

The Cadet

...offers a sense of wonder.

...provides a sense of danger.

...is the link back home.

Rank

Cadet, Ensign, Midshipman, Shiner, Provisional

Names

Newman, McGee, Williams, Bulaga, Otunga, Rossovich, Ito, Ping, Jiang, Reyes

Stats

Pick from the following stats:

- **First Year Cadet:** Helm +1, Comms +2, Tactics -2, Engineering=0, Science +2
- **Technical Prodigy:** Helm -2, Comms +2, Tactics=0, Engineering +2, Science +1
- **Brand New Officer:** Helm +1, Comms +2, Tactics +1, Engineering -1, Science=0
- **Runaway:** Helm +1, Comms +2, Tactics +2, Engineering -1, Science -1

Moves (Pick Three)

- **A Hard Lesson Learned:** You may choose to turn a 10+ to a 7-9 roll, or a 7-9 to a miss. Whenever you do, mark an additional XP.
- **Likeable:** you get +1Comms (Comms+3).
- **Wide Eyed Wonder:** Add +2 instead of a +1 when aiding a character's Science roll.
- **Remember Your Training:** You may borrow the move of any crewmember present. On a 10+, you choose from the 7-9 options of that move. On a 7-9, treat your roll as a miss.
- **How Bad Does It Look?:** When taking harm, you may choose to take a -2forward to your harm roll to give everyone in the scene +1ongoing until the conflict is resolved.
- **Growing Up Too Fast:** When your commanding officer takes a severe harm condition in your presence, roll to *hold steady*. On a hit, you get +1Helm (max+3). On a 7-9, take the major harm condition "Out of Action" as you struggle to grapple with the situation.
- **Loose Lips Sink Ships:** When you are speaking privately with a superior, roll+Comms. On a hit, the officer reveals something they shouldn't. On a 7-9, they know you know.
- **Heart, Not Brains:** When you leap into danger without preparation, you get +2 armor.

Ship move:

Finding Your Way: Every session, the highest ranking player will designate a stat. Every time you make a roll using that stat this session, mark xp.

Away team move:

Sir, Look Out!: When someone takes harm, you may choose to take that harm instead. The original target for the harm takes +1 ongoing to rolls made to get you back to the ship safely.

Links (Pick One)

- *Father Figure*
 - _____ is your mentor, whether they like it or not. Mark XP when you go to them for advice on a problem.
 - Exhaust this Link by gaining your mentor's respect. Claim an Advance and take *Sidekick*.
 - Break this Link by publicly acting against your mentor's advice. Claim an Advance and take *Prodigal Son*.
- *Homefront*
 - If you didn't have someone back home, _____ would totally be your type. Mark XP when things get heated between you and your crush.
 - Exhaust this Link by stepping up your relationship back home. Claim an Advance and take *Long Distance Commitment*.
 - Break this Link by cheating on your hometown sweetheart. Claim an Advance and take *Secret Lovers*.

Harm Conditions:

Minor	Major