice later. However, once you have combined cyphers in this way you cannot use this ability again until you dismantle the original prototype; inspiration only hits rarely. Dismantling your combined cypher destroys both the cyphers that went into making it. Use the crafting rules on page 217 of the *Cypher System Rulebook* to determine the time it takes to combine or dismantle the cyphers. Action to initiate.
- **Establish Connection (6 Intellect points):** You use a terminal to establish connections with any computer terminals within 2 km wirelessly or within the same hardwired network. You can scan for one basic detail such as a specific user, a compromised terminal, a particular file, or controls for a system. Action.
- **Inspiring Success (6 Intellect points):** As the ability on page 49 of the *Cypher System Rulebook*.
- **Subvert Machine (8 Intellect points):** You can take over the command structure of a machine or system. You need access to a terminal connected to the target but once established you can control the functions of the machine completely. You can change the controls lockouts as part of this procedure so that the system will continue following your instructions even if you are aware of it. This lasts until someone removes your control. Action.

- **I'm Giving It All I've Got! (8 Intellect points):** You can take an additional action in a round in which you have already acted. This additional action must be to repair, modify, or disable some device that you have access to. Enabler.

Scientist

The **Explorer** type in *Star Trek: Cypher* is called the **Scientist**. This includes science and medical officers on starships but also colony researchers, mineral prospectors, and others who rely on intelligence and knowledge to make their way through the galaxy. In particular, scientists are fast as well as smart so they make excellent members of an away team.

Scientists in *Star Trek*: Dr. Julian Bashir, Dr. Beverly Crusher, Lieutenant Commander Neela Darren, Lieutenant Commander Jadzia Dax, Dr. Leonard McCoy, Dr. Katherine Pulaski, Commander Spock, *Voyager's* Emergency Medical Hologram.

Background Detail

Roll 1d20 and consult the table below to come up with a detail that colors your character's background.

Roll	Background
1	You entered the science division to get out and explore rather than staying in a lab. You're happiest when you are trekking across an alien world.
2	You have a relative who is head researcher at a distant colony and sometimes you take your leave there and help with their research.
3	While you're happy as a Starfleet scientist, you still harbor dreams of discovering something amazing that will allow you to retire in glory.
4	You started out in the command division but switched to science after a bad experience on a training mission.
5	Your parents were explorers and you grew up on their ship traveling the galaxy. You got to see many different worlds, now you want to do the same with Starfleet.
6	You served on the science staff of a ship on the front lines of a conflict and earned the respect of the combat officers despite your preference for the lab.
7	Your entry into Starfleet Academy was supported by a high-ranking Starfleet officer. Now that you have your rank they seem to expect something in return.
8	You were a top graduate of Starfleet Academy, gaining high marks in both the science division and your physical training.
9	Your best friend from childhood joined the Federation ambassadors corps rather than Starfleet and now they are a high-ranking member of the political class.
10	You had a career as an educator before you joined Starfleet and you still have students who contact you all these years later.
11	You used to be involved in a criminal organization but you turned on them in exchange for a deal. It's all in your record but you'd prefer your crewmates didn't find out.
12	Early in your career you were part of a research mission that gathered amazing results. There was an accident, though, and all the data was lost when your ship blew up.
13	You formed a club with other science division cadets in Starfleet Academy and you still keep in touch with the network to this day, sharing stories and research.
14	As a child your colony was attacked and destroyed. You are one of only a handful of survivors.
15	You suffered from an addiction as an adolescent that nearly ruined your life. Now you're determined to make something of yourself.
16	You were part of a first contact team to an alien world. You saw something amazing and unexplainable during the mission that you still think about sometimes.
17	While you're a serious and focused scientist while on duty, you have a recreational pastime that makes you very popular on the ship.
18	You developed a new theory or medical procedure that earned you some acclaim early in your career. Now you're trying to live up to the expectations it created.
19	One of your relatives is a science officer at Starfleet Academy and they are sometimes willing to help you with research using the Academy's facilities.
20	One of your parents is a high-ranking tactical officer with connections throughout Starfleet, but contacting them means hearing about how you're in the wrong division.

Outside of Starfleet

There are many different cultures and all of them have a curiosity to some degree of the world around them, producing their own **Scientists**.

- Researchers and academics would be scientists, even if they don't know a tricorder from a hypospray.
- Many solo explorers would be scientists, with abilities that allow them to survive in interstellar space as they pursue their personal projects.
- Archeologists, particularly the adventurous kind, would be scientists and even surveyors or prospectors could make use of the scientist's perceptive and tough abilities.

Scientist Features

The features of the Explorer type generally apply to the Scientist as well. The information below will clarify any issues.

Starting Scientist Features

- **Effort:** Your Effort is 1.
- **Mental Nature:** You have an Intellect Edge of 1, a Speed Edge of 0, and a Might Edge of 0.
- **Cypher Use:** You can bear up to two cyphers at a time.
- **Practiced With Light and Medium Weapons:** You can use light and medium weapons without penalty. If you wield a heavy weapon, increase the difficulty of the attack by one step. Enabler.
- **Starting Equipment:** Appropriate clothing and a weapon of your choice, plus two expensive items, two moderately priced items, up to four inexpensive items, and any standard issue gear your GM provides.

First-Tier Scientist Abilities

Choose four of the abilities described below. You can't choose the same ability more than once unless its description says otherwise.

- **Danger Sense (1 Speed point):** As the ability on page 39 of the *Cypher System Rulebook*.
- **Decipher (1 Intellect point):** As the ability on page 39 of the *Cypher System Rulebook*.
- **Endurance:** As the ability on page 39 of the *Cypher System Rulebook*.
- **Extra Edge:** You have an Intellect Edge of 1 and a Speed Edge of 1.
- **Keen Mind (2 Intellect points):** For the next ten minutes, the difficulty of all Intellect-based actions other than attack rolls that you attempt is reduced by one step. Enabler.
- **Knowledge Skills:** As the ability on page 40 of the *Cypher System Rulebook*.
- **Laboratory Technician:** You can use any kit and you start the game with a kit of your choice. Enabler.
- **Medical Skills:** You are trained in two skills in which you are not already trained. Choose two of the following: healing, diagnosis, virology, anatomy, and surgery. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.
- **Multitasking:** If you succeed in a difficulty 2 Speed roll to use a device, you can complete your task with the device and take another action in the same round. Enabler.
- **Sensor Camouflage (2 Intellect points):** You create a dampening field that masks the signature of up to ten individuals from sensor sweeps. For one minute, affected creatures have an asset on rolls made to avoid detection by sensors. Action to initiate.
- **Strong Mind (2 Intellect points):** You automatically block the next mental-based attack made against you within the next minute. Action to initiate.
- **Surging Confidence (1 Might point):** As the ability on page 40 of the *Cypher System Rulebook*.
- **Understanding (2 Intellect points):** As the ability on page 62 of the *Cypher System Rulebook*.
- **Xenobiologist (2 Intellect points):** Your insight into alien creatures helps you to understand their instincts. For the next ten minutes, the difficulty of all Speed and Might

checks to defend against an alien creature or overcome its effects is reduced by one step. Enabler.

Second-Tier Scientist Abilities

Choose four of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier.

- **Eidetic Memory (2 Intellect points):** This ability provides an asset to any tasks involving memory or data, such as searching databases, recalling names, assessing data validity, or repairing damaged computer files, and so on. Each use lasts up to a minute; a new use (to switch tasks) replaces the previous use. Action to initiate.
- **Enable Others:** As the ability on page 41 of the *Cypher System Rulebook*.
- **Eye for Detail (2 Intellect points):** As the ability on page 41 of the *Cypher System Rulebook*.
- **Investigative Skills:** As the ability on page 41 of the *Cypher System Rulebook*.
- **Navigation Skills:** You are trained in two skills in which you are not already trained. Choose two of the following: astrometrics, piloting, navigation, cartography, and subspace phenomenon. You can select this ability multiple times. Each time you select it, you must choose two different skills. Enabler.
- **Protective Shield (3 Intellect points):** You use your equipment to erect a force field to protect your allies. The field is stationary unless someone takes an action to relocate it and it lasts for ten minutes. There is enough room behind the shield for a single humanoid (you can erect multiple fields) and it offers +1 Armor until the effect ends. Action.
- **Quick Recovery:** As the ability on page 41 of the *Cypher System Rulebook*.
- **Range Increase:** As the ability on page 41 of the *Cypher System Rulebook*.
- **Skill With Defense:** As the ability on page 41 of the *Cypher System Rulebook*.
- **Weak Spot:** You target a creature's weak spots and deal it an especially painful strike. When using this as an attack, you take a -1 penalty to the attack roll and inflict 3 additional points of damage. This ability only works against biological targets. Action.
- **Ship Sensor Camouflage (3 Intellect):** You adjust the energy distribution on board your ship to dampen the vessel's signature on sensor sweeps. For one minute, your crew has an asset on rolls to keep the starship from being detected by sensors. Action to initiate.

Third-Tier Scientist Abilities

Choose three of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier.

- **Battlefield Research (4 Speed points):** You can move a short distance and make a technical check to use a device or kit. While you do this, the difficulty for any defense rolls is reduced by one step. Action.
- **Expert Cypher Use:** As the ability on page 41 of the *Cypher System Rulebook*.
- **Medical Expert:** You can use the helping rules (page 211 of the *Cypher System Rulebook*) to provide a bonus to another character making a recovery roll. The bonus points they recover is equal to your tier. Action.
- **Resilient Mind:** You have +1 to Armor against any kind of mental damage, even damage that normally ignores Armor. Enabler.
- **Reversed Frequency Field (4 Intellect points):** You immediately end one ongoing technological effect from a cypher, artifact, or special ability within short range. You must succeed in an Intellect check against the level of the effect (this ability only costs 2 Intellect points if you fail). Action.
- **Seize Opportunity (4 Speed points):** As the ability on page 42 of the *Cypher System Rulebook*.

- **Sensor Emplacement (4 Intellect):** You create a sensor node that will last for 24 hours unless it is destroyed. During that time, you can gain visual data (including thermal and ultraviolet), radiation readings, and temperature readings through the emplaced node. Action to create; action to check.
- **Sensor Expert:** You can ignore the detrimental effects of being compromised on the ship damage track for checks involving sensors. Enabler.
- **Ship Footing (3 Speed points):** As the ability on page 55 of the *Cypher System Rulebook*.
- **Synthesize Antidote (4 Intellect points):** Once you have identified an infection, parasite, or radiogenic danger, you can create a temporary antidote while you work on a long-term cure. Your can either antidote provides either +10 Armor against the effects of the threat for ten minutes or +1 Armor against it for twenty-four hours. This ability only creates enough for four people but you can use up to three levels of Effort to for more doses (instead of lowering the difficulty of the task); each level of Effort creates two more doses. Doses will remain viable for up to 24 hours. Action to initiate.
- **Think Your Way Out:** As the ability on page 42 of the *Cypher System Rulebook*.
- **Wrest From Chance:** As the ability on page 42 of the *Cypher System Rulebook*.

Fourth-Tier Scientist Abilities

Choose two of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier.

- **Expert:** As the ability on page 42 of the *Cypher System Rulebook*.
- **Increase Effects:** As the ability on page 42 of the *Cypher System Rulebook*, but scientists choose between Intellect and Speed.
- **Read the Signs (4 Intellect points):** As the ability on page 42 or 62 of the *Cypher System Rulebook*.
- **Runner:** As the ability on page 42 of the *Cypher System Rulebook*.
- **System Expert:** When your ship is compromised or disabled on the damage track, the difficulty of System-based tasks and defense rolls you attempt with the ship's computer systems is decreased by one step. If you also have Sensor Expert, make an Intellect check when you reach 0 points in all three of your Pools to immediately regain 1 System point and avoid having your ship become crippled. Each time you attempt to save yourself with this ability before the ship's next ten-hour recovery roll, the difficulty increases by one step.
- **Field Medic:** You can use an action to immediately heal another character who is impaired or debilitated on the damage track. Doing so will provide them up to two points in Stat Pools which are at 0. The difficulty for this action is based on the amount of points regained: if two Pools are increased from 0 to 2 it's a difficulty 4 task, if only one pool is being increased from 0 to 1 then it's a difficulty 1 task. Treating a patient in this way does not count towards the once-per-day limit on healing (see pages 210-212 of the *Cypher System Rulebook*).

Fifth-Tier Scientist Abilities

Choose three of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier.

- **Adroit Cypher Use:** As the ability on page 42 of the *Cypher System Rulebook*.
- **Medical Command (3 Intellect points):** You issue a specific command to another character. If that character chooses to listen, the difficulty of any healing checks he makes is reduced by one step and he heals an additional 3 points. If your command is to perform a task other than an attack, the difficulty of the task is reduced by two steps. Action.
- **Mentally Gifted:** Any time you spend points from your Intellect Pool on an action for any reason, if you roll a 1 or 2 on the associated die, you reroll. You always take the second result, even if it's another 1 or 2. Enabler.
- **Parry (5 Speed points):** As the ability on page 42 of the *Cypher System Rulebook*.

- **Physically Gifted:** As the ability on page 42 of the *Cypher System Rulebook*.
- **Scientific Expert (6 Intellect points):** You have a wide grounding in scientific topics from physics and astronomy to biology and temporal anomalies. You can ask the GM one question about a research problem and get a general answer. The GM assigns a level to the question with more obscure or difficult questions being higher difficulty. Questions about routine surveys are generally level 1, whereas a new type of energy would be level 7. Action.
- **Vigilant (5 Might points):** As the ability on page 43 of the *Cypher System Rulebook*.

Sixth-Tier Scientist Abilities

Choose three of the abilities described below (or from a lower tier) to add to your repertoire. In addition, you can replace one of your lower-tier abilities with a different one from a lower tier.

- **Again and Again (8 Speed points):** As the ability on page 43 of the *Cypher System Rulebook*.
- **Protective Measures (7 Intellect points):** You can modify body armor and field dampeners to resist specific types of energy such as thermal, x-rays, polaron, or triolic. You can even make a protective measure for extreme cold or toxic atmospheres. The measures you create offer Armor equal to their level against the conditions it was designed for and it can last up to twenty minutes of constant exposure before it needs to be refitted. This ability takes an action (difficulty decided by the level of the measures taken) to create the protective measures and the expenditure of 7 Intellect points. Refitting the measures for another use takes another check and the expenditure of 1 Intellect point. Enabler.
- **Magnificent Moment:** As the ability on page 28 of the *Cypher System Rulebook* except applied to Seize Opportunity.
- **Precise Blow (5 Intellect points):** If you hit with a successful you may choose to make the target stunned in addition to dealing damage. Enabler.
- **Trained Eye (6 Intellect points):** You have such an attention to detail that you can determine a lot about someone with ten minutes of careful study. You can determine the basic characteristics about a humanoid target including their species (if known), the foundation of their biology (carbon-based, silicon-based, etc), their temperament, and anything else the GM thinks your character might know given their equipment and the situation. In addition, you learn game statistics for the target including level, health, Armor, movement, etc. Action.

Tactical Officer

The **Warrior** in *Star Trek: Cypher* is known as the **Tactical Officer** and they are the premier combat experts on a starship.

