

THE CAPTAIN

Cortex Prime Star Trek Hack

Name:

Attributes

Physical	d6
Mental	d8
Social	d10

Skills

Communicate	d8
Engineer	d4
Fight	d6
Influence	d8
Medicine	d4
Move	d6
Notice	d4
Pilot	d4
Science	d4
Shoot	d6
Sneak	d4
Survive	d6

Distinctions

Mark one additional effect for each distinction.

Captain

d8

You command a sophisticated and powerful starship with a highly capable crew.

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Inspiring Leader*: When a member of your crew follows your direct order, spend a PP and give that crew member an asset equal to your **Influence** die rating
- Starfleet Authority*: Step up an Asset or Complication you create that is related to being the highest ranking Starfleet authority in a scene

Seasoned Veteran

d8

You have seen a lot of action during your many years in Starfleet.

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Steady*: Spend a PP to step up or double your **Shoot** or **Fight** when you're outnumbered
- Knows All the Tricks*: Spend a PP to step up an Asset or Complication you create that is related to an obscure feature of Starfleet vessels or equipment

Raised on a Dig Site

d8

You were born and raised on an asteroid-based archeological dig site.

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Born in Zero-G*: Step up or double your **Move** or **Fight** die when operating in low gravity environments.
- Cultural Curiosity*: Spend a PP to declare a fact about a newly discovered culture.

THE SCIENCE OFFICER

Cortex Prime Star Trek Hack

Name:

Attributes

Physical	d6
Mental	d10
Social	d8

Skills

Communicate	d4
Engineer	d4
Fight	d6
Influence	d6
Medicine	d6
Move	d4
Notice	d8
Pilot	d4
Science	d8
Shoot	d6
Sneak	d4
Survive	d4

Signature Assets

Science Tricorder d6

A handheld device capable of scanning, recording and processing local environmental scientific data.

- Scanning*: Spend a PP to step up or double your **Notice** or **Science** die when using the tricorder.

Distinctions

Mark one additional effect for each distinction.

Chief Science Officer d8

You conduct scientific exploration and coordinate the starship's science division. You typically operate the science station on the bridge.

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Hypothesis*: Spend 1PP to create an d6 asset based on your current hypothesis. Crew members who use the asset may step it up by one up to a maximum of d10. If any action with the Asset fails, remove it from play.
- Strange New Worlds*: Step back your **Fight** and **Shoot** die for the scene and step up your **Science** die when exploring the surface of a planet.

Executive Officer d8

You are second in command with the responsibility of carrying out the Captain's orders and ensuring the well being of the crew.

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Back up the Captain*: If the Captain fails a roll in your presence, step up or double your Attribute on your next roll.
- Protect your Crew*: When a crew member in the same scene as you gets a complication, spend 1 PP to step it back.

Vulcan d8

You are a member of the humanoid species native to the planet Vulcan, known for their dedication to logic and reason.

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Nerve Pinch*: Spend 1 PP to perform a Vulcan nerve-pinch on a character caught unaware outside of combat. The target is rendered unconscious.
- Mind Meld*: Spend 1 PP to perform a mind-meld on a willing or restrained character. After one minute you may learn one important piece of information from the target. At the conclusion of the Mind Meld take a Mentally Drained d6 complication.

THE DOCTOR

Cortex Prime Star Trek Hack

Name:

Attributes

Physical	d6
Mental	d10
Social	d8

Skills

Communicate	d6
Engineer	d4
Fight	d6
Influence	d6
Medicine	d8
Move	d6
Notice	d6
Pilot	d4
Science	d6
Shoot	d4
Sneak	d4
Survive	d4

Signature Assets

Medical Tricorder d6

A handheld device capable of scanning, recording and processing medical data.

- Scanning*: Spend a PP to step up or double your **Medicine** die when using the tricorder.

Distinctions

Mark one additional effect for each distinction.

