

You can get an extra starship trait slot through a Tier 3 Fleet Research Lab at a cost of 250,000 Fleet Credit and 100,000 Dilithium.



Ablative Field Projector

From: Long Range Science Vessel [T6]

Description: When this trait is active, all of your shield heals will provide a small measure of temporary hit points to the target.



Adaptive Hull Plating

From: Operations Star Cruiser [T6], Kahless War Battlecruiser [T6], Shamshir Operations Dreadnought Warbird [T6]

Description: While this trait is slotted, activating any Hull Healing or Command Bridge Officer Ability will boost your maximum hull hit points for a short time. This effect stacks up to 3 times.



Advanced Firing Solutions

From: Qib Intel Battlecruiser [T6]

Description: While this trait is slotted and any cannon-type weapon fires, you will gain a stack of Advanced Firing Solutions. Each stack increases your Accuracy and Turn Rate. This ability can stack up to 10 times.



All Hands On Deck

From: Presidio, Ty'Gokor, or Vastam Command Battlecruisers

Description: While this trait is slotted, activating a Tactical or Command Bridge Officer ability will reduce the recharge time of Science Bridge Officer and Captain abilities. This may occur only once every few seconds.



Attack Pattern Delta Prime

From: Delta Alliance Duty Officer Pack

Description: When slotted, this trait improves Attack Pattern Delta so that when the target of your Attack Pattern Delta is hit, the target gains bonus Critical Chance and Critical Severity. This stacks up to 10 times.



Battle Ready

From: Eclipse Intel Cruiser [T6]

Description: While this trait is slotted, each time you use an Engineering or Intelligence Bridge Officer ability you gain a Defense and Damage Resistance Rating buff for a short time. This buff stacks up to 3 times.



Built to Last

From: Temporal Light Cruiser [T6], D7 Battlecruiser [T6], T'Liss Temporal Warbird [T6]

Description: Activating a Hull Healing Bridge Officer ability will apply a weapon power cost reduction and a hull regeneration buff. The hull regeneration buff's effectiveness will increase when triggered at low hull strength.



Checkmate

From: Science Star Cruiser [T6], Gorkon Science Battlecruiser [T6], Flambard Science Dreadnought Warbird [T6]

Description: While this trait is slotted, activating a control Bridge Officer ability will provide a boost to your Exotic Damage and Projectile Weapon damage for a short time.



Command Frequency and Improved Command Frequency

From: Specialization: Command Officer

Description: Improves the cooldown of "Fleet Support" abilities and removes the "Low Health" restriction. Cooldown reduction is - 5 minutes for basic Command Frequency, and - 10 minutes for Improved Command Frequency.



Coordinated Assault

From: Alita, Qa'Tel, and Jhu'ael Tactical Carriers

Description: While this trait is slotted and you activate Beam: Overload I, II or III you allow your pets to use Beam: Overload I. Using Cannon: Rapid Fire I, II or III will allow your pets to use Cannon: Rapid Fire I.



Council of Thought

From: Xindi-Insectoid Olaen Heavy Escort Carrier [T6]

Description: While this trait is slotted, you will benefit from the awareness offered by having coordinated allies nearby, gaining increased Defense and Damage Resistance for each ally within 10km.



Critical Systems and Improved Critical Systems

From: Temporal Recruitment Event

Description: Your ability to manipulate Emergency Power to your systems increases the overall damage output of your ship, increasing the chance of a Critical Hit, and the damage it will inflict.



Demolition Teams

From: Specialization: Commando

Description: While within a short distance of your foe, you will periodically beam over commando squads trained in demolition, to plant charges aboard the enemy vessel. After sufficient charges have been placed, they will be detonated to deal shield-ignoring kinetic damage. Demolition charges that haven't yet been detonated can be removed using Tactical Team, or will also expire harmlessly after a short duration if the attacker does not remain within the short transporter range.



Designated Target

From: Temporal Escort [T6]

Description: While this trait is slotted, and you kill a target affected by your Focused Assault ability allies within 5km of the defeated target will gain a moderate hull heal and damage boost.



Desperate Repairs

From: Guardian Cruiser [T6], Mirror Universe Guardian Cruiser [T6]

Description: While this trait is slotted, each time your starship is critically hit you receive a Desperation counter. Immediately upon receiving a third Desperation counter you will receive a large hull and shield heal and will be unable to gain Desperation counters for a while.