Tactical Officers in *Star Trek*: Lieutenant Tuvok, Lieutenant Commander Worf, Lieutenant Tasha Yar.

Background Detail

Roll 1d20 and consult the table below to come up with a detail that colors your character's background.

Roll	Background
1	You served on another starship previously and still have friends there. Your former captain thinks highly of you.
2	You were part of a security detail for a prominent summit that was attacked by terrorists. Your team's failure is a black mark on your record.
3	You were on the station security team for one of the Federation's Deep Space stations and you got to know the community there well.
4	Your Starfleet Academy mentor remembers you well and still offers advice if you need it. Being in his cadre has made you enemies as well, however.
5	Your previous assignment in a remote sector of space made you very familiar with the capabilities of enemies in that region but took you out of Starfleet politics for a bit.
6	You have a reputation for being unorthodox but effective from your previous assignment.
7	You have a disciplinary mark on your record for when you refused a tactical action in the past on moral grounds.
8	You come from a long line of Starfleet officers and sometimes feel the pressure to live up to your family's expectations.
9	You served undercover with a hostile group for a while and your persona from those days can still call in favors.
10	You returned to the Academy to assist with a tactics course for a bit. Reactions from students are varied but the experience was great for you.
11	You have a relative who was dishonorably discharged from Starfleet. It's one of the first thing people realize when they meet you.
12	Your last assignment involved working as a security officer on a ship following a five-year touring mission. You've been to many different star systems as a result.
13	Your best friend in the Academy switched from the tactical division to the sciences division. You stayed friends and helped each other study.
14	You and a friend both love a particular resort world for shore leave and often try to match up your leaves to be there at the same time.
15	You are the first one in your family to join Starfleet and your choice of tactical division means you live up to all your family's expectations of the grim and serious officer.
16	You are close with someone in the engineering section of the ship and you sometimes use your breaks to help them with their work and catch up.
17	Your adviser at Starfleet Academy wrote a famous manual on tactics. When people find out you studied with her they immediately want to know all about her.
18	Someone you served with on your first assignment retired from Starfleet and is now head of security on a well-trafficked civilian station.
19	You were present to defend a colony against raiders early in your career. The grateful colonists have adopted you and frequently send you messages.
20	Your previous captain frequently messages you and requests your tactical input. It's awkward but you can also gain interesting rumors by engaging them.

Outside of Starfleet

The action-oriented **Tactical Officer** has a wide range of possibilities outside of the ranks of Starfleet.

- Warriors of any sort could be made with this type, including Kazon raiders, Romulan soldiers, and Klingon warriors. This works for species without formal militaries as well.
- Generals and tactically-minded admirals might also fall into this type. Creative GMs might also borrow from the **Commander** type for additional ability options.

Tactical Officer Features

Tactical Officers can take any of the abilities for Warriors in the *Cypher System Rulebook*, though some which deal with ancient weapons or tactics might not be as useful. The following clarifications should help to clarify for the *Star Trek* setting.

Starting Tactical Officer Features

- **Effort:** Your Effort is 1.
- **Physical Nature:** You have a Might Edge of 1 and a Speed Edge of 0, or you have a Might Edge of 0 and a Speed Edge of 1. Either way, you have an Intellect Edge of 1.
- **Cypher Use:** You can bear two cyphers at a time.
- **Practiced With All Weapons:** You can use any weapon. Enabler.
- **Starting Equipment:** Appropriate clothing and two weapons of your choice, plus one expensive item, two moderately priced items, up to four inexpensive items, and any standard gear issue your GM provides.
- **Special Abilities:** Choose special abilities as described for the Warrior in the *Cypher System Rulebook*.

First-Tier Tactical Officer Abilities

- **Overwatch** (Tier 1), **Pierce** (Tier 1)

Second-Tier Tactical Officer Abilities

- The ability **Reload** is not terribly useful and should be replaced with **Rapid Draw (1 Speed point)**: You can draw a weapon and fire in the same action. Enabler.

Third-Tier Tactical Officer Abilities

- **Spray** can be used with heavy ranged weapons that fire beams (like the Phaser III-B and Phaser III-C rifles) as well as rapid-fire energy weapons (like disruptor rifles).
- **Trick Shot** with an energy weapon is two quick shots with one action, rather than bouncing the beam off a wall or something.

Fourth-Tier Tactical Officer Abilities

- All abilities function as written.

Fifth-Tier Tactical Officer Abilities

- **Arc Spray** can be used with heavy ranged weapons as well as rapid-fire energy weapons, just like Spray (Tier 3).

Sixth-Tier Tactical Officer Abilities

- All abilities function as written.

SPECIES DESCRIPTOR

Characters in *Star Trek: Cypher* have two descriptors, one for their species and one general descriptor. In addition to providing more clarity for the character, the species descriptor provides the character's beginning stat pools (rather than the character type). The following species descriptors are all appropriate for *Star Trek: Cypher* characters. New alien species and additional options can be created with the guidelines in the **Other Species** section.

Note: The details of the species are purposefully left out to avoid any infringement of intellectual property. Consult one of the many online *Star Trek* resources or the excellent *Star Trek RPG* from Decipher for more information.

Andorian

STAT	POOL STARTING VALUE
Might	10
Speed	10
Intellect	8

Divide 6 additional points among your Stat Pools.

Species Features

- **Skill:** Andorians' antennae give them extra sensitivity of their surroundings. You are trained in all tasks involving perception of heat, sounds, and environmental changes.
- **Skill:** The climate on the Andorian homeworld is harsh to say the least and Andorians have evolved to cope with discomfort. You are trained in any defense rolls against pain- and cold-based effects.
- **Keth:** All Andorians belong to a clan or *keth* which usually specializes in a particular service as a cultural touchstone. Choose one of the following:
 - **Aldin:** You are trained in science tasks.
 - **Athrun:** You are trained in piloting tasks.
 - **Birev:** You are trained in repair tasks.
 - **Dara:** You are trained in stealth tasks.
 - **Dovoro:** You are trained in mercantile tasks.
 - **Idisha:** You are trained in entertainment tasks.
 - **Kor:** You are trained in negotiation tasks.
 - **P'Trell:** You are trained in first aid tasks.
- **Languages:** Graalen, Federation Standard

Bajoran

STAT	POOL STARTING VALUE
Might	9
Speed	10
Intellect	9

Divide 6 additional points among your Stat Pools.

Species Features

- **Skill:** Bajorans are a very artistic and creative people. You are trained in artistic tools of all sorts.
- **Skill:** The worship of the Prophets is an integral part of Bajoran society and even non-religious Bajorans know the Sacred Texts. You are trained in tasks that involve the Bajoran religion.

- **Pagh:** All Bajorans possess a *pagh*, something akin to a “soul” or “life force” in other religions. The strength this affords them provides an additional 1 on recovery rolls.
- **Language:** Bajoran

Betazoid

STAT	POOL STARTING VALUE
Might	9
Speed	10
Intellect	9

Divide 6 additional points among your Stat Pools.

Species Features

- **Telepathy:** Betazoids are naturally telepathic. They can read others surface thoughts and project their own thoughts to other telepaths.
- **Psychically Vulnerable:** Whenever you are near a psychic entity or in a location where people are feeling a lot of strong emotions, the GM can use one intrusion against you for free. This intrusion might involve the psychic entity speaking through you, the cloud of strong emotions influencing your own mood, or your emotions inadvertently projecting to others.
- **Inability:** Because they are naturally peaceful, Betazoids also increase the difficulty or any task that involves intimidation or threatening by one step.
- **Languages:** Betazoid and Federation Standard

Bolian

STAT	POOL STARTING VALUE
Might	8
Speed	9
Intellect	11

Divide 6 additional points among your Stat Pools.

Species Features

- **Skill:** Bolians are exceptionally gregarious and communal. You are trained in all tasks related to making friends and winning people over.
- **Enabler:** Small group dynamics are where Bolians shine especially well. When using a cooperative action (see *Cypher System Rulebook* p. 211) you increase any difficulty modifications by one step more and increase any bonuses by +1. For example, if you are trained in climbing and helping another character climb, you can decrease that character’s roll by two steps or give them a +2 bonus if they are trained in climbing as well. This works as well for the attack and defense combinations (The Old One-Two-Three, High and Low, and Covering Fire).
- **Inability:** When you are isolated or alone in a situation, you increase the difficulty of any tasks by one step.
- **Language:** Bolian, Federation Standard

Cardassian

STAT	POOL STARTING VALUE
Might	10
Speed	9
Intellect	9

Divide 6 additional points among your Stat Pools.

Species Features

- **Skill:** Cardassians are trained with intensive mental training from birth. You are trained in memory tasks.
- **Skill:** Cardassian children also receive intense physical training. You are trained in tasks related to resisting pain.
- **Skill:** Cardassian society revolves around secrets and Cardassians are particularly good at finding them out. You are trained in tasks related to finding out secrets as well as keeping them.
- **Inability:** Because of their prying natures, Cardassians are distrusted by others. You increase the difficulty of tasks involving winning over non-Cardassians by one step.
- **Vesala:** Like all Cardassians, you have a network of personal contacts, favors owed, and allies to help you get things done. Your GM may use your *vesala* at any time as part of the story.
- **Language:** Cardassian

Ferengi

STAT	POOL STARTING VALUE
Might	8
Speed	8
Intellect	12

Divide 6 additional points among your Stat Pools.

Species Features

- **Skill:** Ferengi's enormous ears give them a keen sense of hearing. You are trained in hearing tasks.
- **Skill:** All Ferengi grow up surrounded by business and numbers, and the species possesses an intrinsic knack for calculations. You are trained in any business or calculation tasks.
- **Skill:** Ferengi's four-lobed brains make them resistant to the mental abilities of others. You are trained in defense rolls to resist mental effects.
- **Inability:** There's no profit in dying and Ferengi are notorious cowards. You increase the difficulty of tasks of Speed checks for initiative by one step.
- **Language:** Ferengi

Human

STAT	POOL STARTING VALUE
Might	9
Speed	9
Intellect	9

Divide 7 additional points among your Stat Pools.

Human Features

- **Skill:** You are trained in any two skills other than attacks or defense.
- **Versatile:** You can reduce the difficulty of any action by one step. Each session you can use this feature a number of times equal to the tier you have attained. You can't use Versatile more than once per roll.
- **Language:** Federation Standard

Klingon

STAT	POOL STARTING VALUE
Might	11
Speed	8
Intellect	9

Divide 6 additional points among your Stat Pools.

Species Features

- **Skill:** Klingon youths receive combat training from a young age and can take a punch well. You are trained in defense rolls against pain-based attacks.
- **Skill:** Known for their ferocity, Klingons are very adept at making others feel uncomfortable. You are trained in intimidation tasks.
- **Skill:** All Klingon warriors are trained in the use of traditional Klingon weapons.
- **Brak'lul:** Klingon physiology is full of redundant organs and systems, making them very hard to damage or kill. You increase your recovery value by 1.
- **Inability:** Honor is a major facet of Klingon society and warriors regularly accept great loss or even death before dishonor. If you refuse a challenge or attack a helpless person then you increase the difficulty of all checks by one step for the next hour.
- **Language:** Klingon

Klingon Weapons

- **Bat'leth:** This *heavy melee weapon* is a broad crescent that can be wielded two-handed like a bladed quarterstaff or one-handed like a sword. Its name means "sword of honor" and it is the quintessential Klingon weapon.
- **D'k tahg:** A Klingon warrior's combat dagger is always on their person. This *light melee weapon* has a long straight blade and two curved prongs that can be released with a button. It is often used for ceremonies such as ritual bloodletting or committing suicide in the face of dishonor.
- **Mek'leth:** This short sword has a forward-curving blade like an Egyptian khopesh. It is a *medium melee weapon* and is considered less elegant than the *bat'leth* but more powerful for truly strong warriors.

Orion

STAT	MALE STARTING VALUE	FEMALE STARTING VALUE
Might	11	8
Speed	9	10
Intellect	8	10

Divide 6 additional points among your Stat Pools.

Species Features

- **Skill:** Orion culture is defined by decadence and all Orions are skilled at negotiating social situations. You are trained in all tasks involving making a good impression or winning allies.
- **Skill:** The Orion homeworld is bathed in intense sunlight. You are trained in all defense rolls against effects based on electromagnetic radiation (such as gamma rays, cosmic rays, and Berthold radiation).
- **Languages:** Orion and one other dominant language of the sector they operate in (usually Federation Standard but also Cardassian, Klingon, etc)

Romulan

STAT	POOL STARTING VALUE
Might	9
Speed	9
Intellect	10

Divide 6 additional points among your Stat Pools.

Species Features

- **Skill:** Romulans possess keen senses of hearing. You are trained in all listening tasks.

- **Skill:** The *Way of D'era* is a central philosophy in Romulan culture, stressing dedication and focus. You are trained in all concentration tasks.
- **Skill:** Romulans are conditioned from a very young age to spy on their neighbors and look for any signs of disloyalty. You are trained in tasks involving assessing honesty and noticing deceit.
- **Inability:** Central to the culture of the Empire is the need for loyalty and dedication to the state. Romulans find it difficult to betray their superiors or work with the enemy and they increase the difficulty of all such tasks by one step.
- **Languages:** Romulan

Trill

STAT	POOL STARTING VALUE
Might	8
Speed	9
Intellect	11

Divide 6 additional points among your Stat Pools.

Species Features

- **Skill:** Trill culture is very focused on the process of joining, whether or not an individual Trill ever goes through the process. You are trained in two skills which aren't defense or attack.
- **Joining:** The process of joining melds two creatures into one: the worm-like symbiont and the humanoid Trill. You can choose whether or not you go through with this process. If you do, use the additional features listed below.
- **Languages:** Trill, Federation Standard

Joined Trill Features

- **Past Lives:** Your symbiont has been joined with other Trill in the past. Roll 1d4 or choose a number between 1 and 4 to determine the number of past lives it has been through.
- **Skill:** For each past life your symbiont has lived through you are trained in a skill of your choice that is not attack or defense. Consider why this past life might have this particular skill.
- **Inability:** You also have the emotional baggage and experiences of your past lives to deal with. You increase the difficulty by one step of a specific task for each of your past lives. Give some thought for why your past life might have this limitation.

Vulcan

STAT	POOL STARTING VALUE
Might	9
Speed	9
Intellect	10

Divide 6 additional points among your Stat Pools.

Species Features

- **Skill:** Vulcans possess keen senses of hearing. You are trained in all listening tasks.
- **Skill:** All Vulcans have some psychic ability, even if they don't use them actively (see the Vulcan-specific focus **Has Learned to Meld Minds** for more details). You are trained in defense rolls against mental attacks.
- **Enabler:** While they prefer non-violence, Vulcans do have a particular maneuver that they can use to render any humanoid unconscious. By gripping the base of the neck with an unarmed attack (the target must be surprised or unaware of you) the Vulcan character stuns the target for 2d6 rounds, during which the stunned character can take no action.

- **Inability:** Vulcan culture is focused around logic and rationality. You increase the difficulty of any tasks which are emotionally-based or irrational by one step.
- **Languages:** Vulcan, Federation Standard

Other Species

Not every beloved species is covered here, nor would it be possible to describe all of them really. Even if you exhaustively covered each and every species in the Star Trek canon, there's novels and fanfic and just neat ideas that people want to try out. To accommodate all of that, follow the rules below for making additional species.