Chief Medical Officer d8

You run the Medical Division on the ship and are responsible for the health of the crew.

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Healer*: Spend 1 PP to step back another character's medical or injury based complication.
- Doctor Without Borders*: Once per scene, gain a PP when you use your **Medical** skill to save the life of a fallen enemy.

Gambler d8

The only thing you like better than doctorin' is a game of chance.

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Ace in the Hole*: Spend 1 PP to roll your **Sneak** die and add it to your total.
- Can't Say No*: Once per scene, gain a PP when you take a bet that puts you in harm's way or that acts against your interests or orders.

Country Doctor d8

You grew up in a small rural town, where folks have good manners and take care of each other.

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Gift of Gab*: Spend 1 PP to double your **Influence** die for the next roll.
- Go the Extra Mile*: While you are taking care of an incapacitated or grief-stricken character, you or that character may reroll any dice that comes up 1s instead of taking PP.

THE SECURITY OFFICER

Cortex Prime Star Trek Hack

Name:

Attributes

Physical	d10
Mental	d8
Social	d6

Skills

Communicate	d4
Engineer	d4
Fight	d8
Influence	d6
Medicine	d4
Move	d6
Notice	d4
Pilot	d4
Science	d4
Shoot	d8
Sneak	d4
Survive	d8

Signature Assets

Security Team d6 · d6

A two-person security team. Each member is a d6 asset that can be used for any security or exploration related roll. Be careful with them, though, a d6 complication will take one of them out!

- Protect Your Officers:* Spend 1 PP to redirect an attack on a PC in your presence to a member of your security team that is also in the scene.

Distinctions

Mark one additional effect for each distinction.

Chief Security Officer d8

You are in charge of the ship's security and all personnel in the Security and Tactical division. You typically operate the weapons station on the bridge or provide security on away missions.

- Hinder:* Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Tactical Thinker:* Spend 1 PP to go first in any battle or combat scene. On your first Action, you may reroll any dice that come up 1 instead of accepting a Plot Point.
- Tough Enough:* When you take a Physical complication related to injury or harm, you may spend 1 PP to step it back or rename it as a Mental or Social complication.

Avid Outdoorsman d8

You love the outdoors and take every opportunity to go hiking and camping. A damp tent in an alien forest beats your stateroom any day!

- Hinder:* Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Eagle Eyes:* You may use your **Survive** skill instead of **Notice** when trying to find something or someone in a natural environment.
- Natural Improvisor:* Spend a PP to step up or double an Asset that you create from natural materials (plants, rocks, animal products, etc)

Klingon d8

You are a proud Klingon and a fierce warrior who sometimes finds it difficult to relate to your fellow Starfleet crew-members.

- Hinder:* Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Intimidating Presence:* When intimidating someone, you may use your **Physical** instead of **Mental** attribute.
- Indelicate:* Once per scene, gain a PP when you are unnecessarily blunt or impolite in your comments to a crew member or NPC.

THE FLIGHT CONTROL OFFICER

Cortex Prime Star Trek Hack

Name:

Attributes

Physical	d8
Mental	d10
Social	d6

Skills

Communicate	d4
Engineer	d6
Fight	d6
Influence	d4
Medicine	d4
Move	d4
Notice	d6
Pilot	d8
Science	d6
Shoot	d6
Sneak	d6
Survive	d4

Signature Assets

Meatball d6

The Captain granted you permission to bring your pet quantum slug on board the ship. This rare creature changes color when exposed to quantum phenomena outside of Federation scientific understanding.

- Quantum Colors:* When Meatball is in a scene with you, spend 1 PP to double **Notice**, **Pilot** or **Science** when detecting or manipulating tachyon or other exotic particles or states of matter.

Distinctions

Mark one additional effect for each distinction.

Junior Flight Control Officer d8

You are a junior flight control officer on the ship, but somehow you always seem to be around when the excitement starts. You typically operate the flight control station on the bridge or serve general duty on away missions.

