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This is David's first time participating in Make it So.

Affiliation Overview

Each affiliation was rated on three qualities from one (1) as the lowest to five (5) as the highest.

Affiliation	Strength	Complexity	Diversity
Bajoran	5	4	1
Borg	4	5	3
Cardassian	1	2	2
Dominion	1	3	2
Federation	5	1	5
Ferengi	3	4	3
Hirogen	3	3	2
Kazon	2	2	2
KCA	2	2	2
Klingon	4	3	3
Non-Aligned	4	3	4
Romulan	3	3	4
Starfleet	3	1	1
Terran Empire	2	2	2
Vidiian	2	2	2

Motivations

Why do you want to be an assistant designer?
Been doing DC design for a long time, and was always one of my favorite parts of 1E. I think I could bring some interesting ideas to the table.

What is the greatest strength of *First Edition*'s rules and game mechanics?
Flexibility. The mechanics are designed around a loose set of rules. This allows cards to do very interesting things that can completely change the dynamic of games.

What is the greatest weakness of *First Edition*'s rules and game mechanics?
Lack of a standardized power curve. 2E is notable because its rigid rules allow designers to stick to a specific set of guidelines for how powerful cards should be. Having a set number of tokens to spend allows more powerful cards to cost more. In 1E, a mission specialist costs the same card play as an eight-skill unique personnel. This means card-based incentives to play those weaker personnel have to be developed, otherwise people will just use the stronger personnel.

Card Designs

Create a single-affiliation personnel.
[Non-Aligned] Grathon Tolar
CIVILIAN
Expert holographic forger and con man. Released from Klingon prison by Benjamin Sisko.
-Treachery x2 -Computer Skill x2 -ENGINEER
-Once per turn, may change one skill on your [Holo] personnel present. [SD] Any Holoprogram
INTEGRITY 2, CUNNING 8, STRENGTH 5

Create a mission that has a single line of game text.
Contaminate Colony
Demilitarized Zone Region - Veloz Prime: Use biogenic weapons to force evacuation of Cardassian colony here.
Leadership + Treachery x2 + Exobiology + CUNNING > 34
* +5 points for each of your [Maq] here (limit 3).
[Fed][NA]
Span 3, 30* points

Create a play engine for a Deep Space Nine related affiliation or faction. Assume that there is another card that creates a [DS9] icon for all personnel and ships with a Star Trek: Deep Space Nine property logo.
[Incident] Advanced Training Exercise
Seeds or plays on a [Space] mission; you may download U.S.S. Valiant. Your Cadets and [DS9][Fed] Youth personnel may report aboard (once per turn, one may do so for free). Once per turn, if you have three Cadets aboard your staffed U.S.S. Valiant at your unattempted mission, you may attempt that mission, then draw a card for each dilemma your Cadet helps pass.

Create a card that could be used in any deck, but is not a card that one would automatically include in every deck.
[Space/Planet Dilemma] Spiritual Crisis
Traumatic events can cause faith to waver, creating a major distraction at vital times.
To get past requires 2 Anthropology. Each personnel who helps overcome this dilemma is "stopped." If any Anthropology remains, crew or Away Team are all INTEGRITY -2 until end of turn.

Create a new card under the assumption that it will be the only one the judges will see. This card should show off your personality, your skill, and your creativity.
[Incident] Cathexis
Countdown: 2
Plays on table. Take your unique personnel in play and place it here; "in play" for uniqueness only. While you are attempting a mission, you may add this personnel's skills and attributes to your crew or Away Team as if this personnel were present. At end of countdown, return personnel to your hand OR place in points area; worth points equal to number of printed [skill dot] icons.