Dominion Coordination (Console Only)

From: Jem'Hadar Dreadnought Carrier [T6]

Description: While this trait is slotted, activating Beam: Overload, Surgical Strikes and Cannon: Rapid Fire will provide an increase in damage to all nearby hangar pets. This buff does not stack.



Down but not Out

From: Kelvin Timeline Heavy Command Cruiser [T6]

Description: While this trait is slotted, and as your ship takes damage, you are able to reroute power from damaged systems to increase the maximum power potential of all of your subsystems, allowing a higher cap on your potential performance.



Emergency Response

From: Kobali Samsar Cruiser [T6]

Description: While this trait is slotted, your hull and shield heal bridge officer abilities will have their recharge times reduced by 10% if you suffer damage while below 50% hull. This can occur once every 4 seconds.

**Emergency Weapon Cycle**

From: Arbitrator Battle Cruiser [T6], Kurak Battlecruiser [T6], Morrigu Heavy Warbird [T6]

Description: While this trait is active, using Emergency Power to Weapons will also reduce weapon power cost and increase your weapon fire rate moderately.

**Emitter Synergy**

From: Stryer Intel Science Vessel [T6]

Description: While this trait is slotted, each time you use a Tactical or Intelligence Bridge Officer ability you gain a small bonus to both Exotic Damage and Shield Healing. This bonus stacks up to 3 times.

**Energy Web**

From: Tholian Tarantula Dreadnought Cruiser [T6]

Description: While this trait is slotted, activation of Beam:

Overload, Surgical Strikes or Cannon: Rapid Fire, your next attack will cause your foe to be trapped in an Energy Web. Enemies trapped in the Energy Web will suffer heavy shield penetrating physical damage over time and be held briefly. This ability's damage is improved by Auxiliary power and Starship Partical Generators skill. Energy Web can be triggered once every 45 seconds.

**Enhanced Power Condenser**

From: Breen Rezreth Dreadnought Cruiser [T6]

Description: While this trait is equipped, using Power Siphon or

Tachyon Beam will provide you with a boost to maximum power levels and provide a boost to maximum shield hit points for a short time.

**Exotic Modulation**

From: Temporal Dreadnought Cruiser [T6]

Description: While this trait is slotted, using Directed Energy

Modulation or any Temporal Operative ability will provide a large boost to Exotic Damage for a short time.

**Explosive Polarity Shift**

From: Exploration Cruiser [T6], Negh'Tev Heavy Battlecruiser [T6], D'Khellra Warbird Battlecruiser [T6]

Description: While this trait is slotted Reverse Shield Polarity will absorb incoming damage and convert it to a kinetic blast upon expiration.

**Frontal Assault**

From: Vaadwaur Manasa Assault Escort [T6]

Description: While this starship trait is slotted, activating Cannon abilities will provide a boost to your frontal shield hardness and regeneration rate for a short time.

**Go for the Kill**

From: Jem'Hadar Strike Ship [T6], Jem'Hadar Recon Ship [T6]

Description: While this trait is slotted, critical hits extend the duration of active Cannon: Rapid Fire by 3 seconds. May occur once every 5 seconds.

**Greedy Emitters**

From: Ferengi Nandi Warship [T6]

Description: While this trait is slotted using the Energy Siphon, Tachyon Beam, or Tyken's Rift

Science Bridge Officer Abilities gives a buff which grants immunity to energy drain, reduces your weapons power usage, and increases your subsystem power levels for 10 seconds. This buff may be triggered once every 30 seconds.

**Harasser Mines**

From: Vorgon Xyfius Heavy Escort [T6]

Description: While this trait is slotted and either Cannon: Scatter

Volley or Beam: Fire at Will is active, your directed energy weapons will trigger a Chroniton Mine to appear within 1.5 km of each target affected by the initial activation of either Cannon: Scatter Volley or Beam: Fire at Will. This can occur once every 20 seconds.

**Highly Specialized**

From: Kelvin Timeline T'laru Intel Carrier Warbird [T6], Kelvin Timeline Lock Box

Description: While this starship trait is slotted, each time a specialist bridge officer ability is activated, it will cause all other specialist bridge officer abilities to recharge more quickly, allowing them to be used more frequently. In addition, you will gain a boost to Starship Hull Repair, Starship Weapon Specialization and Starship Particle Generators skills. This skill buff stacks up to 5 times.

