



Savage Quadrants: Officers and Crew

Star Trek for Savage Worlds Adventure Edition (SWADE)

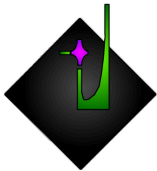


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Sites

Savage Worlds Official

- DriveThruRPG:
 - SWADE: <https://www.drivethrurpg.com/product/261539/Savage-Worlds-Adventure-Edition>
 - Science Fiction Companion: <https://www.drivethrurpg.com/product/125438/Savage-Worlds-Science-Fiction-Companion>
- Pinnacle Entertainment Group: <https://www.peginc.com/product-category/savage-worlds/>

Savage Worlds Resources

- Savage Star Trek: <https://savagestartrek.wordpress.com/>
- Savaged.us: <https://savaged.us/>

Trek References

- Ex Astris Scientia: <http://www.ex-astris-scientia.org/>
- Memory Alpha: <https://memory-alpha.fandom.com/wiki/Portal:Main>
- Youtube:
 - Certifiably Ingame - Trek Lore: https://www.youtube.com/channel/UCJutYkYphYcGo-xbqyQJeYA/playlists?view=50&sort=dd&shelf_id=14
 - Spacedock - Trek: <https://www.youtube.com/watch?v=lmnUpCnz9kA&list=PLqOEDroJnZHxYurNHjdAPRp7MSueiXqPS>

Campaign Details

- This campaign centers on the Dominion War. Some technology from earlier eras shows up, and species that should still be around are referenced, but most Delta Quadrant species, DSC, ENT, and TOS-era ships, and some other material won't show up here (but could be easily added, of course).

Money

- The most common unit of currency is gold-pressed latinum, which comes in slips, strips, and bars.

- \$1 = 1 slip, \$100 = 1 strip, \$10,000 = 1 bar.
- Federation characters start off with no money. However, anything they need can be requisitioned from their superior officer, employer, or local Federation supply store with a Persuasion skill roll.
 - Federation colonists on the remote edges of known space, though, may have the normal starting currency to barter with.

Character Ranks

- Character Rank doesn't map clearly and directly to a character's Rank in their organization, but clearly more experienced characters will be higher in both.

Novice	• Typical cadet, minor civilian, or ensign fresh from the academy (Peter Preston).
Seasoned	• Typical low-ranking officer or NCO, important civilians (Quark, Neelix).
Veteran	• Typical ship captain, most on-screen bridge officers (Riker, Dax, Data).
Heroic	• Most on-screen captains through most of their series (Sisko, Picard, Janeway).
Legendary	• Admiral Kirk and Captain Picard throughout the movie era.

Player Characters

Templates

Character Name

Background: XX		(picture)
Full Name: XX. Concept: XX. Race/Species: XX. Base of Ops: XX. Occupation: XX.	Faction: XX. Age: ## years old. Birthplace: XX. Sex/Gender: XX, XX. Sexual Preference: XX.	
Basics - Rank: XX. - Advances: ## spent, ## unspent. - Bennies: 3, Conviction: 0. - Size: 0, Pace: 6". - Parry: (2 + (Fighting)/2). - Toughness: Total, (Innate=2 + (Vigor)/2) (Armor Bonus). - Power Points: n/a.	Edges - XX (Racial). - XX (Racial). - XX. - XX. Hindrances (Select up to 4 pts.) - XX (Minor, Racial). - XX (Minor). - XX (Major). Powers "XX," XX: ##d## "XX," XX: ##d##	Gear - Remaining Cash: 500 shekels. - XX (Wt ##). - XX (Wt ##). - XX (Wt ##). - XX (Wt ##). Weapons - XX, Rng: ##, Dmg: ##d##, AP: ##, ROF: ##, Notes: XX (Wt ##). - XX, Rng: ##, Dmg: ##d##, AP: ##, ROF: ##, Notes: XX (Wt ##).
Attributes (Spend 5 pts) - Agility (Ag): 1d4. - Smarts (Sm): 1d4.		

• <i>Spirit (Sp)</i>: 1d4. • <i>Strength (St)</i>: 1d4 • <i>Vigor (Vi)</i>: 1d4.	Skills • (Spend 12 pts) • <i>Athletics (Ag)</i>: 1d4. • <i>Common Knowledge (Sm)</i>: 1d4. • <i>Notice (Sm)</i>: 1d4. • <i>Persuasion (Sp)</i>: 1d4. • <i>Stealth (Ag)</i>: 1d4.	Armor • XX, <i>Armor Rating</i>: ## (<i>Wt</i> ##).
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Races

The Breen Confederacy

Breen

References: <https://memory-alpha.fandom.com/wiki/Breen>

Positive: (-5).

