STAR TREK

ROLEPLAYING GAME



PLAYER'S GUIDE

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DISCLAIMER:

While Decipher Inc. has researched extensively to make this the most authentic *Star Trek* Roleplaying Game possible, the depth of information necessary for a fully-realized roleplaying game is not always revealed during a weekly television show. While we have tried to extrapolate logically within the flavor of *Star Trek,* we have taken some liberties and players should remember that only the events, characters and places that appear on the show or in films are canon.

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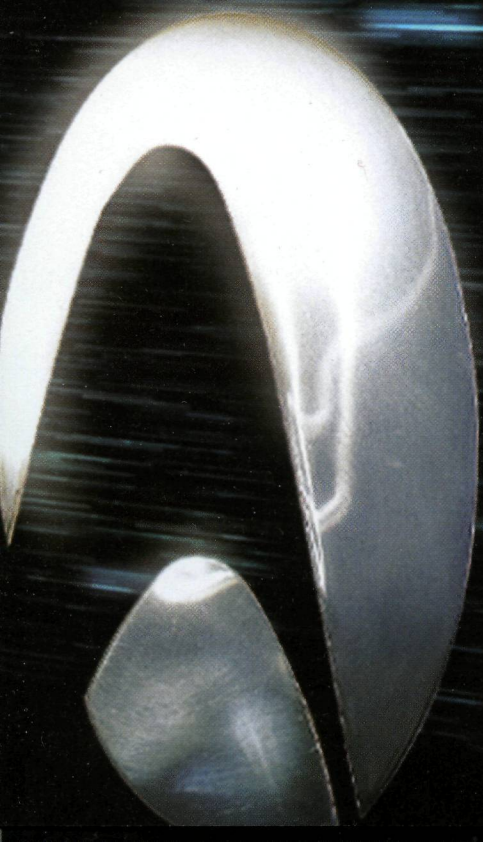
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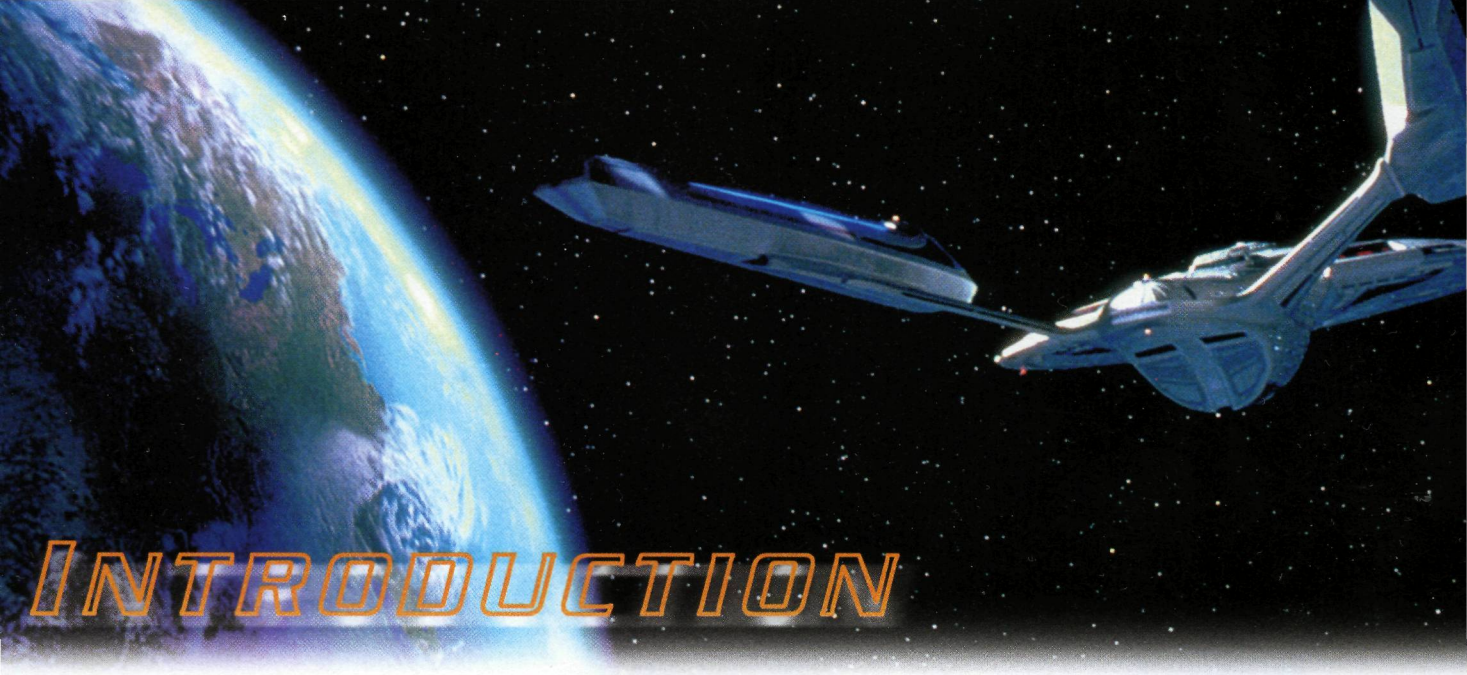
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Character Creation







INTRODUCTION

The *Star Trek* television series and movies take us to a future of optimism, where people of different races and creeds join together to explore the galaxy's mysteries. From that first episode, in 1966, five successive television series have taken us where no one has gone before. Strange aliens, enigmatic planets, and unusual civilizations awaited Captains Kirk, Picard, Sisko, Janeway, and Archer. With this game, you can recreate the adventure of your favorite series or craft your own stories set in the *Star Trek* universe.

WHAT IS STAR TREK?

We all know the answer to this question. *Star Trek* is a phenomenon born of gleaming starships and mysterious worlds, bold explorers seeking out new life forms and new civilizations, phasers and transporters and bizarre wormholes, and space, the final frontier.

Star Trek signifies more than the dazzle and whir of special effects and space opera; it portrays a future of peace and science, of right making might and the victory of the human spirit over any obstacle, even those from within our nature or from out of our past. Heroes are able, professional, and dedicated, but most of all they are human. Despite all the technology and chrome, their stories remain human ones, even if the heroes happen to have pointed ears or impressive brow ridges.

More than that, *Star Trek* possesses an even greater meaning: It is a modern mythology for the Space Age, tales of heroism and wonder that tie the oldest of epic themes to the newest frontiers of science. With the *Star Trek Roleplaying Came,* you can bring your own heroes to life and join Kirk, Data, Garak, and Seven of Nine among the brightly burning stars of this legendary galaxy.

WHAT IS ROLEPLAYING?

You may know the answer to this question, too, although you might not realize it. After school, when you were a kid, you'd watch *Star Trek* on TV and then you'd play *Star Trek* in the backyard with your friends. Fingers pointed, you'd phaser down the luckless Klingons. A vacant lot became Vulcan, and starships zoomed in your imagination. With a roleplaying game, you can do all of that, and you don't even need the vacant lot. Better yet, there are rules to tell if you hit the bad guy with your phaser.

A roleplaying game, just like a TV show, is about telling a story. You take the roles of the main characters of an all-new *Star Trek* series, set anywhere from a battered science vessel on the edges of the Delta Quadrant to the gleaming campus of Starfleet Academy. You don't even have to play Starfleet officers; any character you can imagine from an honorable Klingon warrior to a shady Cardassian arms dealer to an adventurous Betazoid merchant can star in your game. It gets better: rather than play through someone else's scripted episodes, you create your own lines and describe your own settings. You've watched some episode of *Star Trek*

and sworn you'd do it differently if you were exploring that planet, if you were commanding that Romulan ship, or if you were bargaining with those Cardassians. Now, with the *Star Trek RPG,* you can do all of these things the way you want to do them.

WHO IS YOUR CHARACTER?

Your character is anyone you can imagine in the *Star Trek* universe, the hero of your own imaginary *Star Trek* series. Your character might be ...

- A Betazoid astrophysicist obsessed with finding the alien entity that killed his wife.
- A wily Human diplomat on the Orion homeworld during the early age of star travel.
- A brilliant Vulcan tactician whose military gifts starkly contrast with his Vulcan pacifist creed.
- A rambunctious Trill mercenary who has seen and done it all.
- A brash Talaxian orphan, eager to join Starfleet and see the universe.
- A rapidly aging Ocampan explorer, desperate to find a new world for her people.
- An aristocratic Klingon warrior, forced by the cowardly Organian Treaty to use dishonorable methods to destroy the Federation.
- A humane Cardassian governor, caught between the Obsidian Order and Bajoran terrorism.
- A cunning Ferengi con artist who sells phony star drives to primitive worlds to steal their resources.
- A visionary Bajoran mystic who hears a call from the Prophets to travel to the stars beyond the wormhole.
- Or any other character from two centuries of interstellar history and five series of televised *Star Trek* drama.

The characters you and your friends play become the cast and "Crew" in your own series, even if you play members of a Cardassian planetary garrison instead of the crew of a starship. Everyone else, from the omnipotent Q to the lowliest Lurian janitor, appears as members of the supporting cast.

WHO IS THE NARRATOR?

The Narrator acts out the supporting cast roles, playing the parts of everyone else—the guest star, the villain, and the red-shirted security man who dies in the first act. She becomes the director, the set designer, and the producer; she decides what this week's episode will be about and adjudicates the rules so everybody knows what they can do to keep the Romulans at bay or the deflector shields up. The Narrator designs individual episodes, *Star Trek* adventures all your own. Over time, these stories can become a whole new *Star Trek* series, a long-running triumph with a special effects budget as infinite as your collective imaginations. Among you and your friends, players and Narrator alike, evil is vanquished, order is restored, and the galaxy is saved. Everybody wins, because everybody has a good time.

WHAT ARE THE RULES?

Although there are no winners or losers in a roleplaying game, there are still rules. Rules provide the framework that let you tell your stories; they enable you to tell if you hit that Romulan or whether he dodges your punch. The rules exist solely to enhance stories, allowing them to move more smoothly and clarify any misunderstandings that might crop up along the way.

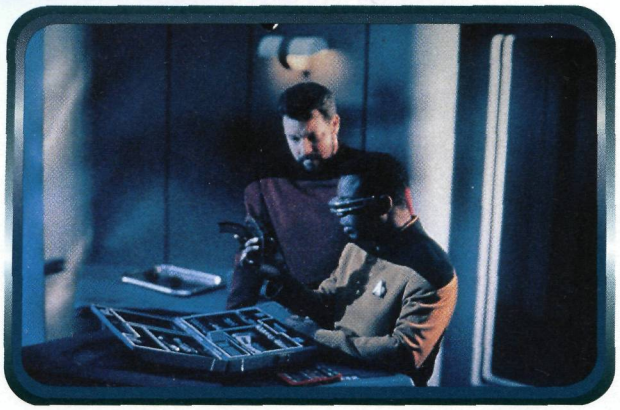
The *Star Trek Roleplaying Came* uses the Coda System, a simple rules system to explain and account for the random events your characters will face. By design, it allows a broad range of action and gives you any number of directions to explore as your character grows, improves, and changes.

WHAT DO YOU NEED TO PLAY?

You need a copy of this book, which tells you how to create and play your character. There's a blank character sheet, which you may photocopy, at the end of the book. You will also need a pair of conventional six-sided dice, a pencil or pen, and some paper for making notes. That's all you need in terms of materials.

But you can't play a roleplaying game alone. You'll need at least one other person to play with as you interact to tell stories. This person can be either the Narrator—the person who creates the backstory and runs the game—or a player (if you choose to act as Narrator). In either case, the Narrator will eventually need a copy of the *Star Trek Roleplaying Came Narrator's Guide* to create more fully realized adventures and series of her own design, and to gain additional information about the *Star Trek* universe. Though the *Appendix* on pages 242-252 of this book contains all the rules you need to play, the *Narrator's Guide* expands upon these rules to cover a wider range of actions and possibilities.

So step into the shoes of tomorrow's heroes, grab your dice, and boldly go where no one has gone before.



GLOSSARY

The following terms appear throughout the *Star Trek RPG.* Even if you are familiar with roleplaying games, or even this game, this glossary should help you figure things out.

ACADEMIC TEST: A die roll involving a character's knowledge, such as when the rainy season occurs on Rigel VI, how a warp drive works, or knowing the current chancellor of the Klingon Empire. Academic modifiers may affect these tests.

ACTION: When your character does something, that's an action. Every character can take two actions per round of game time.

ADVANCEMENT: Characters develop and improve as they learn from their experiences—both good and bad. When a character earns a certain number of experience points, he advances, gaining the opportunity to improve attributes and skills or acquire new skills and abilities.

ATTRIBUTE: One of six innate character qualities—Strength (Str), Intellect (Int), Agility (Agl), Vitality (Vit), Presence (Prs), and Perception (Per).

ATTRIBUTE TEST: A test of your character's innate qualities, such as lifting a heavy object or jumping across slippery rocks. To make an attribute test, roll 2d6 and add your attribute modifier to the roll.

BONUS: A positive modifier to a die roll or negative adjustment to a test target number (TN).

COURAGE: This represents your character's bravery, ingenuity, and "right stuff." You use Courage to improve test results, gaining a +3 bonus per Courage point spent.

CREW OR CREWMEMBERS: Your group of player characters.

DIE ROLL: A roll of the dice, made whenever there is a chance your character will fail at an action.

DIFFICULTY: The level of challenge associated with a test, established by target number (TN)—Routine (5), Standard (10), Difficult (15), Challenging (20), and Virtually Impossible (25+).

EDGE: A trait giving your character an advantage.

EPISODE: One complete *Star Trek* adventure, much like a television episode. An episode may require several game sessions to complete.

EXPERIENCE POINTS: A numerical measure of your character's achievement. You receive experience points during each episode based on your character's actions and success.

EXTENDED ACTION: An action that requires all your attention for a protracted period, such as repairing the warp drive on your starship.

FLAW: A trait that hinders your character.

FREE ACTION: An action that requires little time or effort, such as calling out for help or dropping your weapon. It does not require the use of any of your actions for the round.

FULL-ROUND ACTION: An action that requires full attention, such as such as stabilizing an injured crewmate. It requires the use of all your actions for the round.

HEALTH: A measure of your character's health and fitness. Your charcter's Health equals his Vitality plus his Strength modifier. See "Wound Level" and "Wound Points."

INITIATIVE TEST: A Quickness reaction test used to determine the order in which characters act in a combat encounter.

MAIN CAST CHARACTERS: See Crew.

MODIFIER: A bonus or penalty applied to a test result.

MOVE ACTION: These actions allows you to move a certain distance depending on whether you run, walk, crawl, climb, or swim.

NARRATOR: The player who portrays the supporting cast characters, makes up the episode for the game, and serves as the referee.

NON-PROFESSIONAL SKILL: A skill you may possess that is unrelated to your profession.

PENALTY: A negative modifier to a die roll or positive adjustment to a test target number (TN).

PHYSICAL TEST: A die roll testing a physical action, such as shooting a phaser, repairing a tricorder, or scanning a nebula. Physical modifiers apply to these tests.

PLAYER CHARACTER (PC): A character controlled by a player, one of the main protagonists of the episode or series. A member of the Crew.

PROFESSION: Your character's career path or vocational pursuit during the game—diplomat, merchant, mystic, rogue, scientist, soldier, or starship officer.

PROFESSIONAL ABILITY: A special talent or ability your character derives from his profession.

PROFESSIONAL SKILL: A skill you gain by virtue of your profession.

QUICKNESS: A type of reaction that represents your reflexes. Used to determine initiative, dodge attacks, or avoid surprise.

REACTION TEST: A roll made to avoid something, such as dodging falling rocks, withstanding a Vulcan mind-meld, or resisting the Psi 2000 virus. The appropriate reaction modifier applies to these tests.

REACTION: One of four character qualities—Stamina, Quickness, Willpower, and Savvy—used for reaction tests.

RENOWN: A measure of a character's fame or infamy. Used to determine whether others recognize the character, and to modify certain social tests.

ROUND: A six-second measure of time during combat or other encounters where timing is critical.

SAVVY: A type of reaction that represents your common sense and shrewdness. Used to resist attempts to persuade or bluff you.

SCENE: A single encounter between characters or a single event. This is similar to a scene in a television episode.

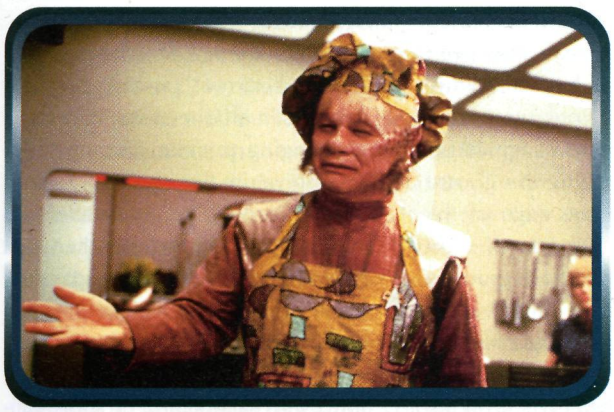
SERIES: A related collection of stories, with the same characters as the stars.

SKILL: Your character's learned abilities, aptitudes, and areas of knowledge.

SKILL TEST: A kind of test influenced by your character's training, such as repairing a warp drive or scanning a planet for life forms. To make a skill test roll 2d6, and add your skill rating and the appropriate attribute modifier to the total on the dice.

SOCIAL TEST: A die roll involving interaction between two characters, such as bargaining for a lower price or mediating a dispute. Social modifiers apply to these tests.

SPECIES ABILITY: Similar to a professional ability, this is a special talent or ability your character derives from his species.



SPECIES: Your character's species—Bajoran, Betazoid, Cardassian, Ferengi, Human, Klingon, Ocampan, Talaxian, Trill, or Vulcan.

STAMINA: A type of Reaction that represents your toughness and hardiness. Used to resist some forms of injury and to heal damage.

SUPPORTING CAST: Characters controlled not by other players, but by the Narrator. Also called non-player characters (or NPCs).

TARGET NUMBER: The number that a player must meet or beat to succeed in a test.

TEST: A die roll made to determine if your character succeeds or fails an action.

TEST RESULT: The sum total of the dice result after all modifiers have been applied.

TRAINED: Having at least one rank in a skill, such as Energy Weapon 1 means the character is "trained" in that skill.

TRAIT: An aspect of your character not measured by attributes, reactions, skills, or professional abilities. Examples include keen eyesight, a vulnerability to disease, or the ability to withstand more damage. Traits qualify as either edges or flaws.

UNTRAINED: Having no levels in a particular skill means a character is "untrained" in that area. Some skills can't be used untrained; if called upon to make a test using that skill, the character must be trained in order to perform the action and make the test. Skills that can be used untrained permit characters to make skill tests, even though they add 0 (their effective level) to the dice result.

UPGRADE: Some traits and abilities can be upgraded, meaning that your character can spend advancement picks to acquire them more than once. Unless a trait or ability says that it can be upgraded, your character can acquire it only once.

WILLPOWER: A type of reaction that represents your strength of will and guts. Used to resist mind control, torture, and some kinds of social tests.

WOUND LEVEL: This is a measure of a character's state of health or injury. There are five wound levels: Dazed, Injured, Wounded, Incapacitated, and Near Death. Within each wound level, a character can withstand an amount of damage equal to his Health. If he takes more than that, he drops to the next lowest wound level and immediately begins suffering physical penalties as a result of his injuries.

WOUND POINTS: These measure how much physical damage your character can withstand before dropping to the next wound level.



THIRTY-FIVE YEARS OF STAR TREK

Since September 8, 1966, when the U.S.S. *Enterprise NCC-1701* first flew across America's television screens, *Star Trek* has journeyed through four series (and their associated series of movies) in thirty years, while covering over 150 years of galactic history. Each series, and the era during which it was set, has its own central issues, major developments, and exciting adventure possibilities.

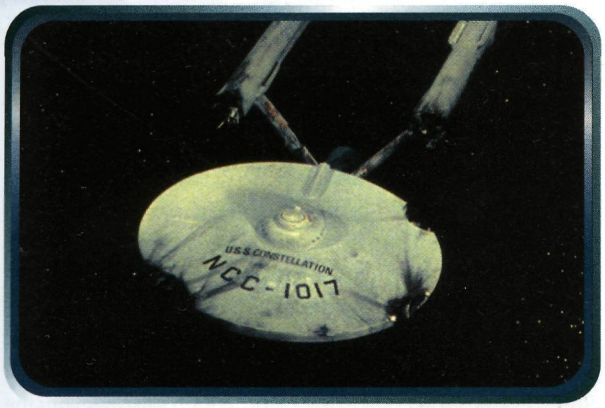
THE ORIGINAL SERIES

Over the course of 79 television episodes and six feature films, the original *Star Trek* series built a vision of the future as we all wish it to be: full of the rewards of peace and the excitement of the frontier, in which humanity has overcome its demons and, united and confident, faces the new challenges of galactic exploration. Working within legendarily tight budgets and even tighter schedules, the original series broke new ground for television and science fiction.

During Captain Kirk's first five-year mission in command of the *Enterprise,* the crew traveled to the edge of the galaxy twice, charted any number of unknown planets, opened trade routes, protected fledgling settlements, and even cracked the time barrier. While some of these missions were truly exceptional—time travel remains a drastic solution to only the gravest emergencies, and the edge of the galaxy is still thousands of light years beyond Federation space a century later—all of them, even routine shipments of food or medicine, possessed a sense of mystery, of danger, of the unknown "over the horizon" or beyond the next star.

At its core, *Star Trek* is about the expansion of the human race to other planets, both in partnership and rivalry with other intelligent species. By the 23rd century, the Earth had recovered from its terrible past of war and hatred. Unified and finally rid of prejudice and poverty, humanity eagerly entered the wider galaxy. Along with other peaceful, expanding races like the Andorians, Tellarites, and Vulcans, Humans helped create an interstellar Federation. To seek out knowledge, the Federation depended on its "Starfleet," a scientific and exploratory service dedicated to seeking out new life-forms and new civilizations. Space, the show's opening narration assured us, is the final frontier, and much of the series has a "frontier" feel similar to America's expansion into its own Wild West.

Everywhere Starfleet's bold explorers turned, pushing back the frontiers in all directions, they faced challenging puzzles and mysteries to resolve in the spirit of science and understanding. Even after two centuries of Human faster-than-light space exploration and expansion, Starfleet and the Federation had barely charted one percent of the galaxy. Exploration was hazardous, however; early Starfleet ships vanished with appalling regularity. The



great starships that patrolled the space lanes, stretched thin to cover enormous volumes and meet ever-increasing demands, must therefore be mighty warships as well as far-faring explorers. The Federation always had more questions than answers, and its expansion strained even the impressive resources of the 23rd century. The most thoroughly explored space in the core of the Federation still contained mysterious nebulae, primitive planets, and whole sectors barely delineated on Federation star charts.

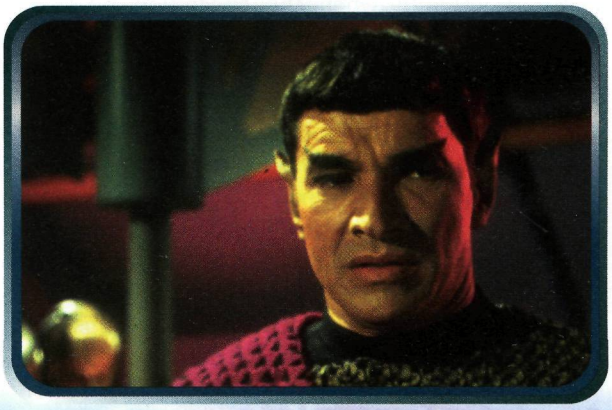
Starship commanders and crew were therefore the best of the best from a hundred worlds. Rigorously trained and ferociously competent in any situation from a barroom brawl to an archaeological dig on a dying planet, Starfleet officers had to know something about everything and know their own field better than anyone else. One sometimes feels that a Starfleet science officer could construct a temporal viewing device using nothing but stone knives and bearskins. Months or years from home, days or weeks from resupply starbases (even by subspace radio), Starfleet personnel during the 23rd century relied on themselves and their fellow officers for everything from last-minute repairs to threats of "phaser diplomacy." Although the Prime Directive forbade Starfleet from interfering with developing planets, out at the sharp end, it (and all other Starfleet regulations) was sometimes honored in the breach rather than the observance. It was a dangerous galaxy out there.

The expansionist, totalitarian Klingon Empire continuously meddled in interstellar politics, stirring up anti-Federation sentiments and intervening on neutral worlds. Although the Federation decisively defeated the Klingons at Donatu V in 2242, the long struggle never really ended (and would not until the Khitomer peace conference; see page 12). Cautious and stealthy where the Klingons were brash and aggressive, the Romulan Star Empire brooded behind a Neutral Zone established after a four-year conflict against Earth in the 2150s. Left to their own devices, the Romulans developed a revolutionary "cloaking device" which made a starship invisible to sensors—perfect for their strategy of quiet espionage, sneak attacks, and long-range manipulation of events. In 2267, the reptilian Gorn attacked a Federation colony on the planet Cestus III on the extreme borders of Federation space. Although the advanced Metrons granted Cestus III to the Federation, the Gorn remained an unknown threat in the region. In 2268, the even more enigmatic Tholians trapped and destroyed one Federation starship and nearly did the same to another. TheTholian Assembly claimed an irregular patchwork of "territorial annexes" between Earth and the edge of the galaxy, and sporadic conflicts with them continued into the 24th century. Roughly midway between the vague Tholian territories and the tense Klingon border, the slave-trading, anarchic Orion pirates terrorized the space lanes. Although the Federation drove the pirates out of core Federation territories at the Battle of Delta Doradus in 2166, Orion "merchants" continued trading on Federation colony worlds and then turned pirate when Starfleet wasn't around. These and a host of other, smaller conflicts remained to be resolved by Starfleet's intrepid explorers.

Events

Although Captain Kirk and the crew of the *Enterprise* were front and center for many of the crucial events of the time, the most important of these can inspire your own adventures.

ROMULAN ATTACKS: The Romulans, penned behind the Neutral Zone, began their resurgence during this era. In 2266, a Romulan bird-of-prey crossed the Neutral Zone to attack a series of Federation outposts and test Human resolve. Although the *Enterprise* destroyed the Romulan ship, the Romulans began to defend the Neutral Zone more aggressively, entering it with impunity. A Romulan strategic alliance with the Klingons gave them more punch in that contested boundary zone, and Captain Kirk led a covert mission in 2268 to steal a Romulan cloaking device and keep the balance of power stable. Romulan ships and agents harassed the Federation throughout this period, and some border raiders reached deeply into Federation space before being repulsed at Tau Ceti by Captain Kirk. Adventures set in this period might involve uncovering Romulan spies sizing up Federation defenses along the Neutral Zone, fending off a raid against a neutral world, encountering Romulan agents subverting an alien government, or discovering a new, powerful Romulan superweapon.



ORGANIAN ARMISTICE: The rivalry between the Federation and the Klingon Empire almost flared into open warfare when the two powers clashed over the seemingly primitive planet of Organia in 2267. The Organians proved to be highly evolved energy beings, and they enforced a treaty of armistice on both sides. The Organian Treaty granted disputed planets to the side which could develop them best, a loophole which caused Klingons to increase the tech level of the planet Neural artificially and to attempt to sabotage grain shipments to Sherman's Planet. The Klingons and Federation were forced to sublimate their struggle into a "cold war" of spies, destabilization, and subversion of planetary governments. Adventures set in and around the "Organia Incident" might involve holding off Klingon (or Starfleet) advances before the Organians imposed peace. You might struggle to prove your way of life better to develop worlds like Capella, Neural, and Sherman's Planet (or attempt to sabotage these efforts by someone else).



BABGL CONF6R6NC6: In 2267, the *Enterprise* escorted ambassadors from the core Federation worlds to the neutral planetoid of Babel to discuss the admission of the dilithium-rich, but deeply corrupt, planet of Coridan to the Federation. En route, Orion pirates attempted to destabilize the conference by infiltrating an assassin into the Andorian delegation and attacking the *Enterprise* with a suicide ship. Orion pirate and smuggling interests indeed lost a great deal of profit and opportunity when the Federation eventually accepted Coridan, but more importantly, the Babel Conference began to knit the Federation together as a cohesive unit rather than a loose alliance of members. You could be involved in events leading up to the conference—thwarting earlier Orion sabotage attempts, negotiating with Coridan, or shuttling between skittish Federation members. Afterward, you might deal with the conference's repercussions, including opening talks with other strategic planets like Coridan, opposing further Orion attempts to protect their profits (or working for them), or striving to prevent members from withdrawing from the Federation.

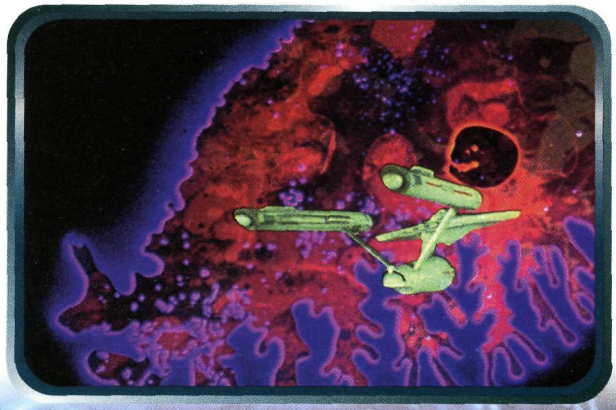
KHITOM6R ACCORDS: When Praxis, the moon of the Klingon homeworld *Qo'noS,* exploded in 2293, it dealt a near-fatal blow to the overstretched Klingon Empire. The visionary Chancellor Gorkon saw his opportunity to make a sudden and final peace with the Federation, believing that only through peace could the Empire survive. Although hard-line elements in both the Federation and the Klingon Empire conspired to assassinate him, the Klingons' greatest foe, Captain Kirk, uncovered the conspiracy and saved the talks. Under Gorkon's daughter, Azetbur, the Khitomer Accords established peace and eventually an alliance between the Klingon Empire and the Federation. Tackling the repercussions of the Khitomer Accords could provide years worth of adventure—mediating further agreements between the Federation and Klingon Empire, defending against attacks by renegade Klingons (or perpetrating them), enforcing the peace, or taking advantage of shifting political realities—as smugglers, opportunists, or rogues.

Adventures

Captain Kirk and crew faced many bold adventures, establishing the themes of the typical *Star Trek* story. The original series era offers many possibilities for exciting adventure. Some of them include:

New Civilizations: The *Enterprise* crew frequently encountered new civilizations, from planets inhabited by aliens with godlike powers to societies waging brutally efficient, computer-controlled wars, from cultures modeled on ancient Rome to those imitating Chicago's gangland culture or re-enacting the American-Soviet conflict. Whether you play Klingon soldiers intent on claiming a planet for the Empire, Starfleet officers seeking peaceful cooperation, or enterprising merchants in search of exotic goods, many new civilizations await discovery.

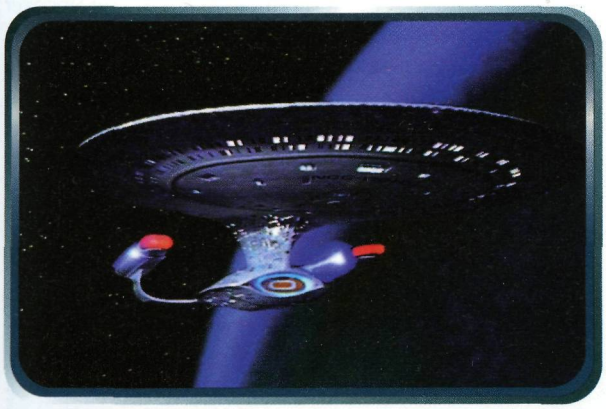
New Life-Forms: Denevan neural parasites, a massive space amoeba, beings from the Andromeda galaxy, or those living at a different temporal pace—Captain Kirk and crew encountered many strange, alien life-forms. No matter what you play—an intrepid starship officer seeking the undiscovered, colonists building a better life for themselves, scientists explor-



ing a dying world—bizarre, potentially dangerous, and usually enigmatic entities await.

TECHNOLOGICAL TERRORS: The *Enterprise* crew often confronted technology run amok—androids intent on galactic conquest, the murderous M-5 computer, intergalactic planet-destroying weapons, and probes bent on sterilizing the galaxy. The next planet you visit might hold a forgotten doomsday device, an ancient, mad computer, a society dominated by ruthless machine logic, or hyperintelligent nanomachines intent on galactic domination.

MERCHANTS AND FRCS TRADERS: In the original series era, merchants plied a rough-and-tumble galaxy with unusual wares. You can offer Spican flame gems and wives to lonely dilithium miners, hawk tribbles and Antarian glow water to the occupants of a remote space station, or sell exclusive rights to a Vulcan fuel synthesizer to the Denebians. You might belong to an Orion trade guild, running Starfleet blockades with shipments of Romulan ale (and perhaps more?), raiding poorly patrolled trade routes, or sabotaging the latest Federation scheme.



THE NEXT GENERATION

Set a century after the five-year mission of the first *Enterprise, Star Trek: The Next Generation* built on *Star Trek's* solid foundation while transforming familiar notions. In the 24th century, Starfleet still patrolled the galaxy, and still sought out new life-forms and new civilizations. But the UFP had both expanded, encountering many new alien species, and consolidated, as Starfleet regularly patrolled once-remote regions of Federation space. The Klingons had allied with the Federation, and enemies both old—the Romulans—and new—the Borg—challenged the ideals and skills of Starfleet officers. The series portrayed an organization and a galaxy more thoroughly realized and more nuanced.

In the time since Captain Kirk and crew, Starfleet had changed. New starship positions replaced old. Gone were the helm and navigator positions, to be combined into a single officer—flight control. In place of the navigator, an operations manager supervised critical ship's systems and allocated ship resources. A ship's counselor was on hand to help counsel the crew on the rigors of space travel and assist the captain in his interactions with alien species. New species joined crew ranks, from the telepathic Betazoids to the eager Bolians, from sympathetic El-Aurians to an old enemy—a Klingon. Uniforms changed as well—command wore red, and security officers wore yellow. But one thing remained the same—Starfleet officers were the best, most competent people the Federation had to offer.

Starfleet's primary goal of exploration found greater expression in the new class of starships. The operational life of starships increased; no longer were ships confined to "five-year missions," but were expected to operate farther into space for longer periods of time. These new ships accommodated entire families, to help officers endure the rigors of deep-space exploration, and extended tours of duty, adding something new to shipboard life—children. The *Enterprise-D* and her sister ships increased in size far beyond the old *Constitution*-class, carrying over 1,000 occupants; starships had become veritable cities in space. Familiar technologies, such as transporters, communicators, hand phasers, and tricorders underwent extensive improvements. New technologies improved the lives and jobs of those on board. The replicator allowed crewmembers to instantly create food and objects, while the holodeck provided unlimited recreation opportunities in an endless series of programmable "virtual environments." Starfleet ships could now travel at routine speeds far in excess of the highest velocities attainable by ships of Kirk's era, reducing travel times and bringing diverse species closer together.

The galaxy of *Star Trek: The Next Generation* differed significantly from that of the original series. Although more of the galaxy had been explored, expanding the boundaries of Federation space, Starfleet's presence was more reliable. No longer were starships weeks or months from home, nor crews isolated. Help was no longer weeks away. It was not years between visits, but months. Starships could participate more fully in events "back home" and respond to emergencies more quickly. Starfleet was not an organization of "cowboy captains," each commanding his own ship while maintaining relatively tenuous contact with Starfleet Command. While Captain Kirk could get away with adapting unique solutions, Captain Picard and crew found solutions within the boundaries of Starfleet regulations.

Exploration remained the core of *Star Trek: The Next Generation* but involved matters ranging from the responsibilities of power to thorny moral issues. Whether dealing with the repatriation of Bajoran refugees or the political ramifications of Klingon succession, the evacuation of a primitive society or combating terrorism,

Starfleet faced complicated problems and brought with it the hard-won knowledge of centuries of progress. The *Enterprise* was as likely to confront the issues facing a mature, intergalactic government—negotiating trade terms between two species, defusing a potential war, securing the release of hostages—as discover a new life-form. Diplomacy shared equal importance as exploration, and Captain Picard was an accomplished diplomat as well as a bold explorer.

Perhaps the biggest change in *TNC* involved the Federation's most implacable foes. Whereas James Kirk and his contemporaries considered the Klingons bitter enemies, in the 24th-century the Federation and Klingon Empire had become allies, emphasizing that old rivalries could be peacefully resolved and former enemies could become, if not friends, then partners. But the more things had changed, the more they stayed the same. Threats continued to jeopardize the Federation's security. The Romulans returned with a vengeance, attempting an invasion of Vulcan and seeking to destabilize the Federation-Klingon alliance. The Ferengi, a diminutive, sharp-toothed, umber-skinned race of greedy merchants, bargainers, and thieves, represented the antithesis of many Federation values. The omnipotent Q, with their godlike powers, appeared to challenge the capability of the Human race. And the Borg, their bodies an amalgam of flesh and technology, sought to assimilate all life-forms in the pursuit of biological and technological "perfection." Peace was no easier to maintain in *The Next Generation* than it had been in Captain Kirk's day.