**Improved Brace for Impact**

From: Concorde, An'quat, or Baratan Command Battlecruisers

Description: While this trait is slotted activating Brace for Impact grants you a very large amount of Temporary Hit Points for a short period of time.

**Improved Feedback Pulse**

From: Krenim Science Vessel [T6]

Description: While this trait is slotted, Feedback Pulse will deal additional damage and each time you are hit while Feedback Pulse is active you will gain a buff that boosts your Critical Hit Chance and Critical Severity. This buff stacks up to 10 times.

**Improved Polarize Hull**

From: Temporal Science Vessel [T6]

Description: While this trait is slotted, activating Polarize Hull will periodically remove movement impairing effects as well as damage over time and hazard effects for the duration of the ability.

**Improved Tachyon Beam**

From: Geneva, Klinzhai, or Deihu Command Battlecruisers

Description: While this trait is slotted Tachyon Beam will now regenerate shields of allies near the target.

**Improved Weaponized Emitters**

From: Advanced Heavy Cruiser [T6]

Description: While this trait is slotted your Aceton Beam and Overwhelm Emitters abilities now add radiation damage over time to the target. This affects other enemies within 3 km of the target and causes damage every second for 15 seconds.

Insidious Tactics (Console Only)

From: Cardassian Keldon Cruiser [T6]

Description: While this trait is slotted, activating Aceton Beam, Surgical Strikes or Torpedo: Transport Warhead will grant a boost to Critical Hit Chance and Critical Hit Severity. This buff stacks up to 3 times.

**Insult to Injury**

From: Carrier [T6]

Description: While this starship trait is slotted and you activate either an Intel Bridge Officer ability or Tractor Beam I, II or III you will allow your pets to use Torpedo: Transport Warhead I. NOTE: Your pets must have torpedoes in order to benefit from this starship trait.

**Invincible**

From: Zahl Heavy Cruiser [T6]

Description: While this trait is active and your hull reaches 5%, you become unkillable for 8 sec. and gain a large bonus to incoming shield and hull heals. May activate once per two minutes.

**Load Viral Torpedo****From:** Benthon Assault Cruiser [T6]**Description:** While this trait is slotted, activation of Engineering, Science, Tactical and Intelligence

Team now load a Viral Torpedo. This causes your next Torpedo attack to disable your target(s) for a short period of time. This can occur once every 20 seconds.

**Non-Linear Progression and Improved Non-Linear Progression****From:** Specialization: Temporal Operative

Description: This trait eliminates the power drain that is naturally caused by leaving your ship in Reverse. In addition to this, after remaining in Reverse for more than 5 seconds, your ship will begin regenerating Hull and Shield at an increased rate. The "Improved" version of this Starship Trait also causes Captain Abilities to recharge more quickly, by reducing active cooldowns by 0.2 sec from their remaining recharge times.

**Numerical Superiority****From:** Advanced Escort [T6]**Description:** While this trait is slotted, you gain a damage bonus that increases as more allies target

your targeted foe, including yourself. This includes pets like Saucer Separation or Multi-Vector pets, but not hangar pets.

**Overwhelming Force****From:** Mat'Ha Raptor [T6], Year of Hell Lock Box**Description:** While this trait is slotted, your Beam Overload attacks will create a Charged Particle Burst, with a reduced radius and effectiveness, at the target's location. Your High Yield Torpedo attacks will create a Photonic Shockwave, with a reduced radius and effectiveness at the target's location.**Particle Feedback Loop****From:** Temporal Multi-Mission Science Vessel [T6]

Description: While this trait is slotted using an Exotic Damage ability will provide a small bonus to Armor Penetration. This bonus stacks up to 3 times.

**Partner in Arms****From:** Hazari Destroyer [T6]

Description: While this trait is active your ally targeted heals and buffs now provide you with a boost to all damage for a short time. This buff stacks up to 3 times.

**Peak Efficiency****From:** Herald Vonph Dreadnought Carrier [T6]

Description: While this starship trait is slotted, every few seconds all of your recharging Bridge Officer abilities will have their remaining recharge time reduced by a small amount if your hull strength is at or above 80%.