- **Stat Pools:** You divide 28 points among the Stat Pools, making none higher than 12 or lower than 7. After that, players can distribute 6 points among the remainder (Humans are an exception to this).
- **Traits:** Species get two Skills and a Language. If one of the Skills is not so useful you might give them three, and you might decide they have a special feature (like thermographic vision or tough skin) instead of a skill. For each inability they get, species can take an extra Trait.
- **Background:** If this is an established species, just consult your favorite Star Trek resource (like the online site Memory Alpha) for the species details. If it's a personal creation, think about their homeworld, their relationship with other species, their characteristic mannerisms, and their recent history as well as whatever else you think is relevant.

Hybrid Species

Some characters might have genetic material from two different species. Spock was half-Human and half-Vulcan while Deanna Troi was half-Betazoid and half-Human. To make a character with a mixed species descriptor, the first step is to check with your GM to make sure it's alright. There are a few other options including the focus Has Mixed Blood and they might prefer that you use one of those instead.

After you've double-checked, make your Species Descriptor [Species 1]-[Species 2] such as Vulcan-Human or Bajoran-Cardassian. One of these species will give you the Stat Pools and the other will give you the Features. If your GM agrees, you can pick a combination of Features from the two species but this introduces balance issues that might affect the game.

***Example:** Justin is playing Elim Jefferies, the child of a human Starfleet officer and a Cardassian woman who met in the aftermath of the Dominion War during the reconstruction of Cardassia. Justin decides that he is going to use Cardassian as species that will give Elim his Stat Pools and human will be the species that gives him his features. This means that Elim doesn't get the extra Stat point from his human father, but he does get the Versatile ability and the extra Skill trainings.*

This system is optional. If you'd prefer you can use the species descriptor from one of your parents and just change the name. For example, Chief Engineer B'Ellana Torres aboard the *U.S.S. Voyager* was half-Klingon and half-Human. In the series, however, she mostly acts like a Klingon and someone playing this character could definitely use the Klingon species descriptor but rename it as Human-Klingon: mechanically, B'Ellana is a Klingon but in the narrative of the game she has a hybrid ancestry.

GENERAL DESCRIPTORS

Though it might sometimes require modification, nearly any character descriptor from any Cypher game can work in this game. The only obvious exception is the location-based *Numenera* descriptors and the racial descriptors from *Numenera* and the *Cypher System Rulebook*. In addition to the descriptors from published sources, the following are descriptors specifically written for *Star Trek: Cypher*.

Augmented

You are a genetically optimized version of your species, designed genetically in a lab. This may be some kind of project to create the perfect soldier or scientist, or it might be a treatment to survive some kind of injury or sickness which would have killed you. You are stronger, faster, smarter, and more resistant than any other member of your species. Almost every aspect of life is somehow improved for you.

But this condition also has a lot of drawbacks. For one, augments tend to be aggressive, arrogant, and ambitious with a diminished sense of morality. Growing up with their enhancements they feel a strong push to look down on “inferior” people around them. There is a stigma in most cultures for genetically augmented people, and the Eugenics Wars of the late 20th century has led to augmentation being outlawed in the Federation. The science still exists, however, and keeping augmented children secret is the only real option to live a normal life.

Augmented Features

- **Superior Being:** +6 to your Might, Speed and Intellect Pools.
- **Skill:** You’re trained in resisting poisons and illnesses.
- **The Beast within:** Whenever there is an opportunity to show off your superiority you have to resist with a self-control test (difficulty 4, Intellect-based). If you fail, you have to show off.
- **Stigma:** Being an augment is illegal in the Federation and most other regions of the galaxy. As soon as the authorities or your supervisors find out about it, they could lock you away permanently or even kill you depending on the situation and circumstances.

Initial Link to the Starting Adventure

Choose how you became involved in the first adventure.

1. You had your pick of ships to serve on, given your abilities, and you chose this one since it seemed like the best place for adventure and to show off.
2. One of the other PCs is the only one who knows your secret. It’s a good thing that you trust them... mostly. Best to stay close and make sure.
3. You serve in Starfleet but you don’t really believe in it. They outlawed your people and you are working from the inside to change things, whatever it takes.
4. It wasn’t your choice to be augmented! You are hoping to keep a low profile and avoid any unfair persecution because of decisions made before you were born.

Chosen

For some reason a higher (or at least more powerful) Life Form contacts you regularly. These beings may seem like gods or spirits to religious people because they exist on a level all normal species only dream about. You may see them in your dreams or when you travel at warp speed but it is entirely possible that they physically visit you in the form of something familiar to you. A lot of people envy

you and there might even be one or more religions that see you as a prophet or messenger of these beings.

On the other hand, these visits also regularly cause trouble. Because they are so powerful the beings can easily mess up equipment, thoughts, or even reality itself. You can never be sure what their motives really are and when they will show up again but it when they do appear they are hard to ignore.

Examples: Captain Sisko (*Deep Space Nine*) and the Wormhole Beings, Captain Janeway (*U.S.S. Voyager*) and Captain Picard (*U.S.S. Enterprise*) and Q. For that matter, Captain Sisko and Q.

Chosen Features

- **Skill:** You have had to learn more about the beings to deal with their interest in you. You're trained in Knowledge tasks regarding the higher beings and any religions associated with them.
- **Blessed:** Sometimes the higher Beings help you to succeed. Of course, they could solve all of your problems for you but you are still needed for some reason known only to the strange beings. You can reroll up to three rolls each Session, but not more often than once in an hour of play.
- **Uninvited Guests:** Sometimes the higher beings visit you and cause you problems, even if they don't intend to. When they show up, the GM can use one intrusion without giving you XP. This intrusion relates to the beings' warping of reality or otherwise forcing their agenda on you. They can visit as often as they want but GMs should limit their visits so as not to overwhelm the campaign. Sometimes the beings may be helpful if the GM decides they are moved to assist you, but this should be even rarer than their normal visits.

Initial Link to the Starting Adventure

Choose how you became involved in the first adventure.

1. At one point you might have gone in a completely different direction, but then contact with something more powerful than yourself took over. Now you're here on this ship with this crew and you just need to ride it out.
2. You were specifically instructed by the beings to be here doing this.
3. One of the other PCs believes that you are an emissary of religious beings and they have orchestrated you joining the crew.
4. You suspect that this ship and this mission may help you break free of the beings' influence.

Loyal

You grew up in the United Federation of Planets, but your connection goes deeper than that. Its tenets are in your blood and you feel a swell of pride every time you see the UFP emblem. Because you live in the Federation, you have enjoyed the safety and opportunities that were offered by this great community and you have always tried your very best to be a productive member of society. Now, of course, you have joined Starfleet and you hope that your service can make a difference.

Loyal Features

- **Highly Educated:** +2 to your Intellect Pool.
- **Skill:** Every member of society should conduct themselves well to preserve the image of the Federation. You are trained in all positive social interactions.
- **Time for Hobbies:** You are trained in two non-combat skills of your choice.
- **Inability:** You believe in a perfect society, where lying and crime has no place. The difficulty of any task involving deception is increased by one step.

Initial Link to the Starting Adventure

Choose how you became involved in the first adventure.

1. You pushed hard for this promotion because you believe this crew is a shining example of the Federation's core principles.
2. The mission is an opportunity for you to serve the Federation and you suspect there might be a bigger threat than even your superiors have told you.
3. You joined this crew and this mission because you were ordered to, naturally. There's no point in thinking about it beyond that.
4. This assignment was given as a favor to your mentor in Starfleet, a high-ranking officer that you respect greatly and would do anything for.

Mirrored

You are not native to this dimension. You may have come to this universe by accident or you may have fled from your home universe. Either way, you are now living among people who look like friends and enemies but they are not quite like you remember them. Some of them may even be dead in your universe. Since you travelled through dimensions, you are familiar with these procedures and may have some knowledge that no one native to this dimension could ever know.

Each day you have to remind yourself that this is not how it used to be. People, places, and history may be drastically different from what you remember or they may be nearly identical. You have a hard time negotiating this uncertainty to fit in here and forget about your home.

Mirrored Features

- **Sharp Mind:** +2 to your Intellect Pool.
- **Skill:** You're trained in all Knowledge tasks which involve other dimensions or realities.
- **Unique Point of View:** For 1 XP you can make a Knowledge check about something which someone native to this dimension would not know about. This might be a person who have kept their ambitions a secret, species who haven't contacted the Federation yet in this universe, or dangerous crises that have not yet been triggered. If you succeed, you know something about the topic since this information is already known where you come from. The information may not be entirely accurate considering the differences between universes, but they almost always have some truth in them. The GM should set the difficulty based on how widely known the information would be in your home universe: a commonly known topic would be difficulty 1 while a highly obscure or ancient topic would be difficulty 10.
- **Unfamiliar:** Once per session the GM can use an intrusion without rewarding you XP. This intrusion should involve some kind of misunderstanding because of differences between universes.

Initial Link to the Starting Adventure

Choose how you became involved in the first adventure.

1. When you arrived in this universe, this was the ship that found you and you became part of the crew.
2. You are posing as a member of the crew who is your counterpart in this universe. They might be dead, missing, or in your home dimension but whatever the case the crew thinks you are this person.
3. You agreed to serve as a special adviser to the captain of this vessel to lend your expertise on dimensional topics.
4. You have sought out this ship because one of the other PCs is the counterpart of your best friend back home. Whether they are just like you remember in your home dimension or a stranger wearing your friend's face is something you should work out with other player.

FOCUS

There are several different options when picking a focus for your *Star Trek: Cypher* character. Firstly, you can pick a focus from a published Cypher book. A list of the immediately useful foci from the *Cypher System Rulebook* is provided below, but your GM might approve other foci from other books or you might come up with a way to redevelop a magical or fanciful focus into something that fits the universe of *Star Trek*.

A second choice is to pick one of the new foci provided here. These work just like the foci from the *Cypher System Rulebook* with a specifically *Star Trek* bent. At the end of this section is a third option, "specialized foci" that are only available to characters that meet certain prerequisites. The most common prerequisite is species, but for any character that meets the prerequisite can take the focus as normal.

Published Foci

The following foci are from the *Cypher System Rulebook* and they fit *Star Trek: Cypher* with little or no modifications needed.

Builds Robots

While androids like Data should remain rare, there are many automated machines in *Star Trek*, not least the ship's computer. This focus makes them a bigger part of the setting.

Calculates the Incalculable

Science staff and navigators are important members of the crew and their abilities to calculate the best solution to any problem.

Crafts Illusions

This would be holograms in *Star Trek* but a character who specializes in holodeck technology and maintaining holo-emitters and creating convincing projections. If the ship has an EMH this character might work on it regularly.

Crafts Unique Objects

All engineers can make fixes and draw up mechanics, but characters with this focus can make truly impressive things. The biggest ability for this focus is Cyphersmith, the ability to adjust cyphers and create new ones. This works well for characters, but building ship cyphers is even more useful.

Defends the Weak

This seems like it was written for a knight and other medieval archetypes, but it also works for bodyguards and courageous warriors. This can also work well for dedicated security officers who maintain watches well.

Doesn't Do Much

Not everyone in *Star Trek* is a courageous tactical officer or a brilliant engineer. Some people just take up space, from Morn holding up the bar on *Deep Space Nine* to those other medical staff who never seem to help with patients.

Entertains

There are plenty of characters who are entertaining on *Star Trek* but there are also singers, celebrities, and personalities who cheer people up.

Explores Dark Places

This is intended as a dungeon delver, but in *Star Trek: Cypher* it works as someone trained to infiltrate enemy bases and steal their secrets.

Hunts With Great Skill

Star Trek might be an advanced setting with phasers and transporters, but there are characters who track down quarry the old fashioned way from Klingon hunters to Bajoran pastoralists. It even works for bounty hunters.

Interprets the Law

The Federation has a lot of laws and the Romulans and Cardassians pretty much live perpetually under martial law. Even the Klingons have convoluted rules of honor and duty. Someone needs to work through those messes.

Is Licensed to Carry

Any Starfleet officer is “licensed” to carry a weapon, but this is the focus to pick for those deadshots who really know how to use them.

Leads

Commanders have abilities to help their crews, but characters with this focus have an actual cadre working for them. This could be Khan’s genetically enhanced soldiers or Kira’s guerilla fighters but either way it works well for a starship crew.

Looks for Trouble

Despite having so many weapons on hand, characters in *Star Trek* always seem to be brawling. Maybe you’re the Starfleet officer who looks for bar fights on DS9 or the Romulan warrior always trying to provoke the enemy into a fight.

Masters Weaponry

The Klingons have their own melee fighting focus (see Aspires to be a Dahar Master below) but other species have traditional weapons and those who master them are still every bit as respected as they’ve ever been.

Metes Out Justice

The high principles of *Star Trek* make this an interesting and potentially complex focus for a character. When used as intended (for a chivalrous defender) this makes a good focus for a security officer or soldier always looking to do the right thing, even when it’s the difficult thing. On the other hand, the various cultures in the setting could make a system of justice that seems horrible to outsiders but still holds innocence and guilt foremost, such as the harsh traditions of the Klingons or the strict laws of the Voth in the Delta Quadrant.

Moves Like a Cat

Stealthy characters are always useful in a party, whether a swift Bajoran militia member or a trained Vulcan warrior. Fast reflexes and quick attacks also make them good shots with phasers so these could be security officers as well.

Murders

The Federation does not use assassins. That being said, if Starfleet Intelligence sends someone in to handle a situation and that person goes a little overboard without the explicit instructions of their superiors... well that’s really just an unfortunate accident, isn’t

it? Other governments, such as the Romulans or the Cardassians, don’t make any excuses for using trained killers, though they are just as careful to keep their assets a secret.

Needs No Weapon

All members of military forces like Starfleet or the Klingon Defense Forces are trained in unarmed combat. Some of them are particularly adept at fighting without weapons, however, and they can subdue and counter any would-be attackers even in sensitive situations where weapons are prohibited.

Never Says Die

The determined hero fighting on against pain, adversity, and despair to do the right thing is an image that comes up often in the *Star Trek* setting. Whether it’s Spock in the reactor room saving the rest of the *Enterprise* crew, Picard resisting the mental torment of Romulan interrogators, or Nog losing his leg to Jem’Hadar soldiers at AR-558, heroes can go through a lot when they need to.

Operates Undercover

Undercover assignments are the usual fare for Starfleet personnel, but they happen regularly throughout the *Star Trek* canon. Sometimes officers are going undercover to expose the Orion Syndicate or else they might be surgically altered to look like Klingons or Romulans to run recon. This is also a good focus for people going undercover into a pre-contact civilization to assess their viability as a member of the Federation.

Performs Feats of Strength

Powerful characters often end up in the midst of battle but even on peaceful missions they might be useful. Climbing mountains, moving debris, or hoisting equipment are all useful and strong characters are helpful parts of the crew.

Pilots Starcraft

This is pretty self-explanatory: every starship needs a steady hand at the helm and characters with this focus are even better than most. This also works for wanderers who might become part of a starship’s crew, like Nelix on the *U.S.S. Voyager*, who have a special connection to their ships.

