

Memory ★ ICON

Captain Clark Terrell

Name: Terrell, Clark

Rank: Captain

Position: Commanding Officer

Assignment: *USS Reliant* NCC-1864

Personal

Race: Human

Gender: male

Age: 42 (in 2285)

Attributes

Fitness 2

Coordination 2

Intellect 2

Presence 3

Psi 0

Skills

Administration (Starship) 2 (4)

Command (Military Training) 2 (3)

(Starship) (4)

Computer (Simulation/Modelling) 4 (5)

Culture (Human) 2 (3)

Diplomacy (Negotiation) 3 (4)

Dodge 3

Energy Weapon (Phaser) 3 (4)

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

History (Human) 1 (2)

(Federation) (4)

Language

Federation Standard 3

Orion 1

Law (Starfleet Regulations) 2 (4)

Life Sciences (Ecology) 3 (4)

Material Engineering (Personal Equipment) 2 (4)

(Structural/Spaceframe) (3)

Personal Equipment (Environmental Suit) 3 (4)

Planetary Sciences (Geology) 1 (2)

Planetside Survival (Warm Temperate) 1 (3)

(Urban) (2)

Propulsion Engineering (Warp Drive) 1 (3)

Psychology (Human Psychology) 1 (3)

Security (Security Procedures) 1 (2)

Shipboard Systems (Communications) 2 (3)

(Shields) (4)

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

Traits

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

Other Statistics

Courage: 5

Renown: 50

Aggression: 0

Discipline: 25

Initiative: 10

Openness: 10

Skill: 5

Resistance: 2

Notes:

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

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

Submitted by [Owen E. Oulton](#)

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Memory ★ ICON

Captain James T. Kirk

Name: James T. Kirk

Rank: Captain (Former Admiral)

Position: Commanding Officer

Assignment: U.S.S. Enterprise, NCC-1701-A

Species: Human

Gender: male

ATTRIBUTES

Fitness 3

Vitality +1

Coordination 4

Intellect 4

Presence 5

Psi 0

SKILLS

Administration (Starship Admin) 2 (3)

(Logistics) (3)

Charm (Seduction) 3 (4)

Command (Starship Command) 4 (5)

Computer (Hacking) 2 (3)

Culture (Human) 2 (3)

Diplomacy (Intergalactic Affairs) 4 (5)

Energy Weapon (Phaser) 3 (4)

(Phaser Rifle) (4)

First Aid (Human) 1 (2)

Gaming (3-D Chess) 3 (4)

History (Federation) 2 (3)

(Human) (3)

Languages

(Orion) 3

(Federation Standard) 3

Personal Equipment (Environment Suit) 2 (3)

(Tricorder) (3)

(Communicator) (3)

Persuasion (Oratory) 2 (3)

Physical Sciences (Mathematics) 1 (2)

Planetary Tactics (Small Unit) 2 (3)

Planetside Survival (Forest) 2 (3)

Projectile Weapons (Submachine Gun) 1 (2)

Propulsion Engineering (Warp Drive) 1 (2)

(Impulse) (2)

Security (Security Systems) 2 (3)

Shipboard Systems (Communications) 1 (2)

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

ADVANTAGES AND DISADVANTAGES

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

COURAGE POINTS: 10

RENOWN: 70

Aggression 11

Initiative 19

Discipline: -9

Openness: 14

Skill: 17

Submitted by [Allen Shock](#)

AUTHOR'S COMMENTS

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

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Memory ★ ICON

Captain Lawrence Stiles

Name: Stiles, Lawrence

Rank: Captain

Position: Commanding Officer

Assignment: *USS Excelsior*, NX-2000

Personal

Race: Human

Gender: male

Age: 50

Attributes

Fitness 2

Coordination 2

Intellect 4

Presence 1

Willpower +1

Psi 0

Skills

Administration (Starship) 2 (4)

Command (Starship) 3 (4)

(Military Instruction) 3 (4)

Computer (Simulation/Modelling) 4 (5)

Culture (Human) 2 (3)

Diplomacy (Negotiation) 3 (4)

Dodge 3

Energy Weapon (Phaser) 3 (5)

Gaming (Chess) 1 (2)

History (Human) 1 (2)

(Federation) (2)