Events

Captain Picard and the crew of the *U.S.S. Enterprise-D* encountered many strange beings and participated in many momentous events. The nature, outcome, and impact of those events provide an excellent background in which to set the adventures of your own crew.

KUNGON CIVIL WAR: In 2367, Cowron, ascending to the position of Chancellor of the High Council, requested Starfleet aid to thwart a plot to prevent his installation. The House of Duras had contended for the position earlier, but lost their claim when their candidate died in a blood feud, and now attempted a new challenge. When Captain Picard frustrated this plan, Cowron assumed leadership of the council, and House Duras and its allies made a bid to unseat him. The Empire descended into civil war. Adventures surrounding this event might include, as Klingons, your support for one faction or another as you battle for the Empire's heart and soul; as Starfleet officers, struggling to remain neutral in the conflict or negate the Romulan threat; or as merchants and rogues, working as Romulan agitators.



ROMULAN ResURGeNCC: After some 70 years of isolation, the Romulans returned in bold fashion to challenge the Federation throughout the quadrant. In the year 2367, the Romulans attempted to destabilize the Klingon-Federation alliance by manufacturing evidence of Federation meddling in Klingon internal affairs and sought to frame a Starfleet officer for the assassination of a prominent Klingon official. Soon afterward, operatives attempted to overthrow the Klingon government by supporting House Duras in its bid for the chancellor's throne. The following year, they attempted an abortive invasion of Vulcan in the name of "reunification." What other plots might you uncover during these events? Romulan spies inside the Federation's heart? Illicit contacts with the Breen or Ferengi? Or some conspiracy so Machiavellian that even the merest hints can only be guessed at?

THE BORG: Perhaps the greatest threat to Federation security, and that of all sentients in the quadrant, resided within the Borg. A powerful civilization of enhanced humanoids "assimilated" into a collective consciousness, armed with technology far beyond Starfleet's capabilities, and bent on "improving" the lives of others by assimilating them, the Borg invaded in 2367 and again in 2373. Beforehand, several Borg incursions along the Romulan Neutral Zone may have provided them with critical information. These events might include adventures ranging from, as scientists and Starfleet officers, planning defensive strategies, to struggling to rebuild after the Battle of Wolf 359. You might search for signs of earlier Borg activities or for some clue to Borg technology, or hunt them as part of a scientific research mission. Or there might be additional Borg assimilation attempts.

Adventures

Besides adventures set during the events described above, the *TNC* era offers many possibilities for exciting stories. Some of them include:

DIPLOMACY: From mediating a dispute between the Anticans and Selayans to negotiating with Ansata terrorists, from first contact with the Tamarians to bargaining for the Barzan wormhole, the *Enterprise* crew often handled complicated diplomatic situations. You could play a freelance diplomat, like Mediator Riva, traveling from world to world offering peaceful solutions. As a Starfleet

officer, you might frequently be called upon to settle disputes, enforce treaties, and represent the Federation. On the other hand, you might play a merchant trying to capitalize on the state of affairs, a rogue working to disrupt the negotiations, or the starship officer of some other species representing another point of view.

EXPLORATION: Strange technologies from a bygone age and giant space-born life-forms, sentient energy beings and those from other dimensions, deadly astronomical phenomena and unusual alien maladies—the *Enterprise-D* had its share of strange, and potentially deadly, encounters. You might play a traditional *TNC*-style series, as a Starfleet officer boldly going where no one has gone before. Or you could approach these issues from another perspective—that of a Klingon warrior, Ferengi merchant, or Cardassian spy.

P6RSONAL DeveLOPWieNT: Data's pursuit to become more human, Worf's grappling with his Klingon heritage, Wesley Crusher's journey into adulthood, Geordi La Forge's sporadic search for love—the crew of the *Enterprise* often confronted the challenges arising from their own identities. No matter whether you play a Trill diplomat, a Cardassian entertainer, or a Vulcan mystic, some of the adventures you face may arise from your own character concept. Do you have a former lover who visits from time to time? Must you confront the challenges of your own culture—*Pon farr,* the Rite of Ascension, or prejudice? Do you have some weakness you must overcome? Any adventure you have can be enriched by a personal development.



DEEP SPACE NINE

Picking up where *The Next Generation* left off, *Star Trek: Deep Space Nine* chronicled the triumphs, tragedies, and difficulties of a part-Starfleet, part-civilian multispecies crew on board space station Deep Space 9. Rather than range across the galaxy to find adventure, Captain Sisko and his crew became involved in a specific region, allowing them to delve extensively into Bajoran, Cardassian, and Ferengi cultures. Although it portrayed the same time frame as *TNC, Deep Space Nine* distinguished itself from its predecessors by standing traditional *Star Trek* concepts on their heads.

While previous *Star Trek* series featured starships journeying from one place to another, *DS9* took a different approach. Its crew worked on a space station that remained in one place. Instead of going out to find adventure, the adventure came to them. Based at one end of a stable wormhole that allowed passage to the other side of the galaxy, Ferengi free traders, Klingon freighters, Cardassian warships, Federation starships, and many others made their way to Deep Space 9. By staying in one place, Captain Sisko and crew witnessed circumstances evolving over time, faced recurrent challenges, and dealt with familiar characters. Even with access to a starship of their own—the *U.S.S. Defiant*—the crew frequently remained close to home.

Complicating matters, Deep Space 9 wasn't a Starfleet installation. Captain Sisko administered it on behalf of the Bajorans, a peaceful people recently freed from a long military occupation. Many Bajorans did not welcome what they saw as an intrusion, their former Cardassian occupiers didn't want Federation interference, and others saw Starfleet as bringing with it a new, meddlesome way of life. Here was a situation where Starfleet officers were one component of a melting pot of cultures and beliefs. They shared the station with Ferengi merchants, Cardassian tailors, Bajoran clerics, and Lurian workers. Everywhere they turned, Starfleet's officers faced thorny questions while struggling to maintain their ideals at the edge of Federation space.

At its heart, *Deep Space Nine* is about complicated issues—moral, social, and political questions. Within the Federation, many worlds had recovered from their terrible pasts, eliminated poverty and greed, and united in a brotherhood dedicated to peace, knowledge, and mutual cooperation. But on the frontier, people still struggled with their past, clung to old-fashioned ways, and succumbed to cultural prejudices. Bajor struggled between its traditional culture and the lure of modernization and development. The Cardassians confronted their militaristic past while laboring to emerge from their totalitarian regime. The Ferengi scorned Federation values. And in the middle, Starfleet's officers tried to set an example and intervene where there were no easy fixes. Whereas in *Star Trek* and *The Next Generation* Starfleet's principles provided a moral compass for the crew, the people of Deep Space 9 dealt with moral ambiguities and ethical quandaries.

Nowhere was this more evident than in the conflicts faced by Captain Sisko, his crew, and the inhabitants of Deep Space 9. In the early years, Maquis terrorists—former Federation citizens who found themselves under Cardassian rule because of the Federation-Cardassian treaty—presented a continued threat to peace and stability. Although they were even-

tually dispersed, many within the Federation and Starfleet supported the Maquis, dividing loyalties and severing friendships. The Cardassians, nominally at peace with the Federation after the Federation-Cardassian War, continued to meddle in regional affairs and periodically challenge Starfleet. A new threat, however—the Founders and Jem'Hadar of the Dominion—tested the Federation as never before. Existing on the other side of the Bajoran wormhole, the Dominion at first objected to incursions by Alpha Quadrant ships, but later revealed its true intentions—an invasion of the Alpha Quadrant to impose its brand of order on the inhabitants. Over the course of the Dominion War, the Klingons once again became enemies, then friends; the Romulans allied with the Federation; the Cardassians joined the Dominion, then switched sides; and the enigmatic Breen revealed themselves as powerful enemies. Deep Space 9 was the focal point for much of the war, giving the proof to the old saying, "Beware interesting times."

Events

The inhabitants of Deep Space 9 undertook many adventures together during Benjamin Sisko's tenure as station commander. Many of DS9's events can provide rich fodder for your own campaigns and provide a blueprint for other, similar settings. These include:

THE MAQUIS: At the end of the Federation-Cardassian War, the two powers established a Demilitarized Zone between them, resulting in the exchange of some territories. With the stroke of a pen, several former Federation colonies found themselves part of the Cardassian Union. After repeated protests to the Federation went unheeded, they began to strike back against Cardassian oppression and cruelty. Calling themselves the Maquis, terrorists attacked Cardassian ships, planets, and officials. Many Starfleet officers, sympathizing with the rebels, either left Starfleet to join them or provided covert aid. Your own adventures might focus on fighting alongside the Maquis as mercenaries, freedom fighters, and former Starfleet officers. You could work to neutralize them as Starfleet Intelligence agents or Cardassian soldiers. As merchants, you might secretly supply them.

WORMHOLE DISCOVERY: The discovery of a stable wormhole leading to another region of space created an entirely new political landscape. Formerly unimportant planets gained in stature, while others sought to control its utility. Alliances were made and broken over the Bajoran wormhole. Your own adventures might focus on exploring and contacting the region beyond the wormhole, struggling to control it on behalf of your own government, or confronting the new political dynamic it created. On the other hand, what other, similar discovery might alter the balance of power and provide the catalyst for your own adventures?

DOMINION WAR: With its vast armies of genetically bred, drug-controlled supersoldiers—the Jem'Hadar—and fleets dwarfing those of the Federation alliance, the Dominion represented the greatest threat to Federation security since the Borg. Worlds fell, fleets were smashed, and millions died. Adventures set during the Dominion War could involve events far from the front lines—the defense of Federation core worlds, old enemies seizing an opportunity—or might place you squarely in the middle of the war. Alternatively, you might create your own DS9-style setting, near the Borg frontier or an altogether new region of your own design, with its own, unique conflicts.

FAT6 OF BAJOR: Freed from Cardassian slavery, but not from the bitterness and hatred it engendered, the Bajorans found themselves confronting new problems from a new perspective. Should they join the Federation, or make their own way? Return to the traditional, peaceful, but restrictive, orthodox society they once had, or continue with the progressive modernization forced on them by the Cardassians? Use the wormhole to become a prosperous center of trade, or close it to preserve their cultural identity? Your adventures might explore these questions from the Bajoran perspective, as you play Bajoran clerics, former resistance fighters, and merchants. Or you could delve into similar questions, exploring a single world in great detail, with an alien society of your own design.

Adventures

Deep Space Mne-style games can draw on many different themes and story types to create adventure-filled episodes. Some of the possibilities include:

CRIME AND PUNISHMENT: The frontier, with its seemingly boundless opportunities and questionable authority, frequently attracts those who make their own rules. Far from the Federation, at the meeting point with alien cultures, merchants, rogues, and ne'er-do-wells are common. As law-enforcement officers, you might have to dispense a little "frontier justice" or track down notorious criminals. Or you might play the criminals, simply making your way across the galaxy as best you know how.

SHADOWS AND LIGHT: Operating at the edge between the Federation and "elsewhere," issues of black and white frequently blended into gray. Often on *DS9,* situations lacked a clear-cut answer, and sometimes doing the right thing involved questionable tactics or led to unintended consequences. What would you do to encourage the Romulans to enter the Dominion War? How would you have confronted the Maquis? Would you accept yesterday's enemy as today's ally? No matter what character you play, you may face challenges to your principles.

CULTURAL CONTACT: More than any other element, the crew of Deep Space 9 interacted closely with the Bajoran people. From questions of religion to mat-

ters of tradition, from the resettlement of refugees to subduing militant isolationists, Captain Sisko and crew became intimately involved in Bajoran matters. As a Starfleet officer, you might become similarly involved in the society of a different planet. Or you could play the merchants, mystics, rogues, and politicians of Bajor—or some other world—and confront the questions posed by Federation involvement.

TRAD6: Economic issues provide a backdrop or inspiration for many *DS9* episodes. You might play a merchant doing your best to make a healthy profit at minimal risk, or a rogue scheming to part people from their latinum. As a mercenary, you might offer your skills as a tailor sells his suits, or you could play a shopkeeper marketing your wares to the traveling throngs.



VOYAGER

A mere handful of years since the end of *The Next Generation* and within the same contemporary timeframe as *Deep Space Nine, Star Trek: Voyager* was positioned to take the reigns of *Star Trek* and boldly explore the final frontier.

When the concept of *Star Trek* was first developed, the idea was for a show that would be a "wagon train to the stars." *Star Trek: Voyager* returned to this grand form of storytelling, where the crew of the starship *Voyager* were thrust into unusual circumstances, far from Earth and Starfleet, left with only their morality and sense of duty to guide them. Responsible for seeing the crew of the *Voyager* through this difficult journey would be Captain Kathryn Janeway, an officer of determination and drive who would serve to remind us that no obstacle was too large to overcome.

The dilemma of morality was a key concept behind *Voyager,* where a lone Federation starship, trapped some 70,000 light-years from home, had to resolve conflicts, internal and external, on their own without aid or assistance from Starfleet and the familiar confines of the Alpha Quadrant. Instead the crew found themselves in the Delta Quadrant, surrounded by all manners of new and unusual species—and even a few old enemies. This was further complicated by the inclusion of Maquis rebels into *Voyager's* own crew. Captain Janeway turned to her opposing commander, Chakotay, and resolved to put away their differences and unite into one crew, appointing him as her executive officer.

Captain Janeway held herself and the crew of *Voyager* to the highest standards of Starfleet. While it would have been tempting to turn a blind eye to those in need in order to return home faster, Captain Janeway showed us that it was the journey that defined us as beings, not the end result. To sacrifice the ideals that Starfleet held dear would have been the greatest mistake of all.

Perhaps the most significant change in *Voyager* from previous *Star Trek* shows was the unfamiliar frontier that *Voyager* showed us every week. The Kazon and Vidiians were key opponents as *Voyager* began her journey home, but as the years passed, so did her adversaries. As *Voyager* turned closer to home we were afforded the opportunity to experience new adversaries never before seen in *Star Trek*—the Krenim with their poerful temporal weapons; Species 8472, invaders from fluidic space combining organic technology and ferocious determination; the Hirogen, a nomadic spacefaring race with a culture centered around "the hunt" (and hunt they did); and finally, the return of the Borg, as sinister and unrelenting as before, but this time in even greater numbers and led by their Queen.

EVENTS

Star Trek: Voyager introduced many unusual situations never before seen by Starfleet—or the viewer. Another vessel lost in the Delta Quadrant could run across these same adversaries, or, even more disturbing, have them find their way into the Alpha Quadrant and your series.

TH6 CAR€TAK€R: During a mission in 2371 to capture the Maquis, *Voyager* encountered a powerful displacement wave that engulfed the starship, transporting it some 70,000 light-years into the Delta Quadrant. Captain Janeway was forced to destroy the Caretaker Array to prevent the technology from falling into the hands of the Kazon, thus protecting the Ocampans. This stranded *Voyager* in the Delta Quadrant and marked the beginning of her epic trek home. Who knows what other ships may have been pulled into the Delta Quadrant by the Caretaker? Your ship could be thrust in the same situation, or perhaps you'll find yourself on the starship *Voyager,* experiencing many of the same situations seen on screen from a different perspective. What of a non-Starfleet crew, such as the Maquis, Klingons, or free merchants? What other stellar anomaly might fling your Crew into the Delta Quadrant or another dimension, or through time?



THE BORG & Species 84-72: Hundred of worlds and thousands of cubes blocked *Voyager's* path home, and a confrontation with the Borg could not be avoided. Then, a second, more dangerous enemy, Species 8472, emerged. Species 8472 began a war of their own against the Borg and seemed unstoppable. After the Borg were defeated Captain Janeway wondered where Species 8472 would stop—if at all. Seeing an opportunity to initiate a dialog with the Borg, Captain Janeway entered negotiations to stop Species 8472. Ultimately the *Borg/Voyager* alliance was able to deter the threat posed by Species 8472, but the Borg were unwilling to fulfill their part of the bargain and turned against *Voyager.* Thus would begin the first of many encounters with the Borg and their enigmatic Queen. Refueled with hatred by the "imperfect" humans, the Queen could launch a new assault on Sector 001, with your characters caught in the middle. Equally harrowing would be the return of Species 8472, no longer satisfied with fluidic space and seeking permanent expansion into relativistic space. Perhaps the Queen might enlist the aid of the intrepid Federation again in order to defeat this mutual ally. How would you respond to two of the galaxy's most dangerous foes knocking on your doorstep?

THe HIROGGN: A fierce adversary *Voyager* first encountered when using a Hirogen communications network, they were a nomadic species renowned for a culture based on the principle of "the hunt." The Hirogen, through Captain Janeway's assistance, took to hunting holograms instead of real prey in an effort to maintain their species' cultural identity. In due course the Hirogen may find their way to a new area of the galaxy and begin hunting anew in earnest. No longer satisfied with hunting holograms, especially intelligent ones that fight back, the Hirogen might return to biological prey. How would your characters handle such a situation? Can another recourse be found? If not, do you have the right to exterminate a species simply because its culture is built on a different foundation?

Adventures

The adventures that a crew encounters in the spirit of a *Voyager-themed* campaign are similar to those found in *The Next Generation,* with the addition of the overall larger goal of the journey. Sometimes these two ideas may be in conflict, while other times the adventure may overlap with the goal of returning home. These include:

MY OWN GNGMY: On board *Voyager* not everything ran as a finely tuned Starfleet crew. The inclusion of Maquis personnel introduced a potentially unstable element into the mix. On another vessel things might not have gone so smoothly. Dissidents unhappy with the captain's decisions plot to capture the ship to return home sooner. Starfleet and Maquis crew forced to work side by side might become resentful of each other, causing friction. A crewmember might commit a murder during a jealous rage; how does the captain dispense justice? In the Delta Quadrant there are no Starfleet penal colonies to drop off unwanted crewmembers. After several years does the crew still believe so strongly in the ideals and principles of Starfleet that a minor infraction is still not permissible, even if it shaves twenty years off the trip?

AMBASSADORS OF PGACG: Sometimes, in the vastness of the Delta Quadrant, *Voyager* had no currency beyond its reputation of goodwill and friendship. Fortunately, Captain Janeway, with the help of Neelix, was able to make overtures of friendship with a number of species. As a Starfleet officer, regardless of your vessel's current location, you have a duty to seek out new life forms and strange civilizations, boldly going where no one has gone before. In a similar situation, will you be able to enlist the aid of others, or even help another species in need if it takes you from your course in order to further the principles of the Federation? *Star Trek* speaks of an officer's "duty"—in *Star Trek: Voyager* that duty is put to the test in every adventure.

THE HERO'S JOURNEY: One's journey is not measured only in where he has been and where he is going, but in the inner journey, as well—the inward development resulting from the hero's experiences. The crew of *Voyager* encountered many tests along the way, and although they ultimately succeeded in returning home, it was the journey itself that defined them as people. Seven of Nine, for example, underwent her own journey from collective drone to whole individual. Can you take solace in the growth and opportunities presented by the journey, even though the end result was not what you had hoped for? Can you preserve your morals and uphold your ideals while far from home?

ANATOMY OF A CHARACTER

In order to play the Star Trek Roleplaying Game you need a character. The **following** chapters provide you with all the information yoo'll need to create characters—the species, professions, and equipment of the Star Trek universe. After reading them, come back to this section and follow the steps to create a character. You can create a beginning character from scratch, or you can use the fast-track method to start playing more quickly.

PRELIMINARY CONSIDERATIONS

When selecting your character's species, you should consider several factors carefully **before** making your decision.

First and foremost, what species interests you the most? What "feels" best for the character? If you have your heart set on playing an Ocaipi in an Alpha Quadrant-based series, talk with your Narrator anil see if you can come up with a reasonable explanation for the character's presence in the game. If you have an idea for an intriguing character that contributes to everyone's enjoyment of the game, most Narrators will work with you to get him involved.

Second, consider the species' stereotypical professions, both for using them and ignuring them. All uf the species descriptions include a "favored profession" and notes about how members of the species often become adventurers. But don't feel straitjacketed by those guidelines. Each species is incredibly diverse, with members participating in every profession and pursuit available. So while you may typically think of Vulcans as science officers, Klingons as warriors, and Ferengi as merchants, you may have more fun if **you** take a different approach. A Vulcan merchant, Ferengi warrior, or Klingon science **officer** can bring a fresh perspective to the profession, thus setting himself apart.

Third, look at what each species offers in terms of attribute adjustments and special abilities, and consider how they might help your character. If yon rolled poorly for Agility and Presence, you might want to have your character belong to a species that provides a bonus to those attributes or to Quickness. If you want to select the soldier profession for yoor character, choosing a species that grants bonuses to Strength or Vitality, such as Cardassian, Klingon, or Vulcan, maximizes your character's **effectiveness** at many military pursuits. If one of the species has a set of special abilities that really interests you, such as a Vulcan's mind meld and nerve pinch abilities, you may want to pick that species to create an enjoyable blend of professional and personal skills.

FORMING A GREW

When you sit down to create a character, you may have lots of possibilities in mind, or you may quickly Incus on just one character concept. It's fun to create a player character (PC), and it's easy when you're building a character that appeals tu yuu. But if you and your friends all create characters at the same time, how do you make sure they all fit together? You might create a Klingon diplomat, while the rest of your gaming group creates Starfleet officers. You'll need to consider what everyone in your group wants to play and find a rationale lor them working together as a Crew.

One way to do this is to create characters together. This way, you can come up with an overall campaign theme. If everyone at the table wants tu play something different—a Vulcan mystic, a Ferengi merchant, and a Cardassian pilot—maybe the group ought to play a campaign set along the Federation frontier, perhaps on a remote space station.

On the other hand, yuu might want to play a character that doesn't necessarily jibe with everyone else's—a Klingun diplomat to everyone else's Starfleet officer. In this case, maybe you and yuur Narrator could devise a way for your character to fit in. Maybe your Klingon serves as an observer for the Klingon High Council, for instance. You could make some slight **alterations** to your character to fit in better with the group, perhaps making him a Klingon starship officer (rather than a diplomat) participating in an officer exchange program.

You don't have to be together when yoo create characters; everyone might agree to certain kinds of characters beforehand. The importaot point is to create a group of characters that seem well suited to work together as a Crew while still allowing every player to create the character he wants.

On Star Trek, every Crew seems to have an engineer, a doctor, a scientist, a commander, and so on. When you and your group create your characters, give some thought as to how your Crew will succeed in the face of adversity. Who will repair equipment? Who will heal the sick and injured? Who will negotiate with alien leaders? While it's okay to have two security officers or two engineers, a Crew of all doctors can make for a lopsided series.

Your Narrator might also have a specific campaign in mind and restrict the kinds of characters you can create (though cooperative Narrators make sure their campaign idea appeals to the players before enforcing restrictions). "No Cardassians" or "Starfleet officers stationed on a frigate during the Dominion War" are examples. This could help you focus your thoughts on the kind of character you want to create, as well as make sure you all fit together in terms of setting and character roles. So before you create your PC, get in touch with your friends and consider what it is you want to play—both individually and as a grnup.

CHARACTER CREATION

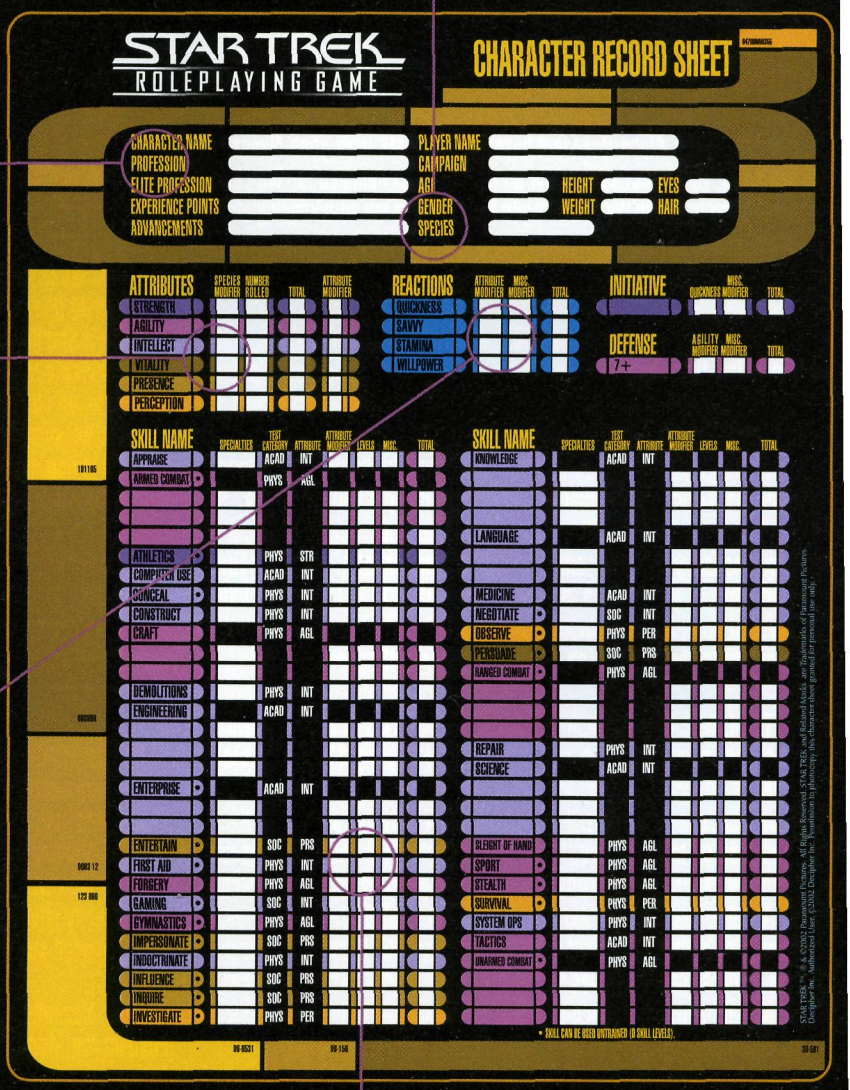
- STEP 1: CHOOSE SPECIES
- STEP 2: CHOOSE PROFESSION
- STEP 3: GENERATE ATTRIBUTES
- STEP 4: CALCULATE REACTION SCORES
- STEP 5: CHOOSE SKILLS

- **CHOOSE SPECIES:** Your character's species determines your character's identity and defines elements characteristic of the species such as skill modifiers and special species abilities. The species available for play are Bajoraos, Betazoids, Cardassians, Ferengi, Humans, Klingons, Ocampa, Talaxians, Trill, and Vulcans. See Chapter 2: Species.

- **CHOOSE PROFESSION:** Your character's profession defines what he can do, including skills with which he is prnficient and special profession abilities. The seven professions are diplomat, merchant, mystic, rogue, scieotist, soldier, and starship officer. See Chapter 3: Professions.

- **GENERATE ATTRIBUTES:** Attributes represent yoor character's innate abilities. Roll randomly or select your character's starting attributes. Modify them for your species (see Table 2.1). Record the attribute modifiers found in Table 4.1. The six attributes are Agility, Strength, Intellect, Perception, Presence, and Vitality. See Chapter 4: Attributes.

- **CALCULATE REACTION SCORES:** Characters must frequently react to changing circumstances, as represented by their reactions. See Chapter 8: Characteristics for rules on assigning reaction scores. The four reactions are Stamina, Quickness, Savvy, and Willpower.

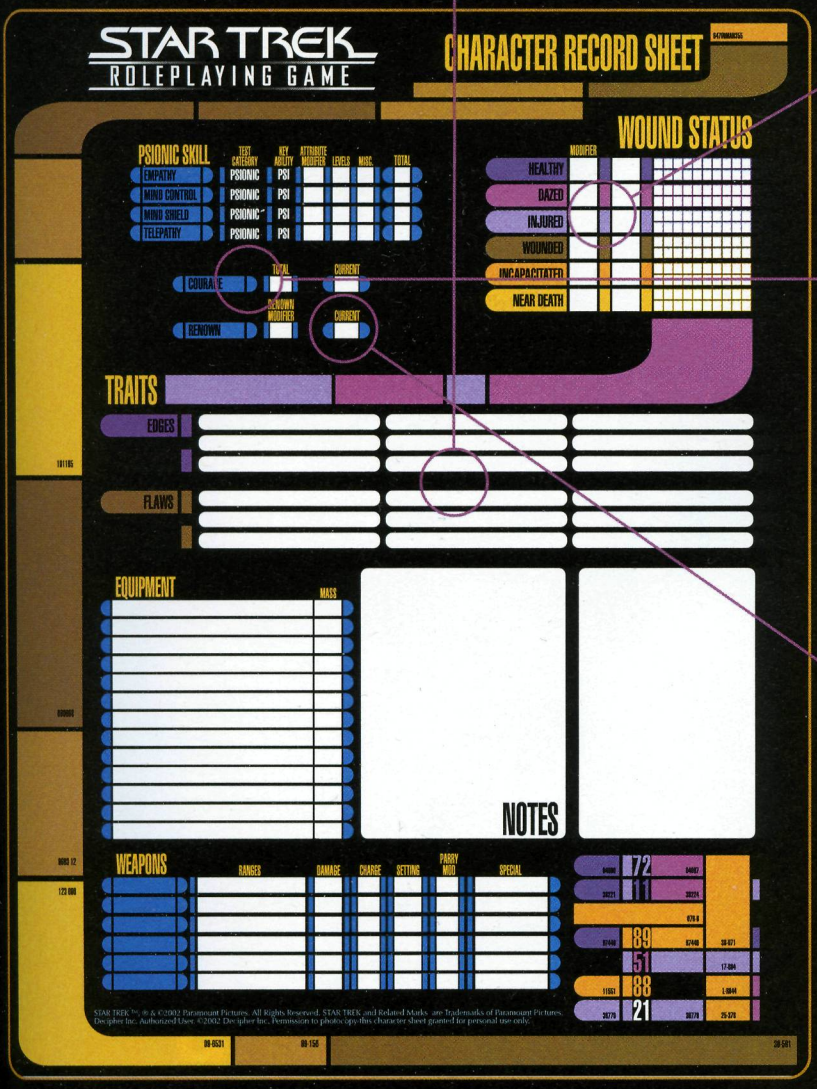


- **CHOOSE SKILLS:** Skills allow your character to accomplish actions within the game, from repairing an impulse engine to shooting a Phaser. See Chapter 5: Development to select skills for your character aud Chapter 6: Skills for particular skill **descriptions.**

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• CHOOSE TRAITS: Traits are additional abilities that aid or hinder your character. Edges provide a character with features that provide new capabilities or improvements. Flaws hamper a character in particular ways. See Chapter 7: Traits for descriptions ol edges and flaws and Chapter 5: Development to select traits.



• CALCULATE HEALTH: Characters may sustain injuries over the course of their lives. A character can sustain an amount of damage in each wound level equal to his Health rating. See Chapter 8: Characteristics, page 146, to determine your character's Health.

• RECORD COURAGE: Heroes can draw on innate reserves to accomplish difficult tasks, as represented by a character's Courage score. All characters start the game with Courage 3, modified by species and profession abilities. See Chapter 8: Characteristics, page 147, for rules governing Courage.

• RECORD RENOWN: As the center of a Star Trek series, characters participate in important events and influence the course of history. Renown measures a character's fame (or inlamy) throughout the galaxy. All characters start the game with Renown 0. See Chapter 8: Characteristics, page 148, for rules governing Renown.

FAST-TRACK CHARACTER CREATION

The fastest way to start playing the Star Trek Roleplaying Game is to select an archetype. An archetype offers a ready-made character that comes complete with species, profession, attributes, skills, abilities, traits and a brief description. **Personalize** it a bit with 5 skill picks. Then give your character a name and you're ready to face whatever the Narrator throws your way. Archetypes can be found on pages 22-27.

BAJORAN STARFLEET OPS OFFICER ARCHETYPE

ATTRIBUTES	SPECIES MODIFIER	TOTAL	ATTRIBUTE MODIFIER
STRENGTH	0	7	0
AGILITY	0	8	+1
INTELLECT •	0	10	+2
VITALITY •	0	10	+2
PRESENCE	0	4	0
PERCEPTION	0	8	+1

• FAVORED ATTRIBUTE

REACTIONS	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS •	+1	0	+1
SAVVY	+1	0	+1
STAMINA	+2	0	+2
WILLPOWER	+2	0	+2

• FAVORED REACTION

INITIATIVE	QUICKNESS MODIFIER	MISC. MODIFIER	TOTAL
	+1	+2	+3

DEFENSE	AGILITY MODIFIER	MISC. MODIFIER	TOTAL
7+	+1	0	8



PERSONAL DEVELOPMENT: OCCUPATION UPBRINGING

PROFESSIONAL DEVELOPMENT: OPERATIONS MANAGER

SKILLS	ATTRIBUTES	MISC MODIFIER	ATTRIBUTE MODIFIER	LEVELS		TOTAL
• ATHLETICS	STR	+0	+0	+3	=	+3
• COMPUTER USE (HACKING)	INT	+0	+2	+4	=	+6
• ENGINEERING	INT					
SYSTEM ENGINEERING (EPS SYSTEM)		+0	+2	+2	=	+4
• INQUIRE	PRS	+0	+0	+1	=	+1
• RANGED COMBAT	AGL					
ENERGY WEAPONS		+0	+1	+3	=	+4
• REPAIR	INT	+0	+2	+1	=	+3
• SURVIVAL	PER	+0	+1	+3	=	+4
• SYSTEM OPERATION (OPERATIONS MANAGEMENT)	INT	+0	+2	+4	=	+6
• UNARMED COMBAT	AGL					
BRAWLING		+0	+1	+3	=	+4

SPECIES ABILITIES: ARTISTIC, FAITHFUL, PAGH
PROFESSION ABILITIES: STARSHIP DUTY (OPERATIONS), STATION PROFICIENCY
EDGES: ALERT, SKILL FOCUS (KEEN EYESIGHT), SKILL FOCUS (FURTIVE)
FLAWS: EASILY DISTRACTED, INTOLERANT (CARDASSIANS)

"IT COULD BE A MAJOR FLUCTUATION ON ONE OF THE DYNOSCANNERS."

	MODIFIER		
HEALTHY	0	10	
DAZED	-1	10	
INJURED	-3	10	
WOUNDED	-5	10	
INCAPACITATED	-7	10	
NEAR DEATH	-9	10	

	CURRENT		CURRENT
COURAGE	4	RENOWN	0

FERENGI MERCHANT

ARCHETYPE

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ATTRIBUTES	SPECIES MODIFIER	TOTAL	ATTRIBUTE MODIFIER
STRENGTH	-2	5	0
AGILITY	0	8	+1
INTELLECT •	0	10	+2
VITALITY	0	5	+2
PRESENCE •	+1	10	+2
PERCEPTION	+1	12	+1

• FAVORED ATTRIBUTE

REACTIONS	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS	+3	0	+3
SAVVY •	+3	0	+3
STAMINA	0	0	0
WILLPOWER	+2	0	+2

• FAVORED REACTION

INITIATIVE	QUICKNESS MODIFIER	MISC. MODIFIER	TOTAL
	+3	0	+3

DEFENSE	AGILITY MODIFIER	MISC. MODIFIER	TOTAL
7+	+1	0	8

PERSONAL DEVELOPMENT: MERCANTILE UPBRINGING

PROFESSIONAL DEVELOPMENT: ENTREPRENEUR

SKILLS	ATTRIBUTES	MISC MODIFIER	ATTRIBUTE MODIFIER	LEVELS	TOTAL
• APPRAISE	INT	+0	+2	+5=	+7
• ENTERPRISE	INT				
BUSINESS		+5	+2	+2=	+9
• COMPUTER USE	INT	+0	+2	+3=	+5
• INFLUENCE (CHARM, FAST TALK)	PRS	+0	+2	+3=	+5
• INQUIRE (FRATERNIZE)	PRS	+0	+2	+2=	+4
• KNOWLEDGE	INT				
CULTURE		+0	+2	+2=	+4
SPECIFIC WORLD		+0	+2	+2=	+4
• NEGOTIATE (BARGAIN)	INT	+0	+2	+3=	+5

SPECIES ABILITIES: EYE FOR PROFIT, FOUR-LOBED BRAIN, HEAD FOR NUMBERS, LOBES FOR BUSINESS
PROFESSION ABILITIES: PANDERING
EDGES: CONTACTS, SKILL FOCUS (KEEN HEARING), SHREWD
FLAWS: COWARD



"YOU PAID HOW MUCH FOR IT? AMATEUR! NEVER SEND A HUMAN TO NEGOTIATE!"

