

PREGENERATED CHARACTERS

The Heroes presented here are some of the stars of the original cast as portrayed in the 1966 television series that served as the launch platform for an entire range of subsequent creations including movies, books, comics, spinoff series, toys and more! They offer a quick option to leap straight into the action, but you are of course free to create your own. Maybe you'd like a tough, no-nonsense female Captain or a hologram for the ship's Doctor instead. Don't let us stop you, go right ahead!

CAPTAIN WAYJANE **CAPTAIN OF THE FSS** **BRAZEN**

Wayjane is the quintessential embodiment of a starship Captain. Look up Captain in the dictionary and this guy's name is listed at the top of the descriptions. He was literally born to be a starship Captain. Compassionate, stern, tough, expressive, charismatic and heroic are just some of the words his crew use to sum him up. He can also get a little bit angry. Wayjane is confident that each one of his crew would follow him into the jaws of hell if he requested it, even if he asked them all to pull on a red shirt. Oh, and watch out for his iconic chop to the neck. It's a real fight finisher!



Name Captain Heironymus Wayjane
Trait/Role Suave Captain
Health 5 **Defence** 9
Stat **Dice**
Smarts 2 (Perception)
Moves 3 (Acrobatics)
Style 4 (Persuasion)
Brawn 3 (Tough)
Gear: Blazer, Communicator Badge

You command a starship. Yes, you! You are so goddamn inspiring that you have 10 Karma instead of 6. That's how goddamn inspiring you are! You can also spend your Karma on another Hero's behalf, granting them one of the benefits from p. 15 of the core rules, although you can't do this if they've spent their own Karma in the same round.

CHIEF SCIENCE OFFICER SPOKE

CHIEF SCIENCE OFFICER AND SECOND-IN-COMMAND OF THE FSS BRAZEN

Sometimes wrongfully described as cold and unemotional, Spoke is the bridge crew's perfect counterbalance to Wayjane's enthusiasm, which, let's face it, sometimes runs away with him. It isn't that she lacks emotion, just that she sets it aside to better focus on the task at hand, whether that's analysing data from a nebula, organising the starship's crew or rescuing the Captain from the jaws of yet another gribbly alien. All that said, the rare smiles that she graces the crew with are scary enough to send even the toughest of Kulkans running in terror.



Spoke uses the Professor Occupation from the from the *ACE!* core rules. Is she also a robot, or just devoid of emotion? That's up to you!

Name Spoke

Trait/Role Intellectual professor

Health 3 **Defence** 9

Stat	Dice
Smarts	4 (History)
Moves	3 (Shooting)
Style	2 (Bluffing)
Brawn	3 (Brawling)

Gear: Blazer, Communicator Badge, Scientific Scanner

You know stuff. You get free Focuses in History, Languages, and Theology.

CHIEF MEDICAL OFFICER MCBOLD

CHIEF DOCTOR OF THE FSS BRAZEN

Being a doctor in the FLoP is pretty cool. There are all sorts of technologies available to help with diagnosis and cure, plus if you don't have exactly the tools or compounds you need, you can almost always turn to the facsimilator and magic them up. It's truly rewarding but never really challenged Leondra, so she signed up for Spacefleet and joined the *Brazen* on its five-year mission. Some say she can be cranky and hot-tempered, but it's only because she wants to make sure every crewmember makes it home, dammit!



Name Leondra 'Crunch' Mcbold

Trait/Role Passionate Doctor

Health 3 Defence 8

Stat Dice

Smarts 4 (Medicine)

Moves 2 (Dodging)

Style 3 (Gambling)

Brawn 3 (Intimidating)

Gear: Blazer, Communicator Badge, Medical Scanner

Medic! You can heal people. For every Karma point you spend, you heal somebody (or yourself) one point of damage. This takes you a minute, but you can spend as much Karma as you like.

**CHIEF ENGINEER
MACKEM LA KILN**
CHIEF ENGINEER FOR THE
FSS BRAZEN



As part of a family that served on other far-reaching missions, Mackem grew up in Spacefleet. It's in his blood. He got to explore starships a lot and learned his way around their insides thanks to their maintenance crawl spaces, or juniper tubes. The ship's computer was his constant companion in those days and he got to see engineering from a whole new perspective. Where most people view a starship as a means of moving from A to B or blowing stuff up, Mackem looks at them as living, breathing entities that need plenty of care and attention. Give Mackem some duct tape, bubble gum and pencil shavings and he'll have your warp drives back online in no time!

Name Mackem La Kiln	
Trait/Role Excitable Chief Engineer	
Health 2	Defence 12
Stat	Dice
Smarts	5 (Engineering)
Moves	2 (Stealth)
Style	3 (Disguise)
Brawn	2 (Brawling)
Gear: Blazer, Communicator Badge, Laser Scalpel	
<p>To you, starships are a living, breathing thing to need just as much tender loving care as any other species. Once per day if you are in the engineering section, you can spend a Karma point to cause a starship to regain 1 Health or 1 Shield without a roll, or to make your ship go one warp speed factor faster than the Owner's Manual says you should be able to. The warranty is voided if you do this, but when did that ever stop you?</p>	