Language

Federation Standard 3

Tellarite 2

Material Engineering (Damage Control) 2 (4)

(Structural/Spaceframe) (3)

Personal Equipment (Environmental Suit) 2 (3)

Physical Sciences (Mathematics) 2 (3)

(Physics) (3)

Planetary Tactics (Small Unit) 2 (4)

Planetside Survival (Forest) 2 (3)

(Urban) (6)

Propulsion Engineering (Warp Drive) 1 (2)

Psychology (Human Psychology) 1 (3)

Security (Security Systems) 3 (5)

Shipboard Systems (Communications) 2 (3)

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

Traits

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

Arrogant

Other Statistics

Courage: 5

Renown: 70

Aggression: 10

Discipline: 20

Initiative: 0

Openness: -10

Skill: 30

Resistance: 2

Notes:

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

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

Submitted by [Owen E. Oulton](#)

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Memory ★ ICON

Captain Spock

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

Personal

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

Attributes

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

Skills

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

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

Traits

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

Other Statistics

Courage: 4

Renown: 150

Aggression: -10

Discipline: 75

Initiative: 10

Openness: 5

Skill: 50

Resistance: 4

Notes:

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

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

Submitted by [Owen E. Oulton](#)

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Memory ★ ICON

Carol Marcus, Ph. D.

Name: Marcus, Carol

Position: Project Director

Assignment: Project *Genesis*, Regula I Station

Personal

Race: Human

Gender: female

Age: 51

Attributes

Fitness 2

Coordination 2

Intellect 3

Presence 2

Willpower +1

Psi 0

Skills

Administration (Research Group) 3 (4)

Command (Academic Leadership) 2 (3)

Computer (Programming) 2 (3)

(Research) (3)

Culture (Human) 2 (3)

Diplomacy (Negotiation) 3 (4)

History (Human) 1 (2)

Instruction (Teaching) 2 (4)

Language

Federation Standard 3

Vulcan 2

Andorian 2

Life Sciences (Botany) 2 (4)

(Ecology) (5)

(Exobiology) (4)

(Genetics) (6)

(Zoology) (4)

Material Engineering (Personal Equipment) 1 (2)

Medical Sciences (Human Medicine) 1 (3)

(Pathology) (3)

Physical Sciences (Chemistry) 2 (3)

(Mathematics) (5)

(Physics) (6)

Planetary Sciences (Geophysics) 2 (3)

(Geology) (3)

(Hydrology) (4)

(Meteorology) (3)

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

Traits

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

Other Statistics

Courage: 5

Renown: 85

Aggression: -10

Discipline: 10

Initiative: 20

Openness: 20

Skill: 25

Resistance: 2

Notes:

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

Submitted by [Owen E. Oulton](#)

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Memory ★ ICON

Commander Christine Chapel, M.D.

Name: Chapel, Christine, MD

Rank: Commander

Position: Medical Officer

Assignment: Starfleet Headquarters

Personal

Race: Human

Gender: female

Age: 46 (in 2285)

Attributes

Fitness 2

Coordination 2

Dexterity +1

Intellect 2

Presence 2

Empathy +2

Willpower +1

Psi 0

Skills

Administration (Medical) 2 (3)

Artistic Expression (Vulcan Cooking) 1 (3)

Command (Medical) 2 (4)

Computer (Research) 2 (4)

Culture (Human) 2 (3)

Diplomacy (Negotiation) 3 (4)

Dodge 1

Energy Weapon (Phaser) 1 (3)

History (Human) 1 (2)

(Federation) (2)

Instruction (Teaching) 3 (4)

Language

Vulcan 2

Federation Standard 3

Latin 1

Law (Starfleet Regulations) 2 (3)

Life Sciences (Bionics) 2 (4)

(Botany) (6)

(Ecology) (5)

(Exobiology) (3)

(Genetics) (4)

(Zoology) (5)

Material Engineering (Personal Equipment) 1 (2)

Medical Sciences (Human Medicine) 3 (4)

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

Traits

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

Other Statistics

Courage: 5

Renown: 20

Aggression: -5

Discipline: 0

Initiative: 0

Openness: 10

Skill: 5

Resistance: 2

Notes:

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

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

Submitted by [Owen E. Oulton](#)