	MODIFIER		
HEALTHY	0	5	
DAZED	-1	5	
INJURED	-3	5	
WOUNDED	-5	5	
INCAPACITATE	-7	5	
NEAR DEATH	-9	5	

COURAGE	CURRENT	RENOWN	CURRENT
	3		0

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HUMAN STARFLEET COMMAND OFFICER ARCHETYPE

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ATTRIBUTES	SPECIES MODIFIER	TOTAL	ATTRIBUTE MODIFIER
STRENGTH	0	7	0
AGILITY	0	8	+1
INTELLECT	0	9	+1
VITALITY	0	7	0
PRESENCE •	0	10	+2
PERCEPTION	0	8	+1

• FAVORED ATTRIBUTE

REACTIONS	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS	+1	0	+1
SAVVY	+2	+2	+4
STAMINA	0	+2	+2
WILLPOWER •	+1	0	+1

• FAVORED REACTION

INITIATIVE	QUICKNESS MODIFIER	MISC. MODIFIER	TOTAL
	+1	0	+1

DEFENSE	AGILITY MODIFIER	MISC. MODIFIER	TOTAL
7+	+1	0	8



PERSONAL DEVELOPMENT: STARFLEET "BRAT"

PROFESSIONAL DEVELOPMENT: BASIC COMMAND TRAINING

SKILLS	ATTRIBUTES	MISC MODIFIER	ATTRIBUTE MODIFIER	LEVELS	TOTAL
• COMPUTER USE (RETRIEVE)	INT	+0	+1	+2 =	+3
• ENGINEERING	INT				
SYSTEMS ENGINEERING		+0	+1	+2 =	+3
• ENTERPRISE	INT				
ADMINISTRATION (FEDERATION)		+0	+1	+4 =	+5
• INQUIRE (FRATERNIZE)	PRS	+0	+2	+2 =	+4
• KNOWLEDGE	INT				
CULTURE		+0	+1	+2 =	+3
• NEGOTIATE (MEDIATE)	INT	+0	+1	+3 =	+4
• PERSUADE (ORATORY)	PRS	+0	+2	+3 =	+5
• RANGED COMBAT	AGL				
ENERGY WEAPONS		+0	+1	+3 =	+4
• SYSTEM OPERATION (COMMAND)	INT	+0	+1	+3 =	+4
• TACTICS	INT	+0	+1	+2 =	+3

SPECIES ABILITIES: ADAPTABLE, THE HUMAN SPIRIT, SKILLED
PROFESSION ABILITIES: STARSHIP DUTY (COMMAND), COMMANDING PRESENCE
EDGES: COMMAND 1 (LIEUTENANT J.G.), FIT, RESOLUTE
FLAWS: PACIFIST, RECKLESS

"SHIELDS UP! BATTLE STATIONS! GO TO RED ALERT!"

	MODIFIER		
HEALTHY	0	7	
DAZED	-1	7	
INJURED	-3	7	
WOUNDED	-5	7	
INCAPACITATE	-7	7	
NEAR DEATH	-9	7	

	CURRENT		CURRENT
COURAGE	4	RENOWN	0

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ARCHETYPE

KLINGON ROGUE

ATTRIBUTES	SPECIES MODIFIER	TOTAL	ATTRIBUTE MODIFIER
STRENGTH	+1	11	+2
AGILITY •	0	10	+2
INTELLECT	-1	6	0
VITALITY	+1	8	+1
PRESENCE •	0	8	+1
PERCEPTION	-1	6	0

• FAVORED ATTRIBUTE

REACTIONS	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS •	+2	0	+2
SAVVY	+1	0	+1
STAMINA	+2	0	+2
WILLPOWER	+1	0	+1

• FAVORED REACTION

INITIATIVE	QUICKNESS MODIFIER	MISC. MODIFIER	TOTAL
	+2	0	+2

DEFENSE	AGILITY MODIFIER	MISC. MODIFIER	TOTAL
7+	+2	0	9

PERSONAL DEVELOPMENT: MILITARY "BRAT"

PROFESSIONAL DEVELOPMENT: THE STREETS

SKILLS	ATTRIBUTES	MISC MODIFIER	ATTRIBUTE MODIFIER	LEVELS	TOTAL
• ARMED COMBAT	AGI				
KLINGON TRADITIONAL WEAPONS		+0	+2	+4 =	+6
• CONCEAL	INT	+0	+0	+3 =	+3
• ENTERPRISE	INT				
STREETWISE		+0	+0	+3 =	+3
• INFLUENCE (INTIMIDATE)	PRS	+0	+1	+3 =	+4
• KNOWLEDGE	INT				
CULTURE		+0	+0	+1 =	+1
• OBSERVE (LISTEN)	PER	+0	+0	+3 =	+3
• RANGED COMBAT	AGL				
ENERGY WEAPONS		+0	+2	+3 =	+5
• REPAIR	INT	+0	+0	+1 =	+1
• SLIGHT OF HAND	AGL	+0	+2	+2 =	+4
• STEALTH (SHADOW)	AGL	+0	+2	+3 =	+5

SPECIES ABILITIES: BRAK'LUL, FEROCITY, HONOR
PROFESSION ABILITIES: SCOUNDREL'S FORTUNE (INFLUENCE)
EDGES: BLENDS IN, DODGE, HIGH PAIN THRESHOLD
FLAWS: DIM-WITTED

"KILL THEM ALL, DUMP THE CARGO, TAKE THE SHIP. WE COULD USE A NEW SHIP."



	MODIFIER		
HEALTHY	0	10	
DAZED	-1	10	
INJURED	-3	10	
WOUNDED	-5	10	
INCAPACITATE	-7	10	
NEAR DEATH	-9	10	

COURAGE	CURRENT	RENOWN	CURRENT
	3		0

TRILL DIPLOMAT

ARCHETYPE

ATTRIBUTES	SPECIES MODIFIER	TOTAL	ATTRIBUTE MODIFIER
STRENGTH	0	7	0
AGILITY	0	9	+1
INTELLECT •	+1	11	+2
VITALITY	0	6	0
PRESENCE •	0	10	+2
PERCEPTION	0	8	+1

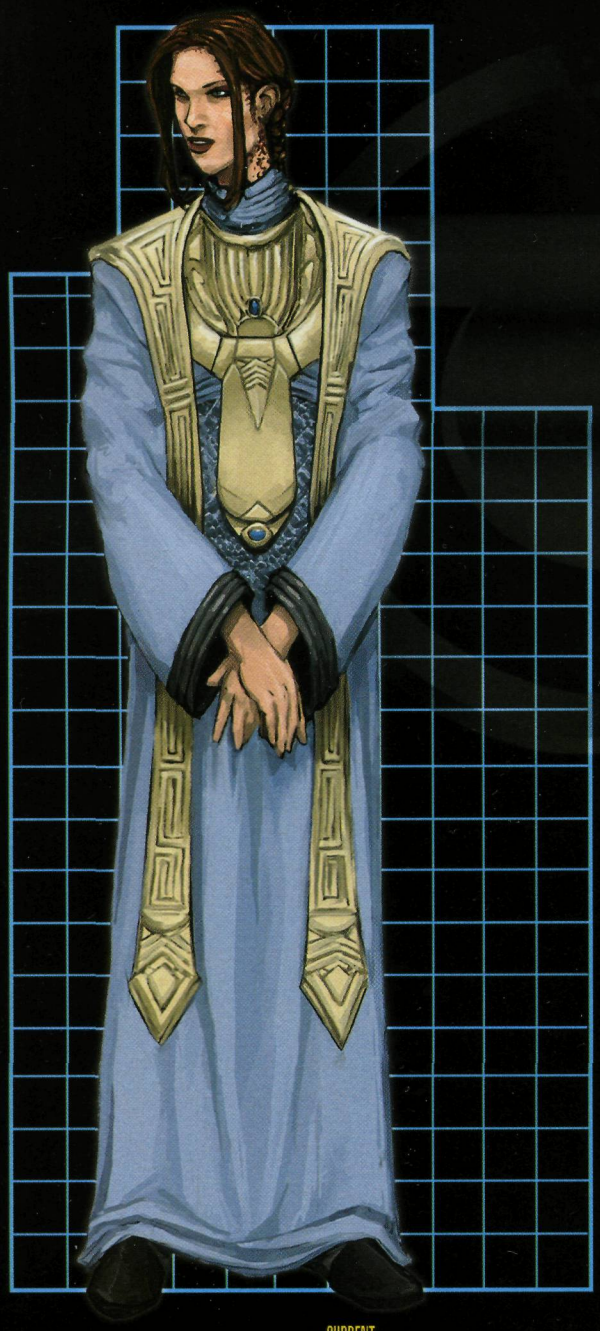
• FAVORED ATTRIBUTE

REACTIONS	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS	+1	0	+1
SAVVY •	+2	0	+2
STAMINA	0	0	0
WILLPOWER	+2	0	+2

• FAVORED REACTION

INITIATIVE	QUICKNESS	MISC. MODIFIER	TOTAL
	+1	0	+1

DEFENSE	AGILITY MODIFIER	MISC. MODIFIER	TOTAL
7+	+1	0	8



	CURRENT		CURRENT
COURAGE	3	RENOWN	0

PERSONAL DEVELOPMENT: MERCANTILE UPBRINGING

PROFESSIONAL DEVELOPMENT: ENTREPRENEUR

SKILLS	ATTRIBUTES	MISC MODIFIER	ATTRIBUTE MODIFIER	LEVELS	TOTAL
• COMPUTER USE (RETRIEVE)	INT	+0	+2	+3 =	+5
• ENGINEERING	INT				
SYSTEM ENGINEERING		+0	+2	+0 =	+2
• ENTERPRISE	INT				
ADMINISTRATION		+0	+1	+2 =	+3
• INFLUENCE •	PRS	+0	+2	+2 =	+4
• INQUIRE	PRS	+0	+2	+2 =	+4
• KNOWLEDGE	INT				
CULTURE		+4	+2	+2 =	+8
HISTORY		+3	+2	+2 =	+7
POLITICS		+0	+2	+2 =	+4
SPECIFIC WORLD		+0	+2	+3 =	+5
• LANGUAGE	INT				
KLINGON		+0	+2	+2 =	+4
• PERSUADE	PRS	+0	+3	+2 =	+5
• SCIENCE	INT				
SOCIAL SCIENCE (POLITICAL SCIENCE)		+0	+2	+2 =	+4

• PROFESSIONAL SKILL (SEE JOINING)

SPECIES ABILITIES: SKILLED, JOINING (1 PAST HOST)
PROFESSION ABILITIES: INSIGHT
EDGES: CULTURAL FLEXIBILITY, WEALTH
FLAWS: LOW PAIN THRESHOLD

"CONFLICT IS NOT INEVITABLE.
LET ME DO THE TALKING."

	MODIFIER		
HEALTHY	0	6	
DAZED	-1	6	
INJURED	-3	6	
WOUNDED	-5	6	
INCAPACITATE	-7	6	
NEAR DEATH	-9	6	

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ARCHETYPE

VULCAN STARFLEET SCIENCE OFFICER

ATTRIBUTES	SPECIES MODIFIER	TOTAL	ATTRIBUTE MODIFIER
STRENGTH	+2	9	+1
AGILITY	0	8	+1
INTELLECT •	+1	12	+3
VITALITY	0	7	0
PRESENCE	-3	5	0
PERCEPTION •	0	10	+2

• FAVORED ATTRIBUTE

REACTIONS	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS	+2	0	+2
SAVVY	+2	0	+2
STAMINA •	+1	0	+1
WILLPOWER	+3	0	+3

• FAVORED REACTION

INITIATIVE	QUICKNESS	MISC. MODIFIER	TOTAL
	+2	0	+2

DEFENSE	AGILITY MODIFIER	MISC. MODIFIER	TOTAL
7+	+1	0	8

PERSONAL DEVELOPMENT: ACADEMIC UPBRINGING

PROFESSIONAL DEVELOPMENT: PLANETARY SURVEY

SKILLS	ATTRIBUTES	MISC MODIFIER	ATTRIBUTE MODIFIER	LEVELS	TOTAL
• COMPUTER USE (RETRIEVE)	INT	+0	+3	+4 =	+7
• CRAFT	AGL				
CALLIGRAPHY		+0	+1	+0 =	+1
• ENGINEERING	INT				
SYSTEMS ENGINEERING		+0	+3	+1 =	+4
STRUCTURAL ENGINEERING		+0	+3	+1 =	+4
• INVESTIGATE	PER	+0	+2	+1 =	+3
• KNOWLEDGE	INT				
HISTORY		+0	+3	+2 =	+5
• SCIENCE	INT				
PLANETARY SCIENCE (GEOLOGY)		+0	+3	+3 =	+6
LIFE SCIENCE (BIOLOGY)		+0	+3	+3 =	+6
• RANGED COMBAT	AGL				
ENERGY WEAPONS		+0	+1	+0 =	+1
• REPAIR	INT	+0	+2	+3 =	+5
• SYSTEM OPERATION (SENSORS)	INT	+0	+3	+3 =	+6
• SURVIVAL (MOUNTAIN)	PER	+0	+2	+2 =	+4
• UNARMED COMBAT	AGL	+0	+1	+0 =	+1

PSIONIC SKILLS	PSI 4 +0				
• MIND-MELD	PSI	+0	+0	+1 =	+1

SPECIES ABILITIES: ENHANCED RAPID HEALING, MIND MELD, NERVE PINCH
PROFESSION ABILITIES: FIELD RESEARCH, STARSHIP DUTY (SCIENCE)
EDGES: EIDETIC MEMORY, KEEN HEARING, METICULOUS, PSIONIC
FLAWS: PACIFIST

	MODIFIER		
HEALTHY	0	8	
DAZED	-1	8	
INJURED	-3	8	
WOUNDED	-5	8	
INCAPACITATE	-7	8	
NEAR DEATH	-9	8	



COURAGE	CURRENT	RENOWN	CURRENT
	3		0

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2 SPECIES

The first step in creating a *Star Trek Roleplaying Came* character is to pick your character's species. Hundreds of species inhabit the galaxy of *Star Trek,* ranging from versatile Humans to logical Vulcans, from belligerent Klingons to such oddities as the shapeshifting Founders of the Gamma Quadrant. Each one possesses certain noteworthy characteristics and qualities, comes from a unique and fascinating culture, and can add a great deal to your series.

Adjustments and Abilities

Every species description includes a section listing attribute adjustments for that species. For example, Vulcans receive +1 Intellect, +2 Strength, and -3 Presence. This reflects their physical hardiness and their strong minds, but also their difficulty relating to many other species. Some species, such as Humans and Bajorans, have no attribute adjustments; they serve as the "baseline" from which other species vary. (These modifications are summarized in Table 2.1: Species Attribute Adjustments.)

Additionally, each species has one or more special abilities listed, with game effects. These range from modifiers to common tests, to powers like Mind-meld, to extra Courage points. Some abilities represent innate physical qualities (such as Klingon *brak'lul),* while others represent common personality traits, social abilities, or the like. Some provide game benefits; others constitute hindrances and flaws.

The attribute adjustments and special abilities for each species balance each other as closely as possible, to make each species roughly as good as any other in game terms. However, since the primary consideration is to simulate the reality of *Star Trek*—what you see when you watch the show—some species have more abilities and benefits than others and may prove more capable in certain situations.

TABLE 2.1: SPECIES ATTRIBUTE ADJUSTMENTS

Species	Attribute Adjustments
Bajoran	None
Betazoid	+1 Presence
Cardassian	+1 Perception, +1 Vitality, –1 Agility, –1 Presence
Ferengi	+1 Presence, +1 Perception, –2 Strength
Human	None
Klingon	+1 Strength, +1 Vitality, –1 Intellect, –1 Perception
Ocampa	+1 Intellect, +1 Perception, –2 Vitality
Talaxian	+1 Agility
Trill	+1 Intellect
Vulcan	+1 Intellect, +2 Strength, –3 Presence

SPECIES DESCRIPTIONS

Each species description includes the following information:

PERSONALITY: The general personality traits evinced by typical members of the species. Keep in mind that each character is unique. You can ignore these suggestions if you prefer and create an atypical member of the species. After all, even the most detailed summary of a species' psyche amounts to an oversimplification.

PHYSICAL DESCRIPTION: The species' average height, build, and other distinguishing physical characteristics.

HOMEWORLD: The name and a brief description of the world the species comes from (or is most closely associated with).

CULTURE: The nature of the society and civilization created by the species—its themes and moods, history, religion and art, and approach to other species.

LANGUAGE: The language(s) learned by all members of the species.

COMMON NAMES: A list of possible character names and notes on naming practices within the species.

FAVORED PROFESSION: The profession most closely associated with the species in the universe of *Star Trek,* including some additional notes on adventuring careers often pursued by members of the species. Some species list "any" as a favored profession, indicating they're equally good at any job.

SPECIES ADJUSTMENTS: Attribute score adjustments for the species.

SPECIES ABILITIES: Any special abilities, powers, or skills members of the species possess.

Last but not least, each species description includes a sidebar discussing several renowned members of the species whose lives may serve as examples for player characters.

SPECIES SKILLS

Members of every species learn about their native culture, history, and homeworld, along with how to speak, read, and write their native language (if any). Characters receive Int x 2 skill picks to use on the appropriate Knowledge and Language skills (see *Chapter 5: Development* and *Chapter 6: Skills* for more information on acquiring skills and skill descriptions).

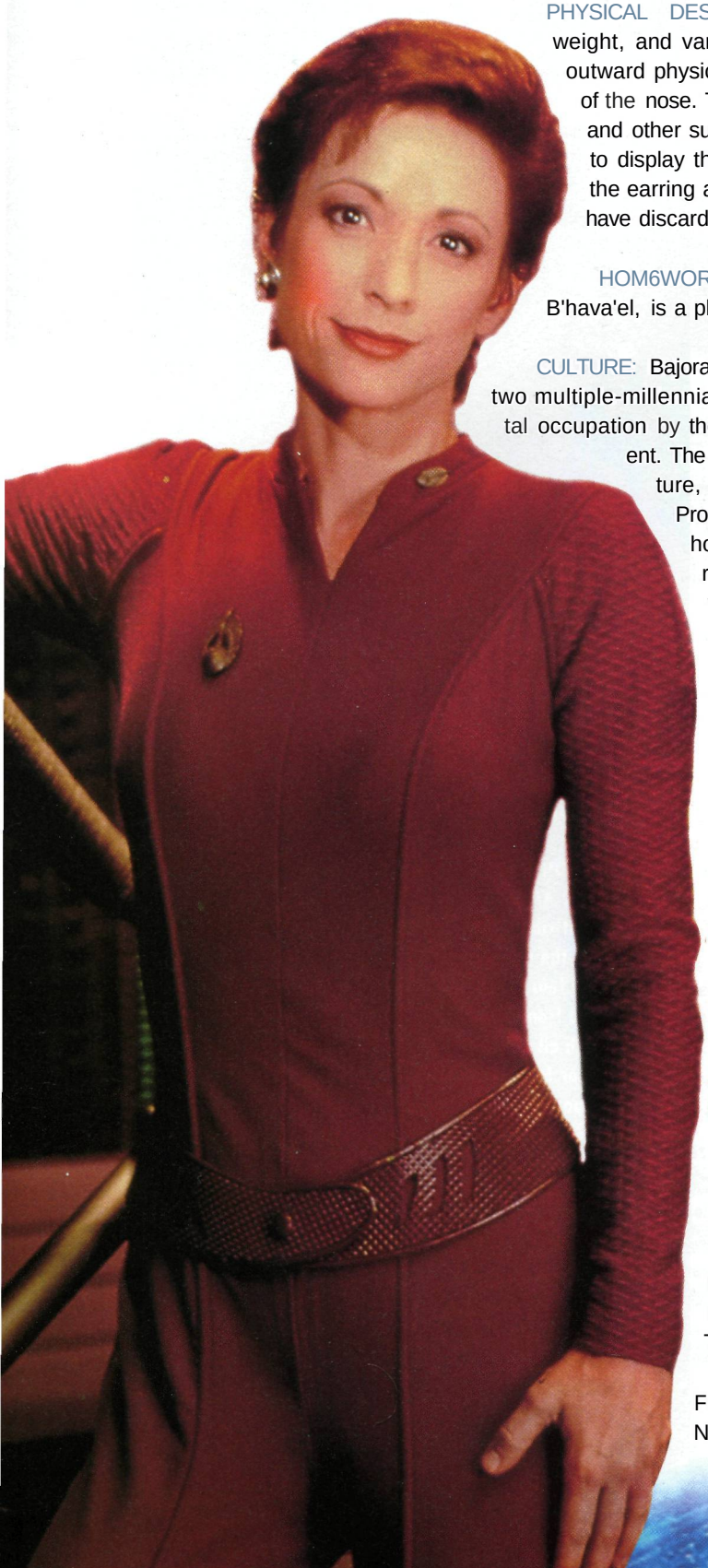


MIXED SPECIES

1. Determine the combination of species from which your character's parents originated, such as Human-Vulcan or Bajoran-Klingon. Appoint one of these as the dominant species. The other species is considered subsidiary.
2. Generate two sets of attributes as normal (see *Chapter 4: Attributes),* one for each species. Apply one species' attribute adjustments to the first set of attributes, and the other species' adjustments to the second.
3. Select four attributes from the dominant list and the other two from the subsidiary list to provide your character with all six attributes.
4. One or both species may possess abilities, such as psionic powers or redundant vital organs. A mixed species character acquires all but one of the dominant species' abilities, and one ability from the subsidiary species. Typically, while "half-breed" characters possess at least some of the abilities of their parents' species, they have them to a lesser degree. For example, a half-Human half-Betazoid usually possesses empathic powers rather than the species' full telepathic abilities. Consult with your Narrator as to which abilities your character possesses and to what degree. Under no circumstances should a mixed species character receive all of the abilities of both species at full strength.

BAJORANS

PERSONALITY: Most Bajorans are peaceful, contemplative people who simply wish to live in peace with their neighbors. The Cardassian occupation, however, turned many Bajorans into ruthless, passionate soldiers willing to do anything to protect their homeworld from threats to its independence and security.



PHYSICAL DESCRIPTION: Bajorans possess the same average height, weight, and variations in skin tone and hair color as Humans. The only outward physical difference is a series of vertical ridges along the bridge of the nose. They prefer loose-fitting clothes in a variety of earth tones and other subdued colors. Many of them also wear distinctive earrings to display their devotion to the Prophets. In times past, the design of the earring also revealed a Bajoran's caste, but many modern Bajorans have discarded that tradition.

HOM6WORLD: Bajor, the seventh of fourteen planets orbiting Bajor-B'hava'el, is a pleasant world similar in most respects to Earth.

CULTURE: Bajoran culture began approximately 30,000 years ago. Through two multiple-millennia republics, periods of balkanization and chaos, and a brutal occupation by the Cardassians, it has remained largely unified and coherent. The Bajoran religion, which forms the cornerstone of the culture, centers on the worship of enigmatic beings known as the Prophets, who live in the Celestial Temple (the Bajoran wormhole). Through their sacred texts and hundreds of prophecies recorded over the ages, Bajorans attempt to understand the will of the Prophets and live according to their wisdom. An elaborate hierarchy of religious officials—*ranjens, prylars,* and *vedeks,* all under the guidance of the *kai*—guides and teaches the Bajorans and participates in planetary government via the Vedek Assembly.

People all over the Alpha Quadrant also know Bajor for its art. From painting and sculpture to literature and song, the Bajorans produce works of art, both religious and secular, envied and admired by many other civilizations. Sales of artistic and craft products form a significant part of Bajor's interstellar economy.

LANGUAGE: Bajoran

COMMON NAMES: Bajorans place the surname before the given name. For example, Kira Nerys's given name is Nerys; Kira is her family name (and the one she uses in conjunction with her military rank).

FAMILY NAMES: Akorem, Anjohl, Bareil, Faren, Jaro, Kalem, Kira, Krim, Kubus, Latara, Latha, Lenaris, Li, Ro, Shakaar, Tahna, Trentin, Varis, Winn, Woban.

MALE NAMES: Antos, Edon, Essa, Furel, Holem, Hovath, Kag, Laan, Los, Mabrin, Nalas, Oak, Pol, Reon, Taban, Tennan.

FEMALE NAMES: Adami, Fala, Laren, Leeta, Lupaza, Meru, Neela, Nerys, Sul.

FAVORED PROFESSION: Any. Bajorans possess great adaptability and versatility, and can easily find themselves in almost any profession. Mystics are common in their society and are well respected—as are, in these post-occupation days, soldiers (members of the Bajoran Militia). Many former resistance fighters, unable to adapt to civilian life, have gone on to careers as rogues (mercenaries, terrorists, pirates, and so on).

Species ADJUSTMENTS: None

Species ABILITIES:

- **ARTISTIC:** Bajorans are generally artistic, and even average citizens practice some form of artistic expression as a hobby. Bajorans gain a +1 species bonus on Craft skill tests.

- **FAITHFUL:** Religion permeates Bajoran society as every child learns to respect the Prophets. Even those who reject the Prophets can cite quotes from the Sacred Texts and know the proper rituals. Bajorans gain a +2 species bonus to Religion (Bajoran) tests.

- PAGH: All Bajorans possess a *pagh*—roughly speaking, a "soul," though the term also refers to an individual's courage or "life force." If a Bajoran heeds the word and will of the Prophets and lives his life properly, the Prophets support and replenish his *pagh,* and it remains strong and pure. If he turns away from the Prophets (for example, to worship the evil Pah-wraiths) or acts evilly, his *pagh* becomes dark and corrupt.

  For Bajorans, Courage points represent the character's *pagh,* and every Bajoran character receives an extra +1 Courage point. The Prophets must support and agree with what the character does with them, however. If the character does something evil, sinful, malicious, or self-aggrandizing with his Courage points, they provide him no benefit, and they do not refresh until he brings himself back into the good graces of the Prophets (typically, by confessing to a Bajoran mystic). If he rejects the Prophets, he loses his extra Courage point entirely until he atones for his betrayal. (For more information on Courage points, see *Chapter 8: Characteristics.)*



When a Bajoran achieves an extraordinary success on a skill test involving a professional skill, he refreshes +1 Courage point (up to the character's maximum). As above, this skill test must support the word of the Prophets—a good, selfless, helpful, or justifiable act—for the refresh to occur.

A Bajoran mystic within three meters of another Bajoran can detect that Bajoran's *pagh* (how many Courage points he has, the current state of his soul, and so forth) with a TN 15 Religion (Bajoran) skill test. When making this test, the mystic uses his Perception attribute modifier. If he grasps the Bajoran's ear (the gateway to the *pagh,* for the words of the Prophets enter the soul through the ear), reduce the difficulty to TN 5.



NOTABLE BAJORANS

Colonel Kira Nerys joined the Bajoran resistance at age 12. As a member of the Shakaar resistance cell in Dakhur Province, she participated in the liberation of the Gallitep labor camp. After the Cardassians left, the Provisional Government appointed her its representative to Deep Space 9. Colonel Kiro's superb performance of her duties, contacts on Bajor, and heroism were instrumental in helping Captain Sisko do his job and fight the Dominion War. When Captain Sisko died at the end of the war, Colonel Kira became the station commander.

Akorem Loan, a renowned Bajoran poet of the 22nd century, composed such works as *Kitara's Song, Gaudal's lament,* and his famed *Call of the Prophets.* He disappeared in 2172 while using a solar-sail vessel, only to reappear in 2371 to announce he had visited the Prophets in the Celestial Temple and was their Emissary. His attempt to impose conservative religious reforms made him unpopular, and after the Prophets revealed that Captain Benjamin Sisko, not Akorem, was their Emissary, the Prophets returned him to his own time.

BETAZOIDS

PERSONALITY: The typical Betazoid is calm, quiet, peaceful, gregarious, and amicable. Betazoid altruism and compassion are renowned throughout the galaxy. Many people regard Betazoids as pacifistic, and while many of them are, this is by no means a universal trait, as the Jem'Hadar learned to their dismay during the occupation of Betazed.

PHYSICAL DESCRIPTION: Betazoids possess the same average height, weight, and build as Humans. Most of them have skin tones ranging from pink to olive, and black or brown hair, though darker hues of skin and lighter of hair are not unknown. They dress in no particular style, with each Betazoid wearing whatever pleases him.

HOMEWORLD: Betazed, a beautiful, temperate world orbiting a star of the same name.



The world has five continents and hundreds of islands, most filled with lush forests broken by inland grasslands and coastal wetlands. Betazed does not employ weather control technology, as they believe it unnecessarily tampers with nature.

CULTURE: Betazoids possess a rich culture dating back thousands of years. According to semihistorical accounts, the mighty Khrysaros, and later his disciple Rixx, used their mental powers to defeat Betazed's enemies and inspired the planet to unify under a theocratic oligarchy.

Their society is strongly matriarchal, with women leading many of the Great Houses of Betazed, and thus occupying seats on the ruling council, though they do not discriminate based on gender. They have a love of nature, as well, and do as little as possible to disturb the environment if they can; their architecture has long been remarkable for both its beauty and its seamless integration with natural surroundings.

Betazoid culture and society revolve in large part around telepathy. Betazoids rarely speak with each other, preferring telepathic communication, so an eerie (to nontelepaths) silence fills many of their buildings and cities. Many forms of Betazoid art consist of images, visions, and themes telepathically imbedded in an object, which an observer experiences by scanning it. Many types of Betazoid technology, such as their famed gift boxes, respond only to telepathic probes or the neural waves of specific persons.

Many Betazoids do not like species whose minds they cannot understand. They feel helpless when confronted by beings of telepathically "mute" species, such as

Ferengi or Breen, not knowing what to say or how to react. Others, however, seek out the company of such beings, because of the telepathic quiet this engenders. Still others seek out truly strange, alien minds, such as those of the Medusans, Gomtuu, andTholians, in order to foster understanding or expand their telepathic abilities. Many Betazoids dislike liars, due to their strong sense of honesty.

The famed Code of Sentience governs all Betazoids. Its dictates and ramifications sometimes seem endless, but boil down to two provisions. First, a Betazoid respects all sentient life as sacred, even the lives of his enemies, and harms sentients only in dire need. Second, a Betazoid never uses his telepathic abilities on another person without permission (or to provide emergency aid). A Betazoid who violates the Code suffers not only harsh legal penalties, but also the scorn and rejection of his fellows.

Family holds a place of importance in Betazoid life; many Betazoids, particularly the members of the ancient Great Houses (who still receive some preference and a greater degree of respect in society), can trace their ancestry for centuries. Even today, some Betazoids arrange marriages by genetically bonding two children at birth, though grown children often cast aside this bond in favor of marrying their *imzadi* ("beloved").

LANGUAGES: Betazoid, Federation Standard

COMMON NAMES: Betazoids place the given name first, the family name second.

FAMILY NAMES: Elbrun, Grax, Hagen, Morganth, Stadi, Suder.

MALE NAMES: Andrus, Lon, Reittan, Tarn, Talloc.
FEMALE NAMES: Azuma, Deanna, Jemma, Kestra, Lwaxana, Yaxara.



FAVORED PROFESSION: Starship counselor. Thousands of Betazoids serve in Starfleet, many as ship's counselors. Their telepathic abilities make it easy for them to determine what is bothering their patients and devise solutions to the problems. Other Betazoids eschew Starfleet for careers in private research, as diplomats and negotiators, or as traders and merchants.

SPECIES ADJUSTMENTS: +1 Presence. Betazoids of all sexes exude confidence and strong personal magnetism.

SPECIES ABILITIES:

- BONUS EDGE: PSIONIC: Betazoids automatically possess the Psionic edge (see page 136).
- PEACEFUL: Betazoids prefer to settle differences through peaceful means, and Betazoid diplomats are highly sought after. Betazoids gain a +4 species bonus to Negotiate (Mediate) tests.
- TELEPATHY: They gain Telepathy 2 at no cost and can treat that skill as a professional skill for the purposes of skill selection and advancement. Betazoids can communicate mentally only with other telepaths, however. They can read anyone's thoughts, but can project thoughts only to other telepaths. Half-Betazoids usually possess more limited empathic powers (and may substitute the Empathy skill in place of Telepathy).

NOTABLE BETAZOIDS

Commander Deanna Troi, ship's counselor of the *U.S.S Enterprise*-^ and -E, has served with distinction in Starfleet for nearly 20 years. Although only half-Betazoid and thus possessing only empathic powers, she has helped many fellow crewmembers adjust to problems and difficulties in their lives. She has also aided her captain, Jean-Luc Picard, in many diplomatic matters.

Deanna's mother, Lwaxana Troi, is a daughter of the Fifth House of Betazed, Holder of the Sacred Chalice of Rixx, and Heir to the Holy Rings of Betazed. Appointed a Federation ambassador in 2365, she has represented the UFP at the Pacifica Conference, the Biennial Trade Conference, and many other important meetings. She has been married or engaged several times and has other children besides Deanna.

CARDASSIANS

PERSONALITY: Most other species regard Cardassians as aggressive, harsh, and xenophobic; and capable of great cleverness, cunning, and eloquence. Cardassians prefer to deal with others from positions of strength whenever possible, whether that strength be military, intellectual, or social.

PHYSICAL DESCRIPTION: Descended from a species with reptilian and mammalian traits, Cardassians have gray skin and black hair. They are as tall as, but slightly heavier and broader than, Humans. Elongated vertebrae covered with scalelike plates support their necks. Segmented brow ridges almost encircle their eyes; they have slightly less pronounced unsegmented ridges along the nose, chin, and jaw line. A *chufa,* or spoon-shaped vertical protrusion, stands out from the center of the forehead.

HOMEWORLD: Cardassia Prime, the third of eight planets orbiting the star Cardassia.



CULTURE: The Cardassians once possessed a rich, vibrant culture, but because their world has few resources, they eventually found themselves ignoring loftier matters to concentrate on simple survival. The result was *vereshvar,* a gradual decline of Cardassian civilization that lasted for centuries. Art and religion were abandoned in a desperate struggle for survival that gave rise to a harsh military dictatorship. All Cardassians were expected to serve the needs of the state, from providing a molar for identification purposes to living under strict authoritarian laws.

By the 23rd and 24th centuries, the Central Command (the military) and the Obsidian Order (the intelligence agency) dominated Cardassia. Necessarily harsh and aggressive, the Cardassians turned outward to solve their resource problems. Their first encounter with the Klingons led to an eighteen-year-long war. Similarly, they approached their early encounters with the Federation with suspicion and mistrust, perhaps seeing the Federation as a competitor for resources and hindrance on their ability to expand. The most infamous example of their ruthless exploitation of other worlds can best be seen on Bajor.

Although this militaristic culture lauded devotion to the state and purported to reward citizens based on merit, personal contacts and influence *(vesala)* were what really mattered. Among Cardassians, who you know is more important than what you know. Another Cardassian tradition to survive is devotion to one's family; Cardassians typically give preference to family members over outsiders, which sometimes leads to someone holding a position not because of their abilities, but rather because of a well-placed relative. The price for failure, however, ranges from exile to death, so even the most undeserving officer quickly learns his job.

After the Dominion War, which left over 800 million Cardassians dead, they may chart a newer, better course and leave *vereshvar* behind... or continue down the same terrible path.

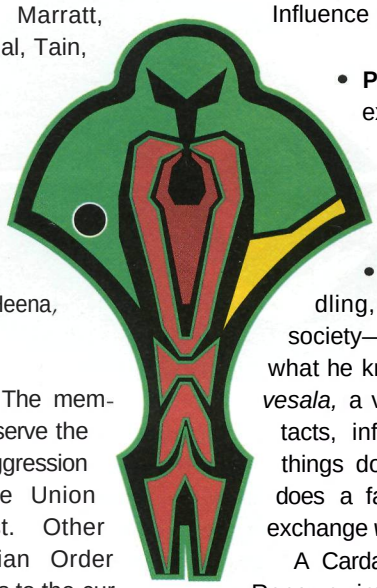
LANGUAGE: Cardassian

COMMON NAMES: Cardassians place the given name first and the family name second.

FAMILY NAMES: Belor, Damar, Darhe'el, Dukat, Entek, Evek, Garak, Ghemor, Hadar, Jasad, Khoreth, Kovat, Lang, Madred, Makbar, Marratt, Marritza, Moset, Ocett, Pa'Dar, Rejal, Tain, Zarale.

MALE NAMES: Aamin, Crell, Elim, Enabran, Ghosar, Hogue, Mekor, Meros, Poren, Rugal, Talarn, Tekeny, Veroz.

FEMALE NAMES: Dejar, Gilora, Heena, Iliana, Natima, Rekelen, Ulani.



FAVOR6D PROFESSION: Soldier. The members of the Central Command proudly serve the Cardassian Union, thwarting enemy aggression and extending the boundaries of the Union through exploration and conquest. Other Cardassians become rogues (Obsidian Order spies, for example) or merchants. Thanks to the current political and social turmoil within the Union, opportunities for Cardassians to become adventurers have multiplied geometrically.

Species ADJUSTMENTS: +1 Perception, +1 Vitality, -1 Agility, -1 Presence. Cardassians are perceptive, but their xenophobia and arrogance cause them to be less charismatic, and their anasi-reptilian physiology makes them more rugged but a little slower.

