



# STARSHIP REGISTRY ENTRY

**NAME:** U.S.S. Kimura  
**SERVICE DATE:** 2371  
**MISSION PROFILE:** Technical Test-Bed  
**TRAITS:** Federation Starship

**DESIGNATION:** NCC-72159  
**SPACE FRAME:** Nova Class  
**REFIT:**

## SYSTEMS

<b>COMMUNICATIONS</b> 10 BREACHES <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"/>	<b>ENGINES</b> 9 BREACHES <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"/>	<b>STRUCTURE</b> 8 BREACHES <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"/>
<b>COMPUTERS</b> 10 BREACHES <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"/>	<b>SENSORS</b> 10 BREACHES <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"/>	<b>WEAPONS</b> 8 BREACHES <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>



**SCALE** 3  
**RESISTANCE** 3

## DEPARTMENTS

<b>COMMAND</b> 1	<b>SECURITY</b> 2	<b>SCIENCE</b> 4
<b>CONN</b> 2	<b>ENGINEERING</b> 4	<b>MEDICINE</b> 2

## TALENTS

Advanced Sensor Suites  
 High Resolution Sensors  
 Advanced Shields

## POWER

**CURRENT**  **TOTAL** 9

## SHIELDS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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## LAUNCH BAY

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## CREW SUPPORT

**CURRENT**  **TOTAL** 3

## WEAPONS

<b>NAME/TYPE</b>	Phaser Arrays	<input type="checkbox"/> 5
<b>QUALITIES</b>	Versatile 2, Area/Spread	
<b>NAME/TYPE</b>	Photon Torpedoes	<input type="checkbox"/> 5
<b>QUALITIES</b>	High Yield	
<b>NAME/TYPE</b>	Tractor Beam	<input type="checkbox"/> 2
<b>QUALITIES</b>		

16.011995 22.081999  
 206.1999

TALENT	Source Reference	REQUIREMENT	Description
Advanced Sensor Suites	Core pg 255	None	The vessel's sensors are amongst the most sophisticated and advanced available in the fleet. Unless the ship's Sensors have suffered one or more Breaches, whenever a character performs a Task assisted by the ship's Sensors, they may reduce the Difficulty of the Task by one, to a minimum of 0.
Advanced Shields	Core pg 255	None	The vessel's shields are state of the art, using developments that other cultures have not yet learned to overcome, or which simply provide greater protection for the same power expenditure. The ship's maximum Shields are increased by 5.
High Resolution Sensors	Core pg 256	None	The vessel's sensors can gain large amounts of accurate data, though they are extremely sensitive. While the vessel is not in combat, any successful Task that is assisted by the ship's Sensors gains one bonus Momentum.