- Vigor, +1 die type (-2).
- “Dual Lobed Brain -- Resistant to Telepathy” -- Arcane Resistance (-2).
- Environmental Resistance (Cold) (-1).

Negative: (+3)

- Environmental Weakness (Heat) (+1).
- Ruthless (+1).
- “Very Territorial” -- Vengeful (+1).



The Cardassian Union

Cardassians

References: <https://memory-alpha.fandom.com/wiki/Cardassian>

Positive: (-5).

- “The Best Education System in the Quadrant” -- Smarts, +1 die type (-2).
- Strong Willed (-2).
- Environmental Resistance (Heat) (-1).

Negative: (+3)

- Obligation - Loyalty to the State (+2).
- Ruthless (+1).



The Dominion

Changelings

References: <https://memory-alpha.fandom.com/wiki/Changeling>

Positive: (-13).

- Doesn't Breathe (-2).
- “Resistant to Telepathy” -- Arcane Resistance (-2).
- Environmental Resistance (Doesn't Need to Eat or Drink) (-1).
- No Vital Organs (-1)
- Super Power - Chameleon (Super Power Companion), with the Inanimate Object and Slow to Activates Modifiers (-7).

Neutral

- No sense of smell or taste (+-0).



• “The Great Link”-- touch-range Telepathy, only with other Changelings, takes minutes to complete. Negative: (+11) • Bad Luck (+2) • Curious (+2) • Mean (+1) • Racial Enemy - “Solids” (+1). • Ruthless (Major, +2). • Suspicious (Major, +2). • “No shapeshifter has ever harmed another!” -- Vow (-1)	
Jem’Hadar References: https://memory-alpha.fandom.com/wiki/Jem’Hadar Positive: (-7) • Armor (-1) • Strength and Vigor, +1 die type (-4). • Fighting and Shooting Skills, +1 die type (-2). Negative: (+5) • “Addicted to Ketracel White” -- Habit (Major, +2). • Mean (+1) • Obligation - Loyalty to the Founders (Major, +2).	

Vorta

References: <https://memory-alpha.fandom.com/wiki/Vorta>

Positive: (-5).

- Charismatic (-2).
- “Sharp Hearing” -- Alertness (=2).
- Immune to Poison (-1)

Neutral:

- No Sense of Taste (+-0)
- Termination Implant (+-0).

Negative: (+3)

- Bad Eyes (+1).
- Obligation - Loyalty to the Founders (Major, +2).



The Ferengi Alliance

Ferengi

References: <https://memory-alpha.fandom.com/wiki/Ferengi>

Positive: (-6).

- “Dual Lobed Brain -- Resistant to Telepathy” -- Arcane Resistance (-2).
- “Sharp Hearing” -- Alertness (=2).
- Streetwise (-2).

Negative: (+4)

- Greedy (+1).
- Small (+1)
- Yellow (+2).



The Klingon Empire

Klingons

References: <https://memory-alpha.fandom.com/wiki/Klingon>

Positive: (-5)

- Strength, +1 die type (-2).
- “Multiple Redundant Organs” -- Vigor, +1 die type (-2)
- Fighting Skill, +1 die type (-1).

Negative: (+3)

- “The Way of Kahless” -- Code of Honor (+2).
- Enemy -- Some Rival inside the Empire (+1)



The Orion Syndicate

Orions

References: <https://memory-alpha.fandom.com/wiki/Orion>

Positive: (-6).

- Choose One:
 - Females:
 - Attractive (-2)
 - “Pheromones” -- Super Power, Mind Control (Only Affects those Sexually Attracted to Them, -1; Requires Breathing, -1; Slow to Activate, -1) (=4).
 - Males:
 - Strength and Vigor, +1 die type (=4).



- | | |
|--|--|
| <ul style="list-style-type: none">■ Streetwise (-2). <p>Negative: (+4)</p> <ul style="list-style-type: none">• Greedy (-1)• Obligation - The Orion Syndicate (+2).• Ruthless (-1) | |
|--|--|

The Romulan Star Empire

Remans

References: <https://memory-alpha.fandom.com/wiki/Reman>

Positive: (-3).

- Hardy (-2).
- Infravision (-1).