- Hinder:* Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Hotshot:* Spend 1 PP to step up or double your ship's **Engines** on the next roll
- Fancy Flying:* When you are at the conn and the ship gets a complication, spend 1 PP to step it back.

Rookie d8

This is your first posting on a starship.

- Hinder:* Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Fresh from the Colony:* Gain a PP when someone more worldly tricks you or takes advantage of your naiveté.
- Beginner's Luck:* Once per episode, spend a PP to step up any skill the first time you use it during that episode.

By the Book d8

You have memorized the entire Starfleet Regulations Manual, and you want everyone to know it.

- Hinder:* Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Standard Operating Procedure:* Spend 1 PP to double **Know** when you are relying on knowledge of Starfleet rules, regulations and procedures.
- Obnoxious:* Once per episode, gain a PP when you lecture a senior officer about Starfleet rules and regulations.

THE CHIEF ENGINEER

Cortex Prime Star Trek Hack

Name:

Attributes

Physical	d8
Mental	d10
Social	d6

Skills

Communicate	d6
Engineer	d8
Fight	d6
Influence	d4
Medicine	d4
Move	d4
Notice	d6
Pilot	d6
Science	d4
Shoot	d6
Sneak	d4
Survive	d6

Signature Assets

Custom Tools d6

You have collected a unique set of tools to rival anything in the Federation. They are each carefully maintained and individually named.

- Alien Wrench*: When you have access to your Custom Tools, spend 1 PP to figure out enough about a piece of alien technology to use it ... once.

Distinctions

Mark one additional effect for each distinction.

Chief Engineer d8

You are responsible for the ship's maintenance and repairs and are in charge of the Engineering department.

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Miracle Worker*: Spend 1 PP at the beginning of any Timed Action involving a repair or upgrade. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point.
- Power Management*: Once per scene, step down one of your ships **Engines**, **Weapons** or **Shields** dice and then step up or double one of the others. After the scene they return to their original ratings.

Fist Fight Enthusiast d8

Years spent in seedy starports encouraged you to become proficient at unarmed combat. You've even taught the Chief Security Officer a thing or two!

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Bob and Weave*: Spend 1 PP to step down a complication from any melee attack.
- One-Two*: Spend 1 PP to reroll a single die when striking an enemy unarmed.

Perfectionist d8

Good enough isn't.

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.
- Hyperfocus*: Step up or double **Engineer** for the scene when concentrating on an engineering problem but also take a **Fixated d8** complication.
- Quiet, please*: Gain a PP when you shut down Perfectionist because the surroundings are just too loud or distracting. Restore it at the beginning of the next scene.

FEDERATION HEAVY CRUISER

Cortex Prime Star Trek Hack

Attributes

Engines	d10
Frame	d6
Systems	d8

Distinctions

Deep Space Explorer **d8**

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.

Fresh Out of Spacedock **d8**

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.

Advanced Sensor Array **d8**

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.
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Signature Assets

Phaser Banks	d6
Photon Torpedoes (cost: 1PP)	d10
Shields	d6
Sensors	d8

WARBIRD

Cortex Prime Star Trek Hack

Attributes

Engines	d10
Frame	d8
Systems	d6
Crew	d8

Distinctions

Heavy Battlecruiser **d8**

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.
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Signature Assets

Disrupter Banks	d6
Photon Torpedoes (cost: 1PP)	d10
Shields	d6
Sensors	d6

BIRD-OF-PREY

Cortex Prime Star Trek Hack

Attributes

Engines	d12
Frame	d6
Systems	d6
Crew	d6

Distinctions

Hit-and-Run Fighter **d8**

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.

Cloaking Device **d8**

- Hinder*: Gain a PP when you switch out your distinction's rating of d8 for a d4.
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Signature Assets

Disrupter Banks	d6
Plasma Torpedo (1 PP)	d10
Shields	d4