**Pedal to the Metal and Improved Pedal to the Metal****From:** Specialization: Pilot**Description:** Maintaining full throttle for extended durations allows you to

build up excess resonant energy that can be redirected into outgoing attacks as additional damage. This bonus only applies while you remain at Full Throttle, and takes several seconds to build up to its full potential.

**Point Defense Protocols****From:** Delta Alliance Duty Officer Pack**Description:** Point Defense Protocols channel power from energy weapon enhancements to activate an automated defense turret on your ship. The turret fires at nearby enemies while an energy weapon enhancement is active, dealing proton damage to the nearest target every half second. Automated defense turrets have highly sophisticated targeting systems, and never miss.**Potentiality****From:** Krenim Imperium Warship [T6]

Description: When slotted, this trait offers a passive stacking Damage Bonus for each second you spend in combat without activating Bridge Officer Abilities.

**Predictive Algorithms and Improved Predictive Algorithms****From:** Specialization: Intelligence Officer

Description: Space Trait. Activating any Weapon Enhancement Ability removes 1 Debuff effect and grants +2.5% Accuracy for 30 sec (stacks up to 4 times) - These stats improve, instead, by +5% accuracy per stack with the trait "Improved Predictive Algorithms" which is gained by completely Maxing out the Intelligence spec tree.

**Radiant Nanite Cloud****From:** Experimental Science Vessel [T6]

Description: While this trait is slotted, causes all Captain Ability and Bridge Officer Ability hull heals to heal for an additional 50% of the initial healing value over 4 seconds to all allies within 3 km of the healed target (self or ally).

**Reactive Repair Nanites****From:** Breen Sarr TheIn Carrier [T6]

Description: While slotted, using a hull heal ability will also heal your hangar pets within 5km of your target for 25% of the healing dealt.

**Reciprocity****From:** Phantom Intel Escort [T6], Year of Hell Lock Box

Description: While this trait is slotted and an enemy misses you in combat you have all of your Tactical and Intelligence bridge officer ability recharge times reduced slightly. This reduction can happen every few seconds and it cannot reduce an ability's recharge time below its group cooldown.

**Regroup****From:** Temporal Raider [T6]

Description: While this trait is slotted, your Attack Pattern Bridge Officer abilities will reduce the recharge time of Engineering and Temporal Operative Bridge Officer abilities.

**Retaliation****From:** Temporal Battlecruiser [T6]

Description: While this trait is slotted, and you suffer a critical hit you gain a boost to your weapon damage and critical hit chance. This buff stacks up to 3 times.

**Scavenger Beam****From:** Na'kuhl Daemosh Science Vessel [T6]

Description: While this trait is slotted, Tractor Beam will deal increased damage. Additionally, Tractor Beam will heal the caster over time.

**Scramble Fighters****From:** Lockbox?

Description: Activating the Launch functionality on any hangar pet causes all active Hangar Pets that you own to receive an instant Hull Heal, a short duration buff that renders them immune to all damage, and a boost to damage dealt. This takes effect even if no new pets are launched.

**Shield Overload****From:** Temporal Cruiser [T6]

Description: While this trait is slotted, activating Emergency Power to Shields will also apply a massive boost to Damage Resistance and Shield Hardness. However, the effectiveness of this boost will drop off over time.

**Spoils of the Victor****From:** Na'kuhl Tadaari Raider [T6]

Description: While this trait is slotted, defeating an enemy will grant you a hull and shield heal over time. This heal may be triggered once every 20 seconds.

**Standoff****From:** Kelvin Timeline D4x Pilot Bird-of-Prey [T6], Kelvin Timeline Lock Box

Description: While this starship trait is slotted, firing upon the forward 90-degree arc of an opponent allows your weapons to deal more damage than usual. Additionally, your weapons gain the ability to knock your foes' weapons offline briefly, once every several seconds, so long as you continue firing on their forward arc.

**Stay on Target****From:** Mercury, Kortar, or Okhala Pilot Ships

Description: While this trait is slotted, keeping your current target in your forward 90 degree arc causes your ship to autofire a microtorpedo every 4 seconds.