Negative: (+1).

- Ruthless (+1).

Notes: Some Remans are psionic.



Romulans

References: <https://memory-alpha.fandom.com/wiki/Romulan>

Positive: (-6).

- Strength, Smarts, and Vigor, +1 die type (-6).

Negative: (+4)

- Obligation - Loyalty to the State (+2).
- Suspicious (+1).
- Ruthless (+1).

Notes: For unknown reasons, Romulans are never psionic.



The Son'A Command

@Ellora

- References: <https://memory-alpha.fandom.com/wiki/Ellora>
- The



Son'A

References: <https://memory-alpha.fandom.com/wiki/Son'a>

Positive: (-5).

- Attribute Bonus (Spirit), +1 die type (-2).
- Skill - d4 in Healing (-1).
- Smarts, +1 die type (-2).

Negative: (+3).

- Attribute Penalty (Vigor), -1 die type (+2).
- Mean (+1).



@Tarlac

- References: <https://memory-alpha.fandom.com/wiki/Tarlac>
- The



The Tholian Assembly

Tholians

- **References:** <https://memory-alpha.fandom.com/wiki/Klingon>
- **Note:** Tholians are too alien and xenophobic for use as a balanced PC race. They're included here for completeness.



United Federation of Planets

Andorians

References: <https://memory-alpha.fandom.com/wiki/Andorian>

Positive: (-7).

- “Antennae” -- Agility, +1 die type (-2).
- Spirit, +1 die type (-2).
- Fighting, +1 die type (-1).
- Environmental Resistance (Heat and Cold) (-2).



Negative: (+5)

- Vigor, -1 die type (+2).
- Impulsive (+2).
- Suspicious (-1).

Androids, Soong-Type

- References: https://memory-alpha.fandom.com/wiki/Soong-type_android
- As Androids, SWADE pg. 12.



Betazoids

References: <https://memory-alpha.fandom.com/wiki/Betazoid>

Positive: (-4).

- Charismatic (-2).
- Power -- Mind Link (-2).

Negative: (+2)

- Code of Honor (+2).



Bolians

References: <https://memory-alpha.fandom.com/wiki/Bolian>

Positive: (-2)

- Charismatic (-2).

Neutral:

- Can eat food that isn't normally considered digestible (-0).

Negative:

- None.



Caitians

- References: <https://memory-alpha.fandom.com/wiki/Caitian>
- As Rakashans, SWADE pg. 16.



Deltans

References: <https://memory-alpha.fandom.com/wiki/Deltan>

Positive: (-2)

- Attractive (-2).

Negative:

- None.



@Denobulans

References: <https://memory-alpha.fandom.com/wiki/Denobulan>

Positive: (-2).

- “Cheerful,” as Elan (-2)
- Sleep Reduction (-1)

Negative: (+#)

- the (+#)



@Edosians

- References: <https://memory-alpha.fandom.com/wiki/Edosian>
- The



@Efrosians

- References: <https://memory-alpha.fandom.com/wiki/Efrosian>
- The



@Grazerites

- References: <https://memory-alpha.fandom.com/wiki/Grazerite>
- The



Humans

- References: <https://memory-alpha.fandom.com/wiki/Human>
- As Humans, SWADE pg. 16.



Kelpiens

References: <https://memory-alpha.fandom.com/wiki/Kelpien>

Positive: (-2).

- Danger Sense (-2)
- Pace (-2)

Negative: (+2)

- Yellow (+2)



Tellarites

References: <https://memory-alpha.fandom.com/wiki/Tellarite>

Positive: (-4).

- Vigor, +1 die type (-2).
- Choose from Provoke, Retort, or Strong-Willed (-2).

Negative: (+2)

- Small (+1)
- Choose from Mean or Stubborn (+1).



Trill

References: <https://memory-alpha.fandom.com/wiki/Trill>

Positive: (-4).

- “Chosen by the Symbiosis Commission” -- Smarts, +1 die type (-2).
- “Lifetimes of Experience” -- Jack of All Trades (-2).

Negative: (+5)

- “Symbiote Frailty” -- Vigor, -1 die type (+2).



Vulcans

References: <https://memory-alpha.fandom.com/wiki/Vulcan>

Positive: (-7).

- Smarts, +1 die type (-2).
- Environmental Resistance (Heat) (-1).
- Choose 2 of the following: (-4)
 - “Higher Grav” -- +1 die type to Strength,
 - “Self-Discipline” -- +1 die type to Vigor.
 - “Mind Probe” -- Power: Mind Link.
 - “Nerve Pinch” -- Power: Slumber.