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Memory ★ ICON

Commander Hikaru Sulu

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

Personal

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

Attributes

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

Psi 0

Skills

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

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

Traits

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

Other Statistics

Courage: 5

Renown: 75

 Aggression: 5

 Discipline: 10

 Initiative: 10

 Openness: 20

 Skill: 30

Resistance: 2

Notes:

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

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

Submitted by [Owen E. Oulton](#)

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Memory ★ ICON

Commander Kruge

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

Personal

Race: Klingon
Gender: male
Age: 39

Attributes

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

Psi 0

Skills

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

Psychology (Klingon Psychology) 3 (5)
Security (Security Procedures) 2 (4)
Shipboard Systems (Communications) 1 (2)

(Flight Control) 1 (4)
(Sensors) (2)
(Starship Weaponry) (2)

Space Sciences (Astrogation) 2 (4)
(Astronomy) (3)
(Astrophysics) (3)

Starship Tactics (Merchant Raiding) 4 (5)

Streetwise (Klingon Underworld) 3 (5)

Surveillance (Electronic Surveillance) 4 (5)

Systems Engineering (Computer Systems) 1 (2)

Unarmed Combat (*moq'Bara*) 2 (3)

Vehicle Operation (Shuttlecraft) 2 (3)

World Knowledge (*Qo'noS*) 1 (2)

Traits

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

Other Statistics

Courage: 3

Renown: 50

Aggression: 20

Discipline: 0

Initiative: 20

Openness: 0

Skill: 10

Resistance: 5

Notes:

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

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

Submitted by [Owen E. Oulton](#)

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Memory ★ ICON

Commander Leonard H. McCoy, MD

Name: McCoy, Leonard H.

Rank: Commander

Position: Chief Medical Officer

Assignment: *USS Enterprise* NCC-1701

Personal

Race: Human

Gender: male

Age: 58 (in 2285)

Attributes

Fitness 2

Coordination 2

Dexterity +1

Intellect 4

Presence 2

Empathy +2

Willpower +1

Psi 0

Skills

Administration (Medical) 2 (4)

Command (Medical) 2 (4)

Computer (Simulation/Modelling) 2 (4)
(Research) (4)

Culture (Human) 2 (3)

Diplomacy (Negotiation) 3 (5)

Dodge 2

Energy Weapon (Phaser) 1 (3)

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

Instruction (Teaching) 2 (4)

Language

Federation Standard 3

Latin 2

Law (Starfleet Regulations) 2 (4)

Life Sciences (Bionics) 2 (4)

(Botany) (4)

(Ecology) (4)

(Exobiology) (3)

(Genetics) (4)

(Zoology) (3)

Medical Sciences (Human Medicine) 3 (6)

(Vulcan Medicine) (4)

(Pathology) (5)

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

Traits

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

Other Statistics

Courage: 5

Renown: 120

 Aggression: -20

 Discipline: 0

 Initiative: 25

 Openness: 30

 Skill: 40

Resistance: 2

Notes:

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

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

Submitted by [Owen E. Oulton](#)

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Memory ★ ICON

Commander Montgomery Scott

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

Personal

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

Attributes

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

Psi 0

Skills

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

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

Traits

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

Other Statistics

Courage: 5

Renown: 140

Aggression: 20

Discipline: 20/-5

Initiative: 20

Openness: 20/-5

Skill: 50

Resistance: 2

Notes:

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

Submitted by [Owen E. Oulton](#)

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Memory ★ ICON

Commander Nyota Uhura

Name: Uhura, Nyota

Rank: Commander

Position: Communications Instructor

Assignment: Starfleet Academy

Personal

Race: Human

Gender: female

Age: 46 (in 2285)

Attributes

Fitness 2

Coordination 3

Intellect 4

Presence 3

Empathy +2

Willpower +1

Psi 0

Skills

Administration (Starship) 2 (4)

Artistic Expression (Harp) 2 (5)

(Vulcan Lyre) (3)

(Singing) (6)

Command (Starship) 3 (4)

Computer (Research) 3 (5)

Culture (Human) 2 (3)

(Ancient African) (6)

(Andorian) (3)

(Vulcan) (3)

(Klingon) (3)

Diplomacy (Negotiation) 3 (4)

Energy Weapon (Phaser) 2 (3)

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

Gaming (3D Chess) 2 (3)

History (Human) 1 (2)