Species **ABILITIES:**

- **BONUS EDGE: EIDETIC MEMORY: All** Cardassians receive intense mental training during childhood. See page 134.
- **BONUS EDGE: HIGH PAIN THRESHOLD:** Cardassians' thick skin and tough bodies allow them to tolerate pain better than other species. See page 135.
- **DEVIOUS:** Even the most innocuous relationship with a Cardassian could be part of an elaborate plot. Cardassians gain a +2 species bonus to Influence skill tests.
- **PRYING:** Cardassians are generally good at extracting information from others, through careful questioning, subterfuge, or interrogation. Cardassian characters receive a +2 species bonus to Inquire skill tests.
- **VESALA:** Corruption, influence peddling, graft, and nepotism afflict Cardassian society—often it's who a Cardassian knows, not what he knows, that matters. Every Cardassian has *vesala,* a vast and elaborate web of personal contacts, influence, and friends who help him get things done. Someone does a favor for him, he does a favor in return, and thus they use and exchange *vesala.*

A Cardassian gains enhanced benefit from his Renown, improving his chances to persuade another Cardassian to assist him (because of his status) or intimidating a fellow Cardassian to provide secret information (because of his powerful connections). When making Influence, Intimidate, Negotiate, and Persuade tests involving other Cardassians, the character adds his Renown modifier automatically to the skill test. A Cardassian's *vesala* modifies his social interactions with other Cardassians.



NOTABLE CARDASSIANS

During his checkered career, Gul Dukat served as commander of the feared Second Order, Prefect of Bajor, rescuer of (and later military advisor to) the Detapa Council, disgraced family betrayer, and the leader who negotiated the Dominion-Cardassian alliance. Thereafter he took on his true role in life, as the Emissary of the Pah-wraiths, and attempted to free them from their prison so they could destroy Bajor. Before he could do so, Benjamin Sisko, Emissary of the Prophets, fought and killed him.

Legate Damar, once Gul Dukat's aide, took over his position as leader of Cardassia after Dukat lost his sanity. Damar found himself increasingly ignored, insulted, and betrayed by his Dominion "allies" and eventually rebelled against them. Though he died in the rebellion's final action, thanks to his efforts the Cardassian fleet turned on the Jem'Hadar, ensuring a Federation alliance victory in the war.

FERENGI

P6RSONAUTY: The typical Ferengi is a clever, whining, ingratiating, and above all greedy person. The pursuit of material possessions and wealth dominates his thoughts. He often seems to stick his neck out just a little too far in his efforts to acquire profit, then tries to wheedle, sneak, bribe, and cajole his way out of trouble. Most other species tolerate Ferengi, at best.

PHYSICAL DescmPTiON: Markedly shorter and more lightly built than Humans, Ferengi have tannish to pumpkin-colored skin, with no head or facial hair. They keep their pointed teeth sharp with special grooming tools. The most notable Ferengi feature is the ears—large, prominent ones whose upper edges merge with a distinctive brow ridge. Males have larger ears than females. Besides allowing Ferengi to hear extremely well, the ears are an erogenous zone and inspire many cultural metaphors and sayings. For example, a Ferengi with plenty of financial skill and savvy is said to "have the lobes for business."

HOMewORLD: Ferenginar (Ventarus Idrilon IV), a swampy, rainy world in the Bajor Sector, coreward of both Bajor and Cardassia Prime.

CULTURE: Business, commerce, finance, and the acquisition of profit dominate Ferengi culture the same way they occupy the Ferengi mind. A Ferengi's status in society depends almost entirely on how much profit he earns. Every Ferengi male memorizes and lives by the Rules of Acquisition, 285 maxims describing good business practices and providing general advice for a profitable existence.

In Ferengi society, women are second-class citizens. Until the reforms of Grand Nagi Zek and Rom in the mid to late 2370s, females could not wear clothes, conduct business, or participate in politics. They were expected to remain subservient to men, right down to chewing males' food to soften it up before they ate it. Ferengi marriages were contractual affairs, with payment based on the duration of the contract, whether the couple had children, and similar factors.

Ferengi workers do not enjoy many more rights than women. Even in family businesses, employers exploit their workers, forcing them to labor long hours for low pay and no benefits whatsoever. Workers often have to provide kickbacks, favors, and the like to their employers. Every Ferengi worker fervently hopes to climb the "latinum stairway" and become an employer himself.

The leader of the Ferengi Alliance, a government organized along economic lines, holds the title "Grand Nagus." Below him many other nagi, subnagi, and lesser officials fill the administrative ranks, each earning profit by extorting bribes from people who need their services. The Grand Nagus employs Grand Proxies and the Liquidators of the Ferengi Commerce Authority to keep lesser Ferengi in line and, if necessary, take a cut of their profits for himself.

NOTABLE FERENGI

Quark, proprietor of Quark's Bar on the Deep Space 9 Promenade, is both a typical and atypical Ferengi. He spends much of his time figuring out ways to acquire more profit and over the years has established significant underworld contacts and engaged in quite a few shady deals to line his pockets. His business is his life; he has no hobbies and has never married. But at the same time, his exposure to Starfleet and its ideals has "softened" him somewhat. On more than one occasion he has passed up an opportunity for profit to help someone or "do the right thing," even when that meant suffering legal or social consequences.

From 2365-2375, Zek served as Grand Nagus of the Ferengi Alliance. Clever, wily, duplicitous, and immensely rich, he perfectly embodied the Ferengi ideal. He made many of his fellows quite wealthy by opening up new markets (such as the Gamma Quadrant) and dispensing favors so that his position remained secure. Over the years, his love for Ishka, mother of Quark and Rom and noted proponent of Ferengi female rights, gradually changed his way of thinking. By the time Zek retired, he had passed laws making Ferengi females equal to males in all respects, established taxation, and instituted many other reforms.



LANSUAG6: Ferengi

COMMON NAMES: Ferengi have only given names.

MALE NAMES: Arridor, Bok, Brunt, Farek, Gaila, Kazago, Keldar, Kol, Krax, Leek, Morta, Pel, Plegg, Pol, Quark, Rom, Zek.

FEMALE NAMES: Ishka, Lumba, Prindora.

FAVOR6D PROF6SSION: Merchant. More than anything else, most Ferengi love acquiring profit and making deals. Occasionally one encounters a Ferengi explorer, pirate, scientist, or eliminator (assassin), but even they tend to have at least one eye on potential profits.

SPSCI6S ADJUSTMENTS: +1 Presence, +1 Perception, -2 Strength. Ferengi tend to have strong personalities and always keep their eye open for profit, but their smaller size makes them weaker than other species.

Species ABIUTI€S:

- **BONUS EDGE: SKILL FOCUS (KEEN HEARING):** Ferengi have enormous ears. See pages 137-138.

- **EYE FOR PROFIT:** Even the lowliest crewman on a Ferengi Marauder can identify business opportunities. All Ferengi can make an Appraise skill test to identify an opportunity for profit. Use the difficulty chart accompanying the Appraise skill (page 109) to determine the target number **for this** test. With a successful test, the Narrator should tell the Ferengi how the situation could be turned to profit—meeting an ambassador could provide a lucrative contact, acquiring the rights to a stable wormhole could reap millions, and someone, somewhere might want 100 gross of self-sealing stem bolts.

- **FOUR-LOBED BRAIN:** Ferengi have four-lobed brains, which render them immune to psionic skills and psi-like abilities. Ferengi cannot acquire the Psionic trait, and all Psionic skill tests against them automatically fail.

- **HEAD FOR NUMBERS:** Due to both physiological and cultural reasons, Ferengi possess a knack for juggling numbers. They gain a +3 affinity bonus to Business skill tests from their Physical Science (Mathematics) skill.

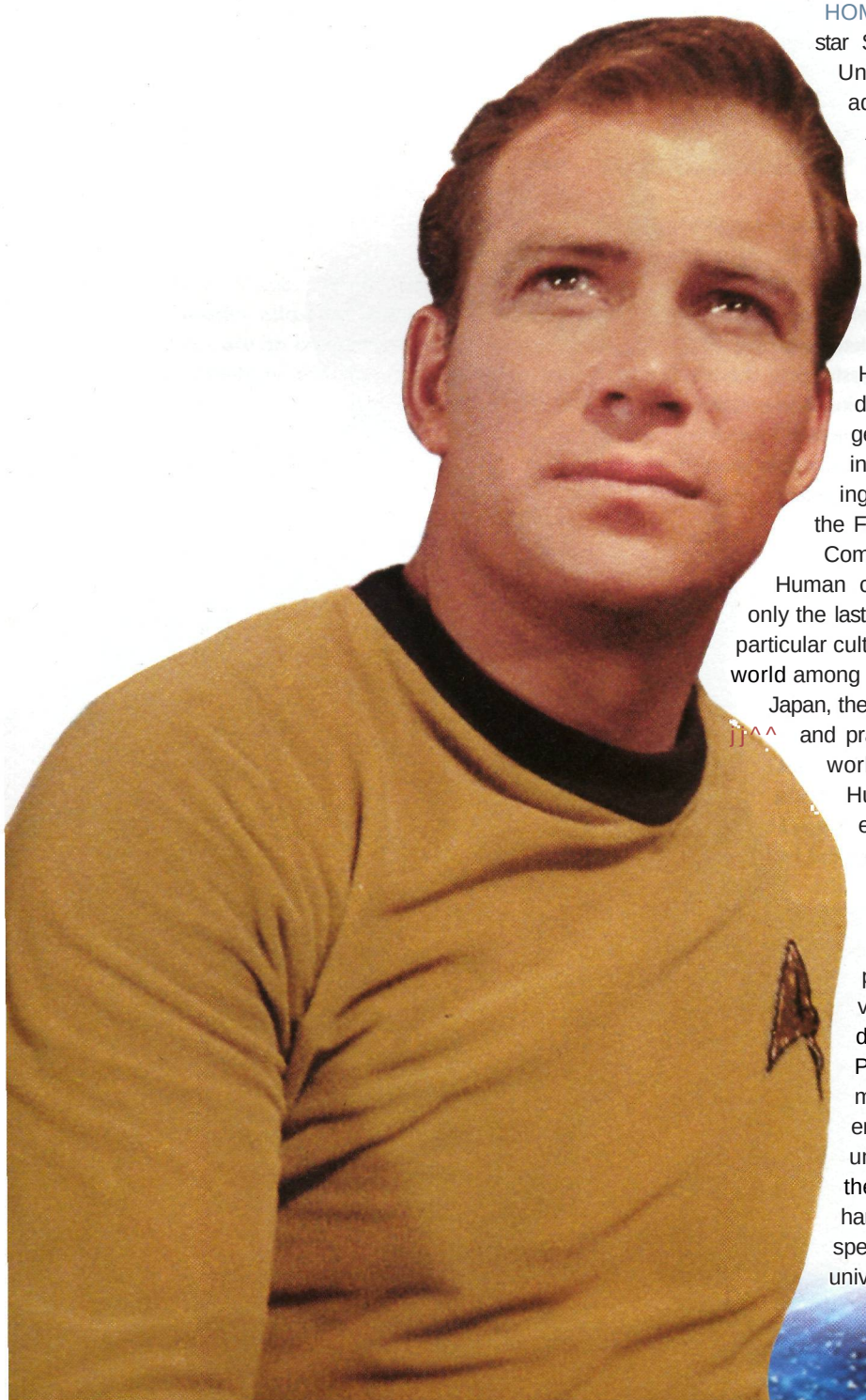
- **LOBES FOR BUSINESS:** Ferengi often find the best way to maximize their profit, from finding the best prices on *kanar* to bilking *dabo* girls of their tips. All Ferengi gain a +1 bonus to Business skill tests.



HUMANS

PERSONALITY: In the 23rd and 24th centuries, Humans are outgoing, inquisitive, courageous, kindhearted, and filled with seemingly boundless energy. Ironically, their every good quality seems to have a negative counterbalance—they can be self-centered, violent, rebellious, and short-sighted. In many ways they represent the best, and worst, of what a sentient species can be.

PHYSICAL DesCRIPTION: Humans form the baseline from which most demographers describe other species. They stand from about 1.5 to 2 meters tall, with skin colors ranging from dark brown to pale pink. Their hair and eye colors likewise span the spectrum. They dress in a wide variety of fashions, ranging from clothing patterned after various alien outfits to garb distinctly Human.



HOMewORLD: Earth, the third planet orbiting the star Sol in Sector 001. The capital world of the United Federation of Planets, Earth is a lush paradise, a Utopia with almost no crime or want. Adaptable and adventurous, Humans have also colonized and settled many other worlds.

CULTURE: Humans have no one particular culture. They celebrate their diversity, developed over millennia. Many cultural groups establish their own colonies as a way of preserving their ancient traditions, and many Humans remain aware of, and in their own way devoted to, their culturally balkanized past. The general Human culture and perspective have influenced the broader Federation culture, causing some observers to complain, incorrectly, that the Federation is a "homo sapiens-only club."

Compared to many other spacefaring peoples, Human culture is very young, having developed over only the last 25,000 years. Humans, however, have not one particular culture, but many, the result of dividing their homeworld among hundreds of nation-states. France, Great Britain, Japan, the United States—each had its own cultural mores and practices. It would not be until after a disastrous world war (the third and final in their history) that Humanity would learn to embrace their differences, put them aside, and learn from each other. Humans celebrate their diversity.

For over three centuries, Humans exerted a profound influence on the Alpha Quadrant. The Federation, in which they are the primary participant, has brought their concepts of individual determination, personal freedoms, and democracy to hundreds of alien worlds. Profoundly adaptable to a variety of environments and circumstances, they journey to the ends of the galaxy in search of knowledge and understanding—just because it's there. Through their drive and ingenuity, they have conquered harsh environments, befriended many disparate species, and forged a future of peace in a chaotic universe. Though some observers complain of cul-

tural imperialism—a "homo sapiens-only club"—nothing could be further than the truth. Humanity's experiences with their own diverse cultures has only led them to appreciate the many cultures found throughout space.

LANGUAGE: Federation Standard

COMMON NAMES: Human names typically feature a given name followed by a family name. A few Human cultures maintain ancient traditions placing the family name first.

FAMILY NAMES: Corbin, Costa, Dalby, Decker, DeSoto, Dobrevic, Finney, Garrett, Harriman, Johnson, Jones, Juarez, Komananov, Krajensky, Kyle, M'Benga, McCoy, O'Brien, Pierce, Ramirez, Sulu, Wu, Zimmerman.

MALE NAMES: Benjamin, Christian, David, Donald, Edward, George, Harold, Hikaru, James, Jean-Luc, Joachim, John, Kenneth, Lawrence, Leonard, Luther, Mark, Matthew, Owen, Paul, Robert, Roger, Ross, Steven, Thomas, William.

FEMALE NAMES: Alloryn, Ariana, Autumn, Beverly, Carrie, Carol, Donna, Elizabeth, Holly, Janice, Jennifer, Kathryn, Keiko, Kelly, Laura, Leah, Lisa, Linda, Marta, Mary, Nancy, Natalie, Nichole, Rachel, Sheila, Susanna.

FAVORED PROFESSION: Any. Humans have the ability and drive to master any profession and have spread throughout the galaxy as explorers, diplomats, merchants, mercenaries, and the like. They seem particularly suited to life in Starfleet (the creation and shaping of which they played a prominent role in); more Humans belong to Starfleet than any single other species. By the same token, Humans seem to have a stronger predilection for rogue activities and the vagabond life of the adventurer than many other species.



Species ADJUSTMENTS:

None

Species ABILITIES:

- **ADAPTABLE:** From their earliest days, Humans spread across their world and flung themselves out into space, and always seem to thrive in even the harshest conditions. Human characters gain a +2 bonus to either Stamina, Quickness, or Willpower, which is chosen during character creation.

- **THE HUMAN SPIRIT:** TO reflect their unique spirit, drive, and versatility, Humans begin the game with +1 Courage.

- **SKILLED:** Humans seem to have a broad range of experiences which they can draw upon. During the personal development step when creating the character's background (see *Chapter 5: Development),* Humans gain extra skill picks. After choosing a package and picking skills, Humans can add +2 skill levels to any one skill, or +1 to two skills.

NOTABLE HUMANS

Doctor Leonard McCoy, Chief Medical Officer of the *U.S.S. Enterprise,* represents humanity's capacity for caring, compassion, and self-sacrifice. Known to his friends as "Bones," he repeatedly risked his own life to provide medical care to anyone who needed it, including people who wished him ill. Intolerant of regulations, procedures, customs, or orders that inhibited bis ability to do his job, he always stood up for the dignity and rights of all sentient beings.

Captain Benjamin Sisko, the commander of space station Deep Space 9, represents humanity's indomitable nature and strength in the face of adversity. Faced with a difficult political and social environment as the Federation commander of a Bajoran station near Cardassian space—a situation further complicated by his unwished-for role as Emissary of the Bajoran Prophets—Captain Sisko usually found a way to resolve difficulties and make the best of bad situations.

KLINGONS

PERSONALITY: Klingons are aggressive, brutal, blunt, and tough. They say what's on their minds, approach problems directly, do not back down from confrontations, and tend to resolve difficulties with violence. Most subscribe to a code of personal honor.

PHYSICAL DESCRIPTION: The typical Klingon is taller, broader-shouldered, stronger, and tougher than the average Human. Klingons have dark brown skin and dark eyes. A set of bony ridges, distinctive to each Klingon, adorns their high foreheads and sometimes descends down to the bridge of the nose. Both sexes wear their black hair long and flowing (or, occasionally, tied back in a ponytail).

HOMEWORLD: *Qo'noS* (pronounced "KRO-nos"), a dark and stormy world, capital of the Klingon Empire.

CULTURE: Klingon culture focuses on a warrior ethos and military matters. Every Klingon thinks of himself as a warrior and stands ready to prove it through competition or combat at the drop of a hat. The Klingons' belligerent approach to life colors their social life, politics, starship life, and relations with other species. More than a few Klingon politicians and ship captains have earned their positions by killing (in honorable combat) those who held them originally.



Klingons live according to a complex system of social customs that place an individual's honor above all other considerations. Running from battle, killing prisoners, using poisons, breaking one's sworn word, and disloyalty to family, House, and superiors are considered dishonorable acts. A Klingon's honor reflects not only on himself, but also his immediate family and fellow House members. A Klingon who rejects or violates this code suffers the scorn and approbation of his fellows.

For a brief period, following their first contact with Starfleet, the Klingons abandoned their traditional way of life. Instead, they adhered to a totalitarian, centralized authority that transcended both honor and House. The primary consideration was to serve the Empire, expand its borders, and prove the Klingon way as superior. With the explosion of Qo'noS's moon, Praxis, the Klingons could no longer maintain an expensive centralized government and returned to their traditional way of life.

LANGUAGE: Klingon

COMMON NAMES: Klingons go by their given names only, though most of them belong to or serve a House.

MALE NAMES: Chang, Duras, Gorkon, Gowron, H'Ta, Huraga, Ja'rod, Kahless, Kang, K'mpec, K'mtar, K'nera, K'Ratak, K'Tal, K'Temang, K'Temoc, K'Vada, Koloth, Konmel, Kor, Korris, Kozak, Kurn, L'Kor, Lorgh, Martok, Mogh, Noggra, Nu'Daq, Rodek, T'Vis, Telok, Toq, Toral, Torin, Tumek, Worf.

FEMALE NAMES: B'Elanna, B'Etor, Grilka, Huss, Kahmar, K'Ehleyr, Karana, Kurak, Linkasa, Lukara, Lursa, Shenara, Sirella.

FAVORED PROFESSION: Soldier. Every Klingon considers himself a warrior and approaches his daily activities as though they are a form of combat. For example, Klingon advocates see courtroom debates as a type of battle, and Klingon scientists compete against their fellows to make discoveries and prove theorems first. Besides pursuing various military-oriented professions, Klingons also go out into the universe as merchants, explorers, and the like—they enjoy any task that challenges them.

Species ADJUSTMENTS: **+1 strength, +1** Vitality, -1 Intellect, -1 Perception. Klingons are exceptionally powerful, but focus on battle and tend to rush into danger.

Species ABIUTICS:

- **BONUS EDGE: HIGH PAIN THRESHOLD:** Klingon life is harsh, and they typically train themselves to ignore pain. See page 135.

- **BONUS SKILL: KLINGON TRADITIONAL WEAPONS:** All Klingons learn to use the weapons traditional to their culture. They gain the Armed Combat skill Klingon Traditional Weapons (see page 109) at skill level 1. Klingon characters can treat this as a professional skill for the purposes of skill acquisition (see page 98) and advancement (see page 153).

- **BRAK'LUL:** Klingons possess duplicates of many of their vital organs—they have an eight-chambered heart, two livers, and twenty-three rib pairs. This redundancy, called *brak'lul,* makes it much harder to kill them. Klingons gain a +2 Stamina reaction bonus.

  Brak'lul also makes Klingons harder to incapacitate with a weapon's stun settings. When hit with a weapon's stun effect, divide the effect's duration in half (rounding down) to a minimum of one.

- **FEROCITY:** Klingons have a short temper and are quick to fight. This is especially true when their honor is called into question, they witness a Klingon engaging in dishonorable behavior, or someone (anyone) pushes them beyond their breaking point.

  When a Klingon's ferocity is triggered, he enters a trance state in which his aggression runs unchecked. He focuses entirely on the subject of his ire, which increases his Armed Combat and Unarmed Combat skill tests by +2. Ranged Combat remains unaffected. He is capable of withstanding increased amounts of pain. A Klingon in the throes of ferocity gains +1 Health. The player decides when his character flies into this fury, though this is limited in game terms to once per day. The effects last for a number of rounds equal to the character's Vitality.

  Unfortunately, most Klingons do not recover from this state until either they or their opponent lies dead, and they continue fighting so long as there are opponents left standing. Once this ability has been triggered, the character must spend 1 Courage point to stop fighting prior to the ability's duration. Otherwise, he continues fighting, even attacking his allies if there is no one else left to attack. The effects of this ability are cumulative with the Bloodlust flaw (so 2 Courage points must be spent to stop fighting).

- **HONOR:** Klingons put high value on their reputation as honorable warriors. An honorable Klingon can count on the support of other Klingons in times of need, while dishonorable Klingons are frequently the targets of attack or even banishment (called discommodation). A Klingon with high Honor (measured by Renown) can persuade others to join him in a quest, ally with him politically, or join him under his banner.

  A Klingon gains enhanced benefit from his Renown, improving his chances to persuade another Klingon to assist him or intimidating a fellow Klingon into submission (both because of his status). A Klingon's honor modifies his social interactions with other Klingons. When making Influence, Intimidate, Negotiate, and Persuade tests involving other Klingons, the character adds his Renown modifier automatically to the skill test.

NOTABLE KLINGONS

Worf, son of Mogh, is the first, and only, Klingon in Starfleet. He served as Chief Security Officer aboard the *Enterprise-D,* an occasional crewmember on the *Enterprise-I,* and Strategic Operations Officer of Deep Space 9, eventually ascending to the rank of Lieutenant Commander. He also played a major role in Klingon politics during the 2360's and '70's, at times allied with Chancellor Gowron, at times not. In 2375, he killed Gowron in a duel disputing Gowron's command of Klingon forces fighting the Dominion War. Following the war, Worf was appointed Federation ambassador to the Klingon Empire.

Kor, a legendary Klingon warrior and Dahar Master, began his military career in the mid-23rd century, during which the encountered the equally legendary Captain James T. Kirk several times. He led Klingon forces to victory over the Romulans at Klach D'Kel Brakt, defended the Korma Pass, and even attacked Romulus itself. During his later life, Kor served as ambassador to Vulcan, and once participated in a quest to recover the Sword of Kahless.

OCAMPA

PERSONALITY: Most Ocampa are calm, peaceful, and sometimes even phlegmatic—the result, in part, of having a powerful being take care of them for the past millennium. With their civilization facing extraordinary new challenges for the first time in a thousand years, many Ocampa are becoming more aggressive and forward-thinking, though they retain their love of art, music, and times of quiet contemplation.

PHYSICAL DESCRIPTION: The Ocampa bear a strong resemblance to Humans, though they tend to be shorter and slighter (and have differently shaped ears). They typically have fair skin and hair, but exhibit a wide range of complexions across the species as a whole. The Ocampa have a lifespan of approximately nine years; an Ocampa reaches sexual maturity at about 1.5 to 2.5 years. With the death of the Caretaker, Ocampa began to live longer than their normal lifespan. Player characters born in this period and later can live to age 20, or perhaps longer at Narrator discretion.

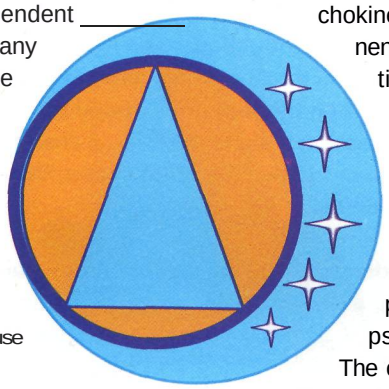


HowiewORLD: Ocampa, the fifth planet orbiting the star of the same name, in the Delta Quadrant. The surface of the planet was ecologically devastated a millennium ago, when explorers from another galaxy accidentally stripped the atmosphere of nucleogenic particles.

CULTURE: Approximately one thousand years ago, the planet Ocampa was nearly destroyed when two explorers from the energy-based Nacene species accidentally triggered an ecological catastrophe. The entire surface of the planet became a desert wasteland, and the Ocampa faced extinction. The two remorseful explorers did their best to correct matters. One, whom the Ocampa call the Caretaker, built a vast underground civilization for them and then constructed a space station (the Array) nearby from which he could watch over them and supply them with energy. The other, using the name Suspiria, took two thousand Ocampa with her to another place, where she built an Array of her own and tried to develop the Ocampa's psionic abilities. Unfortunately, after a fruitless attempt to find a mate to sire an heir (in which he pulled dozens or hundreds of ships, including the *U.S.S. Voyager,* into the Delta Quadrant), the Caretaker died in 2371. The *Voyager* destroyed his Array to keep it from falling into Kazon hands, but he had previously stored up enough energy for the Ocampa to live on until 2376.

During those five years, the Ocampa debated what to do. Some argued for delving into the long-ignored records of scientific knowledge to find a way to provide power for their vast underground home. Others, primarily younger Ocampa inspired by the *Voyager* crew, wanted to find a way to make the surface habitable again (which also entailed protecting their people from the Kazon and other threats). Today, some Ocampa live on the surface, using the old scientific knowledge to explore ways to make it green and fertile once more, while others remain underground, living in an enclosed world supported by crude new energy sources.

Despite losing some of their drive, ambition, and knowledge during the "Caretaker period," the Ocampa retain much of their traditional culture. Their sophisticated art, music, and customs (including a religion focusing on the betterment of the *comra,* or soul, through meditation and charitable acts) remains mostly intact, and the newly independent Ocampa will no doubt develop many new art forms and masterpieces in the years to come.



LANGUAGE: Ocampa. The Ocampa language is partly telepathic (though they can communicate verbally with nontelepaths).

COMMON NAMES: Ocampa use only their given names.

MALE NAMES: Benaren, Daggin, Elrem, Tanis, Toscat.

FEMALE NAMES: Alana, Kes, Martis, Naris, Tahla.

FAVORED PROFESSION: Scientist. Though they no longer possess the scientific knowledge they once had, the Ocampa enjoy learning and usually favor a rational, disciplined approach to life. The pressures their society now labors under likely will lead to the rapid relearning (or acquisition) of much scientific knowledge. As the Ocampa begin to interact with the Delta Quadrant once more, their mystics, diplomats, merchants, and even soldiers should become better known.

SPECIES ADJUSTMENTS: +1 Intellect, +1 Perception, -2 Vitality.

SPECIES ABILITIES:

- **BONUS EDGE: EIDETIC MEMORY:** Ocampa exhibit a ravenous appetite for information and have developed a heightened ability to retain knowledge. This eidetic memory is one reason why Ocampa develop so quickly.



- **BONUS EDGE: PSIONIC:** Ocampa automatically possess the Psionic edge (page 136).

- **LATENT PSIONIC:** Legends say the Ocampa once possessed more powerful psionic abilities, including the power to foresee the future and a wide variety of psychokinetic abilities. When under stress—imminent physical harm, social pressure, intimidation, harm to a loved one or friend, for example—an Ocampa may evidence new or more powerful abilities.

  In these situations, the character can spend 1 Courage point to adjust Psionic test modifiers (page 103) by +/- 5 TN. By spending 3 Courage points, the Ocampa manifests a new psionic ability, by choosing a new skill. The character can use this skill for a number of rounds equal to his Intellect, after which the power (and any effects) evaporates. The character can, at a later date, choose to advance this latent psionic skill as a professional skill.

- **SCHOLARLY:** During their years of protection under the Caretaker, the Ocampa turned their interests towards a number of academic endeavors. An Ocampan character at the beginning of play selects one skill from the Science group and receives a +2 bonus. Only the Space Sciences skill may not be chosen, and the bonus may not be changed at a later date.

- **TELEPATHY:** Ocampa gain Telepathy skill 1 and can treat this skill as a professional skill for the purposes of skill selection and advancement.

NOTABLE OCAMPA

Kes, daughter of Benara and Martis, was so inquisitive as a young woman (age 1) that she found a way onto the surface of Ocampa. Unfortunately, the Kazon-Ogla captured and abused her. The crew of the *U.S.S. Voyager* freed her, and she decided to join them on their long journey. While on the ship, she began exercising her mental powers under the tutelage of Lieutenant Tuvok, eventually developing them to the point where she left the ship and transformed into a being of pure energy.

Tanis led a group of 2,000 Ocompa taken away from their homeworld by Suspiria, to help them develop their telepathic abilities. Now possessed of powers and lifespans far in excess of the Ocampa norm, Tanis and his followers debate whether to return to Ocompa and help their people or seek their own destiny among the stars.

TALAXIANS

P6RSONAUTY: The typical Talaxian is kindhearted, gregarious, inquisitive, and optimistic. On the other hand, the experiences of the Haakonian War have made many Talaxians hard, bitter, tough, aggressive, and suspicious of others.

PHYSICAL DESCRIPTION: Talaxians are slightly shorter and lighter than Humans. Their heads are comparatively elongated and thin, with a short tuft of hair across the crown (and, in males, on the sides of the cheeks as well) and distinctive patterns of coloration and spots on the sides and around the hair.

Talaxian males typically wear monocolored shirts beneath a characteristically cut long-sleeved jacket, with pants to match the elaborate coloration and patterning of the jacket. Talaxian women wear dresses or form-fitting pantsuits in a rainbow of colors and patterns.

HOM6WORLD: Talax, a Delta Quadrant planet orbiting the trinary star of the same collective name. Talax possesses only one moon, a Class M body known as Rinax.



CULTURE: An outgoing and friendly people with a rich, highly developed civilization, the Talaxians participated in trade and cultural exchanges with many other Delta Quadrant societies and species. Unfortunately, they became involved in a war over certain territories and trade rights with the Haakonian Order in 2346. For ten years, they fought the Haakonians, both sides so evenly matched neither could obtain a significant advantage. Then, in 2356, the Haakonians unleashed a weapon called the metreon cascade on Rinax, almost instantly killing over 300,000 Talaxians (and killing tens of thousands more thereafter via a lethal blood disease called metremia). The Talaxian government sued for peace at once, eventually submitting to humiliating terms of surrender which both impoverished and weakened its people. Though many Haakonians now regret deploying the cascade, the Haakonian Order still exerts substantial authority on, and influence over, Talax.

As of 2377, Talaxian civilization is a shadow of what it once was. Their numbers (and spirit) diminished by war and disease, their once-proud planets still rebuilding, many of their greatest cultural artifacts destroyed, they no longer cut the impressive figure they once did on the quadrant stage. Many Talaxians have abandoned their homeworld, seeking their fortunes as traders, diplomats, mercenaries, starship pilots, or colonists on worlds left untouched by the Haakonians. Despite the adversities they face, many Talaxians find it within themselves to remain optimistic and to approach new situations with open hearts and minds.

To a Talaxian, family represents the most important thing in the universe. Family ties remain strong, even across light-years, and Talaxians celebrate family

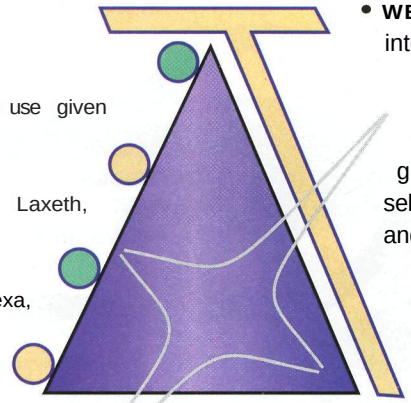
every year in a special holiday called Prixin. When a family member dies, Talaxians mourn and bury him in an elaborate ceremony lasting a full week. The Talaxians' sophisticated art and literature frequently depict family situations.

LANGUAGE: Talaxian

COMMON NAMES: Talaxians use given names only.

MALES NAMES: Arellax, Jirex, Laxeth, Neelix, Paxim, Skorex, Wixiban.

FEMALE NAMES: Alixia, Elnexa, Jaxara, Marexa, Pixa, Sumaxa.

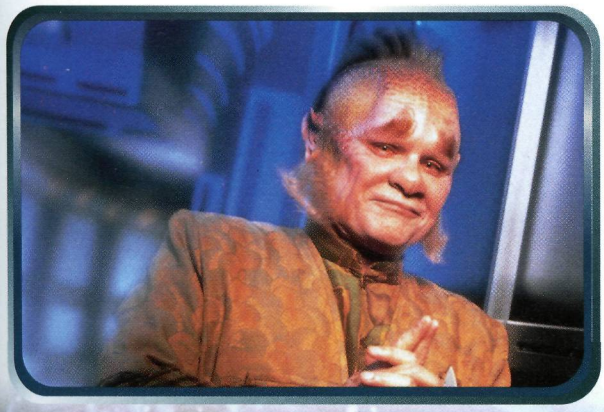


FAVORED PROFESSION: Merchant. Talaxians interact well with other species, making it easy to trade with them, and Talax has many natural and Talaxian-made resources other species desire. In the scattering at the end of the Haakonian War, Talaxian diplomats, soldiers, and scientists spread throughout the Delta Quadrant, finding new homes for themselves; characters in that region could encounter a Talaxian just about anywhere.

SPECIES ADJUSTMENTS: +1 Agility. Talaxians are very agile and possess good eyesight.

SPECIES ABILITIES:

- **AMIABLE:** Friendly and outgoing, all Talaxians gain a +2 species bonus to Influence (Charm) skill tests.
- **DUBIOUS:** AS a result of the Haakonian War, many Talaxians assume others possess an ulterior motive. They tend to look at outsiders suspiciously. Talaxian characters receive a +1 species bonus to their Savvy reaction.
- **GLIB:** With their gift for gab and nonthreatening nature, Talaxians are good at mingling with just about anyone. All Talaxians gain a +2 species bonus to Inquire (Fraternize) skill tests.
- **WELL VERSED:** Because of their affinity for interacting with other species and predisposition to trading and business matters, Talaxians gain a +1 skill test bonus to any skill from the Enterprise skill grouping. The appropriate skill must be selected at the time of character creation and may not be changed.



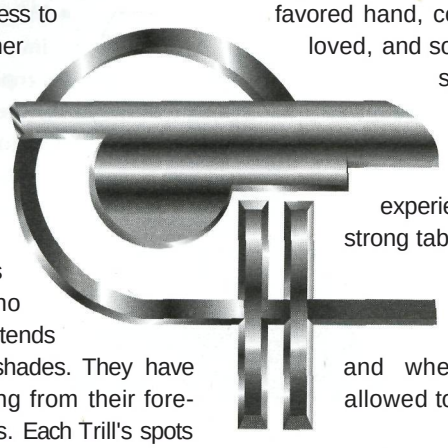
NOTABLE TALAXIANS

Neefix, a native of Rinax, considered the war against the Haakonians unjustified and fled to Talax to escape military duty. In doing so, he also escaped the metreon cascade, which killed his family, including his beloved sister Alixia. After the war, he worked at several odd jobs and had a few brushes with the law, but eventually became a trader specializing in salvage, scrap, and junk. His life changed for the better when he encountered the *U.S.S. Voyager,* becoming its guide, goodwill ambassador, morale officer, and chef.

Many Talaxians regard Jirex, a writer and poet of their 20th century, as the greatest Talaxian author of the past several centuries. His precisely crafted poems, poignant short stories, and masterful novels display his command of Talaxian language and cultural motifs and provide the reader with both entertainment and a moral message. The *Selected Works of Jirex* contains many of his best short works, including his famed *Thousand Parables}* many Talaxians read a parable or two each day for inspiration and comfort.

TRILL

PeRSONAUTY: Unlike Vulcans or Klingons, Trill do not really possess a stereotypical personality. As with Humans, their personalities span the spectrum from kindness to curmudgeonliness, openness to introspection. Like most other Federation members, they are generally optimistic, open to new ideas, and willing to help those in need.



PHYSICAL DESCRIPTION.- Trill have the same average height and weight as Humans. Their skin tones range from pale pink to olive, but no darker; their hair, on the other hand, tends to be brown, black, or other dark shades. They have two rows of dark brown spots running from their foreheads down their bodies to their heels. Each Trill's spots are as distinctive to him as fingerprints are to a Human.

HowiewORLD: Trill, a beautiful world orbiting the star of the same name.