**Streak Breaker****From:** Ferengi Nagus Marauder [T6]

Description: While Streak Breaker is slotted, you will gain a Streak Breaker Counter each time you miss an enemy. After receiving 5 Streak Breaker Counters, you'll gain the Streak Breaker Buff which will provide a boost to Accuracy, Critical Hit Chance and Defense for a short time. Once you gain the Streak Breaker Buff, you will be locked out from building any Streak Breaker Counters for awhile.

**Structural Integrity Overcharge****From:** Ajax, Qui'Tu, or Khaiell Pilot Ships

Description: While this trait is slotted, you will gain bonus hull regeneration based on how high you set your base (unmodified) engine power.

**Subsystem Redundancies****From:** Dreadnought Cruiser [T6], Kolasi Siege Destroyer [T6], Kara Advanced Warbird [T6]

Description: While this starship trait is slotted activating a Spinal Lance or Beam Overload ability will regenerate a portion of your shields, provide a large amount of shield hardness and bring shields back online if they were offline.

**Subwarp Sheath****From:** Icarus, Klavek, or Jaeih Pilot Ships

Description: While this trait is slotted, you will gain armor penetration with all weapons (amount based on your speed).

**Super Charged Weapons****From:** Tactical Star Cruiser [T6], Martok Tactical Battlecruiser [T6], Khopesh Tactical Dreadnought Warbird [T6]

Description: While this trait is slotted, firing a torpedo will provide a stack of the Super Charged buff. This buff provides a boost to directed energy weapon damage, critical hit chance and critical severity for a short time. This buff stacks up to 3 times.

**Superweapon Ingenuity****From:** Xindi-Primate Ateleth Dreadnought Cruiser [T6]

Description: While slotted, activating Beam: Overload I, II or III firing mode, you will be granted an extra charge of Beam: Overload I, allowing you to fire two massive blasts of energy back-to-back. Superweapon Ingenuity can be triggered once every 30 seconds.

**Supremacy****From:** Vaadwaur Astika Heavy Battlecruiser [T6]

Description: While this starship trait is slotted, activating Beam: Fire at Will or Cannon: Scatter Volley will provide a small boost to all subsystem power levels per target hit for a short time as long as these attack modes are active. This bonus stacks up to 20 times.

**Synergistic Restoration****From:** Herald Quas Flight Deck Cruiser [T6]

Description: While this starship trait is slotted, any incoming shield healing will cause you to receive a small amount of hull healing over time. This can occur once every 10 seconds.

Tactical Analysis (Console Only)**From:** Jem'Hadar Heavy Escort Carrier [T6]

Description: While this trait is slotted, activating Tactical Team will provide a boost to hull penetration for a short time. This buff does not stack.

**Tactical Retreat****From:** Faeht Intel Warbird [T6], Year of Hell Lock Box

Description: While this trait is slotted, gain a large defense and flight speed buff for a short time after being knocked below 25% hull strength. You also become untargetable for 2 seconds and have all enemy threat reduced to zero. Tactical Retreat can be triggered once every 60 seconds.

**Target Rich Environment****From:** Kelvin Timeline Intel Dreadnought Cruiser [T6]

Description: While this starship trait is slotted, activating Beam: Fire at Will or Cannon: Scatter Volley will provide a small boost to weapon damage, per weapon activation, for a short time as long as these attacks are active. This bonus stacks up to 30 times.

**Temporal Ally****From:** Na'kuhl Acheros Battlecruiser [T6]

Description: While this starship trait is slotted, you will summon a Temporal Ally if you suffer damage while one of your shield facings is critically low or depleted. When this ally is summoned, you will become briefly immune to damage. Your Temporal Ally will fight alongside you and deal damage to your enemies for the duration of this ability.

**Temporal Insight and Improved Temporal Insight****From:** Delta Recruitment Event

Description: Your insight into future events allows you to pre-emptively reduce the impact of enemy weapon fire. Activating any hull-restoring ability will grant your vessel 2 seconds of immunity from all damage.

**The Best Defense****From:** Mission: House Pegh

Description: While this trait is slotted, your Attack Patterns grant you a Hull Healing buff along with their normal effects. Note: Does not affect Attack Pattern Alpha.

**Time to Kill**

From: Krenim Annorax Science Dreadnought [T6]

Description: While equipped, all of your science bridge officer abilities will boost your damage slightly. This effect can stack up to 3 times.