(Federation) (3)

Instruction (Teaching) 2 (3)

Language

Swahili 2

French 2

Federation Standard 3

Gorn 1

tlhIngan Hol 2

Orion 1

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

Traits

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

Other Statistics

Courage: 5

Renown: 70

 Aggression: 0

 Discipline: 10

 Initiative: 10

 Openness: 30

 Skill: 20

Resistance: 2

Notes:

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

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

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

Submitted by [Owen E. Oulton](#)

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Memory ★ ICON

Commander Pavel Andreievich Chekov

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

Personal

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

Attributes

Fitness 2
Coordination 2
Intellect 4
Presence 4
Willpower +1

Psi 0

Skills

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

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

Traits

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

Other Statistics

Courage: 5

Renown: 20

Aggression: 5

Discipline: 0

Initiative: 5

Openness: 5

Skill: 5

Resistance: 2

Notes:

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

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Memory ★ ICON

Cyrano Jones

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

Personal

Race: Human
Gender: male

Attributes

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

Psi 0

Skills

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

Traits

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

Other Statistics

Courage: 5

Renown: 15

Aggression: -5

Discipline: 0

Initiative: 0

Openness: 10

Skill: 0

Resistance: 2

Notes:

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

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

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Memory ★ ICON

David Marcus, Ph. D.

Name: Marcus, David PhD.

Position: Senior Researcher

Assignment: Project *Genesis*, Regula I Station

Personal

Race: Human

Gender: male

Age: 27 (in 2285)

Attributes

Fitness 2

Coordination 2

Intellect 2

Presence 2

Willpower +1

Psi 0

Skills

Administration (Research Group) 2 (3)

Computer (Programming) 3 (5)

(Research) (4)

Culture (Human) 2 (3)

Diplomacy (Negotiation) 0 (1)

Dodge 2

Energy Weapon (Phaser) 0 (1)

First Aid (Chemical/Biological) 1 (3)

Gaming (Bridge) 2 (3)

History (Human) 1 (2)

Instruction (Teaching) 2 (4)

Language

Federation Standard 3

Vulcan 2

Life Sciences (Botany) 2 (3)

(Ecology) (6)

(Exobiology) (4)

(Genetics) (5)

(Zoology) (4)

Material Engineering (Personal Equipment) 2 (3)

(Mechanical Engineering) (3)

Personal Equipment (Environmental Suit) 1 (2)

Physical Sciences (Chemistry) 2 (3)

(Mathematics) (5)

(Physics) (5)

Planetary Sciences (Geology) 2 (3)

(Hydrology) (4)

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

Traits

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

Other Statistics

Courage: 5

Renown: 15

Aggression: 0

Discipline: 0

Initiative: 10

Openness: 0

Skill: 5

Resistance: 2

Notes:

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

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Memory ★ ICON

Ed Appel

Name: Appel, Ed

Position: Assistant Chief Engineer

Assignment: Pergium Production Station, Janus VI

Personal

Species: Human

Gender: male

Age: 35

Attributes

Fitness 2

Intellect 2

Coordination 3

Presence 2

Willpower +1

Psi 0

Skills

Administration (Mining Corporation) 1 (2)

Command (Civilian Leadership) 3 (4)

Computer (Simulation/Modelling) 2 (3)

Culture (Human) 2 (3)

Energy Weapon (Phaser) 3 (5)

Gaming (Poker) 1 (2)

History (Human) 1 (2)

Instruction (Industrial Training) 0 (1)

Law (Federation Law) 0 (1)

Life Sciences (Ecology) 2 (3)

Materials Engineering (Mechanical Engineering) 1 (3)

Merchant (Negotiation) 1 (2)

Mining (Pergium Mining) 4 (5)

Planetary Sciences (Geology) 3 (4)

Planetside Survival (Underground) 1 (2)

(Urban) 1 (3)

Streetwise (Carousing) 1 (2)

Systems Engineering (Life Support) 1 (2)

(Personal Weapons) 3 (4)

Unarmed Combat (Brawling) 2 (3)

World Knowledge (Earth) 1 (2)

Traits

Position: Assistant Chief Engineer

Other Statistics

Courage: 5

Renown: 2

Openness: 1

Skill: 1

Resistance: 2

Notes:

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

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Memory ★ ICON

Federation Ambassador Robert Fox

Name: Fox, Robert

Rank: Ambassador

Position: Federation Diplomat

Personal

Species: Human

Gender: male

Age: 158

Attributes:

Fitness 1

Coordination 2

Intellect 4

Presence 3

Willpower +2

Psi 0

Skills:

Administration (Bureaucratic Manipulation) 4 (6)

Athletics (choose Specialisation) 2 (3)

Command (Diplomatic Corps) 1 (2)

Computer (Research) 1 (3)

Culture (Human) 2 (5)

(Eminian) (3)

(Vendikan) (3)

(Vulcan) (3)

Diplomacy (Interstellar Affairs) 4 (6)

(Commercial Treaties) (5)

History (Human) 2 (5)

(Federation) (6)

(Eminian) (3)

(Vendikan) (3)

Language

Federation Standard 3

Vulcan 1

Andorian 2

Eminian 1

Vendikan 1

Law (Federation Interstellar Law) 2 (6)

(Eminian) (3)

(Vendikan) (3)

Persuasion (Oratory) 4 (5)

Planetside Survival (Urban) 1 (3)

Politics (Federation) 3 (4)

Social Sciences (Political Science) 3 (5)

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

Traits

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

Other Statistics

Courage 5

Renown 125

Aggression -10

Discipline 25

Initiative 0

Openness 45

Skill 45

Resistance 2

Notes:

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

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Memory ★ ICON

Flag Admiral Randolph E. Morrow

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

Personal

Race: Human
Gender: male
Age: 59

Attributes

Fitness 2
Coordination 2
Intellect 4
Presence 2
Willpower +1

Psi 0

Skills

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

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

Traits

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

Other Statistics

Courage: 5

Renown: 125

 Aggression: 10

 Discipline: 30

 Initiative: 20

 Openness: 40

 Skill: 25

Resistance: 2

Notes:

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

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

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Memory ★ ICON

Fleet Captain Garth of Izar

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

Personal

Race: Human
Gender: male
Age: 62

Attributes

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

Psi 0

Skills

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

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

Traits

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

Other Statistics

Courage: 5

Renown: 120

 Aggression: 20

 Discipline: -50

 Initiative: 20

 Openness: 0

 Skill: 30

Resistance: 1

Notes:

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

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

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Memory ★ ICON

Harcourt Fenton Mudd

Name: Harcourt Fenton Mudd

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

Profession: Independent Adventurer/Con Artist

Personal

Race: Human

Gender: male

Attributes

Fitness 2

Coordination 2

Intellect 2

Presence 2

Willpower +1

Psi 0

Skills

Bargain (Bribery) 3 (4)

Culture (Human) 2 (3)

Computer (Hacking/Data Alteration) 1 (3)

Dodge 1

Energy Weapon (Phaser) 1 (3)

Fast Talk 3

Forgery (Documents) 3 (5)

Gaming (Poker) 5 (6)

History (Human) 1 (2)

(Federation) (2)

Language

Orion 2

Federation Standard 2

Law (Federation Interstellar Law) 1 (2)

Primitive Weaponry (Knife) 1 (2)

Propulsion Engineering (Warp Drive) 1 (2)

Shipboard Systems (Flight Control) 2 (4)

Space Sciences (Astronomy) 1 (4)

(Astrophysics) (2)

Streetwise (Carousing) 3 (4)

Systems Engineering (EPS Systems) 1 (2)

Unarmed Combat (Brawling) 1 (3)

Vehicle Operation (Shuttlecraft) 1 (2)

World Knowledge (Earth) 1 (2)

Traits

Guileful, Coward, Shrewd, Wanted

Other Statistics

Courage: 5

Renown: 30

Aggression: -5

Discipline: -5

Initiative: 10

Openness: 5

Skill: 5

Resistance: 2

Notes:

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

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

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Memory ★ ICON

Khan Noonian Singh

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

Personal

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

Attributes

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

Psi 0

Skills

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

Primitive Weaponry (Knife) 2 (4)
(Sword) (3)

World Knowledge (20th Century Earth) 1 (2)
(Ceti Alpha V) (2)

History (Human) 1 (2)

Culture (Human) 2 (3)

Language

English (Federation Standard) 2

French 2

Hindi 3

German 3

Spanish 3

Russian 2

Chinese 1

Charm (Seduction) 2 (3)

