



DIFFICULTY 2

PERSONAL COMPLICATION	Command	Conn	Security	Engineering	Science	Medicine	
<b>Control</b>	Cannot <b>Be Assisted</b> Until You Succeed At	Cannot <b>Interact</b> With Object While In Low-G Until You Succeed At	Cannot Spend Momentum For <b>Secondary Target</b> Until You Succeed At	Weapon Becomes <b>Cumbersome</b> Until You Succeed At	Cannot <b>Prepare</b> Until You Succeed At	Cannot <b>Aim</b> Until You Succeed At	1
<b>Daring</b>	Cannot <b>Assist</b> Until You Succeed At	Cannot <b>Melee Attack</b> While In Low-G Until You Succeed At	Cannot Spend Momentum For <b>Swift Task</b> Until You Succeed At	Weapon Becomes <b>Inaccurate</b> Until You Succeed At	Cannot Spend Momentum For <b>Piercing</b> on Extended Tasks Until You Succeed At	Cannot <b>Move Or Sprint</b> Until You Succeed At	2
<b>Fitness</b>	Must <b>Move Or Sprint</b> On Your Turn Until You Succeed At	Cannot <b>Move Or Sprint</b> in Low-G Until You Succeed At	Cannot Spend Momentum For <b>Extra Minor Actions</b> Until You Succeed At	Cannot <b>Interact With Object</b> Until You Succeed At	Cannot Spend Momentum For <b>Additional Work</b> on Extended Tasks Until	Cannot Use <b>Two-Handed Weapons</b> Until You Succeed At	3
<b>Insight</b>	Cannot Use <b>Persuasion Tasks</b> Until You Succeed At	Cannot Spend Momentum For <b>Swift Task</b> in Low-G Until You Succeed At	Cannot <b>Guard</b> Until You Succeed At	Cannot <b>Improvise Weapon</b> Until You Succeed At	Cannot Spend Momentum To <b>Re-Roll Work</b> on Extended Tasks Until	Cannot <b>Grapple</b> Until You Succeed At	4
<b>Presence</b>	Cannot <b>Keep the Initiative</b> Until You Succeed At	Cannot <b>Negotiate</b> Until You Succeed At	Cannot <b>Be Guarded By Ally</b> Until You Succeed At	Cannot Obtain <b>Opportunity 1 Equipment</b> Until You Succeed At	Must <b>Assist</b> An Ally Every Other Round Until You Succeed At	Cannot Use <b>First Aid</b> On A Patient Until You Succeed At	5
<b>Reason</b>	Cannot Use <b>Ship's Role Ability</b> Until You Succeed At	Cannot <b>Prepare</b> In Low-G Until You Succeed At	Cannot <b>Ready</b> Any Tasks Until You Succeed At	Cannot <b>Use Charge</b> On A Weapon Until You Succeed At	Must Use <b>Pattern Enhancers</b> For Transport Until You Succeed At	Must <b>Recover</b> Every Other Round Until You Succeed At	6
	1	2	3	4	5	6	



DIFFICULTY 2

STARSHIP COMPLICATION	Command	Conn	Security	Engineering	Science	Medicine	
<b>Communications</b>	Must <b>Rally</b> Each Round Until Crew Succeeds At	Cannot <b>Open Hailing Frequencies</b> Until Crew Succeeds At	Cannot <b>Deploy Security</b> Until Crew Succeeds At	Cannot <b>Jam Signals</b> Until Crew Succeeds At	Cannot <b>Respond To Hails</b> Until Crew Succeeds At	Cannot <b>Change Position To Elsewhere On The Ship</b> Until Crew Succeeds At	1
<b>Computers</b>	Cannot <b>Intercept Communications</b> Until Crew Succeeds At	Cannot <b>Plot Course</b> Until Crew Succeeds At	Cannot Spend Momentum To <b>Re-Roll Damage</b> Until Crew Succeeds At	Cannot <b>Override</b> Any Stations Until Crew Succeeds At	Starship Weapon Requires <b>Calibration</b> Until Crew Succeeds At	Cannot Use <b>Transporters</b> Until Crew Succeeds At	2
<b>Engines</b>	Cannot <b>Maneuver</b> Until Crew Succeeds At	Must <b>Maneuver</b> Each Round Until Crew Succeeds At	Cannot Spend Momentum For <b>Devastating Attack</b> Until Crew Succeeds At	Cannot Use <b>Power Management</b> Until Crew Succeeds At	Cannot Use <b>Warp</b> Until Crew Succeeds At	Cannot Use <b>Sickbay</b> Until Crew Succeeds At	3
<b>Sensors</b>	Cannot <b>Scan For Weakness</b> Until Crew Succeeds At	Cannot <b>Chart Hazard</b> Until Crew Succeeds At	Cannot Spend Momentum For <b>Penetration</b> Until Crew Succeeds At	Cannot <b>Sensor Sweep</b> Until Crew Succeeds At	Cannot Spend Momentum For <b>Bonus Damage</b> Until Crew Succeeds At	Cannot Use <b>Internal Sensors</b> Until Crew Succeeds At	4
<b>Structure</b>	Cannot Attempt <b>Damage Report</b> Until Crew Succeeds At	Cannot Take <b>Evasive Action</b> Until Crew Succeeds At	Cannot Use <b>Internal Containment Fields</b> Until Crew Succeeds At	Cannot <b>Regenerate Shields</b> Until Crew Succeeds At	Cannot <b>Modulate Shields</b> Until Crew Succeeds At	Cannot <b>Patch Wounded</b> In Sickbay Until Crew Succeeds At	5
<b>Weapons</b>	Cannot Use Any <b>Starship Weapon's Damage Effect</b> Until Crew Succeeds At	Cannot Attempt <b>Attack Pattern</b> Until Crew Succeeds At	Cannot <b>Fire A Specific Active Weapon</b> System Until Crew Succeeds At	Cannot Use <b>TraCTOR Beam</b> Until Crew Succeeds At	Cannot Spend Momentum To Inflict <b>Power Loss</b> Until Crew Succeeds At	Cannot <b>Launch Probe</b> Until Crew Succeeds At	6
	1	2	3	4	5	6	