

Memory ★ ICON

Acting Ensign Wesley Crusher

Name: Wesley Crusher

Rank: Acting Ensign

Position: Flight Control Officer

Assignment: *U.S.S. Enterprise*, NCC-1701-D

Species: Human

Attributes

Fitness 2

Vitality +1

Coordination 3

Intellect 4

Presence 3

Willpower +1

Psi 1

Skills

Administration (Starfleet) 1 (2)

Computer (Research) 2 (3)

(Simulation/Modeling) (3)

Culture (Human) 2 (3)

History (Human) 1 (2)

Languages

Federation Standard 2

Material Engineering (Mechanical) 2 (3)

Personal Equipment (Tricorder) 1 (2)

Physical Sciences (Computer Science) 1 (3)

(Mathematics) (3)

(Physics) (3)

Propulsion Engineering (Warp Drive) 1 (4)

Shipboard Systems (Communications) 1 (3)

(Flight Control) (2)

(Holodeck) (2)

(Sensors) (2)

(Transporter) (2)

Space Sciences (Astrogation) 1 (2)

Systems Engineering (Computer Systems) 1 (3)

(Holodeck) (2)

(Sensor Systems) (2)

(Transporter) (2)

Vehicle Operation (Shuttlecraft) 1 (2)

Advantages/Disadvantages

Brevet Rank (Ensign) +1; Contact (Starfleet) +1; Curious +1; Innovative +1; Mathematical

Ability +3; Argumentative -1; Impulsive -1; Still A Minor -2

Courage Points: 5

Resistance: 3

Renown: 16

Aggression: -3

Initiative: 3

Discipline: 2

Openness: 3

Skill: 5

Submitted by [Matthew Pook](#).

Conversion Notes

This is a conversion of the details given in the Star Trek: The Next Generation First Year Sourcebook from FASA. It is a direct conversion with the gaps filled in by the character generation rules in the LUG rulebook.

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Memory ★ ICON

Captain Declan Keogh

Last update: 1 June, 2003



Name: Declan Keogh
Rank: Captain
Position: Commanding Officer
Assignment: *USS Odyssey* NCC-71832

Attributes

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

Psi 0

Skills

Administration (Starship) 5 (6)
 (Logistics) (6)
Athletics (Running) 2 (4)
Command (Starship) 4 (6)
Computer (Hacking) 1 (2)
Culture (Human) 2 (4)
Diplomacy (Federation Frontier) 1 (2)
Dodge 2
Energy Weapons (Phaser) 2 (3)
History (Human) 2 (4)
 (Federation) (4)
Intimidation (Bluster) 1 (4)
Language
 Federation Standard 3
 Klingon 1
Law (Starfleet Regulations) 4 (5)
 (Federation) (5)
Personal Equipment (Tricorder) 1 (2)

Persuasion (Oratory) 2 (4)
Physical Science (Physics) 2 (5)
Planetary Science (Geology) 2 (4)
Planetary Tactics (Guerilla Warfare) 1 (3)
Planetside Survival (Mountain) 1 (2)
Security (Security Systems) 1 (2)
Shipboard Systems (Tactical) 3 (4)
 (Command) (5)
Space Science (Astronomy) 1 (3)
Starship Tactics (Starfleet) 4 (6)
 (Cardassian) (5)
 (Planetary Support Tactics) (5)
Strategic Operations (Fleet Operations) 3 (4)
Vehicle Operations (Shuttle) 1 (2)
World Knowledge (Earth) 1 (3)

Advantages/Disadvantages

Bold +1; Department Head (Galaxy Class) +4; Promotion (Captain) =10; Strong Will +2;
Arrogant -1; Code of Honour (Starfleet Code) -4

Courage: 5

Renown: 83

 Aggression: 18

 Discipline: 22

 Initiative: 5

 Openness: 10

 Skill: 28

Resistance: 2

Background:

Keogh joined Starfleet early in his life and with his eager discipline he managed to achieve one of the best graduation results in Starfleet Academy's history. After leaving the Academy in 2331 he became Tactical Officer onboard the *U.S.S. Excelsior*. He rose up in ranks and finally became Department Head in 2337.

In 2345 he left the ship and was transferred to Starfleet Command as a Tactical Analyst. He spent several years there and then joined the Command Branch with the rank of Lt. Commander. In 2354 he was promoted to Commander and became XO of the *U.S.S. Adelphi*, where he was promoted to Captain and took over the CO post. In 2367 he was transferred to the newly commissioned *U.S.S. Odyssey* - his dreams came true. He now commanded the newest Explorer of Starfleet and was eager to make history. In late 2370 he underestimated the threat of the Dominion and the *Odyssey* was lost with all hands aboard during a rescue mission in the Gamma Quadrant.

