



**STAR TREK**  
**LOWER DECKS**

A Campaign Supplement  
for Star Trek Adventures Roleplaying

# Ensign Beckett Mariner

*Ensign Beckett Mariner is a Human Starfleet officer who serves aboard the USS Cerritos. Both of her parents serve in positions of command in Starfleet. Her mother (and later captain), Carol Freeman, keeps a close eye on her activities. Her father is a Starfleet admiral.*

**TRAITS:** Human, Lower Decks

## ATTRIBUTES

**CONTROL 08** **DARING 09** **FITNESS 09**

**INSIGHT 08** **PRESENCE 07** **REASON 08**

## DISCIPLINES

**COMMAND 02** **ENGINEERING 02** **SCIENCE 02**

**CONN 02** **SECURITY 03** **MEDICINE 01**

**FOCUSES:** Breaking Protocol, Cybernetics, Hand to Hand Combat, Holodecks, *California*-class Specialist, Survival

**STRESS:** 12

**RESISTANCE:** 0

## VALUES:

- Senior officers are overrated.
- “I have seen stuff.”
- Sometimes you have to do what’s wrong to survive.

## WEAPONS:

- **Unarmed Strike** (Melee, 4▲ Knockdown, 1H, Non-lethal)
- **Phaser:** Ranged, 5▲▲.

**EQUIPMENT:** Communicator, Tricorder

## TALENTS:

- **Martial Artist:** The character’s Unarmed Strike attacks gain the Intense Damage Effect.
- **Plan of Action:** When an ally succeeds at a Task that was made possible or had reduced Difficulty because of an Advantage created by the character, if that Advantage represented a plan or strategy, they generate two bonus Momentum. Bonus Momentum cannot be saved into the group pool.



# Lieutenant JG Bradward Boimler

*Lieutenant JG Bradward "Brad" Boimler was a 24th century male Human Federation Starfleet command division junior officer. He was assigned to the USS Cerritos under Captain Carol Freeman and then to the USS Titan under Captain William T. Riker.*

**TRAITS:** Human, Allergic to Sand

## ATTRIBUTES

CONTROL 07 DARING 07 FITNESS 08

INSIGHT 07 PRESENCE 08 REASON 08

## DISCIPLINES

COMMAND 02 ENGINEERING 02 SCIENCE 01

CONN 03 SECURITY 01 MEDICINE 01

**FOCUSES:** Mission Logs, Shuttlecraft, Starship Orientation, Starfleet Protocol, Helm Control

**STRESS:** 9

**RESISTANCE:** 0

## VALUES:

- Desire to be promoted.
- "I love the warp core. The warp core rules."

## WEAPONS:

- **Unarmed Strike** (Melee, 2▲ Knockdown, 1H, Non-lethal)
- **Phaser:** Ranged, 3▲

**EQUIPMENT:** Communicator, Tricorder

## TALENTS:

- **Untapped Potential:** The character may not have or increase any Attribute above 11, or any Discipline above 4 while they have this Talent (and may have to adjust Attributes and Disciplines accordingly at the end of character creation). Whenever the character succeeds at a Task for which they bought one or more additional dice with either Momentum or Threat, they may roll 1▲. The character receives bonus Momentum equal to the roll of the ▲, and adds one point to Threat if an Effect is rolled. The character cannot gain any higher rank than lieutenant (junior grade) while they possess this Talent.



# Ensign D'Vana Tendi

*Ensign D'Vana Tendi is a female Orion Starfleet sciences division junior officer who serves aboard the USS Cerritos.*

**TRAITS:** Orion, Lower Decks

## ATTRIBUTES

CONTROL 08 DARING 08 FITNESS 08

INSIGHT 07 PRESENCE 08 REASON 08

## DISCIPLINES

COMMAND 01 ENGINEERING 01 SCIENCE 03

CONN 01 SECURITY 01 MEDICINE 02

**FOCUSES:** Heart Pumping, First Aid, Genetics, Biobed Maintenance

**STRESS:** 9

**RESISTANCE:** 0

## VALUES:

- It kills me when somebody doesn't like me.

## WEAPONS:

- **Unarmed Strike** (Melee, 2▲ Knockdown, 1H, Non-lethal)
- **Phaser:** Ranged, 3▲.

**EQUIPMENT:** Communicator, Tricorder, Medical Kit

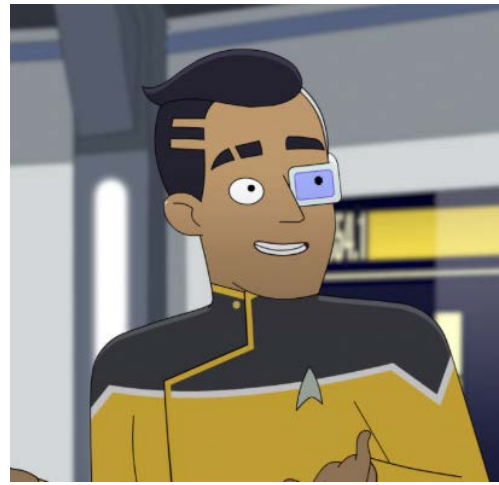
## TALENTS:

- **Untapped Potential:** The character may not have or increase any Attribute above 11, or any Discipline above 4 while they have this Talent (and may have to adjust Attributes and Disciplines accordingly at the end of character creation). Whenever the character succeeds at a Task for which they bought one or more additional dice with either Momentum or Threat, they may roll 1▲. The character receives bonus Momentum equal to the roll of the ▲, and adds one point to Threat if an Effect is rolled. The character cannot gain any higher rank than lieutenant (junior grade) while they possess this Talent.