# U.S.S. KIMURA

# NCC-72159



NAME	Terry Vulcan - Male Captain <b>T'Kor</b> Captain	Raven Caitian - Female Commander <b>O'Nyah</b> Chief Medical Officer	Garrett Betazoid - Male Lieutenant Commander <b>Taemin Rahn</b> Operations Manager	Jamie Human - Non-Binary Lieutenant Commander <b>Rowan Tonelli</b> Chief Engineer	Trevor Andorian - Male Lieutenant <b>Kirkuurzhaav th'Zoarhi</b> Flight Controller	Jamie Denobulian - Female Lieutenant <b>Asha</b> Ship's Counselor																																																																								
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TALENTS	<ul style="list-style-type: none"> <li>Cautious Command</li> <li>Collaboration Medicine</li> <li>Defuse the Tension</li> <li>Decisive Leadership</li> </ul>	<ul style="list-style-type: none"> <li>Collaboration Medicine</li> <li>Bold Medicine</li> <li>Fellowship Specialty</li> <li>Veteran</li> </ul>	<ul style="list-style-type: none"> <li>Empath (Core)</li> <li>Testing a Theory</li> <li>Theory into Practice</li> <li>Computer Expertise</li> </ul>	<ul style="list-style-type: none"> <li>Bold Engineering</li> <li>Technical Expertise</li> <li>Procedural Compliance</li> <li>I Know My Ship</li> </ul>	<ul style="list-style-type: none"> <li>Dauntless</li> <li>Bold Conn</li> <li>Precision Maneuvering</li> <li>Precise Evasion</li> </ul>	<ul style="list-style-type: none"> <li>Cultural Flexibility</li> <li>Field Medicine</li> <li>Quick Study</li> <li>Dauntless</li> </ul>																																																																								
VALUES	<ul style="list-style-type: none"> <li>Patience over rashness</li> <li>Collaboration</li> <li>Always show confidence and composure</li> <li>Respect the beliefs of others</li> </ul>	<ul style="list-style-type: none"> <li>The Rules are the Rules</li> <li>Leave no one behind</li> <li>Violence solves nothing</li> <li>Haunted by the past</li> </ul>	<ul style="list-style-type: none"> <li>Something to prove</li> <li>Every problem has a solution</li> <li>Open heart and open mind</li> <li>Starfleet is my family</li> </ul>	<ul style="list-style-type: none"> <li>A starship is a home, it's crew a family</li> <li>Precise to a fault</li> <li>All ideas must withstand scrutiny</li> <li>Nothing better than practical experience</li> </ul>	<ul style="list-style-type: none"> <li>Stand up to bullies</li> <li>Know your exits</li> <li>Only play when the odds are in your favour</li> <li>Best damn pilot in the fleet</li> </ul>	<ul style="list-style-type: none"> <li>Most comfortable in a crowd</li> <li>The calm amidst the storm</li> <li>Whenever possible, talk it out</li> <li>Needs of many outweigh needs of few or one</li> </ul>																																																																								
FOCUSES	<ul style="list-style-type: none"> <li>Astrophysics (Planetology)</li> <li>Diplomacy</li> <li>Quantum Mechanics</li> <li>Composure</li> <li>Cultural Studies</li> <li>Archeology</li> </ul>	<ul style="list-style-type: none"> <li>Emergency Medicine</li> <li>Agriculture</li> <li>Infectious Diseases</li> <li>Xenobiology</li> <li>Pharmacology</li> <li>Small Vehicle Operation</li> </ul>	<ul style="list-style-type: none"> <li>Biology</li> <li>Computers</li> <li>Energy source technology</li> <li>Investigative techniques</li> <li>Botany</li> <li>Research</li> </ul>	<ul style="list-style-type: none"> <li>Data analysis</li> <li>Interstellar Law</li> <li>Deflector shield/Force field Tech</li> <li>Electro-Plasma Power Systems</li> <li>Xenobiology</li> <li>Improvisation</li> </ul>	<ul style="list-style-type: none"> <li>Gambling</li> <li>Astronavigation</li> <li>Helm Operations</li> <li>Starship Recognition</li> <li>Small Craft</li> <li>Evasive Action</li> </ul>	<ul style="list-style-type: none"> <li>Cultural studies</li> <li>Xenopsychology</li> <li>Linguistics</li> <li>Emergency Medicine</li> <li>Counselling</li> <li>Writing</li> </ul>																																																																								

# U.S.S. KIMURA

# NCC-72159



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TALENTS	Aerial Combat Cautious Security Collaboration Security Combat Medic	Empath (Core) Extraordinary Attribute Control 1 Quick to Action Veteran	Cautious Engineering Rocks into Replicators Jury-Rig Technical Expertise	Studious Cautious Science Mental Repository Walking Encyclopedia	Kolinahr Cautious Command Decisive Leadership Veteran	Resolute Technical Expertise Jury-Rig Starship Expert																																																																								
VALUES	Religious Observance Creature of habit Pay it forward Let's see what's out there	Silence is Golden First In, Last Out No Person Left Behind Survival is the Greatest Virtue	Repair and re-use before replacement Nothing better than practical experience Good teamwork can accomplish anything Protect the weak	Be resourceful. Make do with what's at hand One can never have enough data <i>Always a rational explanation, one just has to find it</i> There's no anomaly like a spatial anomaly	All ideas must withstand scrutiny Failure to act is as dangerous as acting rashly The price of peace is vigilance I will not fail in my duty	All species comprise of diverse individuals The ends don't always justify the means Solutions don't need to be perfect but effective Trust is earned, forgiveness is won																																																																								
FOCUSES	Investigative techniques Hand Phasers Hand-to-Hand Combat Survival Behavioral Analysis/Forensic Psychology Interrogation Techniques	Hand Phasers Shipboard tactical Systems Survival Computers Hand-to-Hand Combat Lead by Example	Transporters & Replicators Hand Phasers Small Craft Computers Structural Engineering/Demolition Experimental Technology	Quantum mechanics Sensor operations Subspace theory Unified field theory Spatial anomalies Temporal mechanics	Starship tactics Astrophysics Subspace Communications Starship power systems Persuasion Behavioral analysis	Subspace Communications Transporters & Replicators Maquis Tactics Innovation with Tools Uniform Code of Justice Espionage																																																																								