Appearance and Personality:

Born in 2308, Captain Keogh has white short hair and blue eyes. He is around 1.75m tall and slim, but fit for his age.

Keogh is a more or less unfriendly person and very strict and disciplined. He does not tolerate

failure but wants perfection. He passionately sticks to Starfleet's regulations and expects his subordinates to do so either. His missions are solved by the book and this discipline made him famous in the fleet. He is an analyst and reasons through any situation intensively until the problem is solved. His weakness is that he cannot imagine unorthodox methods or ideas. Nevertheless he is a brave person and believes strictly in Starfleet's principles.

Submitted by [Volker Maiwald](#)

Editor's Note:

Captain Keogh was not given a first name in *The Jem'Hadar*, the episode in which he died and lost his ship, but a novel entitled *The Brave and the Bold: Book One* establishes "Declan" as his first name. The novel also deals with the origin of his conflict with Jadzia Dax, alluded to in *The Jem'Hadar*.

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Memory ★ ICON

Captain Jean-Luc Picard

Name: Jean-Luc Picard
Rank: Captain
Position: Commanding Officer
Assignment: U.S.S. Enterprise, NCC-1701-D
Species: Human

ATTRIBUTES

Fitness 3
 Vitality +1
Coordination 4
Intellect 4
 Logic +1
Presence 4
 Empathy +1
Psi 0

SKILLS

Administration (Starship Administration) 2 (3)
Artistic Expression (Ressikan Flute) 3 (4)
Athletics (Fencing) 2 (3)
 (Riding) (3)
 (Running) (3)
Command (Starship Command) 4 (5)
Computer (Research) 2 (3)
Culture (Human) 2 (3)
Diplomacy (Intergalactic Law) 4 (5)
Energy Weapon (Phaser) 2 (3)
First Aid (Human) 1 (2)
History (Federation) 2 (3)
 (Human) (3)
Languages
 (Federation Standard) 3
 (French) 4
 (Klingon) 1
Law (Federation Law) 1 (3)
 (Klingon Law) (2)
 (Starfleet Regulations) (3)
Medical Sciences (Psychology) 2 (3)
Personal Equipment (Communicator) 2 (3)
 (Environment Suit) (3)
 (Tricorder) (3)
Persuasion (Debate) 2 (3)

Physical Sciences (Mathematics) 1 (2)
 Planetary Tactics (Small Unit) 3 (4)
 Planetside Survival (Desert) 1 (2)
 Primitive Weaponry (Rapier) 3 (4)
 Propulsion Engineering (Impulse) 1 (2)
 (Warp Drive) (3)
 Security (Security Systems) 2 (3)
 Shipboard Systems (Flight Control) 1 (2)
 (Sensors) (2)
 (Transporter) (2)
 (Weapons Systems) (2)
 Social Sciences (Archaeology) 2 (3)
 Space Sciences (Astrogation) 3 (4)
 (Astrophysics) (4)
 Starship Tactics (Borg) 4 (6)
 (Federation) (5)
 (Cardassian) (5)
 (Klingon) (5)
 (Romulan) (5)

Strategic Operations (Invasion Strategies) 4 (5)
 Systems Engineering (Computer Systems) 2 (3)
 Unarmed Combat (Starfleet Martial Arts) 3 (4)
 Vehicle Operation (Shuttlecraft) 2 (3)

ADVANTAGES/DISADVANTAGES

Athletic Ability +2, Bold +1, Commendation (Many) +3, Department Head (Command) +4.
 Famous Incident (Many; "Picard Maneuver," etc.), Innovative +1, Medical Remedy (Cardiac
 Replacement) +3, Promotion (Captain) +5, Resolute +3, Shrewd +1, Strong Will +2, Tactical
 Genius +3, Code of Honor (Starfleet) -4, Medical Problem (Bad Heart) -3, Phobia
 (Assimilation by the Borg) -3, Vengeful (Borg) -1.

Courage Points: 10

Renown: 64

Aggression 2

Initiative 15

Discipline 22

Openness 8

Skill 17

Submitted by [Patrick Murphy](#)

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Memory ★ ICON

Commander Beverly Crusher, M.D.

Name: Beverly Crusher, M.D.

