# Star Trek Adventures
## Attribute/Discipline Combos

| | CONTROL | DARING | FITNESS | INSIGHT | PRESENCE | REASON |
|---|---|---|---|---|---|---|
| **COMMAND** | Carefully and precisely coordinate a group of subordinates. | Make a split-second command decision or resist fear or coercion. | Coach or guide others through a physically demanding task. | Judge the mood and morale of a group of subordinates, or assuage fears. | Rally or inspire others, or command the attention of someone hostile. | Consider and evaluate orders, or find a solution to a difficult diplomatic situation. |
| **CONN** | Direct a starship through a difficult area, or precisely operate a craft to help another. | Direct a starship to avoid sudden danger, or perform a maneuver on instinct. | Move quickly in an environmental suit. | Judge the nature of a vessel by how it is moving or see a problem in an unfamiliar vessel. | Maintain professional decorum in a formal situation, or argue protocol. | Plot a course through a difficult environment, or interpret navigational data. |
| **ENGINEERING** | Adjust or repair a device, or operate extremely complex equipment like the transporters. | Make improvised repairs in adverse conditions or using a reckless solution. | Physically taxing, repetitive, or arduous technical activities, or use force to repair. | To make an "educated guess" about a device or try to understand an artificial creature. | Explain a complex technical subject to a novice or argue merits of a specific approach. | Study and understand schematics or design something from scratch. |
| **SECURITY** | Attack an enemy from a distance or stay unseen moving through hostiles. | Attack and defend in melee combat, or intimidate someone. | Restrain a prisoner or climb/swim in difficult circumstances. | Judge whether someone is a threat, or spot an ambush/trap. | Question someone suspected of a crime, or impress the danger of a course of action. | Identify the participants of a battle from the aftermath, or devise a battle plan. |
| **SCIENCE** | Perform a delicate experiment or talk someone through a complex procedure. | Devise a solution without adequate testing or perform an experiment in hazards. | Analyze data while fatigued or resist environmental hazards through knowledge. | Gain useful data from witnesses or devise a rough hypothesis from incomplete data. | Explain a complex scientific subject to a novice or argue the merits of a specific theory. | Form a hypothesis from available data or research an unfamiliar subject. |
| **MEDICINE** | Perform a delicate treatment or talk someone through a complex procedure. | Give emergency medical attention for dire injury or resist fear to protect a patient. | Resist poison disease through knowledge or move a patient safely. | Diagnose illness or injury from description or provide therapeutic care. | Convey the seriousness of a case or speak on a patient's behalf. | Diagnose an illness through examination or research unknown medical subject. |

FOR CHARACTERS

# Star Trek Adventures
## Attribute/Discipline Combos

| | COMMUNICATIONS | COMPUTERS | ENGINES | SENSORS | STRUCTURE | WEAPONS |
|---|---|---|---|---|---|---|
| **COMMAND** | Make an appropriate first impression or coordinate with allied vessels. | Study another culture for a or research legal matters. | Fly in precise formation or according to someone else's precise course. | Scan a large area in coordination with other vessels or determine an unknown vessel's intent. | Present a particular disposition or adjust internal conditions for a guest species. | Fire a "warning shot" or using weapons to produce big, harmless displays. |
| **CONN** | Relay a plotted course or detailed astrometric data. | Study library data of a phenomenon or subspace variation and plot course with data. | Most routine flight and maneuvering operations, as well as emergency maneuvers. | Study real-time data of a phenomenon or subspace variation and plot course. | Effectively adjust the course, heading, and speed when damaged. | Maneuver the ship to maximize weapons, i.e. an "attack pattern." |
| **ENGINEERING** | Alter the communications systems to break interference. | Research technical schematics in the ship's library or create a technical simulation. | Adjust the output of the reactors or propulsion systems. | Perform diagnostics of a particular system, or to operate the transporters. | Reinforce or alter the effects of the ship's defenses, or significantly adjust life support. | Alter weapon systems or using weapons for precise cutting or demolition. |
| **SECURITY** | Encrypt or decrypt classified information, or intercept transmissions. | Create combat or tactical simulations, or research military capabilities. | Overcharge tactical systems to create a greater effect. | Discern tactical capabilities of another vessel, or detect onboard intruders. | Alter or reinforce ship's shields against a threat or control internal force fields. | Make attacks with the weapons systems against an enemy. |
| **SCIENCE** | Translate or analyze an unknown language, or try to communicate with an unknown entity. | Use the library archives for research, or analyze the result of an experiment. | Produce an unusual effect with the deflector dish, warp field, etc. | Produce a specific spatial phenomenon, or examine samples in the laboratory. | Create or implement theoretical defenses, or adjust life support offensively. | Find specific modulation, frequency, or setting to achieve an unusual effect. |
| **MEDICINE** | Transfer large amounts of medical information between vessels or facilities. | Study medical databases or analyze patient samples and tests. | Ensure a stable flow of power into sensitive medical equipment. | Diagnose patients with sickbay sensors, gain more info about a life form scanned with ship sensors. | Create force fields to contain airborne threat, create quarantine environment. | Design a biogenic or biochemical payload for a torpedo. |

FOR STARSHIPS