



STARFLEET COMMAND
BUREAU OF ADMINISTRATION • ARMSTRONG BASE, LUNA
SUPPORT PERSONNEL RECORD

Name _____
Rank _____ Assignment _____
Species _____ Traits _____

ATTRIBUTES

Control _____ Fitness _____ Presence _____
Daring _____ Insight _____ Reason _____

DISCIPLINES

Command _____ Security _____ Science _____
Conn _____ Engineering _____ Medicine _____

VALUES

Determination ☐ ☐ ☐

FOCUSES

TALENTS

STRESS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

INJURIES

WEAPONS

Name/Type Unarmed Strike / Melee ▲ _____
Qualities Nonlethal, Knockdown
Name/Type Phaser I / Ranged ▲ _____
Qualities Charge (Area, Intense, Piercing 2 or Vicious 1), Hidden 1

OTHER EQUIPMENT

Communicator

CREATION

1. Choose Department
2. Arrange Attributes: 10, 9, 9, 8, 8, 7
3. Select Species & apply Trait & Attribute modifiers
4. Arrange Disciplines: 4 (Department), 3, 2, 2, 1, 1
5. Choose 3 Focuses
6. Choose Name, Rank (no higher than Lieutenant)

ADVANCEMENT

Choose one and check off box:

- Add 1 Value ☐☐☐☐
- Attribute +1 (max 12) ☐
- Discipline +1 (max 5) ☐
- Add 1 Focus ☐☐☐
- Add 1 Talent ☐☐☐☐