Rank: Commander

Position: Chief Medical Officer

Assignment: *U.S.S. Enterprise* NCC-1701-D

Species: Human

Gender: female

Attributes

Fitness 2

 Vitality +1

Coordination 2

 Dexterity +2

Intellect 4

Presence 3

 Empathy +1

 Willpower +2

Psi 0

Skills

Administration (Logistics) 2 (3)

 (Starfleet Admin) (3)

Artistic Expression (Acting) 1 (2)

Athletics (Zero-G Operations) 1 (2)

Command (Training) 1 (2)

Computer (Research) 1 (2)

Culture (Federation) 2 (3)

 (Human) (3)

Dodge 1

Energy Weapon (Phaser) 1 (2)

First Aid (Betazed) 2 (3)

 (Human) (4)

History (Federation) 1 (2)

 (Human) (2)

Languages

 Federation Standard 3

 Vulcan 1

Law (Starfleet Regulations) 1 (2)

Life Sciences (Biology) 2 (3)

 (Bionics) (3)

 (Botany) (3)

 (Xenobiology) (4)

Medical Sciences (Betazed) 2 (3)

 (General Medicine) (4)

 (Herbalism) (3)

(Pathology) (3)
(Psychology) (3)
(Surgery) (4)
Personal Equipment (Environmental Suit) 1 (2)
(Medical Tricorder) (3)
Physical Sciences (Chemistry) 1 (3)
(Physics) (2)
Planetside Survival (Ocean) 1 (2)
Shipboard Systems (Environmental) 2 (3)
(Medical Systems) (3)
(Sensors) (2)
(Transporter) (3)
Systems Engineering (Medical Systems) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 1 (2)
Vehicle Operation (Shuttlecraft) 1 (2)
World Knowledge (Alveta III) 1 (2)

Advantages/Disadvantages

Curious +1; Department Head +4; Promotion (Commander) +10; Code of Honor (Hippocratic Oath) -2; Dependent -2

Courage Points: 7

Resistance: 3

Renown: 50

Aggression: -7

Initiative: 9

Discipline: 10

Openness: 7

Skill: 17

Submitted by [Matthew Pook](#)

Conversion Notes

This is a conversion of the details given in the Star Trek: The Next Generation First Year Sourcebook from FASA. It is a direct conversion with the gaps filled in by the character generation rules in the LUG rulebook.

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Memory ★ ICON

Commander William T. Riker

Name: William T. Riker

Rank: Commander

Position: Executive Officer

Assignment: *U.S.S. Enterprise*, NCC-1701-D

Species: Human

Attributes

Fitness 3

Vitality +1

Coordination 3

Intellect 3

Logic +1

Presence 3

Empathy +1

Willpower +1

Psi 1

Skills

Administration (Starfleet) 2 (3)

(Starship Admin) (4)

Artistic Expression (Jazz) 1 (2)

Athletics (Parrises Squares) 2 (3)

(Zero-G Operations) (3)

Command (Military Training) 2 (3)

(Starship Command) (3)

Computer (Simulation/Modeling) 2 (3)

Culture (Betazed) 2 (3)

(Federation) (3)

(Human) (3)

Diplomacy (Intergalactic Affairs) 1 (2)

Dodge 1

Energy Weapon (Phaser) 1 (2)

First Aid (Human) 1 (2)

History (Federation) 1 (2)

(Human) (2)

(U.S.S. Enterprise) (3)

Languages

Federation Standard 3

Klingon 1

Telleran 1

Law (Starfleet Regulations) 2 (3)

Personal Equipment (Environmental Suit) 1 (3)

(Tricorder) (3)

Physical Sciences (Computer Science) 2 (4)

(Mathematics) (4)
(Physics) (3)
Planetary Tactics (Small Unit) 1 (2)
Planetside Survival (Arctic) 1 (2)
Propulsion Engineering (Warp Drive) 1 (2)
Security (Security Systems) 1 (2)
Shipboard Systems (Flight Control) 1 (3)
 (Holodeck) (2)
 (Sensors) (2)
 (Tactical) (3)
 (Transporter) (2)
 (Weapons Systems) (4)
Space Sciences (Astrogation) 1 (2)
Starship Tactics (Federation) 2 (3)
 (Planetary Support) (3)
Unarmed Combat (Starfleet Martial Arts) 1 (2)
Vehicle Operation (Shuttlecraft) 1 (2)

Advantages/Disadvantages

Contact +2; Department Head +4; Promotion (Commander) +10; Sexy +2; Zero-G Training +2;
Arrogant -1; Code of Honor (Starfleet) -4