Solves Mysteries

The other part of a security chief’s job, besides maintaining law and order (see the Maintains Security focus below), is solving crimes and

finding talented criminals. This is also a good focus for a science or engineering officer, however, for someone who loves figuring out puzzles.

Talks to Machines

Despite the artwork that goes along with this focus in the *Cypher System Rulebook*, it is not about being a cyborg. Talking to machines is something a mechanical prodigy does and it's a great ability for a member of the crew. Some abilities (like Intelligent Interface or Information Gathering) might need some reflavoring but it's minor.

Wields Two Weapons At Once

The wording of this makes it clear that the focus was written with dual-sword-wielders in mind, but there's nothing saying they can't be two phasers or two disruptor pistols. This is a different sort of ranged fighter from *Is Licensed to Carry* but it still works well.

Works the Back Alleys

Some people are useful to the crew because of their connections off the ship. These crew members might have colorful pasts or just come from a place where they know lots of useful people.

Works the System

The computer-interfacing version of *Works the Back Alleys* also works as an officer with a questionable past. Hacking is alive and well in the world of *Star Trek* and sometimes taking down the enemy's ship rather than facing them head on is a welcome alternative.

Would Rather Be Reading

Smart and experienced officers are a boon to every ship, particularly those on a primarily science-focused mission. It's important to remember that large ships like the *Enterprise* or *Voyager* have thousands of crew members and a good portion of them are just specialists doing their job analyzing pulsars while others worry about Breen raids and the Q Continuum.

Exotic Foci

There are a few published foci that work well in *Star Trek: Cypher*, but they require the GM to sign off on things. In both cases, they are for character concepts that should be rare or unique in the setting.

Fuses Flesh and Steel

This is the focus to use for a liberated Borg drone like Seven-of-Nine and Hugh. Having these be commonplace characters, though, removes the things that make these characters special.

Exists Partially Out of Phase

This is the best option for a holographic character like the Doctor on *Voyager*. The ability to walk through walls is really the ability to pass through physical objects by adjusting your holomatrix, the ability to resist attacks means temporarily turning off physical coherence, etc. Like liberated Borg, don't overuse this.

New General Foci

These foci work just like any other *Cypher* character focus, but with a *Star Trek* feel. Likewise, if you want to bring them to another *Cypher* game they should work in reverse just as well.

Collects Rare Specimen

You collect rare plants and creatures from all over the galaxy. This hobby might seem strange to the rest of the crew but it has a lot of interesting side effects, which are probably the reason you have permission to keep specimens in the first place. Your specimens come from all kinds of different places, and their abilities can come in handy as often as the latest gadget from Engineering or insight from Security. You also learned to handle the creatures gently enough to protect them (and yourself) and you have a rapport with each one of your myriad specimens.

Examples: Dr. Phlox (aboard the original *Enterprise NX-01*)

Connection: Choose one of the following.

- Pick one other PC. One of your specimens is actually his pet but he could not get permission to get it on board himself.
- Pick one other PC. He is deathly afraid of one of your specimens.
- Pick one other PC. He has a slight addiction to a substance produced by one of your specimens.
- Pick one other PC. He is constantly asking you about your collection even in situations where such questions are awkward.

Additional Equipment: You have a large number of terrariums, aquariums, and similar containers for your animals and plants. You also have enough food and other supplies to keep them alive for at least a month even when the replicators won't work. You had to sacrifice personal space for this.

Minor Effect Suggestion: The duration of your ability's effects is doubled.

Major Effect Suggestion: The duration of your ability's effects becomes 24 hours.

GM Intrusion Suggestion: One of your specimens gets loose and is roaming the ship. You have to chase it down while dealing with any other crises at the moment.

Tier 1: Skilled Collector. As a collector you are knowledgeable in a wide range of topics. You are trained in animal handling, botany, and biology. Enabler.

Fragile Collection. Your specimens are very fragile and sensitive to different phenomena than humanoids. Whenever the ship comes close to an unknown energy field your collection will react somehow, even when the ship's sensors don't detect it. Some creatures may become restless, change color or even die. As long as you have time in the day to attend to your specimens you will notice any changes like this, and if you purposefully bring a specimen out to search for energy fields you decrease the difficulty of identifying that energy field by one step. Enabler.

Tier 2: Tarchannian Highwhistler (2 Intellect Points). The planet of Tarchannen III is bathed in perpetual twilight and home to very interesting bat species. You are fortunate to have one of these in your collection and you have trained it to detect hidden or invisible creatures on the ship. For one hour, as long as you have the bat on you, you have an asset in finding hidden intruders on the ship and can detect the presence (though not the direction or precise position) of invisible enemies within short range. After being coaxed into helping with this for an hour, the highwhistler needs to rest. Action to initiate.

Tier 3: Ferengi Serrated Swamp Snail (3 Intellect Points). Ferenginar, homeworld of the Ferengi Alliance, is a rain-soaked world full of swamps and damp forests. You have a pretty, multicolored snail from Ferenginar in your collection which can be used as a healing aid when fed the right food. The snail will temporarily bond with a living being and inject healing catalysts. The creature can use their 10 minute recovery roll as an action instead and they are considered trained in resisting poisons and illnesses for 8 hours. Action.

Tier 4: H'atorian Death Tulip (5 Intellect Points). The Klingon border planet of H'atoria has many interesting biological specimens but the most well known is the so-called death tulip. This black flower (which resembles an Earth tulip) can be dried and made into a powder that, once inhaled, requires the target to make a level 5 Might check. Failure means that the creature falls into a coma-like state for 28 hours and appears dead to all normal scanners. Creatures of level 5 or higher are usually immune to this effect, and creatures can also purposefully fail the check if they choose. Enabler.

Master Collector. You are now specialised in animal handling, botany, and biology. Enabler.

Tier 5: Regular Chameleon Daffodil (6 Intellect Points). This extremely rare plant emits spores, which can be used to cause mild confusion and assist in implanting memories. Spies and other manipulators have been known to use these spores to deceive targets and convince them that they know the manipulator. When use a prepared sample of these spores and place them on your clothing, any humanoid who comes within short range of you must make a level 6 Intellect check. If they fail, they are confused and become convinced that they know you and can trust you. The difficulty of all interactions with those affected by the spores is modified by two steps in your favor. This effect lasts for 1 hour. Action to initiate.

Tier 6: Janusian Morek (8 Intellect Points). This snakelike creature is similar to the deadly Horta of Janus III and produces extreme heat. While not as destructive as the horta, the morek can emit a burst of infrared radiation which hits all creatures in immediate distance. You have worked with the creature (wearing insulated gloves and suffering more than one serious burn) and managed to train it to use this ability on command. Any unprotected humanoid will take 10 Might damage as the Morek's pulse burns them. The heatwave is even strong enough to fry equipment of level 3 or lower within an immediate radius, requiring a repair check to function again. Once the morek uses its heat pulse, it needs 15 minutes of rest before it can do so again. Action

Has Mixed Blood

You have parents who were from two different species, making you someone without a clear home. Sometimes, hybrid individuals are the result of rape or assault, such as when a world is conquered or occupied. Other times, people fall in love and have a child, sometimes against the prevailing opinions of others in their culture. While many humanoid species in the galaxy share a common genetic heritage, medical intervention is sometimes required to keep the infant alive and overcome any problems with labor and raising the infant.

Once an hybrid child is born, their parents face new challenges. Do they raise them in one culture? Do they try to expose them to both at the same time? Do they attempt to forge a new culture, possibly finding a cosmopolitan location to live in where their child is just one of many finding a new culture of their own. Whatever the circumstances of their birth and upbringing, however, hybrids almost always suffer bigotry and ignorance in the greater galaxy. Some people might make assumptions about their heritage while others will make crude jokes or stereotyped comments. In many ways, hybrids suffer bigotry from three sides: stereotypes about each of their biological parents' cultures as well as comments about their mixed heritage. This is a difficult road but for those who embrace their hybrid ancestry, they can make a difference in the lives of many throughout the galaxy.

Examples: B'Ellana Torres (Human-Klingon chief engineer aboard the *U.S.S. Voyager*), Deanna Troi (Human-Betazoid counselor aboard the *U.S.S. Enterprise-D*), Tora Ziyal (Bajoran-Cardassian daughter of Gul Dukat), Sela (Romulan-Human commander).

Do I Have to Pick This?

Some players may not want to devote their focus choice to their character's mixed ancestry. That's completely fine, and this focus isn't for every hybrid character out there. Some characters from *Star Trek* series (such as Deanna Troi and B'Ellana Torres) have parents from two different species but it hardly enters their lives at all. Others (such as Sela, daughter of time-displaced Tasha Yar and a Romulan officer, or the half-human Spock) are heavily influenced by their mixed blood but they have other more important factors that decide who they are.

This focus is for characters like Tora Ziyal on *Star Trek: Deep Space Nine* whose mixed heritage is a defining factor in their lives and something they actively pursue. If you have a hybrid character (using either of the options under the **Mixed Species**) and you want that aspect to be a large pillar of that character moving forward then this is the focus to accomplish that.

Connection: Choose one of the following.

1. Pick one other PC. They knew one of your parents well and they understand your position stretched between two worlds.
2. Pick one other PC. They were with you on a mission where you ran into one of your parent's people. Some ugly things were said about your heritage and you are embarrassed that your crewmate was present.
3. Pick one other PC. You know this character has also suffered from bigotry and prejudice. You can bond over this.
4. Pick one other PC. This person thinks that you are a full-blooded member of one of your parents' species. At this point, it will be very embarrassing to correct the misconception.

Additional Equipment: You have keepsakes from each of your parents' cultures. These are precious ties to your past, and to a combined world that only exists for you.

Minor Effect Suggestion: Your confidence overcomes your normal insecurities. The difficulty of your next check is reduced by one step.

Major Effect Suggestion: You make an excellent impression on the person you are talking to and change their outlook. They have a favorable opinion of you after this interaction or, if they were prejudiced against one or both of your parents' species then this changes their opinion.

GM Intrusion Suggestion: A medical procedure has unexpected consequences based on your unusual physiology. You develop a debilitating condition that must be treated immediately.

Tier 1: Hybrid Biology. You gain one of the trait abilities from your parents' species that you don't already have. If this character was created using the optional **Hybrid Species** rules (see the Species Descriptors section) then this would be one of the traits from the species whose Stat Pool you chose. If you used the traits and Stat Pool from all one species, then this is from your other parents' species.

Complementary Genetics: You gain +1 to your Edge in your lowest Stat Pool.

Tier 2: Child of Two Worlds. You are trained in cultural and historical matters for each of your parent's species. Being somewhat of an outcast from both parents' cultures, you have done your best to learn what you can about them both. Enabler.

Push to Prove. You have more to prove than other people because of your difference. You are trained in an area of knowledge such as politics, history, weapon design, or ship systems. If you choose an area you are already trained in, you become specialized in that skill instead. Enabler.

Tier 3: Able to Pass. You have genetics from two different species but with a little effort you can look like one or the other. This might involve a little obscuring, some surgical alterations, and adjustments in mannerism and posture but it can be done quickly and with minimal equipment. This doesn't let you look like anyone in particular, just like a full-blooded version of yourself. However, because of your genetics, you can pass many of the simpler blood screenings and other tests that might expose you. Enabler.

Excelling Genetics: You gain +1 to your Edge in your highest Stat Pool.

Tier 4: Cultural Heritage. You gain a Tier 4 or lower ability from a Specialized Focus that requires one of your parents' species as a prerequisite. If none is available, pick from another focus that thematically matches one of your parent's cultures.

Tier 5: Tired of Bigotry. When someone insults your ancestry, you have now established yourself enough to do something about it. For the next ten minutes, the difficulty of all tasks involving the offending individual, including attacks, are decreased by one step. You can only select one person to target with this ability at a time. Action to initiate.

Tier 6: Take on the Ignorant. This ability functions like the Tier 5 trait above, except that you can select up to three individuals as the target of your ability. Each must have insulted your heritage in the past week, though they don't have to have insulted you at the same time that you initiate this ability. Action to initiate.

Has Special Forces Training

Star Trek focuses on diplomatic missions, "seeking out new life and new civilizations," but at the end of the day Starfleet is a military organization. All Starfleet officers are trained to handle themselves in combat but some receive special training and excel at the combat aspect of Starfleet's mission. They are quick, deadly, and a strong deterrent to hostile forces thinking the Federation's socialist utopia is somehow weak.

Examples: MACO Forces (introduced in *Star Trek: Enterprise*), the Jem'Hadar (as the elite warriors of the Dominion), the *Yan-Isleth* (the Klingon Brotherhood of the Sword).

Connection: Choose one of the following.

1. Pick one other PC. During a training exercise, his lack of preparation nearly got someone injured. You were angry enough to call him out on this and embarrass him.
2. Pick one other PC. When this person surprised you at one point, you grabbed them and put them in a hold and nearly broke their arm. It's up to that PC to decide whether he resents fears, or forgives you.
3. Pick one other PC. When this person was in danger during an away mission in the past you went in against seemingly impossible odds and saved them.
4. Pick two other PCs. During a dangerous mission you were forced to make a difficult decision and save one of these people while leaving the other behind. The PCs decide how they feel about this decision.

Additional Equipment: You either have an advanced suit of body armor (Armor is increased +1 from normal) or an advanced weapon (weapon does +1 damage). These are improvements on items gained through other means instead of new items.

Minor Effect Suggestions: You gain the upper hand and the difficulty of your next attack against the target is decreased by one step.

Major Effect Suggestions: The target is knocked unconscious.

GM Intrusion Suggestion: You react on instinct when surprised and attack the person who startled you, whether they are friend, foe, or innocent bystander.

Tier 1: Unarmed Combat Training. You inflict 2 additional points of damage with unarmed attacks. Enabler.

Excellent Shot. You are practiced with the use of energy weapons and suffer no penalty when using one. Enabler.

Tier 2: Rapid Response. You gain 5 additional points to your Speed Pool. Enabler.

Hand-to-Hand Combat. You are trained in unarmed attacks. Enabler.

Tier 3: Pull It Together. When you make a one-action recovery roll, you also gain 1 to your Might Edge and Speed Edge for ten minutes thereafter. Enabler.

Tier 4: Snapshot. You can make two gun attacks as a single action, but the second attack is modified by two steps to your detriment. Enabler.

Tier 5: Stunning Attack (4 Might points). You hit your foe in just the right spot, stunning him so that he loses his next action. This attack inflicts no damage. Action.

Tier 6: Head On a Swivel. Every time you succeed at a Speed defense task, you can make an immediate attack against your foe if you have a weapon available and they are within range. The difficulty of this attack is increased by one step. Enabler.

Interrogates Subversives

While Starfleet has restrictions on what can and can't be done to prisoners, other groups do not. The Romulans, Klingons, Breen, Cardassians, and many other groups have fewer qualms and when the stakes are high enough even Starfleet Intelligence starts looking at serious measures as well. You are one of those skilled in getting others to talk. You are the last line of defense between order and anarchy and you take that duty very seriously. Maybe you love it, maybe you secretly hate yourself... whatever the case, you get results and that's what counts.