Negative: (+5)

- Cautious (+1).
- Pacifism (+1).
- Quirk - Always stuck on “logic” (+1).
- “Cold Fish” -- Persuasion Skill, -1 die type (+1).
- “Reputation for Honesty” -- Thievery Skill, -1 die type (+1).



Independent Species

Bajorans

References: <https://memory-alpha.fandom.com/wiki/Bajoran>

Positive: (-4).

- “Pagh” -- Spirit, +1 die Type (-2).
- “Somehow Survived the Occupation” -- Vigor, +1 die type (-2).

Negative: (+2)

- Quirk - Bad Temper (+1).
- Quirk - Religious (+1).



El-Aurians

References: <https://memory-alpha.fandom.com/wiki/Bajoran>

Positive: (-4).

- “Experience from Long Life” -- Smarts +1 die type (-2).
- “Listeners” -- Charismatic (-1).
- “Attuned to Spacetime” -- Unusual sense for presence of the Q, the Borg, and spatio-temporal anomalies (-1).

Negative: (+2)

- Phobia -- The Borg (+2).



Gorn

- **References:** <https://memory-alpha.fandom.com/wiki/Gorn>
- As Saurians, SWADE pg. 17.



Human, Genetic Augment

References: <https://memory-alpha.fandom.com/wiki/Augment>

Positive: (-4).

- “Don’t Insult my Intelligence” -- Smarts, +1 die Type (-2).
- Agility or Vigor, +1 Die Type (-2).

Negative: (+2)

- Arrogant (+2).



Human, Liberated Borg

- **References:** <https://memory-alpha.fandom.com/wiki/Borg>

Positive: (-5).

- Smarts and Vigor, +1 die type (-4)
- Regeneration (-1)

Negative: (+3)

- Arrogant (+2).
- Outsider (+1).



Lurians

References: <https://memory-alpha.fandom.com/wiki/Lurian>

Positive: (-4).

- “Multiple Redundant Organs” -- Vigor, +1 die type (-2)
- “Chatty” -- Persuasion Skill, +1 die type (-1)
- Immune to Poison (-1)

Negative: (+2)

- Big Mouth (+2)



Nausicaans

References: <https://memory-alpha.fandom.com/wiki/Nausicaan>

Positive: (-3).

- +1 die type to Strength and Vigor, -1 die type to Smarts (-2)
- Armor (-1)

Negative: (+1)

- Mean (+1)



Templates

Starship Crew Templates

- Choose either Commissioned Officers or Enlisted/NCO (gives your Attributes and 9 Skill Ranks), and one Service Branch (gives you 3 other Skill Ranks).
- Characters must still meet all requirements for all Edges.

Additional Suggestions

- **Commissioned Officers, Command or Security Branch:** May take the Followers Edge, to reflect the “red shirts” that accompany them on away missions.
- **Professional, Expert, Master:** Available (and recommended) for any experienced PC in this campaign.
- **Starfleet:** Although not required, many Starfleet Officers and Crew have the Brave Edge and either Code of Honor or the Heroic Hindrance, as well.
- **Weapon Master:** Not required, but common for Security Officers, or members of certain warlike species (like Klingons).

Starship Commissioned Officers

- **Attributes:** Agility 1d6, Smarts 1d8, Spirit 1d6, Strength 1d4, Vigor 1d6.
- **Skills:** Academics 1d4, Athletics 1d6, Fighting 1d4, Persuasion 1d6, Piloting 1d4, Repair 1d4, Science 1d4, Shooting 1d4, Survival 1d4.
- **Hindrances:** Obligation: Starfleet or other space service (Major).



Starship Enlisted and Non-Commissioned Officers (NCOs)

- **Attributes:** Agility 1d6, Smarts 1d6, Spirit 1d6, Strength 1d6, Vigor 1d6.
- **Skills:**
 - *Core Curriculum:* Athletics 1d6, Fighting 1d4, Persuasion 1d6, Repair 1d4, Shooting 1d4, Survival 1d4.
 - +1 die type to each Skill granted by the Service Branch.
 - This is instead of the Academics, Piloting, and Science that Officers are normally required to learn.
- **Hindrances:**
 - Obligation: Starfleet or other space service (Major).



Command Branch

- **Skills:** Battle, Intimidation, and Persuasion, +1 die type.
- **Edges:** Command.



