

# Chief Comm's Officer

Lt. Artur (M) / Laura (F) Niemec (Chief Communications Officer)

**Traits** Human

**Values** "The Price Of Peace Is Vigilance", "Meticulous Scrutiny And Pride In His Work", "Speak Carefully And With Purpose", "Hope For The Best, Prepare For The Worst"

**Gear** Phaser type-2, communicator, tricorder, audio receiver, standard uniform

Attributes		Discipline		Focuses
Control	10	Command	03	Comm. Systems,
Daring	08	Conn	02	Cryptography,
Fitness	08	Security	02	Interrogation,
Insight	09	Engineering	04	Linguistics,
Presence	10	Science	03	Persuasion,
Reason	11	Medicine	02	Psychology

## Notes

## Game Mechanics

**Tasks:** To perform a task, combine the ratings of one attribute and one discipline to form a target number. Roll 2d20. Each d20 roll equal to or less than this target scores a success.

Success on both dice generates **Momentum**. If both dice roll over the target number, the task fails and generates **Threat**.

**Difficulty:** With increased Difficulty, the next action must succeed on both dice to simply succeed; no Momentum can be generated even if both d20's roll under the target number.

**Succeed at Cost:** When failure could disrupt your goals, you may want to succeed with consequences.

**Momentum:** Missions **start with one Momentum**. Momentum is gained from exceptional success (both dice roll  $\leq$  the target number). Only one Momentum can be stored at a time.

**Threat:** Threat is generated when one of the dice rolls a 20. Like Momentum, only one Threat can be stored at a time. It is possible to succeed on a task roll still generate Threat if any of your dice results is a 20.

**Values:** Invoke to increase your Momentum or reduce Threat.

**Focus:** If your character has a relevant focus and rolls  $\leq$  to the Discipline used in the roll, you may roll on the **Advantages table (p. 268)** or choose an advantage.

## Momentum and Threat Spends

### Momentum

- **Re-roll a single d20 on failure** (keeping 2nd result).
- **Create an Advantage.**
- **Remove a Threat.**
- Add 1 hit to Opposition. (*Personal and Starship Combat*)
- Remove 1 hit. (*Personal and Starship Combat*)

### Threat

- **Create a Complication.**
- **Increase the Difficulty.**
- Add 1 hit.
- Remove 1 hit from Opposition.

## Common Rolls

Common Actions	Roll
Melee Attack	Daring + Security
Ranged Attack	Control + Security
Sprint	Fitness + Security
Recover	Fitness + Cmd
First Aid	Daring + Medicine
Healing	Control + Medicine
Sensors	Insight + Science

## Personal Combat

**Hit Tracks:** Assign a Hit Track with 3 slots for each PC and NPC character.

**Turn Order and Ambushes:** The turn order in combat can be determined using the Yes/No Probability Matrix (p. 254). In ambushes, the enemy inflicts an automatic hit.

**Rolling Successes & Failures:** Each success counts as a hit against the enemy, while each failure counts as a hit against you. If the number of hits against you equals the Hit Track, you're defeated.

**Momentum in Combat:** Momentum in combat can be generated through rolling two successes on a Difficulty 1 roll or using/challenging a value.

**Resolution:** Combat is resolved once any individual suffers three hits and is injured (but three PCs each having only 1 hit would mean the combat continues).

## Starship Operation

Starship General Action	Roll
Hail Them	Communications + Conn
Jam Their Signal	Communications + Engineering
Go to Impulse	Engines + Conn
Engage Warp Drive	Engines + Conn
Scan	Sensors + Science
Transport	Sensors + Engineering

## OTHER SHIP ACTIONS IN COMBAT

Ship Combat Action	Roll
Attack	Weapons + Security
Disengage	Engines + Conn
Emergency Repairs	Structure + Engineering
Divert Power to Shields	Computers + Command
Divert Power to Weapons	Weapons + Command
Defensive Maneuvers	Engines + Conn

## STARSHIP COMBAT

**Standalone Ship Rolls:** When not performing a player character task, roll the appropriate ship's **System + Department** (this represents the crew).

**PC Rolls Discipline + Ship System:** When a player character rolls, you may utilize the **ship's system rating in place of any of your attributes**. You also gain access to the ship's talents as if they are your own focuses.

**Ship Talents:** Similar to personal focuses, ship talents can provide an **advantage** if the dice rolls equal to or less than the department rank.

**Starship Hit Track:** The number of hits needed to defeat a ship equals Scale +2 (for PCs) but just Scale (no +2) for Opposition.

**Initiative & Ambushes:** The first strike usually depends on the narrative. Ambushes deal automatic hits like personal combat.

**Ship Attacks:** Roll **vessel's Weapons + Security**. On a success, mark 1 hit against your enemy. Spend **Momentum** to inflict one additional hit. When a ship has received a number of hits equal to scale+2, they are defeated.

**Damage:** Failed tasks result in a hit to the ship. If your ship receives a **number of hits  $\geq$  than its Scale**, a system is automatically **critically damaged**. If that system already has critical damage, continue rerolling on the Systems Hit Matrix until a system without critical damage is chosen.

**Three Criticals:** Once three systems are critically damaged, the ship can no longer engage in combat.