# U.S.S. KIMURA

# NCC-72159



NAME	Nick Vulcan/Klingon - Male Lieutenant Commander <b>Tu'Pari</b> Intelligence Officer		Madison Klingon - Female Lieutenant Commander <b>Dihis Krevo</b> Chief Engineer		Madison Human - Female Lieutenant Jr Grade <b>Maria Gallo</b> Medic							
ATTRIBUTES	CONTROL	DARING	CONTROL	DARING	CONTROL	DARING	CONTROL	DARING	CONTROL	DARING	CONTROL	DARING
	10	10	10	10	9	10						
	FITNESS	INSIGHT	FITNESS	INSIGHT	FITNESS	INSIGHT	FITNESS	INSIGHT	FITNESS	INSIGHT	FITNESS	INSIGHT
	9	10	9	7	9	9						
	PRESENCE	REASON	PRESENCE	REASON	PRESENCE	REASON	PRESENCE	REASON	PRESENCE	REASON	PRESENCE	REASON
	7	10	10	10	7	12						
DISCIPLINES	COMMAND	CONN	COMMAND	CONN	COMMAND	CONN	COMMAND	CONN	COMMAND	CONN	COMMAND	CONN
	2	1	1	3	1	3						
	SECURITY	ENGINEERING	SECURITY	ENGINEERING	SECURITY	ENGINEERING	SECURITY	ENGINEERING	SECURITY	ENGINEERING	SECURITY	ENGINEERING
	5	3	2	5	4	5						
	SCIENCE	MEDICINE	SCIENCE	MEDICINE	SCIENCE	MEDICINE	SCIENCE	MEDICINE	SCIENCE	MEDICINE	SCIENCE	MEDICINE
	4	1	4	1	2	1						
STRESS / REPUTATION	STRESS	REPUTATION	STRESS	REPUTATION	STRESS	REPUTATION	STRESS	REPUTATION	STRESS	REPUTATION	STRESS	REPUTATION
	14	10	11	10	10	10						
INJURIES	○○○		○○○		○○○		○○○		○○○		○○○	
TALENTS	Constantly Watching Cautious Security Computer Expertise Technical Expertise		Bold Engineering Collaboration Engineering I Know My Ship A Little More Power		Field Medicine Bold Medicine Quick Study Untapped Potential							
VALUES	Be Certain who you call friend/enemy Morality is subjective, survival is not Winners know how to bend rules Show worth to others to gain trust		Duty and pride in a job well done Always Prepared, always Vigilant Love and curiosity about how machines work A Little More Power		Community Must prove themselves worthy to be here Discovery and knowledge No matter how bad, help others before yourself							
FOCUSES	Investigative techniques Computer Hacking/Decryption Data Forensics Espionage Infiltration/Stealth Phaser Combat		Manufacturing Cybernetics Transporters & Replicators Hand-to-Hand Combat Electro-Plasma Pwr Systems Xenobiology		Toxicology Emergency Medicine Infectious Diseases Linguistics Triage Negotiations							



# STARFLEET PERSONNEL FILE

<b>NAME:</b>	T'Kor	<b>PLAYER NAME:</b>	Terry
<b>SPECIES:</b>	Vulcan - Male	<b>RANK:</b>	Captain
<b>ENVIRONMENT:</b>	Another Species' Homeworld (Vulcan)	<b>UPBRINGING:</b>	Science and Technology
<b>ASSIGNMENT:</b>	Captain	<b>DIVISION:</b>	Command
<b>TRAITS:</b>	Vulcan, Human, Friend of Vulcans		

## ATTRIBUTES

**CONTROL** 11

**FITNESS** 8

**PRESENCE** 10

**DARING** 7

**INSIGHT** 8

**REASON** 10

## DISCIPLINES

**COMMAND** 4

**SECURITY** 3

**SCIENCE** 5

**CONN** 3

**ENGINEERING** 2

**MEDICINE** 1

## WEAPONS

**NAME/TYPE** Unarmed Strike **A** 4

**QUALITIES** Non-lethal **A** Knockdown

**NAME/TYPE** Phaser Type-2 **A** 6

**QUALITIES** Charge **A**

**NAME/TYPE**

**QUALITIES**

## TALENTS

- Cautious Command
- Collaboration Medicine
- Defuse the Tension
- Decisive Leadership