Intimidation (Bluster) 4 (5)

Vehicle Operation (Wheeled Vehicle) 2 (4)
(Helicopter) (3)

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

Athletics (Yoga) 2 (3)

Traits

Arrogant; Alert; Battle Hardened; Sexy; Toughness

Bad Reputation (Bloodthirsty Dictator); Exiled; Fanatic; Primitive (20th Century); Power

Hungry; Prideful; Vengeful

Other Statistics

Courage: 5

Renown: 200

Aggression: 50

Discipline: 50

Initiative: 50

Openness: -50

Skill: 0

Resistance: 8

Notes:

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

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

Submitted by [Owen E. Oulton](#)

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Memory ★ ICON

Lieutenant Commander Janice Rand

Name: Rand, Janice

Rank: Lieutenant Commander

Position: Transporter Officer

Assignment: Earth Spacedock

Personal

Race: Human

Gender: female

Age: 41 (in 2285)

Attributes

Fitness 2

Coordination 2

Intellect 2

Presence 3

Willpower +1

Psi 0

Skills

Administration (Starship) 3 (5)

Artistic Expression (Singing) 2 (4)

Command (Starbase) 1 (3)

Computer (Research) 2 (4)

Culture (Human) 2 (3)

Dodge 1

Energy Weapon (Phaser) 2 (3)

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

Gaming (3D Chess) 2 (3)

History (Human) 1 (2)

(Federation) (2)

Instruction (Teaching) 2 (4)

Language

French 1

Federation Standard 3

Law (Starfleet Regulations) 2 (4)

Life Sciences (Ecology) 1 (2)

(Exobiology) (3)

Material Engineering (Personal Equipment) 2 (4)

(Mechanical Engineering) (3)

Personal Equipment (Environmental Suit) 1 (2)

Physical Sciences (Mathematics) 2 (3)

(Physics) (4)

Planetside Survival (Arctic) 1 (3)

(Urban) (2)

Psychology (Human Psychology) 1 (3)

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

Traits

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

Other Statistics

Courage: 5

Renown: 5

 Aggression: 0

 Discipline: 0

 Initiative: 0

 Openness: 5

 Skill: 0

Resistance:2

Notes:

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

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

Submitted by [Owen E. Oulton](#)

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Memory ★ ICON

Lieutenant Saavik

Name: Saavik

Rank: Lieutenant

Position: Trainee

Assignment: Starfleet Academy Command College

Personal

Race: Vulcan/Romulan hybrid

Gender: female

Age: 25 (in 2285)

Attributes

Fitness 2

Strength +1

Coordination 2

Intellect 2

Logic +1

Presence 2

Willpower +1

Psi 2

Skills

Administration (Starship) 2 (3)

Command (Starship) 2 (4)

Computer (Simulation/Modelling) 3 (4)

Culture (Vulcan) 2 (3)

(Romulan) (3)

Diplomacy (Negotiation) 2 (3)

Dodge 3

Energy Weapon (Phaser) 2 (4)

Gaming (3D Chess) 1 (3)

History (Vulcan) 1 (2)

(Romulan) (2)

(Federation) (2)

Instruction (Military Training) 2 (4)

Language

Vulcan 3

Romulan 2

Federation Standard 2

Law (Starfleet Regulations) 1 (3)

Mind Meld 2

Personal Equipment (Environmental Suit) 2 (3)

Physical Sciences (Mathematics) 2 (4)

(Physics) (3)

Planetside Survival (Jungle) 1 (3)

(Desert) (2)

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

Traits

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

Other Statistics

Courage: 3

Renown: 1

 Aggression: 0

 Discipline: 0

 Initiative: 0

 Openness: 0

 Skill: 1

Resistance: 2

Notes:

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

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

Submitted by [Owen E. Oulton](#)

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Memory ★ ICON

Rear Admiral James Tiberius Kirk

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

Personal

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

Attributes

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

Psi 0

Skills

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

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

Traits

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

Other Statistics

Courage: 5

Renown: 150

 Aggression: 20

 Discipline: 20

 Initiative: 50

 Openness: 30

 Skill: 30

Resistance: 3

Notes:

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

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

Submitted by [Owen E. Oulton](#)

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