**Torpedo Barrage**

From: Elachi Sheshar Dreadnought Cruiser [T6]

Description: After using Torpedo: High Yield I, II or III and launching a high yield torpedo, you will receive the effects of Torpedo: High Yield I allowing your next torpedo to benefit from the torpedo upgrade. Torpedo Barrage can be triggered once every 30 seconds.

**Unconventional Tactics**

From: Specialization: Strategist

Description: Activating Brace for Impact increases your damage for a short period of time.

**Unstable Anomalies**

From: Paradox Temporal Dreadnought [T6]

Description: While this trait is slotted, your Gravity Well and Tyken's Rift anomalies will cause heavy kinetic damage in a 5km area of effect when they expire. This damage is improved by Starship Particle Generator skill.

**Warp Shadow Decoy**

From: Aelahl Light Warbird Battlecruiser [T6]

Description: While this trait is slotted, cloaking will cause a Warp Shadow to appear near your location, causing enemy NPCs to attack your decoy instead of attacking you. This effect cannot trigger more than once every thirty seconds.

**Waylay**

From: Herald Baltim Heavy Raider [T6]

Description: While this starship trait is slotted, any attacks made on an enemy's rear arc will cause you to restore a small amount of your own shields.

**Weapon System Synergy**

From: Manticore Heavy Destroyer [T6], Duvqu' Heavy Destroyer [T6], Dinaes Warbird Destroyer [T6]

Description: While Weapon System Synergy is slotted, your directed energy weapons will build 1 stack of Weapon System Synergy per cycle. Each stack provides a small boost to bonus Projectile damage and a small boost to Projectile shield penetration. This buff stacks up to 20 times. All stacks are removed when you fire a Projectile weapon.

**Withering Barrage**

From: Valiant Class Tactical Escort [T6], Kor Bird-of-Prey [T6], Malem Light Warbird [T6]

Description: While this starship trait is equipped your Cannon: Scatter Volley will have its duration increased.

- Ablative Field Projector
- Adaptive Hull Plating
- Advanced Firing Solutions
- All Hands On Deck
- Attack Pattern Delta Prime
- Battle Ready
- Built to Last
- Checkmate
- Command Frequency *and* Improved Command Frequency
- Coordinated Assault
- Council of Thought
- Critical Systems *and* Improved Critical Systems
- Demolition Teams
- Designated Target
- Desperate Repairs
- Dominion Coordination (Console Only)
- Down but not Out
- Emergency Response
- Emergency Weapon Cycle
- Emitter Synergy
- Energy Web
- Enhanced Power Condenser
- Exotic Modulation
- Explosive Polarity Shift
- Frontal Assault
- Go for the Kill
- Greedy Emitters
- Harasser Mines
- Highly Specialized
- Improved Brace for Impact
- Improved Feedback Pulse
- Improved Polarize Hull
- Improved Tachyon Beam
- Improved Weaponized Emitters
- Insidious Tactics (Console Only)
- Insult to Injury
- Invincible
- Load Viral Torpedo
- Non-Linear Progression *and* Improved Non-Linear Progression
- Numerical Superiority
- Overwhelming Force
- Particle Feedback Loop
- Partner in Arms
- Peak Efficiency
- Pedal to the Metal *and* Improved Pedal to the Metal
- Point Defense Protocols
- Potentiality
- Predictive Algorithms *and* Improved Predictive Algorithms
- Radiant Nanite Cloud
- Reactive Repair Nanites
- Reciprocity
- Regroup
- Retaliation
- Scavenger Beam
- Scramble Fighters
- Shield Overload
- Spoils of the Victor
- Standoff
- Stay on Target
- Streak Breaker
- Structural Integrity Overcharge
- Subsystem Redundancies
- Subwarp Sheath
- Super Charged Weapons
- Superweapon Ingenuity
- Supremacy
- Synergistic Restoration
- Tactical Analysis (Console Only)
- Tactical Retreat
- Target Rich Environment
- Temporal Ally
- Temporal Insight *and* Improved Temporal Insight
- The Best Defense
- Time to Kill
- Torpedo Barrage
- Unconventional Tactics
- Unstable Anomalies
- Warp Shadow Decoy
- Waylay
- Weapon System Synergy
- Withering Barrage