Examples: Enabran Tain and Elim Garak (members of the Obsidian Order), Gul Madred (who interrogated Captain Picard).

Connection: Choose one of the following.

1. Pick one other PC. This character was tortured by you in the past when you thought they might be a security leak. They might be wary of you or downright hate you, but you aren't likely to be friends.
2. Pick one other PC. This character knows what you do and respects you for it. They know it isn't pretty but that civilization needs to use all the tools it has to fight against collapse.
3. Pick one other PC. During a mission, you captured one of the enemy and forced them to talk. This character witnessed the entire interrogation and it is up to the player to decide how they feel about it.
4. Pick one other PC. This character knew you by reputation long before they met you. They might appreciate your skills or be afraid of you, but your reputation is a weighty thing to live up to.

Additional Equipment: You have a set of instruments and chemicals for use in interrogation.

Minor Effect Suggestion: You pick up one piece of information along with your interaction, possibly even something the other person doesn't realize they let slip.

Major Effect Suggestion: Your cutting manner disorients and confuses someone within earshot. They are dazed for one round, meaning the difficulty of tasks they perform are modified by one step to their detriment.

GM Intrusion Suggestion: The person you are interacting with recognizes you and knows what you have done. They react with disgust and refuse to deal with you or your party any more. They might even call security if they know someone who suffered at your hands.

Tier One: Connoisseur of Discomfort. You are trained in knowing exactly what will cause the most discomfort in a subject no matter their species or background. Even cultures you never met before begin to fit into categories after a few minutes of discussion. Enabler.

Professional Interrogator. You are trained in tasks involving interrogating people or pushing them to cooperate. This needs to be in a controlled environment, just harassing someone on the street doesn't count as interrogation. Enabler.

Tier Two: Mental Fortress. You are skilled at breaking people, which means you know all the tricks. You are trained in Intellect defense rolls against any attempt at forcing information out of you, including telepathic means. Enabler.

Tier Three: Nonverbal Tell (3 Intellect points). Even when your subject isn't talking, you can get information out of them. Their facial ticks and body language while you are questioning them can tell you their motivations and emotions: fear, anger, confusion, confidence, and so on. You also gain an asset at telling when they are lying or not. Once you use this ability, its effects last for one minute. Action to initiate.

Tier Four: Gather the Parts (4 Intellect points). After questioning a subject, you are able to piece together a profile of their personality, loyalties, interests, and weaknesses. Action.

Tier Five: Dark Genius. Looking into the minds of others has strengthened your own mind and honed it into a devastating weapon. You gain an additional 5 points in your Intellect Pool. Enabler.

Surprising Talents. You've broken enough people that you have surprising knowledge into areas that others might not expect, tricks and secrets learned in your sealed chamber. You become trained in any one task that you're not already trained in, including combat tasks. Enabler.

Tier Six: Break the Prisoner (6 Intellect points). By looking into the eyes of someone while you interrogate them, you are able to understand their thinking. Effectively, you can read their surface thoughts in that moment to a surprising degree. Additionally, for the next 24 hours, the difficulty of all of your social rolls against that character is reduced by two steps. Action to initiate.

Is a Transporter Artist

The transporter is one of the most complex pieces of technology on the modern starship and yet it is used almost routinely by the crew. Every Starfleet crew member has some knowledge of how to use a transporter and the safety protocols make mishaps unlikely in ideal situations. However, every Starfleet crew members know that there are often times when "ideal situations" have been left far behind. In these cases, a true transporter artist knows how far to push the system, what protocols can be substituted, and what other systems onboard can be called into service to make sure that a signal is not lost and a containment field is stabilized.

Examples: Chief Miles O'Brien (aboard the *U.S.S. Enterprise-D*), Chief Maggie Hubbell (*U.S.S. Enterprise-D*), Lt. Janice Rand (*U.S.S. Enterprise*).

Connection: Choose one of the following.

1. Pick one other PC. You saved them when they were onboard a ship about to self-destruct by beaming them out in the nick of time.
2. Pick one other PC. You have transported them on numerous occasions, even working miracles with the system, and they never thank you. This is very frustrating to you but they may be totally unaware.
3. Pick one other PC. They are constantly asking you questions about the transporter but it's obvious that they have fundamental misconceptions and you know they'll never truly understand it.
4. Pick one other PC. On a previous mission, a crew member was trapped and you weren't able to beam them out despite trying every trick you know. You suspect the other PC holds this against you.

Additional Equipment: Diagnostic tools for a transporter and a repair kit.

Minor Effect Suggestion: You stabilize the system so well that the difficulty of the next transporter check made with it is reduced by one step.

Major Effect Suggestion: The subject's signal is enhanced so well that they arrive feeling much better. They can restore two points to any of their stat Pools.

GM Intrusion Suggestion: There is a transporter malfunction and you have to do some creative thinking to fix it. Maybe you bounce the signal back to the surface, putting your team in a perilous situation, or you temporarily hold their patterns in the holodeck matrix, putting them in some bizarre holonovel.

Tier One: Transporter Artist. You are trained in tasks involving the transporter. Enabler.

Transponder Tags. You have a piece of equipment called a transponder tag, a subspace microprocessor that provides a highly recognizable target for a transporter system. Starfleet combages already have these built in (to help finding and tracking crew members) but you always carry a few with you. When applied, they provide an asset to any transporter check on the target. You always have around 1d6 on you at the start of a mission and you can a new one in an engineering lab in about ten minutes. Enabler.

Interrupt Signal (1 Intellect point). When you are at a ship's transporter controls (or a console connected to them) you can try to interrupt attempts to beam someone off that ship. The difficulty of the roll is equal to one less than the level of the individual trying to complete the transport. Enabler.

Tier Two: Emergency Relay Program (2 Intellect points). You can automate your starship's systems to beam you immediately back to the ship in an emergency. When you set up this contingency, you specify the conditions (if you press your combadge, if you are rendered unconscious, etc) and the computer will automatically execute the program when these conditions are met. You use your abilities and stat Pools for this check as if you were at the transporter controls; in a sense you are. You can assume that any ship you are on for at least five hours that you have computer access on (i.e. a Starfleet ship or one you are granted access to) has this program embedded. For all other ships, you need to specifically add it (possibly breaking the ship's security codes in the process). Action to activate.

Tier Three: Boost the Pattern Buffer (3 Intellect points). Transporter systems use a signal buffer to contain the subject's pattern in case of runtime errors with the transporter. You know how to use this buffer to reinforce the subject's signal. When they arrive, the subject can restore up to 3 points to one of their stat Pools. Enabler.

Improved Transponders. When you use a transponder tag's asset in a transporter check, you reduce the difficulty by two steps instead of one. Enabler.

Transporter Genius: You are specialized in tasks involving the transporter. Enabler.

Tier Four: Site-to-Site Capture (3 Intellect points). You can use your transponder tags offensively by tagging an opponent and triggering a program to beam them to a predetermined secure location. Like your Emergency Relay Program, you can assume that this program is installed on ships you have access to but you need to declare your intention to install it on other ships. In order to plant the transponder tag, you need to succeed in a Speed melee attack and it will be an obvious attack unless you increase the difficulty of the attack (GM's discretion). You could also use subterfuge to get the transponder tag on their person, using a deception roll or sleight of hand to plant it. Action.

Tier Five: Team Relay Program (4 Intellect points). You can use your Emergency Relay Program for up to four allies with transponder tags who are within short range of you. Action to activate.

Tier Six: Signal Mastery (3 Intellect points). Your proficiency with the transporter is so powerful that you don't need transponder signals to make your programs work. By spending 3 additional Intellect points, ou can use Emergency Relay Program, Site-to-Site Capture, or Team Relay Program without needing the subject(s) to have transponder tags. Enabler.

Keeps the Crew Together

As starships have increased in size they have turned from seafaring transportation craft to mobile communities. Families are raised on Starfleet ships and civilians maintain businesses. One of the consequences of these is the position of ship's counselor, a psychology professional whose job is to

guide and help crew members by monitoring sources of stress and distraction. With divided attentions come mistakes and a ship's counselor works to spot those issues before they endanger the rest of the crew. Some crew members are grateful for the availability of the ship's counselor while others are resentful at being required to meet with them. Either way, the ship's counselor is probably the most connected crew member on the ship and they have unique insight into the personality, strengths, and weaknesses of anyone onboard.

Examples: Counselor Deanna Troi (*U.S.S. Enterprise-D*), Lt. Ezri Dax (*Deep Space Nine*), Neelix (*U.S.S. Voyager*)

Connection: Choose one of the following connections.

1. Pick one other PC. They have a crippling childhood trauma that you are helping them deal with.
2. Pick one other PC. At some point in the past they took extended medical leave after a disturbing away mission. You helped them reintegrate with the crew.
3. Pick one other PC. They obviously have some issues they need to work out but they don't want to talk to you and go to great lengths to miss your scheduled sessions.
4. Pick one other PC. Their behavior worries you. At least once in the past you've recommended that they be relieved of duty until they complete some counseling sessions.

Minor Effect Suggestion: An ally is inspired and regains 2 points to a Pool.

Major Effect Suggestion: You gain an insight into someone else in the scene and can ask the GM one question about how they would react in a hypothetical situation.

GM Intrusion Suggestion: In the worst possible time, one of the crew members has a flashback, phobia attack, or some other psychological break that requires your immediate help. If you don't devote your attention to them, they'll start getting in everyone else's way.

Tier 1: Psychoanalyst. You are trained in tasks involving discerning people's moods and helping with anxieties and depression. Enabler.

Know the Crew (1 Intellect point): You know everyone onboard; it's your job, after all. When a situation presents itself where you aren't trained in a task, you can call over a crew member (assuming they are available) to help you. Their aid will reduce the difficulty of the task by one step. Action.

Tier 2: Make Connections (2 Intellect points). You can call on crew members whose skills you know well to connect them with other ship officers in need of help (assuming they are available). Their aid reduces the difficulty of the ally's task by one step. Action.

Calm and Collected. You gain 1 to your Intellect Edge.

Tier 3: I'm A Good Listener. A ship's counselor serves as a ready ear for those in need and you are trained in all social interactions involving comforting people and putting them at ease, including gaining people's trust and helping with disorders. Any other PCs who spend their rest talking to you can add +1 to their recovery rolls. Enabler.

Tier 4: Experienced Psychoanalyst. You are specialized in the sorts of tasks described under the Tier 1 Psychoanalyst ability. If you are already specialized in these tasks, you always restore a minimum of 1 point of Intellect points with a psychoanalyst roll regardless of the roll. Enabler.

An Eye for the Truth. You are trained in tasks involving discerning lies. If you were already trained in these tasks, you are now specialized. Enabler.

Tier 5: Encouraging Connections (5 Intellect points). When you find a crew member to help with a task (see the Tier 2 ability Making Connections) they reduce the difficulty of the task they are helping with by two steps. Action.

Tier 6: Stay Strong (6 Intellect points). Three allies you can see gain an asset on Intellect defense rolls and you are trained in all tasks involving encouraging and focusing them. This benefit lasts until you choose another set of three allies with this ability, or until you have no direct interactions with one of the three for twelve hours. Action to initiate.

Lived Among Others

While some characters are on the outskirts of society because they have a hybrid ancestry (see the *Has Mixed Blood* focus above), others are caught between worlds because they are descended from one culture but raised in another. They might be orphans adopted by parents of another species, refugees growing up away from their people, or even simply children of Starfleet officers who had their parents as cultural touchstones but never really knew their species' homeworld and culture.

The ultimate example of this in the *Star Trek* series is Worf, a full-blooded Klingon who is forever affected by his upbringing among humans. Worf was born on Qo'noS, the Klingon homeworld, the son of a patriarch in one of the Empire's Great Houses. His life would have been the life of a Klingon warrior if it weren't for the attack on Khitomer colony by a Romulan conspiracy. But that attack changed everything and instead Worf's house was disgraced and he went to live on Earth, adopted by a Russian couple who raised him as their own son. As a result, Worf is definitely a Klingon but he has distinctly human outlook on many things.

Examples: Worf (Klingon raised by humans), Odo (Founder who grew up with Bajorans), Rugal (a Cardassian orphan adopted by the Bajoran Proka Migdal), Jono (a human orphan raised by a Talarian captain).

Connection: Choose one of the following.

1. Pick another PC who is the same species as you. That person makes frequent reference to your people's history and culture, something you find pushy and annoying.
2. Pick another PC who is the same species as the culture you were adopted into. You have tried many times to engage this person on topics from your shared culture, but you get the impression they aren't interested and might consider you an outsider.
3. Pick one other PC. When you first met this person they made a reference to your biological people's culture and you were embarrassed when you didn't understand.
4. Pick one other PC. You and this character knew each other when you were younger. You can reminisce with this person when you start to feel lost.

Additional Equipment: Keepsakes from home, given to you when you left home "to remind you of where you're from, no matter what people say."

Minor Effect Suggestion: You play off people's expectations of you, and then react in a way they don't expect. The difficulty of your next social task is reduced by one step.

Major Effect Suggestion: Your well-grounded spirit allows you to center yourself in the face of adversity. You get a free, no-action recovery roll.

GM Intrusion Suggestion: When you meet with someone of your species, they take an instant dislike to you as a "pretender." They will refuse to work with you or talk with you, maybe even shutting out the rest of your team.

Tier 1: Varied Experience. Your upbringing gave you a unique outlook on life. You are trained in any two noncombat skills of your choice. Enabler.

Tier 2: Blending In. You might not look like a member of the species you lived among, but you know their mannerisms and behaviors. This knowledge is an asset for any attempts to impersonate a

member of that species (you will still have to find a way to disguise your appearance) or to spot members of that species in disguise. Enabler.

View from the Inside. You are intimately familiar with the culture of the species you grew up with as well as your own people's culture. You have an asset for any knowledge checks about either culture. Enabler.

Tier 3: Heritage Weaponry. Choose one type of attack in which you are not already trained: light bashing, light bladed, light ranged, medium bashing, medium bladed, medium ranged, heavy bashing, heavy bladed, or heavy ranged. Studying your biological people's heritage has allowed you to study combat skills and you are now trained in the use of the chosen weapon type. Enabler.

Tier 4: New Experiences. Choose any two noncombat skills. You are trained in those skills. Enabler.

Heritage Combat Training. You are trained in Might defense, Speed defense, or Intellect defense (your choice). If you are already trained in that type of defense, you are specialized. Enabler.

Tier 5: Part of the Community. You know that people expect you to be the bizarre alien so you've cultivated a skill of working with others. When you held someone with a task, you always reduce the difficulty of the task by one step regardless of your own skill at that task. Enabler.

Tier 6: Citizen of Something Bigger. Your experiences have made you different from other members of your species and generally have been strengthened by your experience. You gain +1 Effort and add +3 to each of your Stat Pools.

Maintains Security

Whether on a space station, a starship, a colony, or the heart of an interstellar empire, maintaining security is a difficult venture. When loopholes or lapses exist then people take advantage of them, and all sorts of things can come aboard despite regulations and laws. On the less worrisome end, you might get an infestation of tribbles or some stolen goods. On the other side of the spectrum, you might have spies aboard your ship or explosives planted before a major conference.