Courage Points: 9

Resistance: 4

Renown: 58

Aggression: 9

Initiative: 7

Discipline: 12

Openness: 6

Skill: 14

Submitted by [Matthew Pook](#)

Conversion Notes

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Memory ★ ICON

Emergency Medical Hologram Mk.I

Name: Starfleet Emergency Medical Hologram

Rank: N/A

Position: Starfleet Emergency Medical Hologram

Species: N/A (hologram)

Attributes

Fitness 1

Coordination 2

Dexterity +2

Intellect 3

Perception +1

Logic +1

Presence 2

Empathy -2

Psi 0

Skills

Administration (Logistics) 1 (3)

Computer (Research) 3 (4)

Culture (Federation) 1 (2)

First Aid (All Specializations) 5 (6)

History (Federation) 1 (2)

Language

Federation Standard 4

Law (Starfleet Regulations) 1 (2)

Personal Equipment (Medical Tricorder) 2 (5)

Search 2

Science, Life (All Specializations) 5 (6)

Science, Medical (All Specializations) 5 (6)

Science, Physical (Chemistry) 1 (3)

Shipboard Systems (Medical Systems) 1 (5)

Advantages/Disadvantages

Arrogant -1, Code of Honor (Hippocratic Oath) -2, Eidetic Memory +3, Fanatic (about saving preserving sentient life) -3, Mathematical Ability +3, Multitasking +2, Physically Impaired (restricted to areas with holoemitters) -3, Sense of Time +1, Telepathic Resistance +4

Courage: 2

Resistance: N/A

Renown: 0

Background

Programmed at Jupiter Station by Dr. Lewis Zimmerman prior to 2371. Program integrated into most larger starships and starbases in Starfleet. Since the program is integrated into the systems, it cannot be downloaded (at the present time with the present technology). Since it was designed as a supplement to medical personnel the EMH has an estimated duration of 1500 hours of use before the program would have to be reinitialized.

Personalty and Appearance

Age: appears to be mid-40's (Earth years)

Starfleet's standard "EMH AK-1 diagnostic and surgical subroutine Omega 323" is a hologram that normally appears in the form of a Human male, between 178 cm and 183 cm in height. He has dark eyes and dark hair, but is balding. He must be activated and deactivated by the crew, and normally is used only in times of emergency as a supplement to a starship's or starbase's medical personnel. Its extensive computer database is equipped with information from 2000 medical references and the experience of 47 physicians. When activated it announces, "Please state the nature of the medical emergency." It also establishes communications links with all key areas of the ship or base.

Notes

The EMH program is adaptive, meaning it can learn, process, and apply new information on its own (these would be "Skills"). Any other changes to the program (i.e. "Attributes" or "Advantages/Disadvantages") would require a change in the coding of the data. Depending on the extent of the modification, this would require a Moderate or more difficult "Computer (Holoprogramming)" or "Systems Engineering (Holographic Systems)" roll, as well as significant time spent. With something as minor as changing the magnetic field density of the hologram (allowing him to go from a 'solid' to being just a video image taking up 3D space) requires an Easy "Computer" roll.

Author's Note:

This is a "best guess" at what an EMH would perform like. Background information was gleaned in part from The Star Trek Encyclopedia: A Reference Guide to the Future (Updated and Expanded Edition).

Submitted by [Dan Tubbe](#)

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Memory ★ ICON

Emergency Medical Hologram Mk.I

Name: Emergency Medical Hologram Mk. I

Rank: n/a

Position: Emergency Medical Hologram

Assignment: Dyson Base

Race: Human holographic simulation

Gender: male (appearance only)

Age: 45 (appearance only)

Attributes

Fitness 1

Coordination 4

Dexterity +1

Intellect 5

Presence 2

Empathy -2

Psi 0

Skills

Computer (Research) 4 (5)

First Aid (all known Specialisations) 5 (6)

Life Sciences (all known Specialisations) 4 (5)

Medical Sciences (all known Specialisations) 5 (6)

Personal Equipment (Medical Equipment) 1 (6)

Physical Sciences (Chemistry) 5 (6)

Shipboard Systems (Medical Systems) 1 (6)

Traits

Arrogant -1

Code of Honour (Hippocratic Oath) -2

Other Statistics

Courage: 0

Renown: 15

Aggression: 0

Discipline: 0

Initiative: 0

Openness: -5

Skill: 10

Luck: 0

Resistance: n/a

Description and Personality

Height: 1.8m

Weight: n/a

Complexion: pale

Hair: brown (balding)

Eyes: brown

The EMH Mk.I is a holographic expert system designed as a supplement to the normal medical staff of a ship or base. It has been given the personality engrams of its designer, Dr. Lewis Zimmerman, an acerbic, short-tempered perfectionist. The EMH, or HoloDoc (as it is sometimes known) has all the knowledge of Starfleet Medical available to it, but its personality makes it an unpopular choice for medical treatment.