# Ensign Samantha “Sam” Rutherford

*Ensign Samantha “Sam” Rutherford is a Starfleet operations division junior officer with cybernetic implants who is assigned to the USS Cerritos engineering section and worked under Lieutenant Commander Andy Billups.*



**TRAITS:** Glitchy Cyborg, Human

## ATTRIBUTES

CONTROL 10 DARING 09 FITNESS 09

INSIGHT 09 PRESENCE 08 REASON 11

## DISCIPLINES

COMMAND 01 ENGINEERING 03 SCIENCE 02

CONN 01 SECURITY 02 MEDICINE 01

**FOCUSES:** Crisis Management, Hand Phasers, Holodeck Programming, Replicators, Shipboard Systems, Spacewalking

**STRESS:** 11

**RESISTANCE:** 0

## VALUES:

- “Who has time for romance when there is a level two diagnostic just waiting to be run?”

## WEAPONS:

- **Unarmed Strike** (Melee, 3▲ Knockdown, 1H, Non-lethal)
- **Phaser:** Ranged, 4▲

**EQUIPMENT:** Communicator, Tricorder, Engineering Kit

## TALENTS:

- **I Know My Ship:** Whenever you attempt a Task to determine the source of a technical problem with your ship, add one bonus d20.
- **Computer-Enabled Combat Ability:** Once per mission, Rutherford can activate his cybernetic implant in combat situation during a fight scene. This raises his Security Discipline by +2 and activates the Martial Arts Focus while engaged in shoot outs or hand to hand combat. It does not apply to other security-related actions.

# Captain Carol Freeman

*Carol is the commanding officer of the U.S.S. Cerritos. It is not unlike Freeman to take any mission she has a little too seriously, often making things seem more important than they actually are.*

**TRAITS:** Human; Allergic to Chocolate

## ATTRIBUTES

CONTROL 10 DARING 07 FITNESS 08

INSIGHT 09 PRESENCE 09 REASON 09

## DISCIPLINES

COMMAND 04 ENGINEERING 03 SCIENCE 03

CONN 01 SECURITY 01 MEDICINE 01

**FOCUSES:** Second Contact Specialist, Starship Protocol, Environmental Controls

**STRESS:** 9

**RESISTANCE:** 0

## VALUES:

- “I like my crew working in lockstep.”
- My daughter should take this job more seriously.
- Don't you give me that sarcastic Vulcan salute!

## WEAPONS:

- **Unarmed Strike** (Melee, 2▲ Knockdown, 1H, Non-lethal)
- **Phaser:** Ranged, 3▲

**EQUIPMENT:** Communicator, Tricorder

## TALENTS:

- **Crisis Management:** The character may make use of the Direct Task (Star Trek Adventures core rulebook p. 173). If they already have access to the Direct Task, they may do so twice per scene instead of once.
- **The Boimler Effect:** During any Challenge, Extended Task or other activity under time pressure, the character may attempt a Control + Command Task with a Difficulty 3. If this Task succeeds, reduce the total number of intervals the Players have taken by 1; for every 2 Momentum spent (Repeatable) reduce by a further 1. The character has managed to minimize lost time. If the Task fails, add one additional interval as the character's efforts actually waste time.



# Commander Jack Ransom

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*Commander Jack Ransom is a Starfleet officer serving as first officer under Captain Carol Freeman on the USS Cerritos in 2380.*

**TRAITS:** Human

## ATTRIBUTES

**CONTROL 08** **DARING 11** **FITNESS 12**

**INSIGHT 07** **PRESENCE 09** **REASON 08**

## DISCIPLINES

**COMMAND 04** **ENGINEERING 02** **SCIENCE 03**

**CONN 03** **SECURITY 05** **MEDICINE 01**



**FOCUSES:** Away Mission Protocol, Martial Arts, Second Contact Specialist, Diplomacy, Shuttles, Weightlifting

**STRESS:** 17

**RESISTANCE:** 0

## VALUES:

- In thousands of simulations that has literally never happened before. Let's try another one.
- Rank means everything always.