Counseling Branch

- **Skills:**
 - Academics, +1 die type.
 - Persuasion, +2 die types.
- **Edges:** Bolster.



Engineering Branch

- **Skills:**
 - Electronics, +1 die type.
 - Repair, +2 die types.
- **Edges:**
 - *Choose One:* McGyver or Mr. Fix It.



Helm/Nav Branch

- **Skills:**
 - Hacking, +1 die type.
 - Piloting +2 die types.
- **Edges:** Ace.



Intelligence Branch

- **Skills:** Hacking, Persuasion, and Stealth, +1 die type.
- **Edges:** Investigator.



Medical Branch

- **Skills:**
 - Research, +1 die type.
 - Healing, +2 die types.
- **Edges:** Healer.



Science Branch

- **Skills:**
 - Research, +1 die type.
 - Science, +2 die types.
- **Edges:** Scholar.



Security Branch

- **Skills:** Fighting, Intimidation, and Shooting, +1 die type.
- **Edges:** Soldier.



Ground Troop Templates

Soldiers, Enlisted

- **Attributes:** Agility 1d6, Smarts 1d4, Spirit 1d6, Strength 1d8, Vigor 1d6.
- **Skills:** Athletics 1d6, Battle 1d4, Driving 1d6, Fighting 1d6, Intimidation 1d6, Shooting 1d8, Survival 1d6.
- **Hindrances:** Obligation: Starfleet or other military service (Major).
- **Edges:** Soldier.



Soldiers, Officers

- **Attributes:** Agility 1d6, Smarts 1d6, Spirit 1d6, Strength 1d6, Vigor 1d6.
- **Skills:** Academics 1d4, Battle 1d6, Driving 1d4, Fighting 1d4, Intimidation 1d8, Shooting 1d6, Survival 1d6.
- **Hindrances:** Obligation: Starfleet or other military service (Major).
- **Edges:** Command.
 - Many also purchase Soldier later.



Civilian Templates

Diplomats

- **Attributes:** Agility 1d4, Smarts 1d8, Spirit 1d8, Strength 1d4, Vigor 1d6.
- **Skills:** Academics 1d6, Athletics 1d4, Common Knowledge 1d6, Intimidation 1d4, Language 1d6, Notice 1d6, Performance 1d4, Persuasion 1d8.
- **Hindrances:** Obligation (Choose one Diplomatic Service, Major).
- **Edges:** Charismatic.



Mystics

- **Attributes:** Agility 1d4, Smarts 1d6, Spirit 1d8, Strength 1d6, Vigor 1d6.
- **Skills:** Academics 1d6, Athletics 1d4, Healing 1d6, Intimidation 1d4, Language 1d6, Notice 1d6, Performance 1d6, Persuasion 1d6.
- **Hindrances:**
 - Obligation (Religious Organization, Major).
 - Vow (Devotion to Religion) (Major).
- **Edges:** Charismatic and Scholar, OR choose Arcane Background and 2 pts. worth of psionic Powers.



Outlaws

- **Attributes:** Agility 1d8, Smarts 1d6, Spirit 1d8, Strength 1d4, Vigor 1d4.
- **Skills:** Athletics 1d6, Common Knowledge 1d6, Fighting 1d4, Hacking 1d4, Persuasion 1d6, Piloting 1d6, Shooting 1d4, Stealth 1d6, Thievery 1d8.
- **Hindrances:** Obligation (Orion Syndicate) or Wanted (Major).
- **Edges:** Streetwise.



Scientists

- **Attributes:** Agility 1d6, Smarts 1d8, Spirit 1d8, Strength 1d4, Vigor 1d4.
- **Skills:** Academics 1d6, Electronics 1d4, Hacking 1d4, Healing 1d4, Repair 1d4, Research 1d8, Science 1d8.
- **Hindrances:** Obligation (Vulcan Science Academy, Daystrom Institute, or equivalent) (Major).
- **Edges:** Scholar.



Traders

- **Attributes:** Agility 1d4, Smarts 1d6, Spirit 1d8, Strength 1d6, Vigor 1d6.
- **Skills:** Academics 1d4, Athletics 1d4, Common Knowledge 1d6, Language 1d6, Notice 1d6, Persuasion 1d8, Piloting 1d6, Repair 1d4.
- **Hindrances:** Obligation (Federation Merchant Marine, or one's starship crew) (Major).
- **Edges:** Connections.