Notes

The EMH is based on the statistics created by Steve Long for his Spacedock Netbook, and reflects the EMH Mk.I as shown in the first episode of *Star Trek: Voyager*, with no modifications or run-time upgrades.

Submitted by [Owen E. Oulton](#)

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Memory ★ ICON

Fleet Admiral Alynna Nechayev

Name: Alynna Nechayev
Rank: Fleet Admiral
Position: Flag Command Officer
Assignment: Fleet Area 51

Personal

Race: Human
Gender: female
Age: 58

Attributes

Fitness: 2
 Vitality: +1
Coordination: 2
 Reaction: +1
Intellect: 4
 Logic: +1
Presence: 4
 Willpower: +2
 Empathy: +2

Psi: 0

Skills

Administration (Fleet Movements) 4 (5)
Athletics (Tennis) 2 (4)
Charm (Influence) 3 (4)
Command (Starship Command) 5 (6)
Computer (Research) 2 (3)
Culture (Human) 2 (3)
Diplomacy (Federation Law) 3 (4)
Energy Weapons (Phaser) 2 (3)
Espionage (Traffic Analysis) 1 (2)
History (Human) 1 (2)
Language
 Arteline 2
 Federation Standard 3
 Harelion 3
 Klingon 2
 Romulan 2
Law (Starfleet Regulations) 5 (6)
Persuasion (Oratory)
Propulsion Engineering (Warp Drive Systems) 3 (4)
Shipboard Systems (Flight Control) 3 (4)
Social Sciences (Sociology) 2 (3)
Starship Tactics (Federation Naval Tactics) 3 (4)

(Romulan Naval Tactics) (4)
Strategic Operations (Neutral Zone Strategies) 4 (5)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Earth) 2 (3)

Traits

Contact (Captain Vencour, *USS Ticonderoga*) +1
Contact (Admiral Jameson) +1
Promotion (Fleet Admiral)

Other Statistics

Courage: 5

Renown: 100

Aggression: 10

Discipline: 30

Initiative: 28

Openness: -7

Skill: 25

Luck: 0

Resistance: 3

Description & Personality

Height: 1.75m

Weight: 60kg

Complexion: light

Hair: blonde

Eyes: brown

Fleet Admiral Alunna Nechayev is a petite, attractive blonde Human in her late 50's. She has a reputation as a hard-ass, and often finds herself in the position of hatchet-woman for Starfleet Command.

Submitted by [Owen E. Oulton](#)

Author's Notes

Acute observers will note that these statistics are a slightly modified version of Fleet Admiral Kiel from the adventure *A Fragile Peace*.

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Memory ★ ICON

Lieutenant [junior grade] Geordi LaForge

Name: Geordi LaForge

Rank: Lieutenant, j.g.

Position: Flight Control Officer

Assignment: *U.S.S. Enterprise*, NCC-1701-D

Species: Human

Gender: male

Attributes

Fitness 3

Coordination 3

Dexterity +1

Intellect 3

Logic +1

Presence 3

Empathy +1

Willpower +1

Psi 0

Skills

Administration (Starship Admin) 2 (3)

Command (Starship Command) 1 (2)

Computer (Simulation/Modeling) 2 (3)

Culture (Federation) 2 (3)

(Human) (3)

Dodge 1

Energy Weapon (Phaser) 1 (2)

First Aid (Human) 1 (2)

History (Federation) 1 (2)

(Human) (2)

Languages

Federation Standard 3

Law (Starfleet Regulations) 1 (2)

Materials Engineering (Structural/Spaceframe) 1 (2)

Mechanical Engineering (Mechanical) 2 (3)

Personal Equipment (Tricorder) 1 (2)

Physical Sciences (Mathematics) 2 (3)

(Physics) (3)

Planetside Survival (Mountains) 1 (2)

Propulsion Engineering (Warp Drive) 2 (3)

Shipboard Systems (Communications) 2 (3)

(Flight Control) (3)

(Holodeck) (3)

(Sensors) (3)

(Tactical) (3)