Examples: Odo (*Deep Space Nine*), Worf (aboard the *Enterprise-D* and *Enterprise-E*), Tasha Yar (before Worf on the *Enterprise-D*), Malcolm Reed (aboard the *Enterprise NX-1*), and Michael Eddington (as Starfleet security chief on *Deep Space Nine*).

Connection: Choose one of the following.

1. Pick one other PC. You arrested this person in the past for disorderly conduct and you suspect they hold a grudge against you.
2. Pick one other PC. Someone attempted to kill this person in the past and they were only saved by your quick thinking and attention to detail.
3. Pick one other PC. You consider this person too lax and a potential security risk. Whenever a sensitive situation arises, you'd rather they weren't on the team.
4. Pick one other PC. This person trained with you in hand-to-hand fighting and you feel a bond with them even years later.

Additional Equipment: Your PADD is always synced with the records of who has arrived or left the station, ship, or colony you maintain security over.

Minor Effect Suggestion: You have a plan in place for your opponent's tactic and surprise them with just the right move or piece of equipment. The difficulty of your attacks against this opponent are reduced by one step.

Major Effect Suggestion: Your plan works perfectly, throwing the opponent off enough for your team to act. You create an asset that can be used by any of your allies to reduce the difficulty of attacks against the opponent by one step.

GM Intrusion Suggestion: Your careful planning turns out to be not enough as someone finds a hole in your procedures. You can patch it now but the damage is done.

Tier 1: Take Into Custody. You are trained at grabbing and holding criminals to keep them from escaping or harming other people. You might grab their arm and twist it behind their back, put them in a choke hold, or otherwise restrain them. For as long as you take no physical actions or movements except to hold the creature, they cannot take any physical actions, even over multiple rounds. They can try to break your hold, but you have an asset that will reduce the difficulty of maintaining it by two steps. You can only take creatures your size (within a few feet) or smaller into custody. Action.

Tier 2: Stand Watch (2 Intellect points). As the explorer special ability on page 41 of the *Cypher System Rulebook*.

Tier 3: Spot Weakness. If a creature that you can see has a special weakness, such as a sensitivity to light or a weak spot in their protection, you know what it is. (As and the GM will tell you). Enabler.

Security Team (2 Intellect points). You can call a team of 1d6 security officers who will respond to your call and come to help you. They arrive within two minutes of your call (assuming you are somewhere accessible) and fight as level 1 NPCs of an appropriate species and affiliation. Action.

Tier 4: Trusted Deputy. You have a competent and trusted second who works for you and is an effective asset in your security responsibilities. This is a level 4 character and they can perform tasks just like you were there. Once per session they can even make use of one of your abilities, using the training you've given them as a mentor. Enabler.

Tier 5: Vigilant (5 Might points). As the explorer ability on page 43 of the *Cypher System Rulebook*.

Tier 6: Security Net (6 Intellect points). You can set up a sensor net to account for blind spots, likely avenues of entry, and even cloaking or other stealth technologies. Over an area of no more than 500 square feet, you can make perception checks to spot trouble as if you were standing in the immediate area. This lets you watch the entire area from your security feeds to see potential problems before they start. Action to initiate.

Powers the Weapons Banks

The officer at the tactical console of a starship has enormous responsibility, as well as enormous power. The captain of a ship determines when a confrontation turns into a battle but in the back of their mind all captains know that their tactical officer could open fire in an instant. There is a strong element of trust with a tactical officer, and you have embraced that to become a true extension of the ship. You have other talents in other areas, of course, but you truly shine when commanding the weapons of your ship.

Examples: Commander Worf (*U.S.S. Enterprise-D* and *Deep Space Nine*), Commander Tuvok (*U.S.S. Voyager*), Lieutenant Chekov (*U.S.S. Enterprise-A*), Lieutenant Yar (*U.S.S. Enterprise-D*), Lieutenant Daniels (*U.S.S. Enterprise-E*)

Additional Equipment: You have an expensive ranged weapon.

Connection: Choose one of the following.

1. Pick one other PC. You often disagree with them about confronting enemy vessels. You want to show strength and they want to be diplomatic.
2. Pick one other PC. You often work with each other in combat situations, with them supporting you as you target and fire.

3. Pick one other PC with engineering skills. They are the ones to handle servicing the ship's weapons and you keep up with them. You may think they are diligent or that they don't take enough care of the systems, something which probably decides your relationship.
4. Pick one other PC. You frequently work with them to make sure there is someone else on the bridge who could use the weapons systems well in case something happens to you.

Minor Effect Suggestion: Your weapons fire allows the ship an opening to get away, providing an asset on Engine rolls until your next action.

Major Effect Suggestion: Your attack hits the enemy vessel hard, knocking it off course and decreasing the difficulty of defense checks against the ship's attacks by one step.

GM Intrusion Suggestion: The power coils on the weapon you used to make this attack fuse and the system shorts. You must make a Speed defense roll to avoid the console exploding and an engineering team will need to repair the weapon before it can be used again.

Tier One: Battle Ready. You are trained in initiative tasks and any ship where you are at the main weapons controls is considered trained in initiative as well. Enabler.

Weapons Officer. You are trained in ship weapon attacks.

Tier Two: Strafing Run (1 Speed point or 1 Engine point). If your ship moves at least a short distance this round towards an enemy ship, you can make a ship weapon attack that deals 2 additional points of damage. Action.

Always Ready. You are specialized in initiative tasks and any ship where you are at the main weapons controls is considered trained in initiative as well. Enabler.

Tier Three: Weakening Attack. When you attack a ship to target a subsystem, the difficulty of the attack is reduced by one step. Enabler.

Tier Four: Weapon of Choice. You choose beam weapons or projectile weapons as your preferred ship weapon. Your attacks with this type of weapon deal an additional 2 points of damage. Enabler.

Tier Five: Improved Strafe (2 Speed points or 2 Engine points). This ability works like the Tier 2 ability Strafing Run. In addition to the effects of Strafing Run, you gain an asset on your ship weapon attack. Action.

Master Weapons Officer. You are specialized in ship weapon attacks.

Tier Six: Storm of Fire (6 Speed points). Most people don't realize that the main limitation in the firing rate of ship weapons is the speed with which the weapons officer can lock onto different targets. When you use Strafing Run or Improved Strafe, you can attack any ships along the path of your vessel's movement. Any modifiers that apply to one attack apply to all the attacks you make. Enabler.

Preserves Life

You use your medical equipment to save the rest of the crew from injuries, diseases, poisons, alien parasites and all kinds of other nasty things no one else wants to deal with. You are also skilled in other complicated procedures like operations, mind manipulation, and analyzing strange lifeforms. You might enjoy your work and take care of matters in Sick Bay while the rest of the crew handles navigation and negotiations, or you might be annoyed with all the problems that your captain throws your way and expects you to handle. Either way, you are a doctor first and foremost and your oaths mean that you are always there for your patients no matter your personal feelings.

Examples: Leonard "Bones" McCoy (*U.S.S. Enterprise*), Beverly Crusher (*U.S.S. Enterprise-D* and *-E*), Julian Bashir (*Deep Space Nine*), "the Doctor" (*U.S.S. Voyager*)

Connection: Choose one of the following.

- Pick one other PC. You once saved his life in a very dangerous mission.
- Pick one other PC. He helped you cover up the fact that you failed an important exam at the Academy, though the information was later erased from your file.
- Pick one other PC. He constantly visits you for even the most banal injuries or possible illnesses.
- Pick one other PC. He has a chronic sickness and needs regular treatment or operations from you.

Additional Equipment: You have a medical kit which has a medical tricorder in it instead of the standard tricorder.

Minor Effect Suggestion: Your treatment heals one extra point.

Major Effect Suggestion: Your treatment heals two extra points and the patient's next check is one step easier.

GM Intrusion Suggestion: What seemed like a standard disease turns out to be an alien variant that is defying all of your diagnoses.

Tier 1: Emergency Infusion (2 Intellect Points). You provide an injection with a hypospray that immediately heals 1d6 Points of Might Damage on one Subject. This ability can be used once per day. Action

Trained Doctor: You are trained in tasks involving healing and biology. Enabler

Tier 2: Vaccination (3 Intellect Points). Choose one type of illness or poison that you have identified (or that is in your database). You can create a hypospray injection that protects one humanoid against the affects of this threat. The target gains an asset on tasks to resist this threat for one week. Action.

Tier 3: Disguise Operation (4 Intellect Points). You perform an operation that will change the appearance of a humanoid patient to drastically change their appearance, even to the point of resembling a different species. The operation requires a fully-stocked sickbay and at least one hour of time. The change is purely cosmetic and will not fool genetic scanners or medical procedures. You cannot change the patient's appearance into someone specific. The patient's appearance will remain changed until you are able to perform an operation to change them back. Changing the appearance of a humanoid patient will only be successful when making them resemble another humanoid species. Likewise, nonhumanoid patients can only be changed to resemble similar species (such as changing a Gorn to look like a Saurian). Action.

Tier 4: Improved Infusion. Your emergency infusion now heals 2d6 points. Enabler

Acquired Immunity. You are now immune to all common Illnesses or Poisons. Enabler.

Tier 5: Changed Physiology (5 Intellect Points). This ability functions like Vaccination but it can also be used to adapt a patient to a different environment like increased heat, lack of air, radiation or similar effects. The patient gains an asset on tasks to resist these environment. The asset lasts one week but can be ended early, and a patient can only have one Changed Physiology asset at a time. Action.

Medical Wonder: You are now specialised in tasks involving healing and biology. Enabler

Tier 6: Miracle Worker (10 Intellect Points). Your medical skill is now legendary even among your peers, and you can achieve feats that other doctors only dream about. With six hours of operating time, you can provide your patient with the following benefits. Action.

- Bring a patient back from death by returning 1 point to their Might and Speed pools. The patient must have died less than four hours prior.
- Permanently change the species of someone into a different, similar species. This change will be at a genetic level and will be next to impossible to uncover.
- Remove a full-body infection, including the mechanical parts of a patient completely assimilated by the Borg.
- Heal a permanent affliction such as a missing limb, blindness, or a degenerative genetic disease.

New Specialized Foci

While most foci are available to any character, these ones have prerequisites. Characters need to be a certain species, have a certain general descriptor, or some other quality before they take this focus. If they ever lose this prerequisite, they may also lose the focus at the GM's discretion. The prerequisite for each focus is given in its description.

Aspires to be a Dahar Master

Sparring and fighting with traditional blades is an important part of Klingon culture and all warriors know a little. True masters, however, claim the title of “Dahar Master” and command great respect throughout the Empire. There are many who aspire to this title and only a few make it, but even the challenge of pursuing this difficult goal is itself worthy of honor.

Prerequisite: Klingon Species Descriptor

Examples: Kor son of Rynar (a foe of Captain Kirk and friend to Curzon Dax), Koloth (a companion to Dax and Kor), Kang (who confronted the *U.S.S. Excelsior* in the Azure Nebula).

Connection: Choose one of the following.

1. Pick one other PC. You often spar with them, though you might not consider them much of a challenge to your great skill.
2. Pick one other PC. When you met this person it was on the battlefield amid smoke and blood, though now you are good friends.
3. Pick one other PC. They insulted you at some point in the past and you fought to defend your honor. You choose not to kill them, only to leave them sorely wounded, for reasons of your own.
4. Pick one other PC. You fought alongside them in a battle that seemed hopeless, and now you are writing a song to celebrate your great victory.

Additional Equipment: You have a *bat'leth* or *mek'leth* that is a family heirloom, passed down through many generations.

Minor Effect Suggestion: You knock your opponent back so that they are prone.

Major Effect Suggestion: You break your opponent's grip on their weapon so that their guard opens. The difficulty of your next attack is reduced by one step.

GM Intrusion Suggestion: Your training fails you and you make a crucial misstep. While you regain your footing, the embarrassment and shame throw off your attacks until you can control yourself again.

Tier One: *Tuj'Iwvaj* (2 Speed points). One of the first lessons learned by masters of the *bat'leth* is to control the “heat of their warrior blood” in battle and take advantage of any openings. When you take down a foe, you can immediately make another attack on that same turn against a new foe within your reach. Both attacks must be with a *bat'leth*. Enabler.

Tier Two: *Jev Qul* (2 Speed points). The “storm of fire” technique is a quick flashing attack with a *mek'leth* or *d'k tahg* that catches your opponent off-guard. The difficulty of your attack is decreased by one step. If the attack is successful, it deals 1 less point of damage than normal. Action.

Tier Three: *Sub Yov*. The “brave charge” technique involves a frontal assault with all the strength that the warrior can manage. If you use an action to move, your next attack made using a *bat'leth* or *mek'leth* before the end of the next round inflicts 2 additional points of damage. Enabler.

Tier Four: *Tlhoy'Way'* (5 Speed points or 5 Might points): The “wall of parries” technique is a legendary maneuver that is difficult to complete without tangling one’s blade. When attempted, you either whirl your blade in circles or attempt the “Mardek parry” of sharp chopping motions. Either way, you make a wall of impenetrable parries that your opponents cannot get through. For the next ten minutes, as long as you keep hold of the *bat'leth* or *mek'leth* you used to begin the maneuver, the difficulty of all of your Speed or Might defense rolls (whichever stat points you spent to begin with) is reduced by one step. Enabler.

Tier Five: *May' Van* (5 Might points): While fighting blade-to-blade is a glorious thing, a true warrior knows when to “end the battle.” You attack a target which is prone, stunned, or somehow incapacitated and inflict 8 additional points of damage on a successful hit. Note that Klingon honor will not let you strike a bound or helpless target, only one who has fallen in honorable combat. Enabler.

Tier Six: *Ding'etlh* (5 Speed points): You perform a “spinning blade” maneuver, bringing your *bat'leth* or *mek'leth* around in a sweeping arc to attack up to five foes within reach. Make a separate attack roll for each foe. You remain limited by the amount of Effort you can apply on one action, but if you use a *bat'leth* the difficulty of the attack is reduced by one step. Anything that modifies your attack or damage applies to all of these attacks. Action.

Follows the Prophets

The Bajoran religion is centered around the Prophets, divine beings that lived in the Celestial Temple. The faithful of Bajor believe that everything happened for a reason and that starships are guided by the hands of the Prophets while passing through the Bajoran wormhole. It was the discovery of this wormhole, in fact, that led to the realization that the Prophets were empirically real, though many feel more comfortable calling them “wormhole aliens.” When Commander Benjamin Sisko of *Deep Space Nine* became the first recorded person to travel through the wormhole, the Prophets named him their Emissary and his experience proved that they were real and that they valued Bajor. You, of course, never had any doubt. The writings and the Orbs of the Prophets were always enough to convince you and you have been rewarded time and again for your faith.

Prerequisite: Bajoran Species Descriptor

Examples: Kai Opaka, Vedek Winn, Vedek Bareil

Connection: Choose one of the following.

1. Pick one Bajoran PC. You are their spiritual guide and mentor.
2. Pick one non-Bajoran PC. They constantly challenge your faith and always describe the Prophets as “wormhole aliens.”
3. Pick one PC. When they were in danger, you saved their life and restored their health. They have come to respect your religion as a result.