## FOCUSES

- Astrophysics (Planetology)
- Diplomacy
- Quantum Mechanics
- Composure
- Cultural Studies
- Archeology

## VALUES

- Patience over rashness
- Collaboration
- Always show confidence and composure
- Respect the beliefs of others

## STRESS

			X	X	X	X
X	X	X	X	X	X	X

## OTHER EQUIPMENT

- Uniform
- Communicator
- Tricorder

## INJURIES

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## DETERMINATION

**A** **A** **A**

## REPUTATION:

**10**





# STARFLEET PERSONNEL FILE

<b>NAME:</b>	O'Nnyah	<b>PLAYER NAME:</b>	Raven
<b>SPECIES:</b>	Caitian - Female	<b>RANK:</b>	Commander
<b>ENVIRONMENT:</b>	Frontier Colony	<b>UPBRINGING:</b>	Agriculture or Rural (R)
<b>ASSIGNMENT:</b>	Chief Medical Officer	<b>DIVISION:</b>	Sciences
<b>TRAITS:</b>	Caitian, Prosthetic Tail, Damaged Ear		

## ATTRIBUTES

**CONTROL** 9

**FITNESS** 9

**PRESENCE** 8

**DARING** 10

**INSIGHT** 11

**REASON** 9

## DISCIPLINES

**COMMAND** 3

**SECURITY** 1

**SCIENCE** 3

**CONN** 1

**ENGINEERING** 1

**MEDICINE** 5

## WEAPONS

**NAME/TYPE** Unarmed Strike **A** 2

**QUALITIES** Non-lethal **A** Knockdown

**NAME/TYPE** Phaser Type-2 **A** 4

**QUALITIES** Charge **A**

**NAME/TYPE** **A**

**QUALITIES** **A**

## TALENTS

- Collaboration Medicine
- Bold Medicine
- Fellowship Specialty
- Veteran

## FOCUSES

- Emergency Medicine
- Agriculture
- Infectious Diseases
- Xenobiology
- Pharmacology
- Small Vehicle Operation

## VALUES

- The Rules are the Rules
- Leave no one behind
- Violence solves nothing
- Haunted by the past

## STRESS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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## OTHER EQUIPMENT

- Uniform
- Communicator
- Tricorder
- Starfleet Standard Med-Kit

## INJURIES

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## DETERMINATION

**A** **A** **A**

## REPUTATION:

**10**





Talents						
Name	Discipline	Type	Prerequisite	Description	Reference	
1 <b>Collaboration</b>	Medicine	All	None	You must choose a single Discipline when you select this Talent. Whenever an ally attempts a Task using that Discipline, you may spend one Momentum (Immediate) to allow them to use your score for that Discipline, and one of your Focuses.	Core 136	
2 <b>Bold</b>	Medicine	All	None	You must choose a single Discipline when you select this Talent. Whenever you attempt a Task with that Discipline, and you buy one or more d20s by adding to Threat, you may re-roll a single d20. You may select this Talent multiple times, once for each Discipline. You may not select this Talent for any Discipline for which you already have the Cautious Talent.	Core 135	
3 <b>Fellowship Specialty</b>		Medicine	Medicine 4+	Select a Focus. When you succeed at a Medicine Task where that Focus applies, the cost of the Create Advantage Momentum spend is reduced by 1, to a minimum of 1.	Sciences 47	
4 <b>Veteran</b>		Career	Veteran Officer (during character creation, or at Gamemaster's discretion)	The character is wise and experienced, and draws upon inner reserves of willpower and determination in a more measured and considered way. Whenever the character spends a point of Determination, roll 1. If an Effect is rolled, immediately regain that spent point of Determination. The character has a rank of at least Lieutenant Commander.	Core 118	
5						
6						

Roles					
Name	Type	Prerequisite	Description	Reference	
<b>Chief Medical Officer</b>	Staff Role	Medical Department Only	The chief medical officer, also known as ship's surgeon, or ship's doctor, is responsible for the health and wellbeing of the crew and other persons aboard the ship, and leads the ship's medical department. A chief medical officer can order, and countermand the orders of, senior officers where matters of that officer's health are concerned. When aboard the ship, the chief medical officer always has the Advantage "Medical Department", which represents the ship's medical personnel.	Core 127	
<b>Field Medic</b>	Tactical Role		Every combatant's best friend is their medic. These characters are responsible for patching up their squad mates and keeping them alive in the heat of battle. The character ignores any increase in Difficulty to the First Aid Task, related to the chaos or distractions of battle.		