(Transporter) (3)
(Weapons Systems) (3)
Space Sciences (Astrogation) 2 (3)
(Astronomy) (3)
(Astrophysics) (3)
Starship Tactics (Federation) 1 (2)
Systems Engineering (Computer Systems) 2 (3)
(Communications) (3)
(Environmental Control) (3)
(Flight Control) (3)
(Holodeck) (3)
(Tactical) (3)
Unarmed Combat (Starfleet Martial Arts) 1 (2)
Vehicle Operation (Shuttlecraft) 2 (3)
World Knowledge (Earth) 1 (2)
Advantages/Disadvantages Bold +1; Contact +2; Department Head +4; Engineering Aptitude +3; Innovative +1; Medical Remedy (Enhanced Vision +2) +5; Promotion (Lieutenant, j.g.) +1; Zero-G Training +2; Chronic Pain -2; Physical Impairment (Blind) -3
Courage Points: 6
Resistance: 3
Renown: 35
Aggression: 4
Initiative: 7
Discipline: 5
Openness: 6
Skill: 13

[Matthew Pook](#)

Conversion Notes

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Memory ★ ICON

Lieutenant Commander Data

Name: Data

Rank: Lieutenant Commander

Position: Operations Management Officer

Assignment: *USS Enterprise*, NCC-1701-D

Species: Android

Attributes

Fitness 7

Coordination 5

Intellect 6

Logic +2

Presence 3

Empathy -1

Psi 0

Skills

Administration (Logistics) 2 (3)

(Starship Admin) (3)

Artistic Expression (Painting) 1 (2)

Command (Military Training) 1 (2)

(Starship Command) (2)

Computer (Simulation/Modeling) 3 (4)

Culture (Federation) 2 (3)

(Human) (3)

Diplomacy (Intergalactic Affairs) 1 (2)

Dodge 1

Energy Weapon (Phaser) 1 (2)

First Aid (Human) 1 (3)

History (Federation) 2 (3)

(Human) (3)

Languages

Federation Standard 4

Klingon 4

Vulcan 4

Law (Starfleet Regulations) 1 (3)

Life Sciences (Bionics) 1 (5)

(Xenobiology) (2)

Personal Equipment (Tricorder) 2 (3)

Physical Sciences (Computer Science) 2 (4)

(Mathematics) (4)

(Physics) (3)

Planetside Survival (Desert) 1 (2)

Propulsion Engineering (Warp Drive) 2 (4)

Security (Security Systems) 2 (3)

Shipboard Systems (Communications) 2 (3)

(Flight Control) (4)

(Holodeck) (4)

(Sensors) (4)

(Tactical) (3)

(Transporter) (3)

(Weapons Systems) (4)

Space Sciences (Astrogation) 1 (2)

Systems Engineering (Computer Systems) 2 (5)

(Communications) (4)

(Holodeck) (3)

(Sensor Systems) (4)

Unarmed Combat (Starfleet Martial Arts) 1 (2)

Vehicle Operation (Shuttlecraft) 2 (3)

Advantages/Disadvantages

Ambidexterity +2; Curious +1; Department Head +4; Eidetic Memory +3; Excellent Hearing +1; Excellent Metabolism +1; High Pain Threshold +2; Multitasking +2; Promotion (Lieutenant Commander) +6; Telepathic Resistance +4; Toughness +2; Code of Honour (Starfleet) -4

Courage Points: 5

Resistance: 8

Renown: 45

Aggression: -3

Initiative: 7

Discipline: 16

Openness: 5

Skill: 14

Submitted by [Matthew Pook](#)

Conversion Notes

This is a conversion of the details given in the *Star Trek: The Next Generation First Year Sourcebook* from FASA. It is a direct conversion with the gaps filled in by the character generation rules in the LUG rulebook.

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Memory ★ ICON

Lieutenant Commander Deanna Troi

Name: Deanna Troi

Rank: Lieutenant Commander

Position: Ship's Counselor

Assignment: *U.S.S. Enterprise*, NCC-1701-D

Species: Betazoid/Human

Attributes

Fitness 2

Vitality +1

Coordination 3

Intellect 3

Perception +1

Presence 3

Empathy +1

Psi 3

Skills

Administration (Starship Admin) 2 (3)

(Starship Personnel) (3)

Artistic Expression (Clothing Design) 1 (2)

Athletics (Riding) 1 (2)

Charm (Influence) 2 (3)

Command (Training) 2 (3)

Computer (Research) 2 (3)

Culture (Betazed) 2 (3)

(Federation) (3)

Diplomacy (Intergalactic Affairs) 3 (4)

Dodge 1

Energy Weapon (Phaser) 1 (2)

First Aid (Human) 1 (2)