4. Pick one PC. Though they did not grow up with the Prophets, you feel called to watch over their spiritual well-being. You are convinced the Prophets have a plan for them.

Minor Effect Suggestion: The Prophets inspire you and the difficulty of your next action is reduced by one step.

Major Effect Suggestion: You regain 1d6 Intellect points, up to your maximum.

GM Intrusion Suggestion: You get a very clear sign from the Prophets that you must drop whatever you are in the middle of and go to the temple to pray for guidance. Now.

Tier One: Enlightened *Pagh*. Your *pagh* is strong and in tune with the Prophets, something that every Bajoran will know when they meet you. The difficulty of any attempt to comfort, befriend, or reassure other Bajorans is reduced by one step. Enabler.

The Prophet's Guidance (2 Intellect points). You feel a guiding force in your life, the voice of the Prophets telling you how best to honor them. Gathering yourself in prayer, you can make a difficulty 2 Intellect task to instantly regain 1d6 points to one stat Pool. Each time you attempt this the difficulty increases by one step, until ten hours has passed since your last attempt at healing. You can attempt this with another creature as well, in which case the base difficulty is 4 (for another believer in the Prophets) or 6 (for someone who does not follow the Prophets). Action.

Tier Two: Feel the *Pagh* (2 Intellect points). By grasping a person's ear, you can channel the energy of their *pagh* to feel what sort of person they are. You get a sense of their surface thoughts and emotions over the course of one minute or until the contact is broken. If the subject is resisting you then you must succeed in a Speed attack roll to grasp their ear and an Intellect at a difficulty equal to the target's level minus two. Thoughts read in this way are jumbled and confused, but very charged with emotion and sometimes even prophetic connections. For instance, feeling the *pagh* of someone considering ignoring orders and taking justice into their own hands might result in visions of the target, feelings of anger and loss, and impressions of when the subject intends to act. If the Prophets allow, you might also get a sense that the person will be imprisoned if they go through with their intentions. Action.

Tier Three: See With the Prophets' Eyes (3 Intellect points). The Prophets see everything and everywhere, beings which exist outside of time and space. Sometimes they are willing to give their knowledge to their faithful, and you can pray for their inspiration about what has happened or might happen in a particular area. If you succeed on an Intellect test, you can ask the GM a single question with this ability and receive an answer from the Prophets. A simple question typically has a difficulty of 2, but very general questions or those that are outside the normal concerns of the Prophets could be much higher. If you fail your test, the Prophets might still answer but their answer may be impossible to understand... at least until it's too late. Action.

Tier Four: Radiant *Pagh*. Your Enlightened *Pagh* ability extends to all people, not just Bajorans. Enabler.

Vision of the Faithful (3 Intellect points). Through your devotion, the Prophets give you the ability to view other locations and times. While you can certainly ask for a vision of a particular place and moment, the Prophets will decide if your request is worthy or if there is another time and place that is more important for you to see. Usually, events in the near past, concerning the faithful, and/or in the vicinity of Bajor have the most success when asking the Prophets. If your prayers are not rewarded with a vision, you do not lose any Intellect points. Action to initiate.

Tier Five: Visit the Celestial Temple (2 Intellect points, or 2 Intellect points + 4 XP). The home of the Prophets is a realm that very few of the faithful see. Before the Emissary Benjamin Sisko discovered the Bajoran Wormhole, no one had seen the Celestial Temple for millennia. If you are strong enough for the Prophets to take an interest in your life, you can pray for their intervention in a situation. If the Prophets are willing to hear you out, they will bring you to the Celestial Temple inside the wormhole, a place where time is nonlinear and the Prophets take the shape of your loved

ones and friends. The specifics of the intervention are up to you but they may be something like a major special effect from rolling a natural 20 (in which case this ability costs 2 Intellect points) or it may be more like a GM intrusion (in which case it costs an additional 4 XP). The Prophets decide if they will fulfill the request (it costs nothing if they don't) and the results might be different than what you had envisioned. Regardless, they rarely answer another request for a week or more. Action.

Tier Six: Walk Through the Prophet's Realm (10+ Intellect points). You and up to three willing creatures you choose within immediate range pray for the Prophets' intercession and the ability to affect the flow of time as they do. If you succeed in your Intellect test (difficulty typically 5 but dependent on your location, the spiritual energies of your companions, and the intention of your trip) you travel to a specific point in time and space. A standard use of this ability results in a trip to a time within ten years of the present and ten light years from where you are. For each level of Effort applied, you can travel ten more years into the past or future or ten more light years of distance. For example, if you wanted to travel twenty light years away and thirty years into the past, you would need to spend three levels of Effort. When you arrive, you are stunned for one minute. The experience lasts as long as the Prophets deem appropriate but rarely longer than one or two days. Action.

Has Learned to Meld Minds

The ability of Vulcans to mind meld is one of the hallmarks of their species. Only some master this ability, however, and before the Vulcan Reformation in the 22nd Century it was considered too dangerous to perform. Now, however, it is a well-known technique thanks to prominent users such as Lt. Spock of the *U.S.S. Enterprise*. To meld minds is a very intimate act, something that the private and disciplined Vulcan people find difficult. It can be used as a medical procedure, a means of forging bonds, and even (under great restraint) a tool of interrogation when an enemy refuses to share critical information.

Winging It

What if you don't want your Vulcan to use mind meld but you don't want to take this as their focus? With your GM's permission, you can still make mind meld tasks, you just won't be all that good. If you use a skill choice from another source to become trained or even specialized in mind melds, you can read surface thoughts and emotions with a successful check. The results will be similar to what's described here in the Tier 1 ability *My Thoughts to Your Thoughts*, though you don't know how to delve deeper. You don't know any of the more advanced abilities listed here either since you haven't trained for this and any failed mind meld roll will result in Intellect damage to both you and the subject.

Prerequisite: Vulcan Species Descriptor

Examples: Spock, Tuvok, Sarek (Spock's father)

Connection: Choose one of the following.

1. Pick one other PC. You have mind melded with them in the past and saw private things that you know they wish you hadn't witnessed.
2. Pick one other PC. When you attempted to mind meld with them in the past, their minds proved difficult to access.
3. Pick one other PC. At their request you blocked their memories of a traumatic event and you keep this secret from them to this day.
4. Pick one other Vulcan PC. You are attempting to train them in the ways of the mind meld.

Additional Equipment: Vulcan incense, candles, and mental-focus statue for meditation.

Minor Effect Suggestion: Your mind meld calms the subject and they immediately regain 2 Intellect points.

Major Effect Suggestion: You see deeply into the subject's mind and their greatest fear is instantly known to you.

GM Intrusion Suggestion: The mind meld becomes too strong and the two of you are locked in a dream sequence that you have to find a way out of.

Tier One: Trained in the Art: You are trained in mind meld tests.

My Thoughts to Your Thoughts (1 Intellect point). By taking up to five minutes of meditation with your hand placed on the subject's face, you can connect your mind to theirs even if they are unconscious. You get a senses of their surface emotions and immediate thoughts and you can try to push deeper, essentially having a conversation directly with their mind. If the target is unwilling, the difficulty of your test is increased by one step. While you only receive the thoughts that the character is immediately thinking, you can ask the subject questions, show them objects, or indicate people in the room to see what their reaction is. The subject cannot make any deception attempts; the success or failure of your ability to read them is only dependent on your mind meld ability. Action to initiate.

Tier Two: Heal the Mind (2 Intellect points). With your increased abilities, you can heal damage to a mind through your meld. This counts as both a healing test and a mind meld test (gaining any benefits for both) and uses the normal rules for healing found on pages 210-212 of the *Cypher System Rulebook* with two exceptions. First, you can only heal Intellect points in this way. Secondly, the number of points you wish to heal is three times the normal amount. Action

Strength of Will: You gain 4 more points in your Intellect pool.

Tier Three: Master of the Art. You are specialized in mind melds.

Follow the Mind's Voice (2 Intellect points). When you are mind melded with someone, you no longer have to simply listen. You can take an active role in the meld and search out the information you are looking for. You can ask the GM three questions about something the subject knows and make an Intellect roll for each one. Simple questions about the person's past or present are typically difficulty 2 tasks while hidden information or something they've only been told once will be much more difficult. For every successful roll, the GM (or the player in the case of a PC) must answer your question in a sentence or two. While questions answered through a mind meld are sometimes filtered through the perspective of dreams or emotional bias, the answers given must be straightforward and accurate. Action to initiate.

Tier Four: Two Minds as One (3 Intellect points). Once a mind meld is established, you can create a mental bond between your mind and the subject's, connecting them for as long as you live. This is a very intimate procedure and is not done lightly, usually reserved as a bond of friendship or for family. With this bond, you have an asset on any social check directed at the individual. Additionally, while the person is within 100 feet you can feel any extreme spikes in emotion that they feel, including happiness, fear, anger, or grief. These spikes are relative to the person's normal emotional level, of course, so a bonded Vulcan that feels even a small amount of emotion will be noticed while a Klingon warrior would need to feel utter panic for you to notice. Note that this connection is only one-way, although another Vulcan with this focus could use Two Minds as One on you to make it two-way. Once created, it takes another mind meld and the use of this ability again to remove the bond and this act has extreme emotional consequences for both parties. Action.

Swift Focus: It now takes you only one minute to establish a mind meld, rather than five. Enabler.

Tier Five: Bury the Stone (5 Intellect points). You are able to find and block memories that are painful or dangerous. With a successful mind meld test you lock these memories away so that the subject can no longer access them. Routine or benign memories are around level 2 (though probably not something you would be trying to bury) while highly-charged memories are around level 5.

Memories that are core to the subject's personality such as their love for their parents or the memory of a younger sibling are at least level 8 and may be higher. Action.

Grow the Seed (5 Intellect points). The opposite of the technique known as Bury the Stone, this involves implanting memories into the subject's mind that they haven't actually experienced. You can implant your own memories or those that you have accessed deeply in another subject through Follow the Mind's Voice. For the next hour after you use this ability the subject will gain training in a skill of the GM's choice that relates to the implanted memory. The implanted memories remain after the skill training ends, however, they just aren't as fresh and seem more like childhood memories. Action.

Tier Six: Cure the Mind (7 Intellect points). When you succeed on a mind meld check, you instantly remove any mental affliction or coercion placed on the subject. If they are suffering from a mental condition such as amnesia, dementia, or aphasia, you immediately cure it. Genetic disorders and affects are typically level 4 tasks to remove and may require the procedure again in the future. Mental conditioning such as brainwashing, memory engram emplacement, or uses of Bury the Stone or Grow the Seed are even more extreme. This ability has no effect on mental parasites or other organic ailments, but it can relieve the effects of these things in order to buy time for medical professionals to remove them. Action.

LIFE IN STARFLEET

When it comes down to it, Starfleet is a military organization. While there are many different resources for reading about the particulars of Starfleet's rules and regulations, the basics of what you need to know for creating a character in *Star Trek: Cypher* are given below.

Rank

Line Officers

The majority of the main characters in *Star Trek* are "line officers," the command structure of the ship down to the most overworked ensign. These are commissioned crew members, career Starfleet personnel who completed their academy courses and were entered into the ranks. Since the 24th century, rank has been shown by "pips," circular pins on the uniform collar. Usually they are gold, but some of them have black centers. The ranks of line officers and their pip designation are listed below.

- **Captain** [4 pips]: The captain is the highest rank aboard a typical starship and there is only one in command of the ship. By convention, anyone in command of a ship is referred to as "captain" but in terms of rank it is someone who holds the highest standing for a line officer. Because starships are often hundreds of light years away from aid, a captain carries the authority to act as an official representative of Starfleet in situations requiring intervention. Jonathan Archer, James Kirk, Jean-Luc Picard, and Kathryn Janeway were all captains in their *Star Trek* series and Benjamin Sisko earned the rank of captain midway through his command of *Deep Space Nine*.
- **Commander** [3 pips]: In Starfleet, the rank of commander is reserved for someone with large authority over a section of the ship, answerable only to the ship's captain (if applicable). Often, minor outposts or ships would have a "captain" with the rank of commander, such as when Commander Benjamin Sisko was placed in charge of *Deep Space Nine* (he was later promoted to captain). A ship's first officer is usually a commander, such as Will Riker or (with a field reinstatement) Chakotay. Other commanders were in charge of important ship functions such as Beverly Crusher (chief medical officer on the *Enterprise-D* and *Enterprise-E*), Geordie LaForge (head of engineering *Enterprise-D* and *Enterprise-E*), Deanna Troi (ship counseling), T'Pol (Vulcan liaison aboard the *NX-01 Enterprise*), Hikaru Sulu (by the time of *Wrath of Khan*) and many others.
- **Lieutenant Commander** [2 pips]: Officers with this rank typically held positions as senior department heads on larger vessels such as the *Galaxy-* and *Sovereign-*class ships, or serve as the executive officer of smaller or older vessels. On most starships, the second officer held this rank (such as Data of the *U.S.S. Enterprise* or Tuvok of the *U.S.S. Voyager*). In some rare cases, a lieutenant commander could also serve as the commanding officer of a smaller vessel, such as Jadzia Dax of the *U.S.S. Defiant* for a brief period.
- **Lieutenant** [1 pip]: Officers at this rank typically have some command experience, and are occasionally appointed department heads on starships. Typically they are shift commanders in a department under a lieutenant commander; for example, a lieutenant commander would be chief of engineering and commander of A shift, and there would be a B and a C shift, each under a lieutenant. Additionally, some advanced Starfleet training programs, such as Advanced Tactical Training, commission their graduates at this rank.
- **Lieutenant Junior Grade (LJG)** [0 pips]: At this rank, Starfleet officers are given support roles on a ship or starbase and have begun to prove their ability to perform acceptably in Starfleet as they begin to take on more senior roles in command situations. Typical posts at this rank are conn officer, communications officer, or second officer of a shift (see lieutenant). It is also the rank bestowed on medical doctors and counselors (but not nurses) upon completion of their

studies and training at Starfleet Medical Academy or elsewhere acknowledging the additional time required for these personnel to become commissioned.

- **Ensign:** The most junior Starfleet line rank. It is the rank bestowed on newly-commissioned officers when they graduate from Starfleet Academy. Ensigns typically begin their careers as the most junior officers in the department of their chosen specialty. Ensigns who have distinguished themselves in their academy class or on duty can be given posts as main-shift bridge officers (for example Ensign Harry Kim on the *U.S.S. Voyager*). A typical officer spends approximately three years at the rank of ensign.

Enlisted Crew

In Starfleet, an enlisted crewperson is one who has not completed the four-year Starfleet Academy course. Enlisted crewmen receive basic training, along with any specific courses required for their position at the Starfleet Technical Services Academy on Mars, before being posted. As with commissioned officers, there is a rank structure among enlisted crew. The term "non-commissioned officer" (NCO) refers specifically to any enlisted personnel given authority over other personnel. NCOs wear a single black pip on their collar while junior enlisted crew wear a gold bar with a single black hash in the middle.