## WEAPONS:

- **Unarmed Strike** (Melee, 6▲ Knockdown, 1H, Non-lethal)
- **Phaser:** Ranged, 7▲

**EQUIPMENT:** Communicator, Tricorder

## TALENTS:

- **Double-Fisted Punch:** Your Unarmed Strike Attack has the Vicious 1 Damage Effect.
- **Quick to Action:** During the first round of any combat, you and your allies may ignore the normal cost to Retain the Initiative.

# Lieutenant Shaxs

*Lieutenant Shaxs was a male Bajoran Starfleet officer serving as chief of security under Captain Carol Freeman on the USS Cerritos in 2380.*

**TRAITS:** Bajoran; Strong

## ATTRIBUTES

CONTROL 09 DARING 12 FITNESS 12

INSIGHT 07 PRESENCE 10 REASON 07

## DISCIPLINES

COMMAND 02 ENGINEERING 01 SCIENCE 01

CONN 02 SECURITY 05 MEDICINE 02



**FOCUSES:** Hand-to-Hand Combat, Phasers, Ship Tactical Systems, Warp Core Detonation, Training, Covert Operations

**STRESS:** 17

**RESISTANCE:** 0

## VALUES:

- Please, please let me shoot their warp core!
- It is good to be true to oneself.
- No greater honor than to die beside you in battle.

## WEAPONS:

- **Unarmed Strike** (Melee, 6▲ Knockdown, 1H, Non-lethal)
- **Phaser:** Ranged, 7▲.

**EQUIPMENT:** Communicator, Tricorder

## TALENTS:

- **Martial Artist:** The character's Unarmed Strike attacks gain the Intense Damage Effect.
- **Call Out Targets:** Upon assisting a character making an attack (using either the Assist Task, the Direct Task, or some other means), the helped character generates one point of bonus Momentum if they succeed; bonus Momentum cannot be saved to the group pool.
- **Fire at Will:** Whenever the character makes a ranged weapon attack, and then uses the Swift Task Momentum spend to make a second ranged attack, they ignore the normal Difficulty increase from Swift Task.
- **Full Spread–Maximum Yield!** In addition to the normal benefits of a Salvo, the attack also gains the benefit of the Devastating Attack Momentum Spend as though 2 Momentum had been spent. The Devastating Attack Momentum Spend may not be selected again for this attack.



# Commander T'Ana, MD

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*Commander T'Ana, MD was a female Starfleet officer serving as the chief medical officer under Captain Carol Freeman on the USS Cerritos in 2380.*

**TRAITS:** Caitian; Acerbic Bedside Manner

## ATTRIBUTES

CONTROL 08 DARING 09 FITNESS 07

INSIGHT 09 PRESENCE 07 REASON 11

## DISCIPLINES

COMMAND 02 ENGINEERING 01 SCIENCE 03

CONN 01 SECURITY 02 MEDICINE 05

**FOCUSES:** Pathology, Virology, Surgery, Teaching, Emergency Medical Procedures



**STRESS:** 9

**RESISTANCE:** 0

## VALUES:

- @#\$%!
- I once loved a man named Shax.
- Don't pass out. Nobody's authorized to pass out!
- If you can't muster up some bedside manner, you may as well be with the grunts in security.

## WEAPONS:

- **Unarmed Strike** (Melee, 3▲ Knockdown, 1H, Non-lethal)
- **Phaser:** Ranged, 4▲

**EQUIPMENT:** Communicator, Tricorder, Medical Kit

## TALENTS:

- **Doctor's Orders:** When you attempt a Task to coordinate others, or to coerce someone into taking or refraining from a specific course of action, you may use your Medicine Discipline instead of Command.
- **Quick Study:** When attempting a Task that will involve an unfamiliar medical procedure, or which is to treat an unfamiliar species, ignore any Difficulty increase stemming from your unfamiliarity.
- **Triage:** When you attempt a Task to identify specific injuries or illnesses, or to determine the severity of a patient's condition, you may spend one Momentum (Repeatable) to diagnose one additional patient.

# USS Cerritos NCC-75567

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## ATTRIBUTES

COMMS 09 ENGINE 10 STRUCTURE 10

COMPUTERS 09 SENSORS 09 WEAPONS 09

## DISCIPLINES

COMMAND 03 ENGINEERING 03 SCIENCE 02

CONN 02 SECURITY 02 MEDICINE 03

POWER: 10

SCALE: 4

SHIELDS: 13

RESISTANCE: 4

## ATTACKS:

- **Phaser Banks (Energy, medium-range, 8▲Versatile 2)**
- **Photon Torpedoes (Torpedo, long-range, 6▲High-Yield)**
- **Tractor Beam (Strength 3)**

## TALENTS:

- **Extensive Shuttlebays**
- **Improved Power Systems**
- **Rugged Design**
- **Secondary Reactors**

## SHUTTLEBAY: Type-6A Shuttlecraft

- **Death Valley**
- **Joshua Tree**
- **Kings Canyon**
- **Redwood**
- **Sequoia (Inactive 2380)**
- **Yosemite**

Stats courtesy of [riot.grrrd@gmail.com](mailto:riot.grrrd@gmail.com)