History (Betazed) 1 (2)

(Federation) (3)

Languages

Betazoid 2

Federation Standard 2

Klingon 1

Vulcan 2

Law (Federation) 1 (3)

(Starfleet Regulations) (2)

Life Sciences (Xenobiology) 1 (2)

Medical Science (General Medicine) 2(3)

(Psychology) (3)

Persuasion (Counseling) 2 (4)

Personal Equipment (Tricorder) 1 (2)

Planetside Survival (Plains) 1 (2)

Projective Telepathy 1

Receptive Empathy 3

Receptive Telepathy 2

Shipboard Systems (Communications) 1 (2)

(Environmental) (2)

(Holodeck) (3)

(Medical) (2)

(Sensors) (2)

(Transporter) (2)

Social Sciences (Political Sciences) 2 (4)

Space Sciences (Astrogation) 1 (2)

Systems Engineering (Computer Systems) 1 (2)

(Communications) (4)

(Holodeck) (3)

(Sensor Systems) (4)

Unarmed Combat (Starfleet Martial Arts) 1 (2)

Vehicle Operation (Shuttlecraft) 1 (2)

Advantages/Disadvantages

Department Head +4; Mixed Species Heritage +6; Promotion (Lieutenant Commander) +6;

Sexy +2; Shrewd +1

Courage Points: 4

Resistance: 3

Renown: 40

Aggression: -6

Initiative: 7

Discipline: 5

Openness: 13

Skill: 9

Submitted by [Matthew Pook](#)

Conversion Notes

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Memory ★ ICON

Lieutenant Tasha Yar

Name: Tasha Yar

Rank: Lieutenant

Position: Chief of Security

Assignment: *U.S.S. Enterprise*, NCC-1701-D

Species: Human

Attributes

Fitness 3

Strength +1

Coordination 4

Intellect 3

Perception +1

Presence 2

Empathy +1

Willpower +1

Psi 0

Skills

Administration (Starship Admin) 2(3)

Athletics (Parrises Squares) 1(2)

Charm (Influence) 1(2)

Command (Military Training) 1(3)

(Starship) (2)

Computer (Simulation/Modeling) 2(3)

Culture (Federation) 2(3)

(Human) (3)

Diplomacy (Federation Law) 1(2)

Dodge 2

Energy Weapon (Phaser) 2(4)

First Aid (Human) 1(2)

History (Federation) 2(3)

(Human) (3)

Languages, Federation Standard 3

Klingon 1

Law (Starfleet Regulations) 1(3)

Life Sciences (Genetics) 1(2)

Materials Engineering (Personal Equipment) 2(3)

(Spaceframe) (3)

Personal Equipment (Environmental Suit) 2(3)

Planetary Tactics (Small Unit) 2(3)

Planetside Survival (Urban) 1(2)

Primitive Weapons (Knife) 3(4)

Propulsion Engineering (Warp Drive) 1(2)

Security (Security Systems) 3(4)

Shipboard Systems (Communications) 2(3)

(Tactical) (3)

(Transporter) (3)

(Weapons Systems) (4)

Starship Tactics (Federation) 2(3)

Streetwise (Human) 1(2)

Systems Engineering (Communications) 1(2)

(Security) (3)

Unarmed Combat (Starfleet Martial Arts) 3(4)

Vehicle Operation (Shuttlecraft) 1(3)

World Knowledge (Hokma V) 1(2)

Advantages/Disadvantages

Alertness +2; Department Head +4; Promotion (Lieutenant) +3; Bloodlust -2; Code of Honor (Starfleet) -4; Hides Emotions -2

Courage Points: 9

Resistance: 3

Renown: 32

Aggression: 8

Initiative: 6

Discipline: 9

Openness: 5

Skill: 7

Submitted by [Matthew Pook](#)

Conversion Notes

This is a conversion of the details given in the Star Trek: The Next Generation First Year Sourcebook from FASA. It is a direct conversion with the gaps filled in by the character generation rules in the LUG rulebook.