- **Master Chief Petty Officer:** The highest rank for enlisted crew, MCPOs have far more influence than most non-commissioned crew and often serve as mentors and directors for junior officers. Janice Rand in *Star Trek: The Voyage Home* was a master chief petty officer.
- **Senior Chief Petty Officer:** A specialized rank with command over a division of crew members, typically overseeing a particular ship system or function. The most well-known SCPO is Miles O'Brien who achieved this rank partway through his term aboard the *Enterprise-D* and held it throughout his tenure on *Deep Space Nine*.
- **Chief Petty Officer:** The lowest rank of NCOs, this is the rank Chief O'Brien held at the start of *Star Trek: The Next Generation*. They have authority over a small set of crew and usually have highly focused job sets such as the transporters or equipment storage.
- **Petty Officer:** While they are called "officers" because they sometimes have command over crewmen, cadets, and ensigns, petty officers do not have a regular command and are considered enlisted crew rather than non-commissioned officers. This rank had three subranks (in order: first class, second class, and third class) and represented specialists and technicians working with Starfleet.
- **Crewman:** A catch-all term for anyone assigned to a Starfleet ship or organization who has only undergone the basic training. Like petty officers there are three classes which typically relate to years of service, but crewmen often work temporarily with Starfleet and leave. Some will work on a ship, pursue civilian work for a while, the return to pursue the same work. They have a Starfleet rank, however, which puts them above civilians working as tradespeople or passengers aboard a Federation starship.

Cadets

Cadet ranks are held by those attending Starfleet Academy during their training to become commissioned officers. They rarely serve aboard starships for long periods, with some notable exceptions (such as Wesley Crusher on the *U.S.S. Enterprise-D*). Cadets wear different uniforms from acting Starfleet personnel (even enlisted crew) and are usually matte grey (in the late 24th century they have shoulder coloring to indicate the cadet's division). Cadet ranks are shown with elongated silver pips on the collar, with their long axis vertical. The cadet ranks and their pips are shown below.

- **Cadet 1st Class:** Cadets of this rank are fourth-year students at Starfleet Academy. After graduation, these cadets are granted the rank of ensign.
- **Cadet 2nd Class:** Cadets of this rank are third-year students at Starfleet Academy.
- **Cadet 3rd Class:** Cadets of this rank are second-year students at Starfleet Academy. Cadets at this rank take part in field training at a space station or outpost.

- **Cadet 4th Class**: Cadets of this rank are first-year students at Starfleet Academy.

Flag Officers

Admirals in Starfleet are described as the "flag officers." These ranks constitute the highest authorities of Starfleet Command. They have different uniforms, more formal than line officers, and their pips are surrounded in a gold rectangle to separate them from lower-rank rank pips. The four flag officer ranks in the 24th century are shown below with their pips.

- **Fleet Admiral**: The most senior flag rank in Starfleet, and thus the most senior rank in general. The commander-in-chief of Starfleet answers only to the President of the Federation themselves.
- **Admiral**: The second most senior flag rank known to exist in Starfleet. Admirals function as regional commanders in times of crisis and the senior authorities for various divisions in Starfleet.
- **Vice Admiral**: Officers answering directly to the admirals, vice admirals are often in charge of special projects or task forces within the admiral's division.
- **Rear Admiral**: Junior flag officers who are called on when Starfleet Command needs to be personally present in a situation. They handle negotiations and trade deals, occasionally taking command of a ship to deal with a particularly delicate situation. Because they are the only flag officers regularly in the field, they are also known as a "Fleet Captains."

Bridge Crew

There are a few positions that need to be filled on almost any large starship. These are members of the crew that have earned special positions and are usually the ones that have the captain's ear. In a *Star Trek: Cypher* game, this is the best place for the PCs who will be the stars of the series.

- **Captain**: Starfleet ships are all led by a captain (who has this title regardless of their actual rank) in charge of making all decisions for the ship. They listen to their officers and might receive orders from Starfleet Command but they are frequently expected to work independently and make hard calls.
- **First Officer**: Large starships have officers dedicated to this position while smaller vessels might have someone filling this role as well as another function on the ship. They advise their captain and might even lodge formal objections if they disagree strongly, but they don't have the final word.
- **Flight Control Officer**: In some ways the most influential person on the bridge of a Starship they also are frequently of junior rank. While there are many pilots on a typical starship crew, the flight control officer supervises all navigational and propulsion systems as well as the helm staff.
- **Operations Officer**: The daily needs of the starship community is overseen by the operations officer. They oversee general assignments like diplomatic missions but also serve as a point of contact between the various departments for when multiple types of staff are needed.
- **Chief of Engineering**: The head of the engineering department is a critical position for a starship. They keep the ship running which means they are responsible for their fellow crewmates' home and the means for them to travel to different systems. Some see them as the most harassed position on the ship.
- **Head of Security**: On large starship that frequently hosts guests, refugees, and dignitaries, the security of the ship is both paramount and difficult. They have to watch outsiders aboard their ship but also the crew members when petty crimes, contraband, or illegal gambling takes place.
- **Ship Counselor**: As communities, starships have counselors to make sure the crew isn't suffering psychological consequences of the often-demanding missions they undertake. They

have to deal with a lot of different issues (especially on large ships where families are present) and sometimes have to seek out their patients when they try to “tough it out” instead of seeking help.

- **Chief Medical Officer:** Injuries happen aboard starships, even when they aren’t engaged in combat duty. Aboard a Federation ship, with dozens of species and even more different hazardous activities, medical staff has to be able to handle a lot.
- **Chief Science Officer:** The head of the science division has a varying role depending on the ship’s particular mission. For exploratory and scientific missions they might be nearly as important as the captain and oversee dozens of different research projects. On a combat ship they might only be called upon to perform routine analyses on matters particular to the situation at hand.

Not every PC needs to fill one of these roles and not every one of these roles needs to be filled with a player’s character. Aboard a vessel as large as a Federation starship there are ambassadors, foreign observers, entertainers, and traders. The *U.S.S. Enterprise* had an officer’s lounge run by a civilian, the El-Aurian Guinan, and the *U.S.S. Voyager* had a Talaxian trader, Neelix, who helped them during their mission and ran the commissary. On a space station like Deep Space Nine the number of civilians might even be higher than Starfleet personnel and extraordinary circumstances might propel a junior officer into a prominent position aboard the ship despite not having a specific station.

For bridge officer positions filled with NPCs, the GM should make sure to outline these figures fully. In cases where the bridge officer is needed for something, their role should happen in the background as much as possible. An NPC operations officer can canvass the crew and then come back to PCs with the results, while an NPC chief medical officer will perform their medical duties in a quick montage and then hand the spotlight back to the players.

EQUIPMENT

Prices

In other parts of the galaxy money is used to buy items, but in the Federation everything is more or less provided for Federation citizens. Things still cost, however, and computer systems keep track of how much energy and resources someone is using. Overly taxing the replicators and stores on a starship, base, or colony will probably lead to a visit from the authorities and a discussion of social responsibility (or a more thorough questioning if it's dangerous items).

To express this, characters are still limited by price categories as describe on pages 182-183 of the Cypher System Rulebook even though money isn't actually changing hands. A Starfleet officer is well within their rights to request several inexpensive items in a day, a moderately-priced item every few days, an expensive item every week or so, and a very expensive item every month or two. Requesting items beyond this requires a social check to convince superior officers, an engineering check to coax more energy out of the replicator systems, or a logistics check to manage resources as the situation requires. It is up to the GM to have someone intervene (even if it is the chief of engineering lodging a complaint) should a Federation officer over-extend their resource share. If extreme accuracy is required, "energy credits" can be measured for purchases (an inexpensive item probably costs around fifty energy credits while a very expensive item can easily cost millions).

Outside of the Federation (and on vacation planets within the Federation) there are many different currencies that might be exchanged. For example, the Klingon Empire uses the *darsek*, the Cardassian Union uses the *lek*, and the Bajoran Provisional Government used the *lita*. The most commonly accepted form of currency in the Alpha and Beta Quadrants, popularized by the Ferengi Alliance, is gold-pressed latinum. Latium is a silvery metal, liquid at standard temperature and pressure, which is extremely rare and impossible to replicate. For ease of transaction, it is suspended in relatively worthless gold and pressed into slips, strips, and bars.

1 bar = 20 strips = 2,000 slips

Inexpensive items like a meal cost around 10-50 slips of latinum, moderately priced items 100-1,000 slips, expensive items 1,000-10,000 slips, and very expensive items 10,000-100,000 slips. When using bars, remember that each bar is worth an extreme amount. In the *Deep Space Nine* series, Quark gathers together every one of his liquid assets at one point to flee the station: the amount of money this lucrative and savvy businessman could gather amounted to just 600 bars.

Item Keywords

- **Accurate:** This weapon is easier to aim than others. Proficient fighters gain a +1 to attacks with this weapon, or the target number to dodge such a weapon is increased by +1.
- **Complex:** This item is intricate enough that it cannot be replicated. Depending on the item it might be possible to replicate parts, but the item itself must be made by a crafter.
- **Non-Lethal:** This weapon does not deal damage that will kill an individual. Instead, when someone would be dead from an attack with a non-lethal weapon they are instead unconscious.
- **Powerful:** This weapon is especially hard-hitting and deals +1 damage.

Star Trek Items

Inexpensive Items

Weapons

- **Energy Pack:** Power for various energy weapons, good for 50 shots.
- **Knife:** Light weapon

Other Items

- **Clothing, replicated:** Generic garments from a replicator template, obvious on close inspection.
- **Flashlight:** Comes with a clip for weapon- or shoulder-mounting.
- **Holonovel, simple:** A story or simulation amounting to less than 48 hours of time to get through.
- **Holosuite Rental:** One hour of time in a commercial holodeck.
- **Liquor:** An inexpensive bottle including Romulan ale, Klingon bloodwine, and synthale.
- **Survival Rations:** Enough to feed a humanoid for one day.

Moderately Priced Items

Weapons

- **Bajoran Phaser Pistol:** Light ranged weapon.
- **Cardassian Phase-Disruptor Pistol:** Medium ranged weapon.
- **Disruptor I:** Light ranged weapon.
- **Disruptor II:** Light ranged weapon, Powerful.
- **Jem'Hadar *Kar'takin*:** Heavy melee weapon.
- **Klingon *D'k tahg*:** Light melee weapon.
- **Phaser I:** Light ranged weapon.
- **Phaser II:** Medium ranged weapon.
- **Stunrod:** Medium melee weapon. Inflicts no damage by humanoid target loses next action.
- **Grenade (stun):** Explosive weapon, inflicts 2 points of damage in immediate radius, plus Might defense roll or lose next turn.
- **Grenade (photon):** Explosive weapon, inflicts 5 points of damage in immediate radius.

Other Items

- **Autosuture:** When used during a successful healing check, adds +2 Might points to the recovery roll.
- **Climbing Gear:** Asset for climbing tasks.
- **Clothing, Hand-Made:** Expensive-looking clothes in a unique design.
- **Communicator:** Allows communication across a planet or with ships in orbit. Also provides an asset on transporter checks to beam the wearer somewhere.
- **Dermal Regenerator:** When used with a successful healing check, adds +2 Speed points to the recovery roll.
- **Dylec Memory Tent:** Biomimetic polymer fabric tent that stows small enough for a fabric but expands into a shelter for 1-2 humanoids with environmental controls.
- **Emergency Beacon:** Sends out a signal that can be detected anywhere in the same star system. Every 30 minutes, the beacon transmits its coordinates and a message.
- **Gravitic Calipers:** Provide an asset on tests to disable, service, and repair computer systems.
- **Holonovel, Complex:** A long item (more than 72 hours of time) or a program involving illegal material.

- **Hyperspanner:** Provides an asset on any engineering tests on propulsion systems, both impulse and warp (stacks with magnetic probe).
- **HypoSpray:** Injects drugs, medical nanites, and serums into patients.
- **Jewelry, Replicated:** Beautiful but inexpensive jewelry. Obvious with an inspection at arm's length.
- **Magnetic Probe:** Provides an asset on any engineering tests on warp cores (stacks with hyperspanner).
- **Neural Stimulator:** When used during a successful healing check, adds +2 Intellect points to the recovery roll.
- **PADD:** Personal Access Display Device, a handheld computer interface with a wide screen.
- **Plasma Torch:** In five minutes, a character can bore a hole in duranium or tritanium 0.5 m deep or make a 0.5 m long cut through a plate 1 cm thick. A character can weld at twice this rate. The plasma torch provides an asset on large-scale repair tests.
- **Restraints:** Keeps a humanoid bound while locked.
- **Tricorder:** Scan area for radiation, environmental conditions, and lifesigns. In general, tricorders can lower the difficulty of tasks that would be very difficult without a tricorder, at the GM's discretion.

Expensive Items

Weapons

- **Andorian *Ushaan-tor*:** Traditional Andorian ice-cutting tool and dueling weapon. Light melee weapon, Powerful.
- **Cardassian Phase-Disruptor Rifle:** Heavy ranged weapon.
- **Disruptor III:** Medium ranged weapon.
- **Disruptor Rifle:** Heavy ranged weapon.
- **Klingon *Bat'leth*:** Large, crescent-shaped blade. Heavy melee weapon.
- **Klingon *Mek'leth*:** Bladed sword. Medium melee weapon.
- **Nausicaan *Tegolar*:** Long, serrated sword. Heavy melee weapon, Accurate.
- **Medical Kit:** Includes tricorder, an autosuture, a blood infuser, a defibrillator, a dermal regenerator, two hyposprays, and a neural stimulator.
- **Phaser III Rifle:** Medium ranged weapon, Accurate.
- **Phaser III-B Rifle:** Heavy ranged weapon, Accurate.
- **Phaser III-C Rifle:** Heavy ranged weapon, Accurate, Powerful.

Other Items

- **Engineering Kit:** Includes a tricorder, a pair of gravitic calipers, a hyperspanner, a magnetic probe, and a plasma torch.
- **EVA Suit:** Provides 24 hours of atmosphere and +10 Armor against extreme temperatures, also includes maneuvering jets for micro-gravity. Weighs 19.6 kg
- **Gill Pack:** A full-face mask that allows the user to breathe underwater up to 3 atmospheres. Weighs 0.8 kg.
- **Handheld Scanner:** Asset for identifying tasks. Requires tricorder to use.
- **Holographic Recorder:** Can record three-dimensional images in a space the size of a room.
- **Jewelry, Nonreplicated:** Handmade jewelry, obviously expensive even when seen up close.
- **Pattern Enhancer:** Asset for transporter tasks.
- **Specialized Tricorder:** While the standard tricorder can collect a wide range of data, specialized tricorders are optimized for specific tasks. They have the same capabilities as standard tricorders but provide an asset on specific tasks. Common specialized tricorders include engineering, medical, environmental, and security.

Very Expensive Items

Weapons

- **Jem'Hadar Polaron Pistol:** Medium ranged weapon, Powerful.
- **Jem'Hadar Polaron Rifle:** Heavy ranged weapon, Powerful, Accurate.
- **Romulan *Teral'n*:** Trident-like weapon. Heavy melee weapon, Powerful.
- **Vulcan *Lirpa*:** Long weapon with a fan-like blade. Heavy melee weapon, Accurate.

Other Items

- **Subspace Beacon:** Works like an emergency beacon but transmits up to 20 light years away.
- **Transporter Inhibitor:** Increase difficulty of transporter tasks by two steps.