CULTURE: The Trill possess a rich trove of literature, music, and art. Thanks to the symbionts and joined Trill, they have detailed historical records back to the time of the First Joining and a deep appreciation for the importance of history and tradition. Although most Trill do not follow a religion, they honor their ancestors during certain holidays.

Most Trill believe only one in a thousand Trill can join, though almost half of all Trill can. The Trill Symbiosis Commission suppresses this fact because so few symbionts are available. A Trill considered eligible to join undergoes rigorous training and preparation (though most fail to qualify). If joined, he undergoes physical and psychological changes as his personality merges with the symbiont's. He may change his favored hand, come to hate foods or places he once loved, and so forth. He gains the memories of the symbiont's previous lives. Because symbionts live for centuries, passing from one host to another, a host's memories may contain the experiences of many Trill. Trill have a strong taboo against reassociation—fraternization with the spouse and relatives of a previous host. Joined Trill who violate this custom are ostracized, and when they die their symbionts are allowed to die as well.

LANGUAGES: Trill, Federation Standard

COMMON NAMES: Trill place the given name before the family name. Joined Trill substitute the symbiont's name for the family name.

FAMILY NAMES: Belar, Otner, Peers, Pren, Tigan.

MALE NAMES: Arjin, Bejal, Curzon, Hanor, Joran, Malko, Selin, Timor, Tobin, Torias, Verad, Yedrin.

FEMALE NAMES: Audrid, Azala, Emony, Ezri, Jadzia, Kareel, Lenara, Nilani, Reeza, Zharaina.

FAVORED PROFESSION: Any starship officer. Many Trill serve in Starfleet at every level of the organization; joined Trills' multiple lifetimes of experience prove particularly valuable. Trill scientists conduct research all over the quadrants, and Trill diplomats apply their talents to defuse wars and other problems.

SPECIES ADJUSTMENTS: +1 intellect. Trill receive a rigorous education to prepare them to receive a symbiont.

NOTABLE TRILL

Jadzia Dax, successor to such notable hosts as athlete Emony Dax and famed diplomat and carouser Curzon Dax, served as the Science Officer on space station Deep Space 9. There she renewed Curzon's friendship with Benjamin Sisko and assisted him with the many problems and crises he faced while running the station. On DS9 she met Worf and eventually married him. Unfortunately, in 2374 she was slain by a Pah-wraith-possessed Gul Dukat.

Lenara Kahn, one of the most noted Trill scientists of the 2370's and an expert on subspatial phenomena, performed extensive research on the Bajoran wormhole as part of her ongoing work to create stable artificial wormholes. She devised a way to shut the wormhole permanently without harming the Prophets, if necessary. Although she has yet to develop a stable wormhole that lasts long enough to be useful for travel, her work progresses.



Species ABiLines:

- **SKILLED:** All Trill undergo a rigorous training program to prepare them for joining (see below). During the personal development step when creating the character's background (see *Chapter 5: Development),* Trill gain extra skill picks. After choosing a package and picking skills, Trill can add +2 skill levels to any one skill, or +1 to two skills.

- JOINING: Trill can join with a small, long-lived, wormlike creature called a symbiont, thus becoming a symbiotic creature combining the knowledge and traits of both. All player character Trill are joined.

Roll 1 d6 and divide by 2 (round down, minimum 1) for the symbiont's number of past hosts. A joined Trill gains the following benefits:

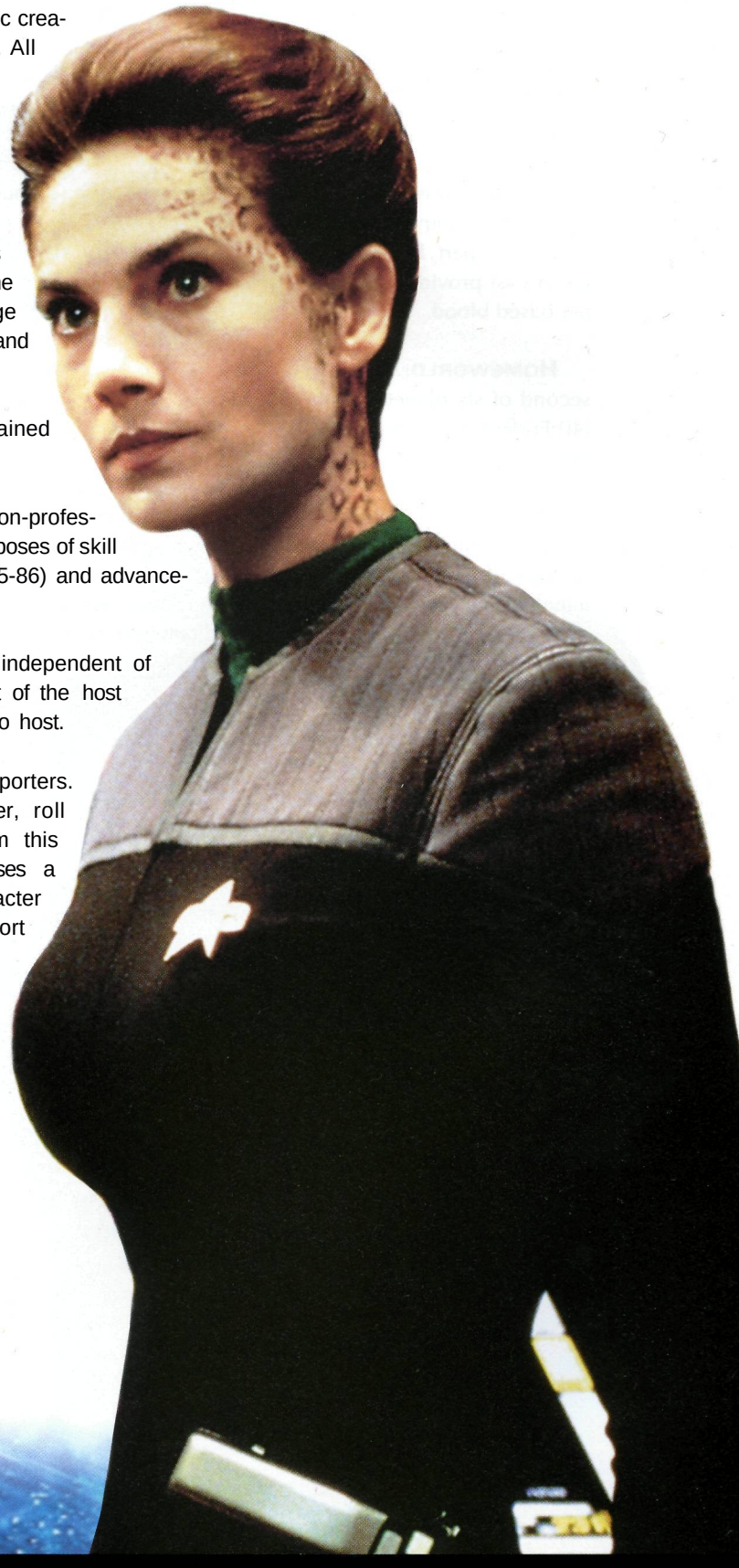
- To reflect his knowledge of the symbiont's past hosts and their accomplishments he gains a +2 skill test bonus with Knowledge related skills (such as Culture, History, and Politics; see pages 118-11 9).

- For each past host, you may select one trained skill and use it untrained.

- For each past host, you can select one non-professional skill as a professional skill for the purposes of skill selection (see *Background History,* pages 85-86) and advancement.

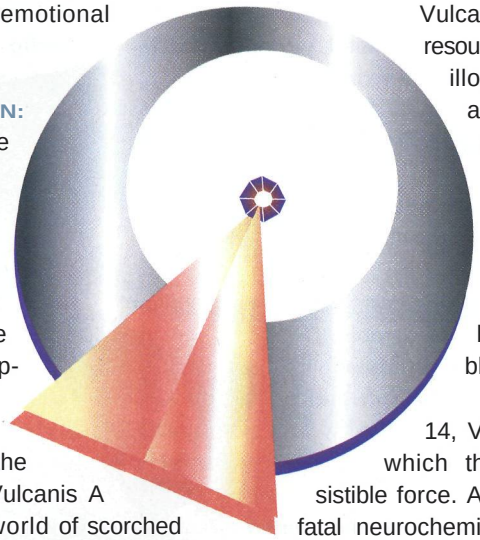
- Symbionts do not have edges and flaws independent of their host. Edges and flaws are an aspect of the host character and do not carry over from host to host.

- Some joined Trill cannot safely use transporters. To determine if this affects your character, roll 1d6; on a 1, the character suffers from this restriction. Every time the character uses a transporter, roll 1 d6. On 1 or 2, the character suffers 4d6+4 damage from the transport (no defense or reaction roll applies).



VULCANS

PERSONALITY: Vulcans suppress their emotions in favor of a rigidly logical approach to life. They frown on displaying or relying on emotion. They often have difficulty relating to emotional species.



PHYSICAL DESCRIPTION: Vulcans have the same average height and weight as Humans. Their eyebrows possess a distinctive upward slant, and their ears have points. Their skin tones range from olive to dark brown, in part because of the green cast provided by their copper-based blood.

HOMEWORLD: Vulcan, the second of six planets orbiting Vulcanis A (40 Eridani A), a harsh, desert world of scorched plains, rough mountain ranges, and stark beauty.

CULTURE: The Vulcans possess a sophisticated, ancient culture with customs dictated by their devotion to logic. Vulcan art forms are formal and precise, intended not to evoke an emotional response but to stimulate thought or help induce a meditative mindset.

NOTABLE VULCANS

Spock, son of Sarek and the Human Amanda Grayson, was the first Vulcan to join Starfleet. He served as Chief Science Officer aboard the *U.S.S. Enterprise* during the legendary five-year mission commanded by his good friend James T. Kirk. After retiring from Starfleet, Spock followed in his father's footsteps and became an ambassador. He paved the way toward peace with the Klingon Empire, and almost a century later secretly journeyed to Romulus to work with the underground movement there in the hope of eventually reunifying Romulans and Vulcans.

Sarek, Spock's father, was one of the Federation's greatest diplomats. He played a pivotal role in the debate over Coridan's entry to the Federation and later joined his son in a peace initiative toward the Klingons. His principles and logical arguments won over a majority of the Federation Council in many debates. Toward the end of his life, he contracted Bendii Syndrome, which caused him to lose his emotional control, but with the help of Captain Jean-Luc Picard overcame it long enough to conclude a historic treaty with the legarans. He died shortly thereafter.

Vulcans also enjoy strategy games, formal debates, and similar activities. A Vulcan must apply logic to all situations he encounters and never give in to emotion (including violent emotions). If he fails, he suffers the scorn of other Vulcans.

Vulcans see violence as a waste of resources, time, and lives, and therefore illogical. If a Vulcan practices a martial art, he does so to hone his physique and discipline his mind. Above all else, Vulcans value peace and prefer to resolve differences—logically—through mediation. They are not fools, however, and when a Vulcan logically concludes that force must be met by force, he makes a formidable adversary.

Every seven years beginning at age 14, Vulcan males experience *Pon farr,* in which the mating urge emerges with irresistible force. A Vulcan who does not mate suffers a fatal neurochemical imbalance. He may also experience *plak-tow,* the "blood fever," when he loses all control of his emotions and can fight and kill without hesitation. Occasionally, Starfleet physicians have developed elaborate chemical, psychological, or holodeck-based "cures" for *Pon farr* episodes.

LANGUAGES: Vulcan, Federation Standard

COMMON NAMES: Vulcans use only given names, though in ritual greetings they add their parent's name (and sometimes more), as in Spock, son of Sarek, son of Solkar.

MALE NAMES: Delvok, Lojal, Sakar, Sakkath, Sarek, Satelk, Satok, Savar, Skon, Solkar, Solok, Sonak, Soral, Spock, Stonn, Surak, Sybok, Tuvok, Vorik.

FEMALE NAMES: Saavik, Sakonna, Selar, Senva, Sitak, T'Lar, T'Lara, T'Pan, T'Para, T'pau, T'Pel, T'Penna, T'Pera, T'plana-hath, T'pring, T'Shanik.

FAVORED PROFESSION: Scientist (or starship science officer). Vulcans possess a seemingly innate talent for matters scientific and enjoy scientific mysteries and the pursuit of knowledge. Their natural curiosity, scientific bent, and devotion to logic sometimes draw them to travel the galaxy, either as Starfleet officers, diplomats, or independent explorers and scientists.

SPECIES ADJUSTMENTS: **+1 intellect, +2** Strength, -3 Presence. Vulcans are logical and highly intelligent, but others find their emotionless conduct to be off-putting.

Species ABILITIES:

- **BONUS EDGE: SKILL FOCUS (KEEN HEARING):** Vulcans have especially sharp hearing (see page 138).

- **BONUS EDGE: PSIONIC:** Vulcans automatically possess the Psionic edge (see page 136).

- **ENHANCED RAPID HEALING:** When injured, Vulcans concentrate their strength, blood, and antibodies onto injured organs by a type of self-induced hypnosis. Once per day, a Vulcan character can enter into a trance lasting 10 minutes for every affected wound level (10 minutes for Healthy, 20 minutes for Dazed, 30 minutes for Injured, and so on). At the end of this period, the Vulcan recovers a number of wound points equal to his Vitality modifier. When employed, this ability replaces the character's natural healing for the day (including Stamina tests made to recover additional wound points; see page 252). The character still gains the benefit of First Aid and Medicine skill tests, however.

  For example, Mr. Spock suffers damage that leaves him with 1 wound point in the Incapacitated wound level. He focuses his mind on his injuries, entering a trance for 40 minutes. Afterward, he regains lost wound points equal to his Vitality modifier, +3. This moves him to the Wounded category, and he does not recover additional wound points due to rest. Moreover, were he eligible to make a Stamina test to heal damage, he would be unable to make the test (since his body had performed whatever healing it was able). Dr. McCoy could make a Medicine skill test to give Mr. Spock additional wound points, however.

- **MIND-MELD:** This Vulcan discipline allows them to share memories with another character. Both participants in a meld know the origins of their new memories, and melding does not cause identity loss or confusion. Treat this ability as a skill, starting at level 1, which can be advanced as a profession skill.

  The Vulcan character must be able to touch his target (and the ability does not work through physical barriers such as gloves). Establishing a mind meld is a full-round action. The character makes a Mind Meld skill test and adds his Psionic modifier, opposed by the target's Willpower or Mind Shield (if the target actively resists). Even if the target's reaction test succeeds, the character can continue to plumb more deeply into his psyche as another full-round action, initiating an new opposed test, but at a -1 to the skill test. This penalty is cumulative.

- **NERVE PINCH:** Vulcans can perform a combat maneuver, the nerve pinch, on any vertebrate by gripping it at the base of the neck (or an equivalent nerve center) and applying pressure in a special way. The character must make an Unarmed Combat skill test to hit the proper spot correctly. This test suffers a -5 skill test penalty. Used against an opponent who is unaware of the attempt, ignore this penalty. If successful, the target is automatically stunned for 2d6 rounds (no reaction test is allowed).





3 PROFESSIONS

In the *Star Trek Roleplaying Game,* characters explore the galaxy, visit strange new worlds, and interact with alien cultures. When you first imagine a character, you likely think of him in terms of species and profession, Vulcan science officer, Klingon warrior, Cardassian tailor, Talaxian merchant.

Your character's profession defines what he does in the *Star Trek* universe. Is he a science officer aboard one of Starfleet's starships investigating scientific mysteries? Or is he a Klingon diplomat representing his homeworld before the Federation Council? Your decision determines what your character is capable of—scanning a planet's surface for life-forms or negotiating a treaty with an alien government. Profession defines the skills and abilities that help your character do his job.

PROFESSIONS

There are nine professions to choose from for your player characters. The professions included in this chapter fit the kinds of roles seen in *Star Trek*—not just the Starfleet officers, but also the diplomats, scientists, merchants, and rogues that make for a vibrant setting. Future *Star Trek* products from Decipher will include additional professions for you to choose from, as well as special elite professions for your characters. Your character's profession gives him the core skills and professional abilities you've seen demonstrated by characters in the various series.

The professions include the following roles:

DIPLOMAT: A shrewd negotiator who uses debate, mediation, and law to settle disputes, negotiate agreements, and represent organization. Examples include Ambassador Sarek of Vulcan, Ambassador Spock, Riva the Mediator, and Tam Elbrun.

MERCHANT: An independent businessman who makes a living by providing goods or services. Examples include Cyrano Jones, Carak, Quark, and Neelix.

MYSTIC: A follower of a spiritual path who lives life according to some religion or creed. Examples include Dr. Severin, Kai Winn, Vedek Bareil, and the clerics of Boreth Monastery.

ROGUG: A wily, cunning individual who survives on his wits and stealth and often finds himself on the wrong side of the law. Examples include Harry Mudd, Vash, Morn, and Seska.

SCIENTIST: A person of science, dedicated to improving the lives of others through great discoveries. Examples include Zefram Cochrane, Dr. Carol Marcus, Dr. Noonien Soong, and Dr. Richard Daystrom.

SOLD16R: A trained warrior with exceptional combat ability. Soldiers may serve their government defending borders, work as law enforcement officers, or operate as terrorists, freedom fighters, or mercenaries. Examples include Khan Noonien Singh, Arctus Baran, Colonel Kira Nerys, General Martok, and Constable Odo.

STARSHIP OFFICER: A starship officer represents any member of an organized, space-going operation, such as Starfleet, the Klingon

Defense Force, or the Cardassian fleet. Starship officers explore the galaxy for knowledge, protect sovereign territory, or serve as instruments of their government's policies. Each starship officer fills a specific role, whether as a science officer, transporter operator, or security guard, as defined by the player's choice of starship elite profession:

COMMAND: A member of a starship or starbase crew. Command officers handle critical functions on board, acting as navigator or helmsman and directing the activities of those under them. Examples include Captain Kirk, Lieutenant Sulu, Commander Riker, Captain Sisko, Gul Dukat, and Lieutenant Tom Paris.

OPERATIONS: A crewmember who handles the day-to-day functions aboard a starship or starbase—engineers, security officers, and those who staff specific consoles. Examples include Chief Engineer Montgomery Scott, Lieutenant Commander Data, Lieutenant Commander Worf, Chief Miles O'Brien, Ensign Harry Kim, and Security Chief Tuvok.

SCIENCE: A crewmember dedicated to conducting scientific research and operations aboard a starship. This includes a ship's doctors and counselors. Examples include Dr. Leonard McCoy, Mr. Spock, Dr. Beverly Crusher, Counselor Deanna Troi, Lieutenant Commander Jadzia Dax, and *Voyager's* Emergency Medical Hologram.

Profession Descriptions

The bulk of this chapter explains each character profession. Each entry is organized and presented in the following format:

INTRODUCTION: This section portrays how a character from the *Star Trek* setting might describe himself. These descriptions help you decide who your character is, why he adventures, or how he fits in with the rest of the group.

MISSIONS: This section describes the kind of adventures a member of the profession might embark upon. Not all professions excel in the same kinds of missions. Merchants, for instance, are interested in trading in goods and services or opening new markets, while Starfleet officers travel the galaxy in search of knowledge.

BACKGROUND: Individuals often pursue particular careers because of their upbringing or previous experiences. This section suggests how your character acquired his job. A smuggler rogue might have become a smuggler by necessity, needing to supress a Cardassian embargo to supply a Maquis colony.

SpeciGS: While no profession excludes any species, this section describes which species are well suited to the profession. For example, Vulcans, with their logical minds, excel as scientists or diplomats. Klingons make good soldiers. But playing against type can lead to interesting characters as well.

Rote: This section describes the general attitudes members of the profession hold toward the other professions, along with suggestions for joining a Crew. Whether you play your character as a typical member of his profession or completely differently is up to you. Indeed, learning to transcend these preconceptions can be the memorable part of a roleplaying game.

Game Information

In addition to story-oriented material, each profession requires a certain amount of game information to tell you how your character interacts with the game rules.

ATTRIBUTES: This entry tells you which attributes are most important to the profession. See *Chapter 4: Attributes* for information. Each profession has one favored attribute defined by the rules. Favored attributes are easier to improve through experience and advancement. Scientists, for instance, rely on their Intellect, while rogues depend on their Agility. This attribute should have a high score so the crewmember can excel in professional skill tests. You must also define one additional favored attribute when creating your character, and this entry suggests some possibilities. For more information about experience and advancement, see *Chapter 9: Advancement.*

ReACTIONS: Every profession has a favored reaction defined by the rules. The favored reaction is the one the profession relies on the most and is the easiest to improve through advancement. For example, diplomats, with their focus on argument and negotiation, have Savvy as their favored reaction.

PROFESSIONAL SKILLS: This entry tells you which skills are considered fundamental to the profession. Diplomats learn about politics, law, diplomacy, and other cultures, since they spend their careers visiting alien worlds and negotiating agreements. Scientists spend their careers in the laboratory and possess many science skills. Professional skills are easier for the character to acquire because they are a function of his routine duties. Skills unrelated to your character's profession are more difficult to acquire, and your character may never be as accomplished in them as in his professional skills. See *Chapter 5: Development* to learn how to acquire skills for your character.

Professional Abilities

Professional abilities represent aspects of your character's job beyond his acquired skills. They provide player characters with distinctive roles and duties derived from their vocation. Rogues can acquire Signature Style, for example, while starship officers can tackle additional actions in a round.

Professional abilities are organized into tiers. Tier one abilities represent the profession's entry-level aptitudes that have no prerequisites. Tier two and three abilities typically build on lower-tier abilities and may list specific professional abilities, attributes, or skills as prerequisites. When you create your character, you choose one first-tier professional ability, which starts the character on a particular development track.

As your character gains experience, you will have an opportunity to choose additional abilities. Before a rogue can develop a Signature Style, for example, he must first acquire the Scoundrel's Fortune ability. Those professional abilities without prerequisites can be chosen at any time and in any order. For instance, you might choose Bluff for your diplomat before acquiring Insight, or vice versa.

Upgrade

Certain professional abilities can be selected multiple times, for a cumulative effect, during character advancement. This is called an upgrade. When your character earns enough experience points for an advancement, you can choose to improve those professional features that upgrade rather than selecting a new ability. Whether a professional ability upgrades is described in the ability description, along with the game effects.

PROFESSIONS AND STAR TREK

Sometimes, it con be difficult to pigeonhole a character on *Star Trek* into a particular profession (which is why some *Star Trek* characters are listed under several professions). The same can be true of your characters. For example, is Harcourt Fenton Mudd a merchant or a rogue? He traveled across the quadrant hawking his wares (though admittedly, wives for dilithium miners), but he also stole shuttlecrafts and was generally a ne'er-do-well. So if you were creating a character modeled on Harry Mudd, which profession would you chose? The answer is quite simple—it depends.

Think about the type of character you want. You might choose to emphasize Mudd's mercantile side—buying and selling strange, alien goods, looking for the next "surefire" deal—in which case you could choose the merchant profession. On the other hand, you could focus on Mudd's scoundrel side, and choose the rogue profession. Both work equally well. Whatever you decide, though, be sure to select the appropriate non-profession skills to capture the other side of Mudd's character (some rogue skills if you create him as a merchant, for example).

You might decide that your character is going to be a hard-bitten fighter who works with the rebel Maquis (a group of Federation colonists opposing Cardassian occupation). Both the soldier and rogue professions could be suitable for such a character. As a rogue, he might have Stealth, Conceal, and Observe skills, with a few soldier skills acquired as non-profession skills. In this case, you're emphasizing his reliance on sneaking around and being furtive. Or he might have learned Demolitions, Survival, and Ranged Combat as a soldier, picking up Stealth and Conceal as non-profession skills. While it can be difficult to shoe-horn your character concept into a single profession, a little careful thinking should help you decide.





DIPLOMAT

The diplomat excels at persuasion, discussion, and the peaceful resolution of disputes. While others may rely on a phaser or *bat'leth,* the diplomat relies on his ability to settle differences with words. Although they often represent governments—the Federation, the Klingon Empire, Vulcan—some bargain on behalf of other large organizations. Freelance diplomats, like Riva the Mediator, operate independently, traveling from conflict to conflict, offering their services in the interests of peace.

Whether in the halls of the Klingon High Council, at the negotiation table on Babel, or on some newly discovered world, diplomats find themselves in the middle of important events. Members of this profession include emissaries engaged in cultural exchanges, mediators settling conflicts, politicians on fact-finding missions, ambassadors representing their governments, and envoys negotiating trade agreements.

DIPLOMATS FROM STAR TR€K: Tam Elbrun, Ambassador Robert Fox, Commissioner Nancy Hedford, Riva the Mediator, Sarek of Vulcan, Ambassador Spock.

MISSIONS: Most diplomats serve as interlocutors for groups or organizations. They find themselves on alien worlds, forging alliances with other governments, making first contact, settling interplanetary disputes, or arranging for disaster relief. Assigned to a particular world, they might be called upon to explain their government's actions, participate in a cultural exchange, or provide advice. As politicians and bureaucrats, the diplomat's missions involve fact-finding tours to troubled spots, crafting legislation to improve society, or engaging in political espionage. Junior diplomats frequently serve senior ambassadors as part of a delegation or the ambassador's staff, and become intimately involved in diplomatic wrangling and verbal sparring.

BACKGROUND: Inquisitive or open-minded diplomats may be drawn to the excitement of learning about newly discovered civilizations or have an interest in learning more about a specific culture. Others find they have a gift for oratory or politics. Some are the children of diplomats and grow up with a strong sense of duty to peace. Some come to diplomacy through circumstance, after a long career in a profession that brings them into contact with many different cultures. Starfleet officers are the perfect example of this, with many finding their way into the ranks of the diplomatic corps later in life.

SP€C!€S: Dedicated to nonviolence and predisposed to logical resolutions, Vulcans make talented diplomats. Ferengi tend to focus on mercantile concerns—opening new markets, acquiring resources, reducing trade barriers—making it difficult to distinguish between a Ferengi diplomat and a merchant. A Betazoid's ability to sense the emotions of others makes them trusted negotiators. Klingons, though well known as warriors, make excellent diplomats, as they attack rhetoric and debate with the same zeal as a fistfight. Cardassians make for wily diplomats and seem to excel at finding and exploiting loopholes, along with creating dissension upon which to capitalize.

ROLE: Trained to interact with just about everyone, diplomats reveal few preconceptions or prejudices. They get along well with Starfleet officers in general, because both tend to pursue the same objectives—seeking out new life forms and new civilizations, and establishing peaceful contacts with them. While typically a diplomat joins the crew for a brief period, one might serve a long-term assignment to explore, and open relations within a sector. Posted to a starbase, one might serve as a liaison to the local alien government. Merchants might employ a diplomat to seal a trade deal or open up a new market, while independent diplomats might employ a merchant to provide transportation. They tend to disagree with soldiers who lean toward militaristic resolutions to conflicts.

GAME INFORMATION

ATTRIBUTeS: Because they rely on their ability to influence others, Presence is the diplomat's favored attribute. Intellect remains important because the diplomat must draw upon broad knowledge. Perception also serves the diplomat well, enabling him to size up the opposition and read the situation as it really is.

REACTIONS: Savvy is the diplomat's favored reaction. A diplomat must be able to see through deception and determine the validity of a negotiator's position.

TABLE 3.1: DIPLOMAT SKILLS

THE DIPLOMAT'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Administration	Int
Computer Use	Int
Culture	Int
History	Int
Inquire	Prs
Language*	Int
Law	Int
Negotiate	Int
Persuade	Prs
Politics	Int
Social Science	Int
Specific World	Int

* This entry denotes a skill group (see *Chapter 6: Skills* for details). Choose one skill from within the group each time this entry is selected.

PROFESSIONAL ABILITIES

The following abilities are characteristic of diplomats. A player character automatically gains one Tier 1 professional ability when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- BLUFF: Diplomats can make authoritative statements others find hard to refute, even though such statements may not be entirely true. Examples include "I'm sending the data now, Khan" and "Turn over Captain Kirk or the Klingon Empire will go to war!" When the diplomat makes a Persuade skill test to bluff, ignore all social test penalties.

- GAIN TRUST: Diplomats are good at gaining the trust of those at the bargaining table; even hostile parties usually at least hear the diplomat out. When the diplomat makes Negotiate (Mediate) skill tests, add +4 to the dice roll.

- INSIGHT: Since a diplomat's stock in trade lies in equivocation and half-truths, they are skilled at seeing through deception. When making a Savvy reaction test, the diplomat rolls an extra die (3d6) but keeps the highest two dice. The rule for rolling double 6's still applies (see page 102).

- EDUCATED: Diplomats find all sorts of knowledge useful in their profession—from culture and philosophy to religion and world politics. Because their broad education touches on all such matters, diplomats can use all Knowledge group skills untrained. When acquiring a new Knowledge skill, the diplomat automatically gains one specialty of his choice.

Tier 2 Professional Abilities

- **ANTICIPATE OPPOSITION:** From training and experience, diplomats refine their ability to read between the lines, sensing someone's intentions through body language and verbal innuendo. The diplomat can spend one full-round action to make a Perception attribute test (TN 7 plus the subject's Presence modifier). A successful test lets the diplomat gauge the prevailing social situation correctly (who doesn't like whom, what hidden objectives are at stake) and anticipate the person's wants and primary motivations (what he wants and what he's willing to do to get it). The diplomat can use this knowledge in subsequent social tests to negate one social test modifier. The diplomat can use this ability more than once, learning something new with each success. **PREREQUISITE:** Insight.

- **POWER PLAYER:** Diplomats are adept at manipulating the functionaries within a bureaucracy to get things done. This includes knowing whom to approach, how best to phrase requests, and how to leverage his own status or position. When the diplomat makes an Administration skill test he gains an affinity bonus equal to half his Politics skill level, rounding up. **PREREQUISITE:** Politics 3+.

- **GREAT REPUTATION:** Diplomats work hard to establish reputations they can exploit during negotiations and other social encounters. Whenever the diplomat wheels and deals, the opposition must make a recognition test (automatically gaining a +5 bonus from the diplomat's renown). If recognized, the diplomat doubles all renown-based social modifiers he receives for the duration of the encounter or scene. **PREREQUISITE:** Renown 3+.

Tier 3 Professional Ability

- **CHOICE ASSIGNMENT:** Experienced diplomats find it easy to manipulate their sponsoring governments or agencies into giving them their choice of assignments, effectively enabling them to earn promotions faster than other characters. The diplomat can purchase the Promotion edge and upgrades for half the normal cost. The diplomat can also permanently reduce his Promotion rank by 1 to ignore a single prerequisite toward acquiring another professional ability or entering an elite profession. **PREREQUISITE:** Great Reputation or Power Player.



MERCHANT

Merchants prosper from their ability to locate opportunity and exploit it. They obtain dilithium crystals on Troyus and trade them on Vulcan, or offer Klingon cuisine to the hungry passengers passing though a space station. Some establish themselves in one location, opening a shop on a colony world, a bar on a space station, or a restaurant near Starfleet Academy. Many offer a particular service, working as tailors, barbers, and repairmen. The most popular endeavor involves free trading—plying the quadrant's trade routes, acquiring goods in one place and making them available in others where supply is short. Members of this profession include free traders, shop keepers, restaurateurs, corporate officers, and anyone else who offers goods and services for a price.

MERCHANTS FROM STAR TRGK: Garak, Cyrano Jones, Harcourt Fenton Mudd, Quark.

MISSIONS: For merchants, every business opportunity breeds adventure. If based in one location, adventure finds the merchant—an arriving Romulan invasion force, an ancient probe on a mysterious mission, refugees fleeing a dying world. Given access to their own vessels, the opportunities for adventure multiply. Traveling from place to place, a merchant can find himself in the middle of a civil war, trapped on a quarantined colony, or caught in a sudden space anomaly. For merchants operating inside the Federation, their missions may involve carrying supplies to a remote colony, ferrying dilithium shipments from Rigel XII to Earth, or bringing medicine to a disease-stricken world.

BACKGROUND: Merchants typically have a strong independent streak. A few are motivated to provide their goods and services out of a sense of altruism; but most offer their goods or services for reasons other than profit. Others come to their profession through their desire to see the galaxy. Still others, such as the Ferengi and Orions, seek wealth and power. Merchants typically learn their trade as apprentices to other, more experienced merchants. Aboard a freighter, one may serve as a "cabin boy," engineer's mate, or stevedore. More stationary merchants work in the business for a few years—a dishwasher in a restaurant, a busboy in a bar, an assistant to a tailor—before striking out on their own.

SP€CieS: Ferengi are often associated with this profession, since their culture accords status by material wealth. It is the rare Ferengi who doesn't think in terms of profit. The merchant's ability to travel unobtrusively suits Cardassians, many of whom turn out to be spies for their government. Klingons who choose not to follow the warrior's path find the merchant's life outside the Empire less restrictive. For many Talaxians, being a merchant is the only viable choice for survival. Inside the Federation, where the need to acquire wealth is less important, merchants tend to be rare, although this doesn't impede those who have something unique to offer from pursuing a life of business.

Rote: If he has access to has own starship, the merchant can be found in the company of almost any other profession in need of transportation—mystics, rogues, mercenaries, scientists, and so on. Moreover, he might employ other characters as members of his own starship crew—the engineers, navigators, and security that keep the ship functioning. Based in one location, the merchant could form part of the group's ensemble. A merchant might join the crew of a starship as part of a mission to obtain vital resources, through a cultural exchange program (between the Ferengi and Starfleet, for example), or as a guide through hostile space.

GAME INFORMATION

ATTRIBUTES: Because they must know their business inside and out, Intellect is the merchant's favored attribute. A merchant must know how to run his business well, along with a host of other information, in order to be successful. Presence helps a merchant satisfy customers and finagle suppliers, in addition to gathering useful tips and marketable information.

REACTIONS: Whether negotiating a contract or bargaining with customers, a merchant's favored reaction is Savvy. A merchant recognizes a good deal when he finds one.

TABLE 3.2: MERCHANT SKILLS

THE MERCHANT'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Appraise	Int
Business	Int
Computer Use	Int
Craft*	Agl
Culture	Int
Enterprise*	Int
Influence	Prs
Inquire	Prs
Language*	Int
Negotiate (Bargain)	Int
Specific World	Int
System Operation	Int

*This entry denotes a skill group (see *Chapter 6: Skills* for details). Choose one skill from within the group each time this entry is selected.

PROFESSIONAL ABILITIES

The following professional abilities are characteristic of merchants. A player character automatically gains one Tier 1 professional ability when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

TIER 1 PROFESSIONAL ABILITIES

- BUSINESS ACUMEN: The merchant is skilled in all aspects of business operations. When performing any Business skill tets, they gain +2 bonus to their dice rolls.

- CONNECTIONS: Merchants typically make friends with the right people and know how to persuade others to tell them what they want to know. When making Inquire (Fraternize) skill tests the merchant gains an affinity bonus equal to half his Influence skill level, rounding up.

- HORSE-TRADING: The merchant excels in negotiating prices and making business deals. Merchants automatically gain the Bargaining specialty when acquiring the Negotiate skill; when advancing his skill, the merchant increases his skill level by +2 per pick. However, the merchant's specialization comes at a price: He suffers a -4 penalty to all Negotiate skill tests that don't involve the Bargaining specialty.

- PANDERING: Merchants cater to many different cultures and species and know how to pander to their customers' base desires or natures. As a result, the merchant knows to make logical sales pitches to Vulcans, and how to convince a Romulan that he'd be more valuable if left alive. When making Influence skill tests, the merchant ignores all social penalties.

Tier 2 Professional Abilities

- ASTUTE: Merchants are good at appraising objects and knowing their current market value, be they commodities, rare *objets d'art,* or illegal substances. Once per game session, the merchant can reroll one Appraise skill test and use the better of the two test results. **PREREQUISITE:** Horse-trading.

- **CREDIT:** By relying on his name and reputation, a merchant can obtain loans to finance his business activities or take goods and/or services from other merchants on credit. To obtain credit, the merchant must make a successful Business test (TN 5 + 1 per 3000 credits the merchant wishes to borrow). The merchant generally has one month to repay 50% of the borrowed sum, and must repay the rest at 10% per month. Failing to repay the full amount plus 10% interest means that the lender automatically gets to make a recognition test (with a +5 TN bonus) to identify the merchant as a bad credit risk. If so identified, the merchant's Business test TN doubles for future attempts to use credit with that lender and his associates. **PREREQUISITE:** Pandering.

- MERCHANT KNOWLEDGE: Over the normal course of business merchants pick up a lot of seemingly useless information that could come in handy some day. Once per episode the merchant can automatically recall a specific fact (not dependant on a professional skill) that pertains to the current mission. The Narrator must determine what sort of information to give, and how to relay it. For example, while attempting to sneak into Federation space, a merchant might know which starship patrols the area (and who commands the ship). Or, planning to smuggle weapons to Maquis rebels, a merchant might know of the local Legate's drinking problem. **PREREQUISITE:** Connections.