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Memory ★ ICON

Lieutenant W. Thomas Riker

Name: W. Thomas Riker

Rank: Lieutenant

Position: Prisoner

Assignment: Life sentence at Cardassian Lazon II Labor Camp

Species: Human

Attributes

Fitness 3

Vitality +1

Coordination 3

Reaction -1

Intellect 3

Logic +1

Presence 3

Empathy +1

Willpower +1

Psi 1

Skills

Administration (Starfleet) 1 (2)

(Starship Admin) (2)

Artistic Expression (Jazz) 1 (2)

Athletics (Parrises Squares) 2 (3)

(Zero-G Operations) (2)

Command (Military Training) 1 (2)

(Starship Command) (2)

Computer (Programming) 2 (3)

(Simulation/Modeling) (3)

Culture (Betazed) 2 (3)

(Federation) (3)

(Human) (3)

Diplomacy (Intergalactic Affairs) 1 (2)

Dodge 1

Energy Weapon (Phaser) 1 (2)

First Aid (Human) 1 (3)

History (Federation) 1 (2)

(Human) (2)

(U.S.S. Enterprise) (3)

Languages

Federation Standard 3

Klingon 1

Telleran 1

Law (Starfleet Regulations) 2 (3)

Personal Equipment (Environmental Suit) 1 (3)

(Tricorder) (3)
Physical Sciences (Computer Science) 2 (4)
 (Mathematics) (3)
 (Physics) (3)
Planetary Tactics (Small Unit) 1 (2)
Planetside Survival (Arctic) 1 (2)
Propulsion Engineering (Warp Drive) 1 (2)
Security (Security Systems) 1 (2)
Shipboard Systems (Flight Control) 1 (3)
 (Holodeck) (2)
 (Sensors) (2)
 (Tactical) (3)
 (Transporter) (2)
 (Weapons Systems) (3)
Space Sciences (Astrogation) 1 (2)
Starship Tactics (Federation) 2 (3)
 (Planetary Support) (3)
Unarmed Combat (Starfleet Martial Arts) 1 (2)
Vehicle Operation (Shuttlecraft) 1 (2)

Advantages/Disadvantages

Contact +2 (Maquis); Promotion (Lieutenant) +3; Sexy +2; Zero-G Training +2; Telepathic Resistance +4; Toughness +2; Argumentative -1; Arrogant -1; Code of Honor (Starfleet) -4; Dark Secret (Maquis sympathies) -2

Courage Points: 6

Resistance: 5

Renown: 45

Aggression: 10

Initiative: 7

Discipline: 4

Openness: 6

Skill: 8

Submitted by [Matthew Pook](#)

Conversion Notes

This is a conversion based on the details given in the Star Trek: The Next Generation First Year Sourcebook from FASA for Will Riker. Basically, the skills and attributes have been downgraded to represent Thomas Riker's time spent marooned.

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Memory ★ ICON

Lieutenant Worf

Name: Worf

Rank: Lieutenant

Position: Security Chief

Assignment: *U.S.S. Enterprise*, NCC-1701-D

Species: Klingon

Attributes

Fitness 3

Strength +1

Vitality +2

Coordination 3

Intellect 2

Presence 3

Empathy -1

Willpower +1

Psi 0

Skills

Administration (Starship Admin) 1 (2)

Athletics (Parrises Squares) 2 (3)

Command (Military Training) 1 (3)

(Starship Command) (2)

Computer (Simulation/Modeling) 1 (2)

Culture (Human) 2 (3)

(Klingon) (3)

Dodge 2

Energy Weapon (Phaser) 2 (3)

History (Federation) 1 (2)

(Human) (2)

(Klingon) (3)

Languages

Federation Standard 4

Klingon 2

Law (Starfleet Regulations) 1 (2)

Personal Equipment (Tricorder) 1 (2)

Planetary Tactics (Small Unit) 1 (2)

Planetside Survival (Forest) 1 (2)

Primitive Weapons (Bat'leth) 2 (4)

Propulsion Engineering (Warp Drive) 1 (2)

Security (Security Systems) 2 (3)

Shipboard Systems (Communications) 2 (3)

(Tactical) (3)

(Transporter) (2)

(Weapons Systems) (3)

Systems Engineering (Security Systems) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 2 (4)
Vehicle Operation (Shuttlecraft) 1 (2)
World Knowledge (Earth) 1 (2)
(Qo'nos) (2)

Advantages/Disadvantages

Alien Upbringing +1; Department Head +4; High Pain Threshold +2; Promotion (Lieutenant) +3; Resolute +3; Toughness +2; Bloodlust -2; Code of Honor (Klingon) -4; Code of Honor (Starfleet) -4

Courage Points: 8

Resistance: 6

Renown: 33

Aggression: 11

Initiative: 4

Discipline: 12

Openness: -2

Skill: 4

Submitted by [Matthew Pook](#)

Conversion Notes

This is a conversion of the details given in the Star Trek: The Next Generation First Year Sourcebook from FASA. It is a direct conversion with the gaps filled in by the character generation rules in the LUG rulebook.

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