Tier 3 Professional Ability

- PROCUREMENT: Merchants are able to obtain all kinds of goods on short notice. The merchant can make a Business skill test to locate a source of goods ranging from common wares (TN 5) to exotic goods (TN10), and even illegal contraband (TN 15) and have it delivered at a moment's notice. When making the Business test the merchant adds half his Streetwise skill (rounding down) to the test result. The degree of success determines the arrival time: marginal success (1 to 3 days), complete success (12 to 24 hours), extraordinary success (4 to 8 hours). **PREREQUISITE:** Credit or Merchant Knowledge.



MYSTIC

The mystic dedicates his life to attaining spiritual perfection. Some mystics draw their power from an organized religion, such as a Bajoran prylar's belief in the words of the Prophets or a Nechisti monk's service to the ancestor spirits. Others, such as a Vulcan master following the teachings of Surak or a Klingon monk emulating the example of Kahless the Unforgettable, pursue a path of individual enlightenment and adhere to a philosophy. As a shaman, a mystic may know a great deal about herbal remedies and magic (perhaps possessing the Empathy and Mind Control psionic skills). As a cleric, he may possess great skill at oratory and comfort others through his rituals. As an aesthetic, he may possess heightened powers of observation and travel the galaxy spreading his beliefs.

MYSTICS IN STAR TRGK: Vedek Bareil, Koroth, Kai Opaka, Sirah, T'Pel, Torin, Kai Winn.

MISSIONS: Although the lives of most mystics are supposed to be contemplative, their search for enlightenment results in numerous adventures. Some mystics settle down in one place to shepherd the moral education and spiritual growth of their disciples, such as a Bajoran cleric tending to a congregation or a Vulcan master guiding aspirants through the arduous *Kolinahr* ritual. Sometimes mystics embark on personal missions, seeking challenges to test their beliefs or simply to gain greater understanding of the universe around them. Some make pilgrimages to a sacred sight, such as a prylar traveling to visit the Orb of Prophecy and Change, while others travel as missionaries trying to convert others or pursue some other unfathomable quest. Mystics are drawn to sites of natural disaster or social upheaval—places stricken by famine, volcanic eruptions, outbreaks of plague or the ravages of war—where they assist the survivors by offering food to the hungry, medicine to the sick, and comfort to the weary.

BACKGROUND: Mystics originate in many cultures, societies, and backgrounds. In a primitive society, they may hold a place of honor and respect, as healers, shamans, or wizards. In more advanced societies, mystics uphold the culture's spiritual roots. Most mystics consciously choose the path of enlightenment, though many feel compelled to answer their spiritual calling; others may be born into the profession by virtue of membership in a priest caste. Altruism typically motivates true believers, while the trappings of temporal power and social influence can attract more political practitioners. While some mystics undergo formal education at a temple, monastery, or academy, others study under a spiritual advisor, legendary master, or other such lone mentor.

SP6CI6S: Perhaps the most widely known spiritual path inside the Federation is that of Surak of Vulcan. Vulcan masters seek to purge all emotion permanently through the *Kolinahr* discipline. Many Klingons follow the teachings of Kahless the Unforgettable, aspiring to live their lives through extreme dedication to honor and perfection of the martial arts. Among Bajorans, becoming a *prylar* or *vedek* is a source of pride for family members. In addition to these, every species has the potential to produce a mystic—Andorian mystic-duelists, Betazoid nature shamans, Trill symbiont tenders, Romulan defenders of *D'era,* and many others.

ROL6: Mystics, with their peculiar combination of skills and abilities, make a valuable addition to any group. A mystic might join a starship crew while pursuing a spiritual quest. As a representative of an alien government, the mystic could oversee a starship's operations during a fact-finding mission. He might minister to crewmembers much as a Starfleet ship's counselor does—for example, a Boreth monk inspiring the crew of a Klingon bird-of-prey. Joining a crew of intrepid adventurers, the mystic might take passage on a merchant freighter or adopt a crewmate as a project of spiritual redemption. In a series set in a static location, the mystic might tend to a community of faithful, just as Bajoran prylars ministered to followers on Deep Space 9.

GAME INFORMATION

ATTRIBUTES: Presence is the Mystic's favored attribute, since he depends on his force of personality. Perception and Agility make good choices as additional favored attributes. Perception aids the mystic's ability to perceive the universe around him, while Agility helps him in his physical tasks.

REACTION: Stamina is the mystic's favored reaction. Mystics typically undergo intense physical training to increase their hardiness, or develop a resistance to disease through their work with the sick and diseased.

TABLE 3.3: MYSTIC SKILLS

THE MYSTIC'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Armed Combat*	Agl
Craft*	Agl
Culture	Int
First Aid	Int
History	Int
Inquire	Prs
Observe	Per
Persuade	Prs
Play	Prs
Religion	Int
Sing	Prs
Specific World	Int
Survival	Per
Unarmed Combat*	Agl

*This entry denotes a skill group (see *Chapter 6: Skills* for details). Choose one skill from within the group each time this entry is selected.

PROFESSIONAL ABILITIES

The following are characteristic of being a mystic. A character automatically gains one Tier 1 professional ability when created. Additional abilities can be chosen freely through advancement (see pages 1 52-1 53), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- CONVICTION: By demonstrating sincere and ardent conviction, mystics find it easier to persuade others to their point of view. Whenever the mystic makes a Persuade skill test, he gains an affinity bonus equal to half his Religion skill level, rounding up.

- INQUISITION: Mystics often enjoy reputations as seekers or inquisitors, which enables them to gather information from the masses. Whenever the mystic makes an Inquire (Interview) skill test, he ignores all social test penalties.



- MIND OVER BODY: Whether through intense physical conditioning or purity of conviction and spirit, the mystic's ability to have his mind rule over his body enables him to resist physical pain and avoid illness. When making a Stamina reaction test, the mystic rolls an extra die (3d6) but keeps the highest two dice. The rule for rolling double 6's still applies (see page 102).

- WANDERER: Mystics wander the universe questing for sacred knowledge, legendary masters, or awaited prophets. These journeys often take them on long, arduous pilgrimages, increasing their stamina and endurance. As a result, the mystic gains a +5 bonus to all fatigue tests.

Tier 2 Professional Abilities

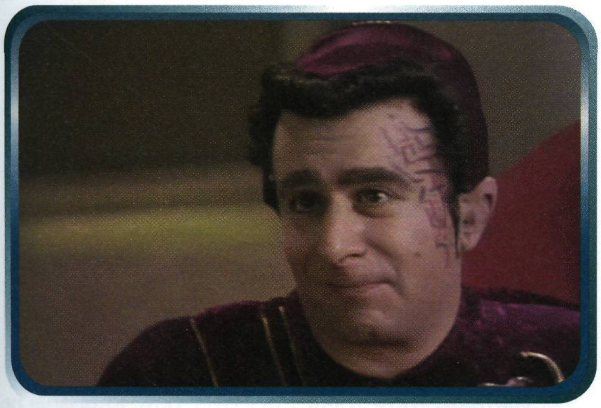
- INSPIRATION: The mystic can use his knowledge of religion or philosophy to encourage others. A Vulcan mystic might describe techniques for overcoming fear, while a Bajoran *prylar* might quote the Prophets. The mystic can make a Religion skill test (TN 10 +1 per character; social modifiers apply) to inspire the listener(s). With a successful test, the mystic causes each listener to refresh 1 Courage point. The impassioned speech requires a base action time of 1 0 minutes and may be treated as an extended test. This ability may only be performed once per episode. PREREQUISITE: Religion 3+.

- MEDITATION: The mystic derives inner strength through contemplation. By meditating for 10 minutes, the mystic can make a Religion skill test (TN 15; physical modifiers apply) to refresh 1 spent Courage point. Decrease the TN by -2 for every three additional minutes spent in contemplation. This ability may be used only once per day. PREREQUISITES: Conviction.

- PILGRIM'S FAITH: Over the course of his wanderings, the mystic has learned to survive in hostile environments. Once per game session the mystic can reroll one Survival skill test and use the better of the two results. PREREQUISITE: Wanderer.

Tier 3 Professional Ability

- ENLIGHTENMENT: The mystic's spiritual aura reveals him to be a figure of awe and respect, and makes even nonbelievers view him as a person of virtue and reverence. To muster the audacity to attack the mystic physically, a character must make a Willpower test (TN 5+ the mystic's renown). Failure means the character cannot attack the mystic for the duration of the scene or encounter, unless the mystic takes overtly hostile action and provokes an attack. PREREQUISITE: Inspiration or Meditation.



ROGUE

Despite the Utopian civilization created within the Federation—free from want, hunger, greed, and crime—there remain individuals who are willing to violate the rights of others to pursue their own interests. These rogues include collectors desiring rare antiquities, terrorists seeking change through violence, con men trying to get something for nothing. The rogue survives through his wits, intelligence, audacity, and pragmatism. Some believe the law does not apply to them or come from disordered societies where the laws are capricious and unjust, while others prefer to bend the law or skirt its edges. A rogue may not even end up on the wrong side of the law, but does not fit neatly into another profession—a jack-of-all trades who often finds himself in trouble.

ROGUGS IN STAR TRGK: Kivas Fajo, Garak, Martus Mazur, Harcourt Fenton Mudd, Quark, Professor Berlinghoff Rasmussen, Thelev.

MISSIONS: Rogues of all kinds are motivated by personal desire. Vash, an archaeologist with a strong independent streak, sought the Tox Uthat for its scientific value, while Kivas Fajo collected rare and unique items for his own enjoyment. Harry Mudd, on the other hand, traded in the proscribed Venus drug purely for profit. For some, the ends justify the means, and they use any means necessary to achieve their goals—from Bajoran resistance fighters to Ansata terrorists on Rutia IV. While many rogues do not see themselves as belonging to an overall group, they often associate with whatever cause interests them or work for whomever pays the bills (though their highest allegiance is typically to themselves). Some put their skills to work for a government, such as the Cardassian Obsidian Order or the Romulan Tal Shiar, or an organization, as with the Orion operative sent to disrupt the Babel Conference. Others work for themselves.

BACKGROUND: Some rogues learn their skills out of necessity, perhaps growing up on a failed colony like Turkana IV, or in an anarchical society, like Nausicaa, where the ability to steal makes the difference between survival and starvation. Others have more advantageous origins—the child of famous scientists or a comfortable colony upbringing—but find themselves pushed into society's shadows through unkind circumstance. An El-Aurian refugee could could turn con artist to survive, for example, or a Bajoran refugee resort to theft. Some become rogues because they have no other choice—a Cardassian selected to join the Obsidian Order doesn't have the option to turn them down. While certain rogues may band together, joining a larger organization such as the Orion Syndicate, the Bajoran resistance, or the Maquis, most know better than to trust their own kind.

Species: All but the most lawful species have the capacity to produce scoundrels, and even species like Vulcans and El-Aurians have their social miscreants (Tallera of the Vulcan Isolationist Movement and the con man Martus Mazur, respectively). Certain species, however, seem especially well suited to the job. Nausicaans often find themselves working as thugs. Many Ferengi become smugglers, con men, and thieves because of the easy latinum to be made. Cardassians excel at espionage. Even humanity, perhaps the most cavalier of species, churns out its share of con men, thieves, assassins, and spies—from Harry Mudd to Berlinghoff Rasmussen to Vash.

ROL6: No matter the type of series, rogues prove themselves useful members of the crew. The rogue may be an official member of the crew—a Starfleet Intelligence agent or an Obsidian Order spy—guest, or interloper. In a series set in a specific location, the rogue might be a part of the colorful milieu—the gambler at the *dabo* table, the former spy hiding out from his past, the tattered scout frequently in need of supplies, the bounty hunter trolling for rewards. Rogues work best, however, in a series focusing on the other side of the typical Starfleet adventure—as members of a Maquis cell, a Bajoran resistance group, or Orion smuggling gang.

GAME INFORMATION

ATTRIBUTES: With their reliance on physical activities, such as sneaking past Starfleet security or palming an isolinear rod, Agility is the favored attribute for rogues. A high Perception helps them to notice ambushes or pursuers. Presence, on the other hand, aids a rogue's ability to influence others or obtain useful information. Both Perception and Presence make good choices as the rogue's additional favored attribute.

TABLE 3.4: ROGUE SKILLS

THE ROGUE'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Appraise	Int
Armed Combat*	Agl
Conceal	Int
Forgery	Agl
Impersonate	Prs
Influence	Prs
Inquire	Prs
Observe	Per
Ranged Combat*	Agl
Sleight of Hand	Agl
Stealth	Agl
Streetwise	Int
Unarmed Combat*	Agl

This entry denotes a skill group (see *Chapter 6: Skills* for details). Choose one skill from within the group each time this entry is selected.

REACTION: Quickness is the rogue's favored reaction. Rogues tend to be agile, to get out of the way of incoming danger or react quickly to changing circumstances.

Professional Abilities

The following are characteristic of being a rogue. A player character automatically gains one Tier 1 professional ability when created. Additional abilities can be chosen freely through advancement (see pgs. 152-153), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- **CON ARTIST:** Rogues learn to get what they want through deceit, trickery, and subterfuge. When making Influence skill tests, the rogue rolls an extra die (3d6) but keeps the two highest rolls. The rule for double 6's still applies (see page 102).

- **FLEET OF FOOT:** The rogue is fast on his feet. He demonstrates remarkable speed when running or sprinting, and can traverse obstacles more easily than other characters. The rogue gains +1.5 movement and can reduce any physical penalties made to his movement tests by one half, rounding down to the nearest whole number.

- **LURKING IN SHADOWS:** The rogue excels in stealth activities—hiding in shadows, moving silently, and shadowing a person unnoticed. Whenever the rogue makes a Stealth skill test, he gains a +2 bonus to his dice roll.

- **SCOUNDREL'S FORTUNE:** Fortune shines on the rogue, especially when performing a particular skill within his repertoire. When choosing this ability the rogue names one professional skill as his forte. Once per game session, the rogue can reroll one test result when using the named skill and use the better of the two results.

Tier 2 Professional Abilities

- JOHNNY-ON-THE-SPOT: The rogue has the uncanny ability to show up at just the right time and act before others are aware of him. The rogue gains a +3 bonus to Quickness reaction tests made to determine initiative. PREREQUISITE: Fleet of Foot.

- SABOTAGE: Most rogues discover how to disable or destroy complicated systems by necessity or happenstance, rather than through formal training. Learning to hack into a computer, for example, gives the rogue some insight regarding how computer systems work. This kind of information can help in other areas, such as programming or research. When choosing this ability, the rogue selects one skill—Computer Use, Demolitions, Engineering (any one), or System Operation—and acquires that skill at level 1 with the specialty "Sabotage." The chosen skill also counts as a professional skill for purposes of specialty acquisition and advancement. The rogue can upgrade this professional ability, naming a new skill each time the ability is selected. PREREQUISITE: Intellect 8+.

- STREETSMART: The rogue can handle himself on the mean streets. He interacts well with underworld figures, knows how to get information about shady or illegal operations, and can locate contraband or illicit services for hire. When making any Streetwise skill test on a particular world or location, the rogue gains an affinity bonus equal to half his World Knowledge skill, rounding up. If he does not possesses the applicable World Knowledge skill, he doubles his key attribute modifier instead. PREREQUISITE: Con Artist.

Tier 3 Professional Ability

- SIGNATURE STYLE: Some rogues develop a signature style, a particular way in which they perform certain tasks. The style may evolve from a predilection for making forgeries of a certain type, a penchant for stealing information through computer invasion, or habitually using trilithium to assassinate victims. You must choose a professional skill from which your character's signature style emerges. If you score an extraordinary success during any number of related skill tests, your character gains +1 Renown at the end of the episode. PREREQUISITES: Scoundrel's Fortune and Renown 3+.



SCIENTIST

Scientists use their intelligence and education to investigate the mysteries of the galaxy—archaeologists excavating ancient Iconian ruins, astrophysicists studying the effects of solar flares on a planet, exobiologists hunting the Borg. Scientists of all stripes invent new technologies, like soliton-wave generators and coaxial warp drives, while trying to improve the lives of life forms everywhere. They excel at gathering data, conducting experiments, and finding solutions to scientific problems. When a subspace inversion swallows the starship, a scientist finds a way to use a tachyon burst to escape. When a previously unknown disease ravages a colony, it's the scientist who has the best chance to find a cure. They range from experts in the hard sciences, such as astrophysics, chemistry, and geology, to the "soft" sciences of exoanthropology, sociology, and economics.

!5ci€NTISTS IN STAR TRGK: Zefram Cochrane, Dr. Richard Daystrom, Dr. Farallon, Dr. Richard Galen, Dr. Carol Marcus, Dr. Roger Korby, Dr. Noonien Soong.

MISSIONS: Most scientists can be found in the lab, whether at a research facility like the Darwin Research Station, a space station like Regula 1, or aboard a starship like the *U.S.S. Raven* or the 5.5. *Vico.* Here, they conduct their experiments and test their theories. The biggest missions for these characters involve pursuing their life's work—attending conferences on positronic brains, searching for evidence of an ancient civilization on Camus II, obtaining a supply of protomatter. Although cloistered in their labs, they still have the potential for adventure—an experiment gone awry, the arrival of 21st-century genetic supermen, or a starship conducting an inspection tour. Some scientists work in the field, gathering data and testing theories. They might be found at the site of an impending supernova, living among the population of a primitive world, or installing a new system to improve warp drive efficiency.

BACKGROUND; Those with an affinity for science or a natural curiosity about the universe typically become scientists. Usually, they receive their education at a prestigious academy or university, such as the Vulcan Science Academy, the Daystrom Institute, or Starfleet Academy. There, they take classes preparing them for their chosen fields—botany, warp field dynamics, archaeology, particle physics, and so on. Afterward, most receive support from an institution or government, like the Federation Science Council, and conduct research on its behalf.

Speci€S; Inside the Federation, no species is associated with science more than the Vulcans. Trill, with their multiple lifetimes, often undertake research that stretches into generations, while humanity's insatiable curiosity drives them to unlock the galaxy's mysteries. Betazoids plumb the mysteries of consciousness using their telepathic abilities. Klingon scientists attack their research with the same zeal as a warrior hunting *targ.* Ferengi scientists see their research as an avenue to eventual riches. And Cardassian scientists place their skills at the discretion of their government. Only the most barbaric or primitive of species, such as Nausicaans and Kazon, rarely pursue science.

ROLE: A scientist can make a valuable addition to any crew. On board a Starfleet vessel, the scientist might join the crew as part of an extended research project—conducting research on a stellar anomaly, searching for energy-based life forms, or testing a new piece of equipment. In some cases, the starship might be placed at his disposal, making the scientist the series' focal point. In a starbase-centered series, the scientist's lab might occupy part of the station, making him susceptible to the same kinds of trouble as the shopkeeper, constable, and rogue. Finally, a scientist might join a crew of rogues, merchants, and soldiers, engaging their services to collect data, obtain resources, and protect him.

GAME INFORMATION

ATTRIBUTES: With their pursuit of knowledge, Intellect is the favored attribute for scientists. A high Presence allows them to make more persuasive presentations at scientific conferences, while a good Perception helps them in their experiments (to make deductions and observations, both functions of the Investigate skill).

REACTIONS: Stamina is the scientist's favored reaction. With his focus on research, the scientist is frequently exposed to debilitating outside environmental factors, such as radiation, alien pathogens, and hazardous materials.

TABLE 3.5: SCIENTIST SKILLS

THE SCIENTIST'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Computer Use	Int
Construct	Int
First Aid	Int
Investigate	Per
Knowledge*	Int
Language*	Int
Medicine	Int
Persuade	Prs
Repair	Int
Science*	Int
System Operation	Int

This entry denotes a skill group (see *Chapter 6: Skills* (or details). Choose one skill from within the group each time this entry is selected.

PROFESSIONAL ABILITIES

The following are characteristic of being a scientist. A player character automatically gains one Tier 1 professional ability when created. Additional abilities can be chosen freely through advancement (see pgs. 152-153), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- AREA OF EXPERTISE: Although scientists receive an extensive education, each tends to focus on a narrow area of expertise to the exclusion of all other scientific fields. The scientist must choose one Science skill and specialty, such as Life Science (Exobiology) or Physical Science (Chemistry). Skill picks made during advancement increase the skill ranks in the chosen skill by +2, rather than the standard +1. All skill tests made outside of the skill's specialty suffer a -4 test penalty.

- Focus: Scientists learn to keep their cool, even when stress and distractions would hamper their effectiveness. When making any professional skill test, the scientist ignores all test penalties resulting from distractions.

- SECRETIVE: Scientists are a closed-mouth lot, particularly where their work is concerned. They know how to keep quiet or be evasive when probed about their work until the time is right for announcing their achievements. The character adds his Intellect modifier to any Willpower reaction test he makes, doubling this bonus when resisting attempts to uncover secrets about his current project (including his episode mission) or ongoing research (including series objectives).

- **TECHNOPHILE:** The scientist knows how to make the most of his equipment, allowing him to make do with inadequate tools and systems. When making Construct, Engineering, or Repair skill tests, reduce any penalties resulting from equipment by as much as -3, and double any bonus modifiers conferred by equipment.

Tier 2 Professional Abilities

- **COMPUTER WHIZ:** The scientist excels when using computers and computer-driven systems. When making Systems Operations or Computer Use skill tests, the scientist performs the operation or task in half the base action time. This ability also applies to related, extended skill tests. **PREREQUISITE:** FOCUS.

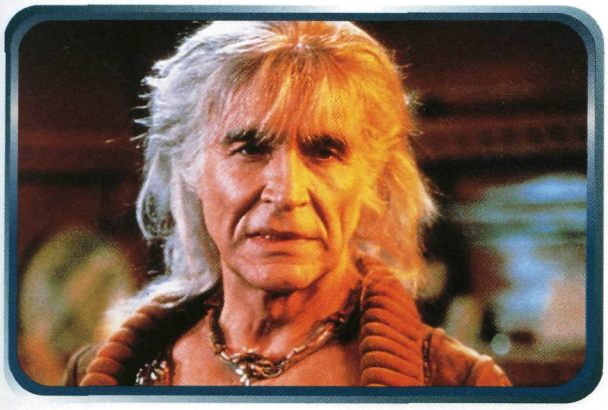
- **DOCTORATE:** The scientist possesses a Ph.D. (doctoral degree) in a Science skill defined by his Area of Expertise. Once per game session the scientist can reroll one test using the chosen skill. **PREREQUISITE:** Area of Expertise.

- **R&D SPECIALIST:** From his extensive education, the scientist knows how to design and assemble devices and equipment better and faster than normal technicians. When making Construct or Repair tests the scientist can either gain an affinity bonus equal to half his Physical Science skill level (rounding up), or perform the operation in half the base action time (extended tests included). The player must choose how to use the ability prior to making the related skill test. **PREREQUISITE:** Technophile.

Tier 3 Professional Ability

- **BREAKTHROUGH:** A scientist's reputation is made by his discoveries. You must choose a professional skill—an Engineering or Science group skill, Computer Use, or Construct. If you score an extraordinary success during any number of related skill tests, your character gains +1 Renown at the end of the episode. **PREREQUISITE:** Doctorate or R&D Specialist.





SOLDIER

The soldier thrives through his mastery of weapons and the threat of force. Most belong to an organized military, armed forces, or interplanetary government, such as Klingon warriors, Jem'Hadar soldiers, and Kazon fighters. This includes law enforcement organizations, such as the Vulcan *V'Ket* and Bajor's militia. Others use their skills as hired guns, working for whomever engages their services, such as Nausicaan thugs and Angosian supersoldiers. Soldiers can even be found among the ranks of various resistance movements, such as the Maquis and Bajor's resistance against Cardassian occupation.

SOLDIERS IN !STAR TREK: Arctus Baran, Major Kira Nerys, Li Nalas, Khan Noonien Singh.

MISSIONS: Most soldiers spend their days on routine tasks, standing guard, patroling, training, or waiting for action. Those who serve an organization such as the Klingon Defense Force or the Cardassian Sixth Order typically wait for orders to spring into action. As law enforcement officers, the soldiers' missions usually involve solving crimes and maintaining civil order. Adventuring soldiers have fewer restraints on their activities. Some have patrons who engage them to perform certain jobs—protecting cargo, guarding their person, raiding settlements. Others use their combat skills as itinerant defenders, traveling from place to place, protecting those in danger.

BACKGROUND: The soldier comes to his profession in many ways. Some hail from a war-torn world where fighting is a way of life. For some, circumstances push them into a life of conflict. Many Bajoran freedom fighters were once peaceful farmers and artisans pressed to take up arms against Cardassian oppression. Some volunteer because they feel called to defend their homeworld, where as others are conscripted. A few alien cultures encourage the life of a warrior, as with the Klingons, while others are bred to the job, like the Jem'Hadar. A soldier might acquire his skills haphazardly, learning from a mentor or as a matter of survival. Many more acquire their martial skills at military schools. Once they have completed their training, soldiers frequently serve in whatever organization trained them. Many eventually muster out of their service, only to offer their skills to others as mercenaries and bodyguards.

SP6CI6S: Klingons, because of their natural aggression, make good soldiers, and they are most frequently associated with this profession. Because of their resource-poor homeworld, Cardassians swell the military ranks to conquer other planets. Vulcans, once savage warriors, tend to join the *V'Ket,* their planetary defense force, or the *V'Kor,* their law enforcement branch. Many Bajorans were forced to war during the Cardassian occupation of their homeworld and continue to earn a living as mercenaries. Only the most peaceful species, like the Halkans, Ocampa, and Bynars avoid this profession.

ROLG: As part of a starship's crew, the soldier may replace the security officer, as with Klingon soldiers aboard a bird-of-prey, or they may supplement the starship officer's activities, as with Cardassian soldiers ferried to conquer a world. A soldier might serve as a liaison with another organization—a Klingon soldier assigned to a Starfleet ship as part of the Officer Exchange Program, for example. Posted to a starbase, the soldier might represent his government as a military attaché (Colonel Kira, for example) or represent the local security forces (Constable Odo). In a series set in a static location like a mining colony or research outpost, the soldier might provide security. Itinerant soldiers find employment where they can—as bodyguards to a diplomat, as escorts to a merchant, or as freedom fighters to an oppressed people—and could be found in almost any group.

GAME INFORMATION

ATTRIBUTES: Because of their reliance on weapons, soldiers have Agility as their favored attribute. Vitality helps soldiers survive injury, while Strength aids them in physical activities such as climbing and jumping. A high Perception allows the soldier to avoid danger—from ambushes, booby-traps, and the like. Any of the three would make suitable choices as the soldier's second favored attribute.

REACTIONS: Because of frequent exposure to combat, Quickness is the soldier's favored reaction. The soldier must dodge incoming weapon fire and react swiftly to attack.

TABLE 3.6: SOLDIER SKILLS

THE SOLDIER'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Armed Combat*	Agl
Athletics	Str
Demolitions	Int
First Aid	Int
Inquire	Prs
Investigate	Per
Observe	Per
Ranged Combat*	Agl
Repair	Int
Survival	Per
Tactics	Int
Unarmed Combat*	Agl

*This entry denotes a skill group (see *Chapter 6: Skills* for details). Choose one skill from within the group each time this entry is selected.

Professional Abilities

The following are characteristic of being a soldier. A player character automatically gains one Tier 1 professional ability when created. Additional abilities can be chosen freely through advancement (see pgs. 152-153), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- EVASION: Soldiers train in defensive techniques to improve their ability to evade attacks. When performing a dodge action the soldier rolls an extra die (3d6) during his Quickness reaction test, but keeps the highest two rolls. The rule of double 6's still apllies.

- **FAVORED WEAPON:** Soldiers who see a lot of combat, or who spend a long time in the service, often become intimately familiar with their weapons. When acquiring this ability, the soldier selects one combat skill (either a Armed Combat or Ranged Combat) and immediately gains one specialty (if appropriate). When advancing the designated skill, the soldier increases his skill level by +2 per pick, but suffers a -4 to his test when using weapons outside of his specialty. This ability may be selected multiple times, gaining a new specialty each time.

  For example, Kor chooses to master the *bat'leth,* an Armed Combat skill, and gains +2 skill ranks for each advancement pick. Commander Worf chooses to master his hand phaser and chooses the Energy Weapons (Hand Phaser) Ranged Combat skill. When he tries to use a phaser rifle, however, he suffers a -4 test penalty because of his narrow focus.

- RECONNAISSANCE: Soldiers train in observation techniques allowing them to investigate their surroundings and search for environmental hazards, hidden assailants and terrain obstacles. Whenever the soldier makes an Investigate skill test he gains an affinity bonus equal to half his Observation skill, rounding up.

  With Reconnaissance, a soldier can also make an Observation test (TN 10) as a full-round action to immediately identify all physical modifiers (visibility modifiers, terrain modifiers, cover modifiers) that apply to combat actions in the area, as well as the extent to which they modify related tests.

- SURVIVAL TRAINING: Soldiers undergo rigorous training in survival techniques. Whenever the soldier makes a Survival skill test, he gains +2 to his dice roll. In addition, the soldier gains double the normal bonus for the Survival specialty, gaining +2 for having the appropriate specialization during a particular Survival test.

Tier 2 Professional Abilities

- BATTLE-HARDENED: Soldiers learn how to function while injured, stunned, or fatigued. The battle-hardened soldier gains +1 Health and reduces physical test penalties from injury, stun effects, or fatigue by 1. PREREQUISITE: Vitality 8+.

- GROUND TACTICS: Soldiers can use reconnaissance to gain a tactical advantage from their environment. Each time the soldier makes a successful reconnaissance Observation test (see Reconnaissance professional ability), he can use his tactical skill to negate one physical test penalty or double one physical test bonus, while acting in the same location. If able to communicate his knowledge to members of his Crew, this benefit applies to all tests made by the soldier and his Crew. PREREQUISITE: Reconnaissance.

- LIGHTNING STRIKE: The soldier learns how to make rapid attacks with his favored weapon (see Favored Weapon professional ability). The soldier can perform one additional attack action per round at no penalty. PREREQUISITE: Favored Weapon.

Tier 3 Professional Ability

- COMBAT LEADER: Soldiers train in combat tactics and unit leadership. If the soldier spends an action to issue a command to his Crew, he can make an Influence test (TN 15) to bolster their morale and confer a bonus to the next combat action each member takes. The degree of success determines the amount of the bonus conferred: +1 for a Marginal Success, +2 for a Complete Success, and +3 for an Extraordinary Success. The soldier may spend only one action per round issuing combat commands. PREREQUISITE: Ground Tactics or Battle-hardened.



STARSHIP OFFICER

These bold explorers travel through space seeking knowledge and finding adventure. One week, the crew faces an outbreak of Tarellian plague on a remote colony. The next, they stand off against a hostile threat intent on dominating the Federation. The next week, it's off to make first contact with strange alien beings. Whether as the crew of a Klingon bird-of-prey, a Cardassian warship, or a Federation starship, starship officers are typically well trained to confront a variety of situations. They excel at specific duties based on their shipboard functions. Commanding officers oversee the ship's operations. Science officers handle the details of exploration and research. Security officers man weapons systems in space battles and safeguard the crew from direct personal threats.

MISSIONS: Because their jobs frequently take them abroad, starship officers tackle missions ranging from exploration and research to domestic missions, from first contact and diplomacy to defense, from convoy missions to law enforcement. Starship crews frequently chance upon phenomena such as quantum filament strings and subspace inversions. They encounter strange life forms and alien civilizations, from the linguistically challenged Tamarians to the space-born Comtuu. They rescue planets from destruction by supernova or plague, and evacuate refugees from impending disaster. They patrol space in search of potential threats—Borg incursions, giant planet-killing machines, or rival starship officers. On a starbase, the adventure usually comes to the crew, as vessels from across the quadrant pass through carrying an assortment of rogues, merchants, and alien starship crews, as well as larger events affecting the station's inhabitants. While a diplomat negotiates trade agreements, a scientist researches a wormhole, and a merchant transports medical supplies, a starship officer may engage in all of these missions—and more.

BACKGROUND: Starship officers come from all walks of life. In general, members of each species have reasons for venturing into space. Many Cardassians have no choice in the matter, being conscripted by the Central Command to serve the state. Klingons prefer to seek honor among the stars as warriors over any other profession, and Ferengi typically join the crew of a marauder to make their fortunes. No matter their origins, most starship officers participate in some form of standardized training school, such as Starfleet Academy. Others develop the necessary skills by experience, perhaps apprenticing on a freighter or learning under a parent's tutelage. Most officers typically specialize in a particular area of operations—navigators, gunners, security guards, engineers, and so on. Upon completion of his training, the officer embarks on his first tour of duty and can expect to find challenges and wonders awaiting him.

Speci€S: Generally, any species can pursue a career in space, though many organizations draw exclusively from among the local population. Klingon, Cardassian, and Ferengi ships typically have crews made up solely of their respective species. Starfleet is the lone exception to this practice. Starfleet accepts anyone of any species, as long as they meet its standards for excellence. Humans, Vulcans, Trill, Betazoids—all make valuable contributions to Starfleet (as do many other Federation members) and can be found throughout its operations. Even representatives of alien species beyond the Federation have found acceptance among Starfleet's ranks, though these are often special cases—officers of Klingon, Ferengi, and Romulan descent have taken their place among Starfleet's finest.

ENLISTED PERSONNEL

In the *Star Trek RPG* o character can have the role of a starship officer, someone of consequence who affects not only the episode's direction, but who also plays a key role in the ship's operation. In order for characters to matter in a story, they must have the freedom to act. Most characters in the *Star Trek* shows are officers, because they have responsibilities and can make critical decisions. Enlisted personnel, however, typically go about their duties and have little say in their duties. They're ordered to fix this or beam down there, and don't get much opportunity for adventure (since they sit at their posts all day). Despite the limited opportunities, some players may prefer to create enlisted characters for their *Star Trek* campaigns. You might want to create a transporter technician, a computer technician, a sensor specialist, or any number of highly specialized positions. In this case, simply make 15 skill picks from the starship officer professional skill list on page 66, and assign five skill picks among Engineering, Science, or System Operation skills. See *Chapter 5: Development* for information on selecting skills.

OTHER PROFESSIONS: While they typically associate with members of their own profession, starship officers could count members of any profession among their associates. Posted to a location, like a starbase, a starship officer may frequently interact with representatives of neighboring governments, traveling merchants, or local inhabitants (any of whom could be considered a member of the player character Crew). On the other hand, aboard a starship the ability to include members of other professions is more limited (see individual profession descriptions for suggestions). The starship officer need not be a member of Starfleet, the Cardassian Central Command, or a Klingon house, however. An officer might join the crew of a Yridian tanker ship. Having mustered out of the service, he might join a Maquis cell to fight Cardassian oppression.

Game Information

ATTRIBUTES: See the individual elite professions on the following pages for each starship position. Each officer profession, by virtue of training and duties, has its own favored attributes.

REACTIONS: Seethe individual starship elite professions for their favored reactions.

TABLE 3.7: STARSHIP OFFICER SKILLS

THE STARSHIP OFFICER'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Athletics	Str
Computer Use	Int
Energy Weapons	Agl
Knowledge*	Int
Repair	Int
Survival	Per
Unarmed Combat"'	Agl

"This entry denotes a skill group (see *Chapter 6: Skills* for details). Choose one skill from within the group each time this entry is selected.



Professional Abilities

The following are characteristic of being a starship officer. A player character automatically gains the Starship Duty professional ability when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier I Professional Ability

- ROUNDED: Starship officers demonstrate remarkably varied skill expertise. To reflect this, the starship officer can acquire and develop one nonprofessional skill as a professional skill. Starship officers can upgrade this professional ability up to three times, choosing a new skill each time.

- STARSHIP DUTY: Every starship officer has a specific duty aboard a starship or starbase—flight control officer, transporter operator, engineer, communications officers, and so on (see "Starship Officer Elite Professions," starting on page 67). When choosing this ability, select one starship officer elite profession to represent your character's shipboard position. This ability substitutes for all of the prerequisites for entering that elite profession. This ability may be chosen more than once, but the character may never advance more than two elite professions at a given time.

  For example, Owen creates a Starfleet security officer. He chooses the starship officer profession, giving him Starship Duty as his first professional ability. He selects the security officer elite profession and automatically receives the first professional ability from that profession. Selecting skills, he makes picks from the skill lists of both starship officer and security officer. When he advances, he can make picks from among the professional abilities of both starship officer and security officer.

Tier 2 Professional Abilities

- CAPABLE: Starship officers frequently have to manage several activities in quick succession. When performing actions in excess of their action allowance, starship officers suffer only a -5 to professional skill tests, rather than the -1 0 test penalty that normally applies. PREREQUISITE: Intrepid.

- INTREPID: Starship officers boldly go where no one has gone before. When spending Courage to improve professional skill rolls, the starship officer gains a +5 Courage bonus instead of the normal +3. PREREQUISITE: Starship Duty.



STARSHIP OFFICER ELITE PROFESSIONS

The following entries describe elite professions available to starship officer player characters. Upon gaining the Starship Duty professional ability, starship officers immediately choose one elite profession within either the Command, Operation, or Sciences branch of their parent organization.

Although the following elite professions are pursued most often by starship officers, they remain open to any character who meets the prerequisites and follows the procedures for entering an elite profession. See *Chapter 9: Advancement* for more information about elite professions, entrance requirements, and related information.

COMMAND

Perhaps the most vital position on board a starship or starbase, officers who perform command duties—captains, first officers, section heads—ensure the smooth operation of their command and are responsible not only for a mission's ultimate success or failure, but also for the safety of their crews. They enact the policies of their parent organizations—opening diplomatic relations with the Jaradans, defending the Bajoran wormhole, conquering Organia for the Klingon Empire, ferrying medical supplies to a colony.

While the positions of captain and first officer bear the most burden, and consequently handle the most important functions of command, officers in this branch can be found throughout a starship's organization, applying their skills and abilities in science labs, engineering departments, and various other departments.

COMMAND OFFICER

The command officer is an excellent leader. Because he often finds himself at the forefront of conflict, he must have the skills of a diplomat. When danger rears its head in the form of a marauding enemy vessel, he must have the skills of a soldier. Responsible for the well being and safety of those under his command, the command officer must have solid management skills. He has been entrusted with responsibility for administering the policies of his organization.

Starfleet command officers must frequently operate without direct supervision and often must make decisions on their own. Klingon command officers typically lead through intimidation and must worry about challenges to their authority from those under them. Cardassians, on the other hand, demand unswerving loyalty from their crews while they enforce the dictates of the Central Command. Ferengi command officers enjoy the lion's share of whatever deals they negotiate and frequently let their greed get the better of them. Finally, Romulan commanders are highly motivated by loyalty to the Empire and the Praetor to extend Romulan influence throughout the galaxy.

Command officers find themselves in the forefront of adventure because their job calls for it. When an away team beams down to unknown territory, a command officer often leads the group to explore the planet surface or search for the missing colonists. In sensitive discussions with an alien species, the command officer may conduct the negotiations for mining rights with the Halkans or establishing relations with the Jaradans. In crisis situations, he applies his administrative skills to get the medical supplies from Beta Taguan IV to Rutia III, or efficiently evacuate colonists in the face of a supernova. Under fire from a Borg cube or Cardassian cruiser, the command officer guides the crew to victory.

COMMAND OFFICCRS IN STAR TREK: Commander Chakotay, Gul Dukat, Captain Janeway, Captain Kirk, Kang, Kor, Koloth, Captain Picard, Commander Riker, Captain Sisko.

Game Information

PREReQUiSITeS: Starship Duty, Administration (parent organization) 4+, Persuade 3+, Systems Operation 2+, and Willpower 1+.

ATTRIBUTES: The favored attribute for command officers is Presence. Commanding officers, especially captains, must have the force of personality to lead others into potential danger. Agility and Vitality help the command officer stay alive—improving his chances to hit in a hostile encounter, making him harder to be hit, and providing the amount of damage he can withstand.

REACTIONS: Willpower is the command officer's favored reaction. To lead others in the hazardous environment of space exploration, the command officer must have strength of character and be fearless and resolute.

TABLE 3.8: COMMAND OFFICER SKILLS

THE COMMAND OFFICER'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Administration	Int
Inquire	Prs
Negotiate	Int
Persuade	Prs
System Operation	Int
Tactics	Int

Professional Abilities

The following are characteristic of being a command officer. A player character automatically gains one Tier 1 professional ability (in addition to the starship officer's Starship Duty) when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- COMMANDING **PRESENCE:** Command officers stick to their guns when confronting hostile situations or negotiating with alien leaders. When making a Willpower reaction test, the command officer rolls an extra die (3d6), but keeps the highest two rolls. The rule for rolling double 6's still applies.

- **STARSHIP/STARBASE PROTOCOL:** Command officers know bureaucratic protocol inside and out. Choose an appropriate specialty to reflect the organization or agency the command officer serves (Starfleet, Cardassian Union, etc.). When making Administration skill tests within that specialty field, the command officer gains a +4 to his dice roll.

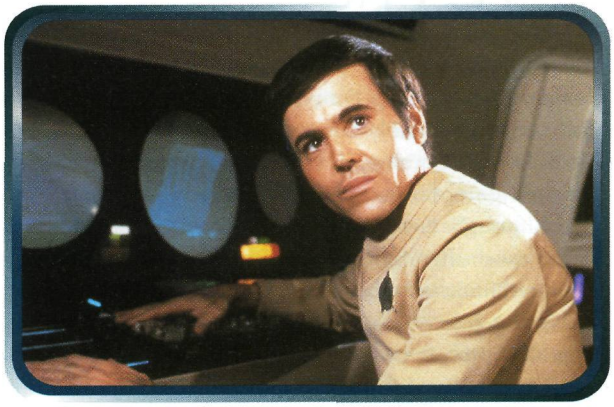
Tier 2 Professional Abilities

- STARSHIP **TACTICS:** Command officers study starship combat tactics and maneuvers. Once per game session, the command officer can reroll one Tactics skill test and use the better of the two test results. **PREREQUISITE:** Tactics 3+.

- **UNIVERSAL** RENOWN: A command officer's reputation depends on his victories. If you score an extraordinary success during any Negotiate or Tactics skill test during a mission, your character gains +1 Renown at the end of the episode. **PREREQUISITE:** Commanding Presence.

Tier 3 Professional Ability

- **COMMAND:** It is the job of command officers to coordinate the efforts of crewmembers, increasing their efficiency. The command officer can guide the cooperation of other characters by making a Persuade skill test (TN 15+1 per number of characters led) as a full-round action. The characters receiving the benefit of his leadership must be in his presence (within 30 feet) and be able to hear him speak. A successful test doubles the benefit conferred by participants during combined tests, with each adding +2 to the final test result rather than the standard +1 (see Combined Tests in the *Appendix).* In an extended test, the officer must continue leading for the duration of the effort, with each successful Persuade test adding to the combined test for the round. If the command officer's Command is interrupted for any reason, the effect stops, and he must make a new Persuade test to regain its benefits. PREREQUISITE: Commanding Presence and Starship Protocol.



Flight Control Officer

The flight control officer is responsible for the piloting and navigation of spacecraft. He monitors critical ship systems—navigational deflectors, inertial dampening systems, and subspace field geometry during warp flight. Sent to explore a strange new world, the conn might adjust the ship's orbit to obtain better sensor readings or keep the ship overhead of an away team to provide starship support. Sent to collect data on a celestial phenomena—a supernova, a nebula, a wormhole, a collapsing planet—the flight control officer monitors the situation with an eye to getting the ship out of danger should conditions suddenly change. In battle, the conn works closely with tactical officers—plotting an intercept course to head off smugglers, systematically patrolling an area, performing evasive maneuvers against an enemy ship. Wherever they go, no matter the mission, flight control officers monitor their ships' progress, watching for potentially dangerous situations ranging from navigational threats to approaching hostile vessels.

Prior to the 24th century, Starfleet divided the functions of the flight control officer into two separate positions—navigator and helmsman. The former kept track of the ship's relative position, plotted courses, and

monitored the ship's flight path, while the latter supervised automatic flight operations and manually piloted the ship when needed. Other space-going organizations similarly divide these duties in the 24th century—Klingon ships, for example, employ a navigator and helmsman for the redundancy this provides. Cardassian ships, on the other hand, prefer to centralize these functions in one officer to better ensure loyalty. When creating a navigator or helmsman character, select the Helm and Navigation specialties of the System Operation skill.

FLIGHT CONTROL OFFICERS IN STAR TREK: Ensign Pavel Chekov, Ensign Wesley Crusher, Lieutenant Tom Paris, Lieutenant Hikaru Sulu, Lieutenant Worf (1 st season TNG).

TABLE 3.9: FLIGHT CONTROL OFFICER SKILLS

THE FLIGHT CONTROL OFFICER'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Administration	Int
Space Science	Int
System Engineering	Int
System Operation	Int

Game Information

PREREQUISITES: Starship Duty, Systems Operation (Flight Control) 4+, Space Science (Astronomy) 3+, Computer Use 2+, and Administration 1+.

ATTRIBUTES: Because the job demands complex mathematics, Intellect is the favored attribute of this profession. Flight control officers also find Agility, Perception, and Strength important in the pursuit of their duties (for starship officer skills such as Energy Weapon, Unarmed Combat, Survival, and Athletics).

REACTIONS: The flight control officer, because of his critical role as ship's pilot, needs a quick reaction time to respond better to changing conditions. Quickness is the conn's favored reaction.

Professional Abilities

The following are characteristic of being a flight control officer. A player character automatically gains one Tier 1 professional ability (in addition to the starship officer's Starship Duty) when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- ASTROGATION: While anyone with the proper skill can enter coordinates into a flight control station, Conn officers receive extensive training in space navigation. When the conn makes System Operations (Flight Control) skill tests, he gains an affinity bonus equal to half his Space Sciences skill level, rounding up.

- **ATMOSPHERIC CRAFT:** The flight control officer has learned to pilot various atmospheric craft, including not only shuttles, but also archaic fixed and rotary wing aircraft. The character gains a +2 bonus to System Operation (Flight Control) tests made to pilot atmospheric craft. Each upgrade increases the bonus by +2.

Tier 2 Professional Abilities

- EVASIVE MANEUVERS: The conn bears the responsibility of getting the ship out of danger or maneuvering it into a better tactical position. When required to perform maneuver actions in space combat, he rolls an additional die (3d6), but keeps the highest two rolls. The rule for rolling double 6's still applies. **PREREQUISITE:** Astrogation or Systems Operations (Flight Control) 3+.

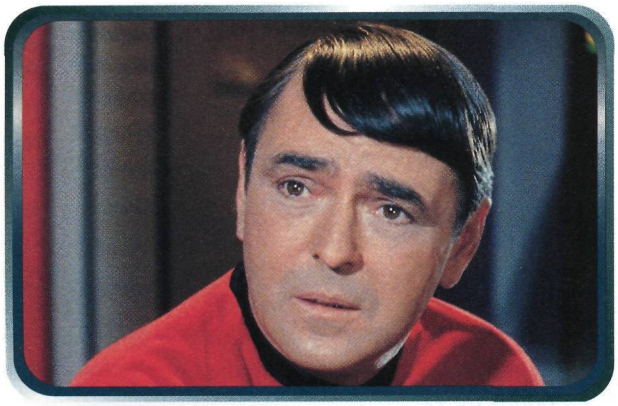
- SYSTEMS TECHNICIAN: While qualified engineers usually make any repairs to the flight console, the conn has sufficient training to recalibrate equipment, reprogram the controls, and make minor repairs in emergency situations. When making repairs, the conn can reroll one Systems Engineering (Flight Control) test and use the better of the two results. This ability may be used only once per game session. **PREREQUISITE:** Systems Engineering 3+.

Tier 3 Professional Ability

- **COMBAT** PILOTING: The conn trains in countless combat simulations to improve his reflexes and timing while piloting the starship. When presiding over the helm in combat, the conn can make one additional helm maneuver per round without suffering any additional action penalties. **PREREQUISITE:** Evasive Maneuvers or Systems Operations (Flight Control) 6+.

OPERATIONS

Operations officers see to the day-to-day activities of starships and starbases. If something needs doing—operating the transporter, repairing a shipboard system, responding to an intruder alert, recalibrating a sensor—chances are that an operations officer is on the job. They are the security officers who beam into hostile situations, the engineers maintaining equipment, and ops officers manning a variety of system consoles (such as transporters, life support systems, communications, and so on).



Starship Engineer

Engineers are highly specialized operations officers trained to keep systems and equipment running at maximum efficiency. They are responsible for shipwide systems, such as the electroplasma system, the warp drive, and the impulse engines, as well as repairing individual systems like the transporter or holodeck. They repair equipment damaged by ion storms or battle damage, calibrate lateral sensors and matter/antimatter injectors, cobble equipment together from scratch, and generally make sure everything runs without a hitch.

As experts in the practical application of science and mathematics, engineers play a vital role in most missions. When confronted with strange alien technology—ancient androids, mind transference devices, time machines—the engineer has the best chance of understanding how it works and devising ways to defeat it. During exploration missions, their skills may be required to find pragmatic solutions to unusual hazards—discovering the cause of a subspace funnel, relieving tectonic pressure on an unstable world, escaping a Menthar booby trap, or defeating an insane, intelligent computer. Good at problem-solving, the engineer finds a way to track a cloaked Romulan ship, escape the grasp of a godlike being, or reinitialize the warp drive in minutes. On defensive missions, they are indispensable for repairing battle damage, getting critical systems back on line, and squeezing out the last bit of efficiency from ship's systems. No matter the adventure, when unique solutions are called for, the engineer stands at the ready.

STARSHIP ENGINEERS IN STAR TREK: Lieutenant Commander Geordi La Forge, Chief Miles O'Brien, Lieutenant Commander Montgomery Scott, Lieutenant B'Elanna Torres.

Game Information

PREREQUISITES: Starship Duty, one Engineering skill 4+, Physical Science 3+, Repair 3+, and Systems Operation 1+.

ATTRIBUTES: Intellect is the favored attribute of engineers, since they regularly apply scientific principles to practical applications. As with all starship officers, Agility, Strength, and Vitality make good choices for the character's second favored attribute (especially for those who plan to see a lot of action).

REACTIONS: Dangerous radiation, hazardous materials (like trilithium), and potentially life-threatening situations (such as coolant leaks) make Stamina the engineer's favored reaction.

TABLE 3.10: ENGINEER OFFICER SKILLS

THE ENGINEER OFFICER'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Construct	Int
Engineering*	Int
Physical Science	Int
System Operation	Int

*This entry denotes a skill group (see *Chapter 6: Skills* for details). Choose one skill from within the group each time this entry is selected.

Professional Abilities

The following are characteristic of being an engineer. A player character automatically gains one Tier 1 professional ability (in addition to the starship officer's Starship Duty) when created. Additional abilities can be chosen freely through advancement (see pgs. 152-153), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- ENGINEERING CERTIFICATION: The starship engineer can use all Engineering group skills untrained. When acquiring a new Engineering skill, the engineer automatically gains one skill specialty of his choice.

- ENGINEERING EXPERTISE: Engineers develop particular areas of expertise. Designate one Engineering skill and skill specialty. When making Engineering skill tests involving either the skill or specialty, the engineer gains an affinity bonus equal to half his Physical Science skill level, rounding up. This ability may be acquired multiple times.

Tier 2 Professional Abilities

- JURY-RIG: Engineers are often required to work with inadequate tools, inappropriate components, or unfamiliar alien technology. When making Construct, Engineering, or Repair skill tests, ignore all penalties resulting from inadequate equipment, parts, or materials. PREREQUISITE: Engineering Expertise.

- MIRACLE WORKER: Engineers are frequently called upon to deliver the impossible—recrystalize dilithium, perform a cold restart of the warp drive, prevent a quantum singularity drive from collapsing—under tight deadlines. Designate one Engineering skill when selecting this ability. When making related skill tests, the engineer performs the operation or task in half the base action time. This ability also applies to related, extended tests. PREREQUISITE: Engineering Certification.

Tier 3 Professional Ability

- SYSTEM OVERHAUL: Engineers can overhaul a system to exceed the established operational parameters of various ship systems and maximize their performance. Examples include extending the range of a starship's phasers or exceeding a warp drive's maximum speed. To exceed a system's parameters, the engineer makes an appropriate Engineering skill test (Propulsion Engineering when working on the warp drive, Systems Engineering for phasers and transporters, etc.) at TN 15. With a successful test, increase the system's maximum limit by 1.5. Consult the appropriate equipment descriptions in *Chapters 10* and *17*. PREREQUISITE: Miracle Worker or Jury-rig.



Starship Operations Officer

Possessing consummate technical skills, operations officers deal with practical solutions to immediate problems. Each officer specializes in a particular area, typically defined by the system he operates or his function as part of the crew. There can be as many possible ops specialists as there are systems on board. Communications officers handle incoming and outgoing radio traffic. Operations managers efficiently organize ship's resources, such as power consumption, lateral sensor array use, or equipment disbursement. Environmental systems officers maintain critical life support functions. Transporter operators beam passengers to and fro. Without operations officers, commanders, scientists, and security officers couldn't do their jobs.

Whenever a job needs doing, an operations officer is there to do it. Ops officers find adventure a matter of course for a career in space, from adjusting the sensors to obtain better readings to beaming an away team out of danger. As experts in their chosen fields, operations officers are frequently called upon to apply their skills wherever they are needed. On a planet's surface, operations officers might accompany an exploration team to set up needed equipment. Surveying a celestial event, an ops officer might calibrate the sensors and obtain the data. In a hostile encounter, an ops officer may have to send out an emergency distress signal and launch the log buoy.

STARSHIP OPERATIONS OFFICERS IN STAR TR€K: Lieutenant Commander Data, Ensign Harry Kim, Transporter Chief Kyle, Lieutenant Uhura.

Game Information

PR6R6QUISIT6S: Starship Duty, Systems Operation 4+, Systems Engineering 3+, Repair 3+, and Computer Use 1+.

ATTRIBUTES: Operations officers, no matter their specific duties, must know how to use their equipment efficiently, and so have Intellect as their favored attribute. Those officers planning to see a lot of action in the field typically choose their second favored attribute from among Agility, Strength, and Vitality.

REACTIONS: Because of their wide-ranging duties, almost any reaction score could be beneficial to an operations officer. At the time of character creation, the player defines Stamina, Quickness, Savvy, or Willpower as the character's favored reaction. Only one reaction can be chosen, and this remains the character's favored reaction throughout play.

TABLE 3.10: OPERATIONS OFFICER SKILLS

THE ENGINEER OFFICER'S PROFBSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

First Aitl	Int
Observe	Per
System **Engineering**	Int
System Operation	Int

Professional Abilities

The following are characteristic of being an operations officer. A player character automatically gains one Tier 1 professional ability (in addition to the starship officer's Starship Duty) when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- DUTY OFFICER: The operations officer specializes in performing tasks associated with his particular duty station (transporter operation, security monitoring, etc.). The duty officer automatically gains the appropriate specialty when gaining the Systems Operation skill. When advancing the Systems Operation skill, he increases his skill level by +2 per pick, but suffers a -4 penalty to his Systems Operation skill when making tests outside of his specialty.

- STATION PROFICIENCY: The operations officer is highly skilled at performing tasks from any station aboard a starship or starbase. Once per game session, the operations officer may reroll one Systems Operation skill test and use the better of the two test results.

Tier 2 Professional Abilities

- LEVEL-HEADED: Operations officers undergo extensive emergency training and crisis management. When performing any professional skill at their duty station, they ignore all test penalties from distraction. PREREQUISITE: Station Proficiency.

- SYSTEMS TECHNICIAN: Although specialized technicians and engineers make most repairs to starship systems and operations consoles, the operations officer possesses sufficient training to reconfigure his console, recalibrate equipment, and make minor repairs in emergency situations. When making Systems Engineering tests to repair his console, the operations officer gains an affinity bonus equal to half his Computer Use skill level, rounding up. PREREQUISITE: Duty Officer.

Tier 3 Professional Ability

- PROFESSIONAL EDGE: Operations officers show extraordinary skill and professionalism when performing their duties. When spending Courage to enhance a professional skill test, they receive a +5 test bonus instead of the normal +3. PREREQUISITE: Level-headed.

Starship Security Officer

Security officers serve as a combination of soldier and police officer. They patrol sensitive areas, beam into potentially hostile situations, protect dignitaries, arrest law-breakers, and handle tactical engagements. They share some of the functions of soldiers in that they often serve an organization—Starfleet, a Klingon house, the Romulan Star Navy—and employ the threat of force to do their jobs. Yet as starship officers, they have access to the skills of that profession as



well. In addition to their basic role as fighters and defenders, some security officers receive special training to operate the large-scale defensive systems—the ship's phasers, disruptor cannons, photon torpedo launchers, and deflector shields. While in Starfleet all starship defensive operations are centralized through the tactical station on the bridge, other fleets assign officers to man individual weapon systems. Aboard a Klingon bird-of-prey, for example, separate gunners fire the wing-mounted disruptor cannons and the central plasma gun.

Security officers often see plenty of action. They excel at missions involving combat. On diplomatic missions, security officers may join the delegation to ensure their protection or sweep the area in advance to guarantee its security. Exploration missions may include security to safeguard against unknown threats, ranging from wild animals to hostile aliens. Security officers frequently interdict smugglers, search for contraband, and pursue criminals operating in the sector, whether Klingon officers preventing Kriosian rebels from obtaining weapons or Starfleet officers confiscating a shipment of Romulan ale. In conflicts, security officers might separate warring factions or settle matters more directly. While Starfleet security officers are trained to use the least amount of force to resolve a hostile situation (or better yet, to use force as a last resort), other organizations do not share this belief. The Klingons, Cardassians, Romulans, and others use their security officers more aggressively.

STARSHIP SECURITY OFFICERS IN STAR TREK: Lieutenant Tuvok, Lieutenant Commander Worf, Lieutenant Tasha Yar.

Game Information

PREREQUISITES: Starship Duty, Observe 4+, Investigate 3+, one Unarmed Combat 3+, and Systems Operation 1+.

ATTRIBUTES: Agility is the security officer's favored attribute because of its role in attack and dodge tests. A high Perception helps security officers identify threats

such as ambushes, obtain information from witnesses and suspects, and search for hidden cargoes. Intellect is valuable for those security officers destined to man shipboard weapons systems. Strength and Vitality help the security officer survive hostile encounters. Any of these options makes a good choice for the security officer's second favored attribute.

REACTIONS: AS with the soldier, security officers must react quickly to danger, capitalize on opportunities, and dodge attacks. Quickness is the security officer's favored reaction.

TABLE 3.12: SECURITY OFFICER SKILLS

THE SECURITY OFFICER'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

First Aid	Int
Inquire	Prs
Investigate	Per
Observe	Per
System Operation	Int
Tactics	Int

Professional Abilities

The following are characteristic of being a security officer. A player character automatically gains one Tier 1 professional ability (in addition to the starship officer's Starship Duty) when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- SECURITY OPS: Security officers excel at criminal investigation, forensic sciences, and other investigative techniques. They automatically gain one specialty of their choice upon acquiring the Investigate skill. When performing any Investigate skill test, they gain a +2 bonus to their dice roll.

- SECURITY PROTOCOLS: Security officers know all operational procedures and protocols associated with their duty stations. When making Systems Operations (Tactical) skill tests, the security officer gains an affinity bonus equal to half his Computer Use skill, rounding up.

Tier 2 Professional Abilities

- TACTICAL OFFICER: Security officers not only lead tactical operations aboard starships and starbases, but also during planetside engagements. If the security officer leads tactical operations from the tactical console or similar monitoring station, he increases the bonuses participants lend during combined tests by +2, instead of the usual +1. PREREQUISITE: Security Protocols.

- PHYSICALLY FIT: Because of the physical nature of their duties, security officers train their bodies for strength and endurance. Whenever the security officer makes a Strength or Vitality attribute test or Athletics skill test, he doubles the modifier conferred by his key attribute. Upon acquiring this ability, the security officer also increases his Stamina reaction by +1. PREREQUISITE: Strength or Vitality 8+.

Tier 3 Professional Ability

- RESPONSIVE: Security officers respond to threats more quickly than other starship personnel. During combat situations, the security officer can perform one additional combat action per round without suffering the additional action penalty. PREREQUISITE: Physically Fit.

Sciences

Many starfaring organizations view exploration as the primary reason for being in space. Whether investigating astronomical phenomena, exploring a newly discovered planet, conducting research in the laboratory, or studying an alien civilization, the search for knowledge unites all science officers. This includes the medical sciences, as well as the starship counselor unique to Starfleet.



Starship Counselor

The starship counselor is responsible for the emotional well-being of the ship's crew. Because of the nature of deep-space exploration—long separations from home, isolation from relatives, encounters with extraordinary phenomena, stress—they provide individual guidance and advice to crewmembers. In addition, a counselor is expected to provide commanding officers with advice on command decisions, particularly those involving alien life forms. This can be critical in first contact and diplomatic missions, where a clear understanding of motives and cultural mores can be vital, as well as in potential conflicts where a misstep could lead to war. Some counselors focus on particular areas—family counseling, combat trauma, or specific alien psychologies.

In the 24th century, Starfleet added the position of counselor to its crew complement, and this profession is mostly associated with this organization. Other fleets, however, may include counselors under a different guise. In the Romulan Star Navy, psychology experts might work for the Tal Shiar, compiling detailed psychological dossiers on potential traitors or engaging in neural alteration and psychological interrogation. Agents of the Obsidian Order's internal security bureau might bear a striking resemblance to a counselor as well.

STARSHIP COUNSELORS IN STAR TREK: Lieutenant (junior grade) Ezri Dax, Lieutenant Commander Deanna Troi.

Game Information

PREREQUISIT65: Starship Duty, Social Science 4+, Medicine (Psychology) 3+, Inquire (Interview) 2+, and Savvy +1.

ATTRIBUTES: Both Intellect and Presence are important to counselors. Psychology demands a high Intellect, to plumb the depths of the sentient mind. Presence aids a counselor in gaining the patient's trust. The rules define either Intellect or Presence as this profession's favored aspect (the player chooses which one). As with other starship elite professions, Agility, Strength, or Vitality makes a good choice for the character's second favored attribute.

REACTIONS: Because they plumb the depths of sapient psychology, counselors must often tell fact from deception and discern the patient's true feelings. Their favored reaction is Savvy.

TABLE 3.13: COUNSELOR SKILLS

THE COUNSELOR'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

First Aid	Int
Influence	Prs
Inquire (Interview)	Prs
Medicine (Psychology)	Int
System Operation	Int

Professional Abilities

The following are characteristic of being a counselor. A player character automatically gains one Tier 1 professional ability (in addition to the starship officer's Starship Duty) when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- PATHOS: A counselor makes people feel at ease, encouraging them to talk more freely. Whenever the counselor makes an Inquire (Interview) skill test, ignore all social penalties.

- SHIP'S COUNSELOR: The ship's counselor is an expert at psychological medicine. When the counselor makes any Medicine (Psychology) skill test, he gains a +4 bonus to the test result.

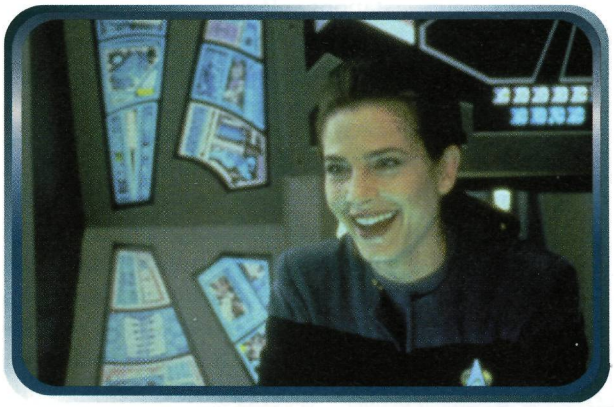
Tier 2 Professional Abilities

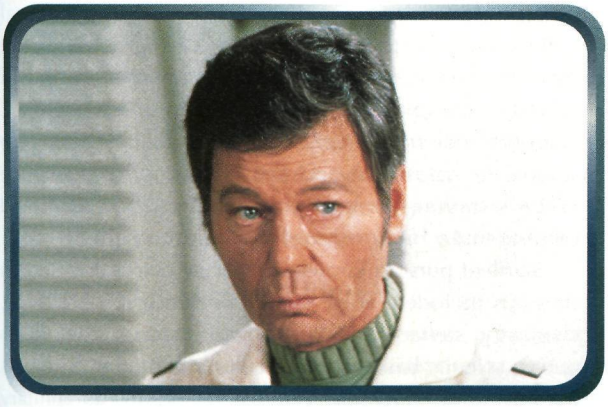
- PRY SECRETS: The ship's counselor is especially good at getting people to reveal information they'd prefer to keep secret. Once per game session, the counselor may reroll one Inquire (Interview) skill test and use the better of the two results. PREREQUISITE: Pathos.

- THERAPY: Counselors help others through their emotional or psychological problems, enabling them to perform their duties better. The counselor can make a Medicine (Psychology) skill test (TN 1 5) to calm a patient and refresh one spent Courage point. The therapy session has a base action time of 1/2 hour. Therapy may be administered to any number of patients in a given day, but an individual patient can undergo therapy only once per game session. PREREQUISITE: Ship's Counselor.

Tier 3 Professional Ability

- DETECT FALSEHOOD: The ship's counselor can sense when someone lies or tells half-truths. Anytime someone lies in the presence of the ship's counselor, the character can automatically make a Savvy reaction test (TN 15) as a free action to detect the falsehood. This awareness does not confer any ability to determine the underlying truth, outside of the player's own powers of deduction. PREREQUISITE: Pry Secrets.





Starship Medical Officer

Medical officers are scientists who specialize in preserving health and treating disease. Most apply their knowledge practically by treating injuries and healing the sick. Others engage in research, much as any other scientist, searching for cures to disease, developing new treatments, and studying alien life forms. Starship medical officers often confront exotic maladies—such as the Psi 2000 virus or the hyperaccelerated aging disease—and find themselves on the forefront of disease outbreaks. While most medical officers tend, by the nature of their job, to be general practitioners, others concentrate on particular areas of medicine—surgery, pathology, forensics—or specific species.

Just as science officers investigate the galaxy's mysteries, starship medical officers explore the mystery of life in all its diverse forms—silicon-based life forms, sodium-chloride-eating beings, solanagen-based entities, and many more. Whether as a member of Starfleet or another organization, medical officers see to the health and well-being of the crew; they treat injuries sustained in battle along with combating strange alien diseases the crew may encounter in their travels. On exploratory missions, they beam down to search for lifeforms. On relief missions, they may be placed in charge of medical supplies bound for an ailing population or supervise planetwide inoculation efforts.

STARSHIP MEDICAL OFFICERS IN STAR TR6K: Dr. Julian Bashir, Dr. Beverly Crusher, Dr. Leonard McCoy, Dr. Katherine Pulaski, *Voyager's* Emergency Medical Hologram.

Game Information

PREREQUISITES: Starship Duty, First Aid 4+, Medicine 3+, Systems Operation 3+, and Investigate 1+.

ATTRIBUTES: Intellect is this profession's favored attribute. Being a doctor requires a great deal of intelligence and a faculty for remembering a lot of information. A high Presence can help medical officers with their bedside manner, while doctors planning on seeing a lot of action might choose Agility, Perception, Strength, or Vitality as their second favored attribute.

REACTIONS: Frequently exposed to alien pathogens, a medical officer's favored reaction is Stamina.

TABLE 3.14: MEDICAL OFFICER SKILLS

THE MEDICAL OFFICER'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

First Aid	Int
Life Science	Int
Medicine	Int
Physical Science	Int
System Operation	Int

Professional Abilities

The following are characteristic of being a medical officer. A player character automatically gains one Tier 1 professional ability (in addition to the starship officer's Starship Duty) when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- FIELD MEDICINE: Although the ship's doctor prefers to treat sick or injured patients in sickbay, emergencies sometimes require the doctor to render medical treatment in the field. When performing First Aid or Medicine skill tests outside of a medical facility such as sickbay or an infirmary, the medical officer can reroll one test and keep the better of the results. Field Medicine can only be used once.

- GENERAL MEDICINE: A ship's doctor must be proficient in all forms of medicine, from diagnosing common ailments and treating physical injuries to performing emergency surgery and treating exotic disease. When the medical officer performs any Medicine test, he gains a +2 bonus to the test result.

Tier 2 Professional Abilities

- DIAGNOSIS: Because medical officers frequently encounter unusual alien diseases, unknown forms of radiation, and other debilitating substances, they excel at diagnosing illness and identifying harmful conditions. Whenever the medical officer makes a Medicine test to diagnose an illness of any sort, he gains an affinity bonus equal to half his Investigate skill, rounding up.

  If successful, the diagnosis confers a bonus to subsequent Medicine tests made to treat the patient. The bonus amount depends on the Diagnosis test degree of success: Marginal Success +1, Complete Success +2, Extraordinary Success +3. PREREQUISITE: General Medicine.

- **REHABILITATION:** Medical officers are particularly skilled at rehabilitating patients once they've been successfully treated with a First Aid or Medicine skill test. Provided the doctor can tend to a patient in sickbay (or a similar medical treatment facility), the doctor may rehabilitate patients at twice the normal rate described under the Medicine skill. In other words, the patient recovers twice as many wound levels per day and recovers twice the wound points for making successful Stamina checks for natural healing. PREREQUISITE: General Medicine.

Tier 3 Professional Ability

- **IMMUNIZATION:** If a medical officer successfully diagnoses an illness, he can perform research to create a counteragent, such as an antivenin, antidote, or inoculation. The doctor must perform **a** successful Medicine (Research) test, with a base action time of 30 minutes. Difficulty depends on the degree of success of the Medicine (Diagnosis) test result: Marginal Success (TN 25), Complete Success (TN 20), Extraordinary Success (TN 15). If successful, the doctor can automatically produce 1d6 doses of a counteragent by spending one full hour in a medical lab such as that found in sickbay or a hospital.

  While the counteragent will permanently negate the adverse effects of the toxin, radiation, disease, or condition, using the counteragent to immunize a character against contracting the condition only protects the recipient for 2d6 hours. **PREREQUISITE:** Diagnosis or Rehabilitation.



STARSHIP SCIENCE OFFICER

Science officers oversee scientific investigations and provide the commanding officer with scientific information needed for command decisions. Whether **a** geology specialist beaming down to a newly discovered planet to survey topography or an astrophysicist collecting data on an impending supernova, science officers are the best at gathering information and extrapolating from data. Some science officers concentrate on particular areas of expertise—botany, cultural anthropology, astrophysics, stellar cartography—while others have a broader focus and can handle a variety of scientific conundrums. Moreover, the science officer, like other starship officers, learns the skills to help him survive in space. Beyond the laboratory, the science officer's training in weapons, survival, and unarmed combat make him prepared for almost anything.

Starfleet pursues knowledge for its own sake, and its starships include a wide range of science labs—botany, chemistry, stellar cartography, and so on. Other fleets pursue science based on their cultural attitudes. Klingons do not value scientific exploits as highly as military accomplishments, and their ships tend to have less capable facilities. Those science officers who join a Klingon crew are interested in practical information, such as a planet's suitability for colonization or the presence of useful resources. Similarly, Cardassian science officers, because their planet lacks resources, tend to be more goal-oriented—either a scientific endeavor helps the Union, in which case it is pursued, or it does not, and it is ignored. The Romulans, on the other hand, value science for its contributions to their quest for galactic domination, and their warbirds carry many science officers.

STARSHIP SCIENCE OFFICERS IN STAR TREK: Lieutenant Commander Neela Darren, Lieutenant Commander Jadzia Dax, Commander Spock.

TABLE 3.15: SCIENCE OFFICER SKILLS

THE SCIENCE OFFICER'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Construct	Int
Investigate	Per
Science*	Int
System Operation	Int

*This entry denotes a skill group (see *Chapter 6: Skills* for details). Choose one skill from within the group each time this entry is selected.

Game Information

PREREQUISITES: Starship Duty, Systems Operation 4+, One Science skill 3+, Computer Use 3+, and Investigate 1+.

ATTRIBUTES: Intellect is the most important attribute for science officers, because confronting intellectual puzzles is their stock and trade. Agility and Vitality are also important, however, especially to those science officers who see **a** lot of action in the field.

REACTIONS: Stamina is the science officer's favored reaction. Science officers, as **a** consequence of their duties—beaming down to unexplored planets and researching strange phenomena—are often exposed to life-threatening environmental factors.

Professional Abilities

The following are characteristic of being a science officer. A player character automatically gains one Tier 1 professional ability (in addition to the starship officer's Starship Duty) when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- JOURNEYMAN: Science officers receive a broad scientific education to better confront the myriad situations they might encounter. With this ability, the science officer can use all skills in the Science skill group untrained; upon acquiring a Science skill, the science officer automatically gains one specialty of his choice.

- FIELD RESEARCH: Science officers employ a variety of investigative techniques to help them understand strange new phenomena. When making an Investigate skill test to explore some phenomenon, they gain an affinity bonus equal to half their Science skill (whichever is appropriate to the subject being investigated), rounding up.

Tier 2 Professional Abilities

- SCIENCE TECH: Science officers search the universe for knowledge and rely on various technological devices to aid them in their quest. When using equipment such as ship sensors, tricorders, or other technological wonders in the course of investigating stellar or planetary phenomena, the science officer can reroll a single Systems Operation test and use the better of the two results. This ability may be used once per game session. PREREQUISITE: Field Research.

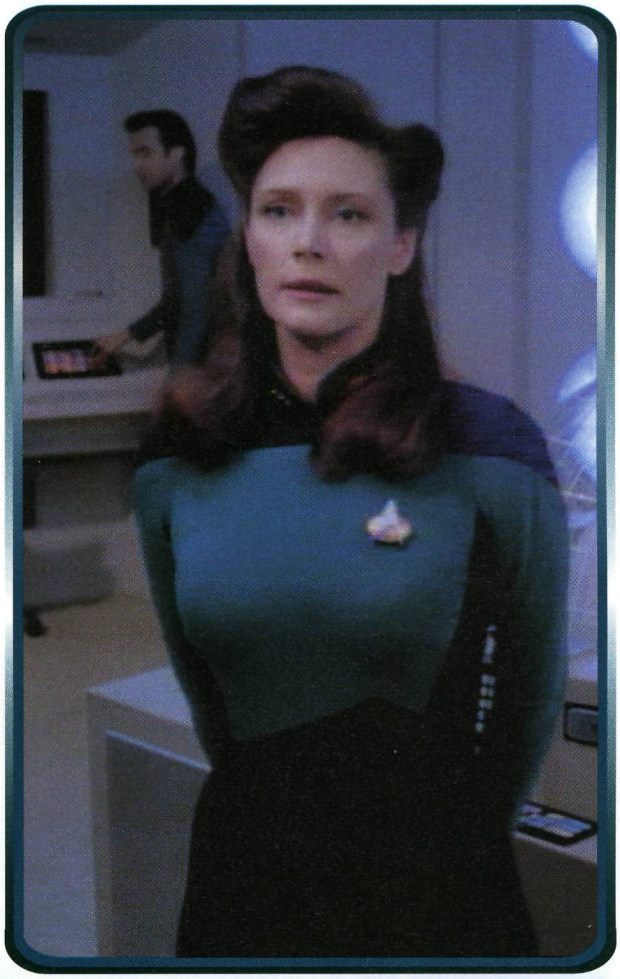
- SCIENTIFIC PROTOCOLS: Science officers know how to conduct experiments and research without disrupting the phenomena they're attempting to study and without putting themselves directly in harm's way. Whenever the scientist performs an Observe or Investigate test that would endanger himself or the crew directly, he can automatically make an appropriate Science test (TN 10) to gain the foresight necessary to avoid disastrous consequences for himself, his ship, and his crew. For example, if a character began to investigate a dangerous source of radiation without wearing an EVA suit, this ability would prompt a Physical Science (Energy) test to become aware of the potential dangers. PREREQUISITE: Journeyman.

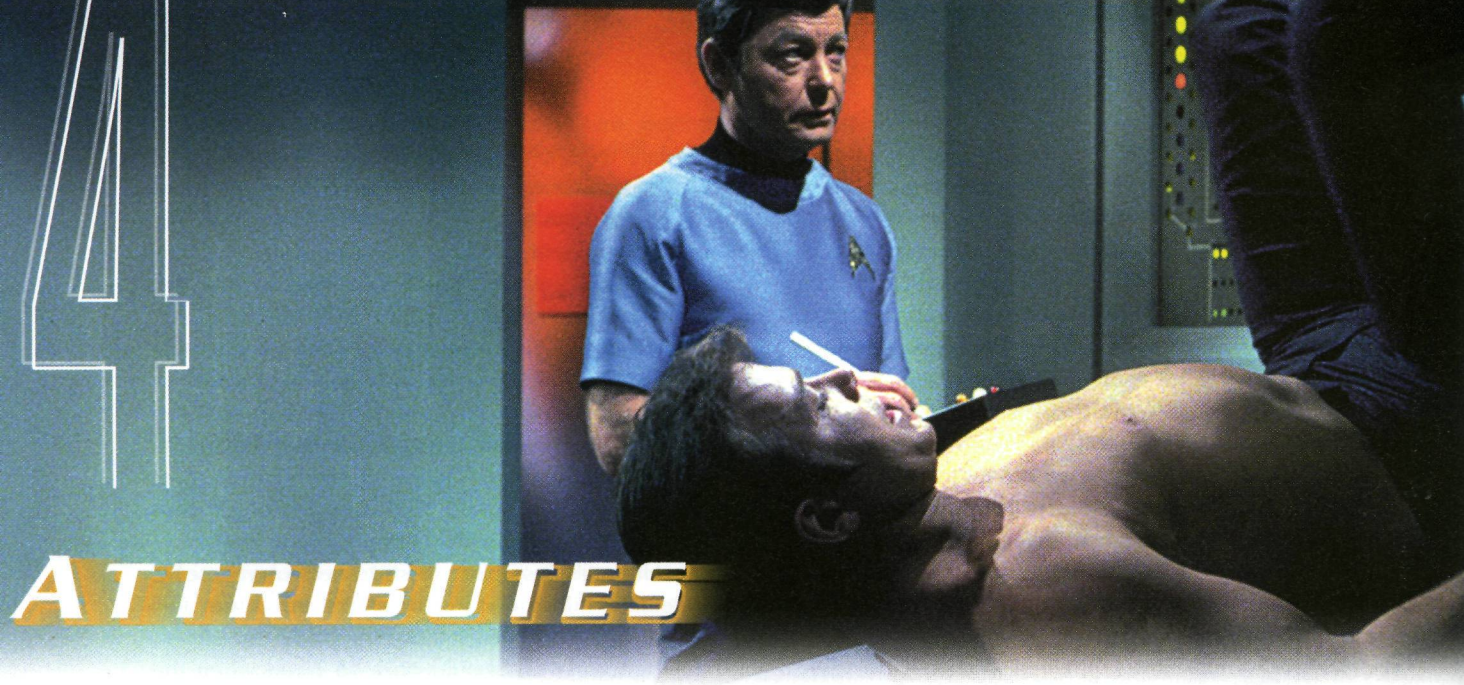
Tier 3 Professional Ability

- THEORIZE: Science officers frequently face questions that force them to speculate and theorize. Could the rock outcroppings be sapient? What's causing time to move backward? Is there a connection between the wormhole and the planet's civilization?

  Whenever the science officer faces a scientific enigma that entirely confounds the player, the character can make an Investigate (Deduce) skill test (TN 15) to formulate a hypothesis assisted by the Narrator. If the test is successful, the Narrator gives the player a hint based on the degree of success, with greater success warranting stronger leads.

  Although this ability exists to help players solve scientific dilemmas and drive the adventure forward, the Narrator should only guide the player: Outright answers should only be given when the scientific challenge represents but a minor component in the Crew's grander mission objective. In such cases, the Narrator may wish to give the science officer sufficient information to help him surpass the puzzle and get back on track. PREREQUISITE: Scientific Protocols.





4 ATTRIBUTES

After selecting your character's species and profession, you should have a good idea which attributes will be important to your character. You should know which attributes receive a modifier resulting from your choice of species, and you should have in mind which attributes are vital to your profession. With these in mind, you can generate your character's attributes.

ATTRIBUTE SCORES

Attributes represent your character's innate faculties. Just as a being's genetic code determines his physical makeup and potential, six attribute scores determine the basic building blocks of your character. How strong is he? How smart? How perceptive? The answers to these kinds of questions tell you what your character is capable of. A strong character has a better chance of lifting a bulkhead from a pinned crewmate. An intelligent character is more likely to find the cure to the hyperaccelerated aging disease. A perceptive character can better notice Romulan soldiers lying in ambush. Your attribute scores also determine your modifiers for skill tests.

Attribute scores for sentient, humanoid life forms generally fall between 1 (weak) and 12 (superior), although individuals—and even some exceptional species—may exceed this range. Your species may confer bonuses to some attribute scores and penalties to others. See the individual species descriptions starting on page 30 for more details. Your maximum level in any attribute is 12 plus your species bonuses where applicable; your minimum attribute level is 1 (regardless of species attribute penalties).

You begin character creation by generating your attributes, typically by rolling two dice for each one (see below, page 81). The higher the number, the better the value of the attribute and the higher the attribute modifier you will have. Attribute modifiers also serve as the basis for your character's reaction levels (see page 81). The six basic attributes are Strength, Intellect, Agility, Vitality, Presence, and Perception.

USING ATTRIBUTES **DURING** THE GAME

Attributes confer modifiers (Table 4.1 on page 81) which you add to skill and attribute tests when your character attempts to do something related to your attributes. For example, when you try to shoot someone with a phaser, you add your Agility modifier to the Ranged Combat test. Attribute modifiers generally range from -3 to +3. A positive modifier is a benefit, because it increases your chance to beat the target number of a test, while a negative modifier is a penalty, because it makes it harder to succeed in the task.

Strength (Str)

Strength reflects your character's physical power and ability to exert force. Species bred on high-gravity worlds, warrior races, and beings evolved from brachiating or swimming animals will tend to possess higher Strength than low-gravity races and members of primarily intellectual or spiritual civilizations.

You might be required to make a Strength test to lift a fallen support beam off your friend, win an arm-wrestling contest in a Nausicaan bar, smash open the door to an Orion prison cell, or fling an overloading phaser over a fortress wall. In the game, your Strength affects:

- LIFTING: When pushed to your utmost limit, you can lift an amount of weight equal to your Strength x 20 kg. You can only hold such weight for one round (about 6 seconds).
- CARRYING: You can carry a load weighing Strength x 5 kg without suffering any penalties or hindrances. You can carry up to twice this amount (Str x 10 kg) as a heavy load, and up to three times (Str x 15 kg) as a very heavy load. See the *Appendix,* page 247 for more information.
- THROWING: Great Strength enables you to throw objects further than normal. Add 1 meter per +1 Strength modifier to each range increment listed for throwing weapons. See *Chapter 10: Equipment* for thrown weapon range increments.
- DAMAGE: High Strength enables you to inflict more damage when making damage rolls for Armed and Unarmed Combat attacks. Add your Strength modifier to the damage rolled for each successful attack.
- HEALTH: Your Health level equals your Vitality plus your Strength modifier.
- Athletics skill tests.
- Stamina reaction tests.

Intellect (Int)

Intellect represents your character's overall intelligence, deductive reasoning capacity, intuition, technical acumen, and store of basic knowledge. Societies that prize technology and education, such as the Federation and Vulcan, value Intellect above other attributes. Warrior races, even technologically advanced ones, may underrate the value of Intellect even though military strategy and tactics rely heavily on intellectual studies.

Most tests involving Intellect are skill tests, although you might have to make an attribute test against Intellect to set a computer to self-destruct, recall a memorized fact, or discern the purpose of a bizarre alien tool. In the game, your Intellect affects:

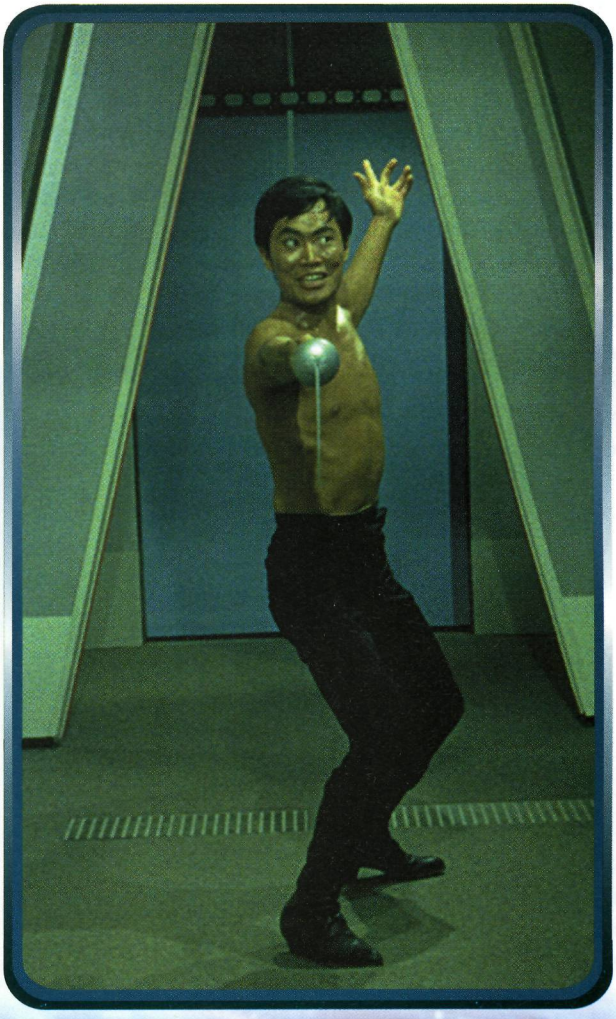
- Skill tests having Intellect as the key attribute, such as Engineering, Science, and Enterprise.
- Willpower reaction tests.
- Attribute tests for solving puzzles and logic problems.

Agility (Agl)

Agility represents a character's coordination and motor skills. Often, light or slender beings possess greater Agility than larger, stronger ones—but warrior races often train this attribute for martial pursuits. Since it encompasses manual dexterity, even doctors, microwelders, and other specialists may develop relatively high Agility scores.

You might be required to make an Agility test to swing on a chandelier in an Argelian tavern, adjust positronic circuits manually with an isolinear calibrator, or follow the movements of an unfamiliar Andorian dance. In the game, your Agility affects:

- Your ability to hit a target when making an Armed, Unarmed, or Ranged Combat skill test, including attacks made with *bat'leths,* phasers, thrown weapons, and even clenched fists.
- Initiative, provided you can react to the situation.
- Skill tests having Agility as the key attribute, such as Forgery, Gymnastics, and Stealth.
- Quickness reaction tests.
- Your reflexive ability to avoid blows in close combat situations.



Vitality (Vit)

Vitality represents your character's general fitness, stamina, and endurance. High-gravity dwellers, warrior races, and species raised in harsh environments may have higher Vitality scores. Sickly or crippled beings, races exposed to debilitating radiation, and effete species used to pampering and luxury tend to have lower Vitality levels.

Modified by your Strength, Vitality determines your Health, which affects how much damage you are capable of sustaining before being dazed, incapacitated, or killed (see "Health," page 146). Since Vitality equates to a character's life force, a Vitality attribute test resists aging rolls. Vitality can also be an important component of the Stamina reaction test (see "Stamina," page 146) measuring your character's ability to withstand poison, radiation, and other illness. In the game, your Vitality primarily affects:

- HEALTH: Health equals your Vitality score plus your Strength modifier.
- Stamina reaction tests.
- Willpower reaction tests.

Presence (Prs)

Presence measures your character's charisma, magnetism, sex appeal, and force of personality. Diplomats, merchants, commanders, and legislators all require high levels of Presence in their professions. Although no race is inherently "ugly," some (such as the Klingons) have so little regard for the feelings of other beings that their Presence suffers. As characters from Spock to Torres have demonstrated, Presence transcends species; a charismatic alien is an appealing person, regardless of his species.

A Presence attribute test might allow you to gain instant attention in a crowded room, make a good first impression on a cruel and partisan jailer, or calm a panicking mob. In the game, Presence affects:

- Skill tests having Presence as the key attribute, such as Influence, Inquire, and Persuade.
- Savvy reaction tests.
- Recognition tests supporting cast members make to identify your character from the masses.

Perception (Per)

Perception reflects your character's awareness of his surroundings. It governs the physical senses only (although it can affect your initial Psi score, if you have one; see the Psionic edge, page 136). Scientists, explorers, scouts, and other characters who depend on their sensory acuity for survival benefit most from high Perception scores. Both species evolved from predators and those evolved from prey may have good Perception values, although in predator species sight is prized over hearing. Few technological cultures retain a particularly sensitive olfactory faculty, unless pheromones play an active role in their body language and communication.

You might make a Perception attribute test to identify a peculiar odor, to notice that a room was dimming (or filling with neural gas), to judge the approximate weight or composition of an item by touch, or in the case of any other "intuitive" ability to process sensory information. In the game, Perception affects:

- Skill tests with Perception as the key attribute, such as Investigate, Observe, and Survival.
- Savvy reaction tests.
- Quickness reaction tests.



Attribute Modifiers

Attributes confer modifiers (Table 4.1) which you add to skill and attribute tests when your character attempts to do something related to your attributes. For example, when you try to shoot someone with a phaser, you add your Agility modifier to the Ranged Combat test. Attribute modifiers generally range from -3 to +3. A positive modifier is a benefit, because it increases your chance to beat the target number of a test, while a negative modifier is a penalty, because it makes it harder to meet the target number. Attribute modifiers also serve as the basis for your character's reaction scores (see pages 145-146).

Table 4.1 determines the modifiers conferred by your primary attributes. These modifiers affect attribute tests, skill tests, and reaction tests. There is a space on your character sheet to record your attribute modifiers for easy reference.

TABLE 4.1: ATTRIBUTE MODIFIERS

Attribute Level	Modifier
0–1	–3
2	–2
3	–1
4–7	0
8–9	+1
10–11	+2
12–13	+3
14–15	+4
16–17	+5
18–19	+6
20+	+1 for every 2 levels

GENERATING YOUR ATTRIBUTES

To generate your attribute scores, you may use either a "random" method or a "pick" method. In general, the pick method creates more evenly balanced characters, while the random method can give you unexpected high and low numbers, although both methods result in heroic characters. The stars of a *Star Trek Roleplaying Came* series, like the stars of a *Star Trek* television series, are better than average in most respects.

Your choice of species can modify your attributes; refer back to *Chapter 2 Species,* page 28, to see if you receive an attribute boost as a result of that species.

If your final attribute scores yield a total attribute modifier of 0 or lower, you may scrap all six and start over. Keep in mind that you may improve your attributes during play (see "Advancement Picks," on pages 152-153).



Random Method

Roll 2d6 nine times to generate nine scores. Of these, discard the three lowest results. For instance, if you rolled 2, 4, 5, 5, 6, 7, 9, 9, and 11, you would discard the 2, the 4, and one 5. Distribute the remaining six scores among your attributes as you see fit. In this example, if you want to create a dashing starship captain, you might put the 11 in Presence, the two 9s in Intellect and Agility, the 7 in Vitality, the 6 in Strength, and count on your trusty tricorder to make up for your relatively low Perception of 5. You could also maximize these numbers by choosing to be a member of a nonhuman species that gets bonuses to your most important attributes.

Pick Method

Start by assigning your attributes using the following scores: 10, 9, 7, 7, 5, and 4. Then distribute 8 additional points to enhance your initial scores. For example, if you wanted to build an elusive rogue, you might put the 10 in Agility, the 9 in Perception, the two 7s in Intellect and Strength, the 5 in Vitality (on the theory that if matters come to fisticuffs, things are already ruined), and the 4 in Presence (to suit a character who doesn't want to stand out in a crowd). By adding 1 point to Vitality, 3 points to Intellect, and 2 points each to your Agility and Perception, your scores (and attribute modifiers) look like this:

AGILITY: 10 + 2 = 12 (+3)
INTELLECT: 7 + 3 = 10 (+2)
PRESENCE: 4 + 0 = 4 (+0)
PERCEPTION: 9 + 2 = 11 (+2)
STRENGTH: 7 + 0 = 7 (+0)
VITALITY: 5 + 1 = 6 (+0)

When allocating your eight extra points, you may add points to your base scores only. You may not deduct points from one base score and add them to another. In addition, you cannot raise any single attribute above level 12. Only species modifiers can raise a score above 12.



AN EXAMPLE

To help explain the process for generating attributes, we're going to follow two characters from their first die rolls onward.

ATTRIBUTE GENERATION (PICK METHOD)

Steve decides to create a Vulcan Starfleet science officer and names him Lovek. Steve chooses to generate Lovek's attributes using the pick method. He starts with the six base scores of 10, 9, 7, 7, 5, and 4, which he can modify with +8 bonus points. Having already read the species and profession descriptions, Steve knows Vulcans get bonuses to Strength and Intellect and that science officers need high Intellect to make use of their scientific knowledge. So he puts his highest score (10) into Intellect. Perception will also be important to his character, so Steve puts his next highest score (9) into that attribute, allocating a 7 to each of Presence and Vitality. He puts his remaining scores into Agility (5) and Strength (4).

Before allocating his bonus levels, Steve decides to add his species modifiers. Vulcans receive the following attribute bonuses and penalties: Strength +2, Intellect +1, and Presence -3. So now Lovek's attributes read: Strength 6, Intellect 11, Agility 5, Vitality 7, Presence 4, and Perception 9.

Now he allocates his eight freebie levels, adding +2 to Strength, +2 to Agility, +1 to Vitality, +2 to Presence, and +1 to Perception. Lovek's final attributes are Strength 8, Intellect 11, Agility 7, Vitality 8, Presence 6, and Perception 10.

ATTRIBUTE GENERATION (RANDOM METHOD)

Sheila thinks that a rowdy non-Starfleet character will be fun to play. She decides to create a Klingon mercenary and names her R'kroh.

Sheila takes a chance on her dice and rolls 4, 5, 5, 6, 7, 8, 8, 9, and lucky 12! She drops the three lowest rolls—the 4 and two 5s—and puts the 9 in Strength and 12 in Agility to make a formidable warrior. She knows Klingons get bonuses to Vitality, so she puts her 8 there. Sheila wants R'kroh to be impressive, so Presence gets the other 8, and the 7 goes to Perception for spotting hidden enemies. Since too much thinking can make a Klingon soft, Sheila has puts R'kroh's low score of 6 into Intellect. R'kroh's initial attributes, before species bonuses, are: Strength 9, Intellect 6, Agility 12, Vitality 8, Presence 8, Perception 7.

Checking the species notes for Klingons on page 41, Sheila sees Klingons receive the following adjustments to their attributes: Strength +1, Intellect -1, Vitality +1, and Perception -1. This gives R'kroh the following scores: Strength 10, Intellect 5, Agility 12, Vitality 9, Presence 8, Perception 6. It looks like R'kroh will be able to fight her way out of any situation her low Intellect gets her into!

CHANGES TO ATTRIBUTES

During the course of the game your character's attributes may change. Some changes manifest as permanent endowments, while others occur as temporary disabilities. The following represent a few of the most common situations causing your attributes to change:

- SICKNESS AND DISEASE: Diseases such as Rigelian fever or Psi 2000 may reduce your Vitality or erode your Perception and Intellect.
- TOXINS AND RADIATION: Poisons such as the Ferengi paralysis gel may reduce your Agility, while rare substances like kironide boosts attributes such as Psi. Exposure to radiation such as Berthold rays may bear similar effects, although unknown forms of radiation can trigger any variety of unique or unpredictable syndromes.
- ALIEN ABILITIES: Certain alien life forms can affect character attributes, such as the M-113 salt vampire, which drains Strength from its victims.
- TECHNOLOGY, DRUGS, AND MEDICINE: Technology such as the Eymorg Teacher (which increases Intellect) or the Breen battlesuit (which increases Strength) may alter attributes. The rare Venus drug increases Presence.
- AGING: Over a character's lifespan, aging alters most attributes; in early years attributes tend to increase as the character's mind and body grow stronger, but in later years attributes weaken as senescence sets in.
- CHARACTER EXPERIENCE: AS characters gain experience, they may spend advancement picks to upgrade their primary and secondary attributes.

When an attribute changes for any reason, the character may benefit or suffer from a modifier adjustment. The adjustment lasts for the duration of the effect altering the attribute.

The same applies to derived qualities such as carrying capacity or movement rates, with the exception of reaction scores. Even though reactions are initially derived from governing attributes, alterations to attributes never affect them. In order for a reaction to change, some game effect must specifically augment or reduce it. Rules for specific attribute-altering stimuli appear in the *ST.RPC Narrator's Guide.*

ROLEPLAYING YOUR ATTRIBUTES

You can use your character's attributes to guide you in roleplaying him. A character with high Strength may demonstrate an air of calm self-confidence that comes from being relatively powerful, or be a swaggering bully who enjoys throwing her weight around. A high Intellect can indicate an "absent-minded professor" type (especially when combined with a low Perception), a reclusive scholar or obnoxious know-it-all (when combined with a low Presence), or an unflappable master of any situation. High Presence can signify the rakish charmer, the born leader, or the menacing man of mystery. Even if combined with a low Intellect, a glib high-Presence character might still seem like she knows everything until she meets a real authority. A low-Agility character might be an amiable klutz, a gawky adolescent, or an alien unused to ship's gravity. Take a minute to consider your character's attributes, how they relate to your character conception, and how they interrelate with each other.

ATTRIBUTE TESTS

Characters use attributes to accomplish actions based exclusively on their innate abilities; in other words, characters make attribute tests when skill is not needed (or is not applicable) to succeed at the particular effort. Lifting a heavy object, solving a riddle, and throwing a ball are all examples of attribute tests any character can attempt.

For example, if your character tries to force open a damaged hatch, you would make a Strength attribute test by rolling 2d6 and adding your character's Strength modifier and any other modifiers from professional abilities or traits. If you roll double 6s, you may roll another 1 d6 and add it to the total result. If that die comes up a 6, you can add another die, and so on. Compare the final, modified test result against the target number (TN) established for the test. *Chapter* 6: *Skills* presents additional information about test target numbers and difficulty.





5 DEVELOPMENT

Every character has a past, a backstory that describes how he got to be the way he is. As a child, Captain Kirk witnessed the massacre of colonists on Tarsus IV and was tormented by a rival at the Academy. Commander Worf was raised on Earth by human parents after the Khitomer massacre and served as flight control officer on the *Enterprise* after graduation from the Academy. (After you select your character's species and profession and generate his attributes, use background development to not only efect skills and traits), but also create a bit of backstory for him.

Background consists of two stages: personal development and professional development.

PERSONAL DEVELOPMENT

The personal development stage of a character's background represents formative events from his past. It reflects where he grew up, what his family was like, his primary and secondary education, his youthful hobbies and activities, and so forth.

In personal development, you make a specified number of picks from skills and edges listed under a package. A package is a broad category describing what your character's early life was like, such as "Academic Upbringing" or "Scientist's Child." The picks within each package represent the sort of abilities a character with that type of early life might have learned.

Personal development presents players with a chance to round out their characters with some unusual skills—abilities not necessarily directly related to their career. Professional development, and the professions themselves, list skill selections based on the nature of the job: Engineers get a lot of Engineering skills, rogues have Stealth and Conceal, diplomats learn Negotiate and Persuade. But personal development doesn't necessarily have any connection to what the character chooses to do professionally. A merchant may have grown up on a starship as the child of two engineers, thus giving him a few skill levels in an Engineering skill.

The brief explanations provided for each personal development package are generic—they apply to just about any type of character from any species or society. You and the Narrator should work together to fill in the details for your character. Just because two PCs both have a Colony Life background doesn't mean their personal histories bear close resemblance to each other. One might come from an established, prosperous colony, while the other grew up in a new, rag-tag colony. By tailoring the picks made with the package, you can make each reflect dozens of different backgrounds appropriate to the package's theme.

PROFESSIONAL DEVELOPMENT

This stage of your character's background represents the training or professional experiences that prepared the character for his career. It can reflect where he went to school (and what he studied), an apprenticeship, learning on the job, or the "school of hard knocks."

In professional development, characters acquire the skills appropriate to their professions. These are the skills your character needs to do his job. Grouped by profession, each package contains particular skills and skill levels that further refine the character. For example, the merchant profession includes everything from bar owners to smugglers to prospectors. A merchant who practices his craft as a shopkeeper has a different skill set from one who works as a trader. While both have the Business skill, the shopkeeper also gets the Inquire skill so he can fraternize with his customers, while the trader gets System Operation (Flight Control) so he can fly his ship. Pick the professional development package that best suits the type of character that you have in mind. In choosing a professional development package, the character automatically gains all the skills listed at the assigned skill levels.

SPECIES SKILLS

You don't grow up on a world, and in a culture, without knowing something about that culture and society. Vulcan children learn about Surak, the proper way to say "goodbye", and their language, while Klingon children study the legends of Kahless, how to light Kortova candles, and the proper way to insult an opponent. This is simulated by species skills.

Every character receives a number of skill picks equal to Int x 2, which the player can allocate to the following skills:

KNOWLEDGE	LANGUAGE
Culture	Federation Standard
History	Klingon
Politics	Vulcan, etc.
Religion	
Specific World	

Each skill pick equals one level in the skill(s) of the player's choice. So, for example, giving your character Culture +3 would require three skill picks. The maximum number of skill levels a character can begin the game with is 6. Treat these species related skills as professional skills for the purposes of advancement (see *Chapter 9: Advancement).*

When you choose one of these species skills, you must choose a specialty for it (see "Specialties", in *Chapter 6: Skills).* This does not require an additional skill pick; it's free. This specialty must be related to your character's species or the world upon which he was raised. Mr. Spock, for instance, was raised on the planet Vulcan and would choose the Vulcan specialties for these skills, such as Culture (Vulcan) and Language—Vulcan. Mr. Worf, on the other hand, was raised on a human colony as a child, so he might choose History (Human) or History (Klingon). If your character were a Human raised on Vulcan, you might give him Culture (Human) and Specific World (Vulcan). In this way, you can create an appropriate background for your character.

CHOOSING SKILLS

STEP 1: Select species skills

STEP 2: Choose personal development package

STEP 3: Choose professional development package

ACQUIRING SKILLS

At each stage in creating a character's background, you select various skills, both professional and nonprofessional skills. Professional skills are those usually associated with a particular occupation, while nonprofessional skills are associated with individual past times and pursuit.

Choose a personal development package and make the defined skill picks. You need not consider the character's profession, since personal development occurs before making professional skill picks. In other words, in personal development characters have yet to pursue their careers and consequently can have skill picks in nonprofessional skills. This is a good stage to pick those skills that aren't covered by your character's profession.

Next, choose a professional development package based on the character's profession. The character automatically gains all the skills and specialties listed in the package at the assigned skill levels. If you choose a package that provides additional levels in a skill obtained as a nonprofessional skill, that skill becomes a professional skill.

Professional development packages also allow players to apply +1 skill rank to five professional skills. You can apply these to skills provided by the package, or use them to pick additional skills from the profession's professional skill list. You can choose a particular skill more than once (adding +2, for example, to one skill). A specialty for a particular skill can also be chosen for 1 skill pick, but this does not increase the skill's overall rank; in other words, adding a specialty takes the place of increasing the rank by +1.

Levels in a particular skill add together. If you pick Stealth +2 as a personal development skill, then pick a professional package providing Stealth +3, the total levels in the skill are Stealth +5. This is true even if the skill has different specialties. They are not treated as separate skill levels, and you get both specialties if you pick Stealth (Sneak) +2 from a personal development package and then receive Stealth (Track) +2 from a professional package, your character has Stealth (Sneak, Track) +4.

The maximum number of skill levels a character can begin the game with is 6.

EXAMPLE: Sheila plans to play a merchant and begins picking her skills by choosing a personal development package. She envisions her merchant as someone with shady connections to the criminal underworld, so she selects the Criminal Upbringing package. As her first pick, she selects Streetwise +2, then takes

SKILLS AND SPECIALTIES

Specialties represent the way in which your character applies his skill. A character with Stealth can hide, shadow, and sneak equally well, while a character with the specialty (Hide) is especially good at hiding (and gains an added benefit according to the rules). In many cases, characters gain specialties from professional development packages. These list a specific specialty associated with the job. You must take the specialty listed (or one of the suggested specialties) unless the Narrator gives you permission to choose a different one. Some skills are followed by (choose), meaning you may choose any of the specialties listed under the skill descriptions in *Chapter 6.* If a package does not include a specialty along with the skill, then your character just gains the base skill. Your character can still obtain specialties through advancement (see *Chapter 9: Advancement).*

Some picks allow you to make any choice within a broader group of skills (see *Chapter 6: Skills* for information about skill groups). A package may provide "any one Knowledge skill +2", for example. In this case, choose any skill associated with the skill group—Culture, History, Politics, and so on.

Finally, in a few rare cases, a package may grant the option to choose one skill within a skill group, then provide the option to choose some "other" skill within the group. For example, the Colony/Frontier Upbringing personal development package allows you to choose any one Science skill, then any one other Science skill. In this case, you must pick one Science skill—Life Science—then a different one—Physical Science—for the character.

her three picks as Appraise +1, Simple Weapons +1, and Sleight of Hand +1. Next, she chooses the Trader professional development package (because her character found work on a freighter). For merchants, Appraise is considered a professional skill. So even though her character obtained Appraise as a nonprofessional skill, it becomes a professional skill making it easier for her to improve it through character advancement. Sheila adds the +2 skill rank obtained through professional development to the +1 from personal development, for a total of Appraise +3.

When she makes her five +1 skill picks, she chooses to increase Business by +1 and Negotiate (Bargain) by +2, and add Inquire +2 (a skill on the merchant professional skills list, but not included in her profession package) to her character.

Acquiring Edges

When you make your personal and professional development picks, you have the opportunity to select an edge. Edges help your character by giving him something extra (see *Chapter 7: Traits).* Every character receives one starting edge.

You can choose to make this edge pick as an aspect of either your personal or professional development, reflecting when your character developed the edge. You might choose Cultural Flexibility during personal development—you grew up around many aliens—or during professional development—you learned to be culturally sensitive while training as a diplomat.

Once you make your edge pick, you can gain no further edges, unless you choose a flaw (see below). You may also gain additional edges because of your species or profession. A character can thus begin the game with between one and five edges, depending on your selection of species, profession, and flaws.

Acquiring Flaws

At each stage of creating your character's background, you may take one flaw, to receive one extra edge pick at that stage. (See page 139 for more information on flaws.) This represents when you developed your flaw. For example, you might pick Rival during your character's personal development—perhaps a rivalry with a childhood classmate—or professional development—maybe you didn't get along with someone during your first starship posting. It is possible to choose a flaw during personal development and then upgrade it during professional development (see "Upgrade," page 128).

The maximum number of flaws a character can have when beginning play is two. The Narrator approves all flaws prior to play. Some packages, such as the Genetic Resequencing personal development package, include flaws characters must take as part of the package. These mandatory flaws provide an extra edge pick (as any other flaw), but count against the character's total of two. In these cases, the extra edge is already included among the package picks.

Sheila's character sheet might look like this after choosing skills:

SKILL	TYPE	FROM WHERE?
Appraise +3	P*	Personal and Profession packages
Business (Precious Stones) +3	P«	Profession package
Culture (Orion) +2	PS	Profession package
Inquire (Fraternize) +2	PS	Professional skill list
Language - Orion +1	P«	Profession package
Negotiate (Bargain) +5	PS	Profession package
Specific World (Rigel XI) +2	P*	Profession package
System Operation (Flight Control) +3	PS	Profession package
Streetwise +2	ns	Personal package
Simple Weapons +1	ns	Personal package
Sleight of Hand +1	ns	Personal package

PERSONAL DEVELOPMENT

Academic Upbringing

You grew up in an academic environment where study was important.

PICK 1 SKILL: Computer Use +2, any one Knowledge skill +2, any one Science skill +2

PICK 3 SKILLS: Any one Craft skill +1, any one Entertain skill +1, any one Engineering skill +1, any one Language skill +1

PICK 1 EDGE: Cultural Flexibility, Curious, Eidetic Memory, Meticulous, Thinker

Artistic Upbringing

You spent much of your early life in artistic and creative pursuits, using your natural talents to create objects and/or performances of beauty and insight.

PICK 1 SKILL: Any one Craft skill +2, any one Entertain skill +2, any one Knowledge skill +2

PICK 3 SKILLS: Appraise +1, Computer Use +1, Construct +1, Forgery +1, Gaming +1, any one Language skill +1, any one Science skill +1

PICK 1 EDGE: Cultural Flexibility, Skill Focus (Compassionate), Skill Focus (Craftsman), Unyielding, Wealth

Athletic Aptitude

You have a knack for games and sports, a natural or acquired talent for athletic endeavors that many other people envy.

PICK 1 SKILL: Athletics +2, Gymnastics +2, Sport +2

PICK 3 SKILLS: Any one Armed Combat skill +1, any one Entertain skill +1, Gaming +1, any one Knowledge skill +1, one Ranged Combat skill (Archaic Weapons or Energy Weapons) +1

PICK 1 EDGE: Ambidextrous, Dodge, Fit, Fast On Your Feet, Speed

Colony/Frontier Upbringing

You grew up on a colony world, one far from the centers of civilization and their amenities.

PICK 1 SKILL: Construct +2, any one Science skill +2, Survival +2

PICK 3 SKILLS: Athletics +1, Computer Use +1, any one Engineering skill +1, any one Entertain skill +1, First Aid +1, Gaming +1, any one Knowledge skill +1, Repair +1, any one other Science skill +1

PICK 1 EDGE: Alert, Curious, Dodge, Innovative, Unyielding

Criminal Upbringing

You grew up around criminals, in the process learning a thing or two about surviving on the wrong side of the law.

PICK 1 SKILL: Gaming +2, Stealth +2, Streetwise +2

PICK 3 SKILLS: Any one Armed Combat skill +1, Appraise +1, Athletics +1, Forgery +1, Impersonate +1, Influence +1, any one Knowledge skill +1, Repair +1, Sleight of Hand +1

PICK 1 EDGE: Alert, Ambidextrous, Dodge, Lightning Reflexes, Skill Focus (Furtive)

Diplomat's Child

You spent your childhood accompanying your parents, planet-hopping diplomats and negotiators, as they traveled the galaxy solving peoples' problems.

PICK 1 SKILL: Administration +2, any one Knowledge skill +2, Negotiate +2

PICK 3 SKILLS: Computer Use +1, Influence +1, any one other Knowledge skill +1, any one Language +1, any one Science skill +1, Systems Operation +1

PICK 1 EDGE: Contacts, Meticulous, Skill Focus (Diplomatic), Skill Focus (Eloquent), Skill Focus (Persuasive)

Engineering Brat

You grew up around machines, systems, and technology; through careful observation, tinkering, or informal training, you learned a little about creating and maintaining systems yourself.

PICK 1 SKILL: Construct +2, any one Engineering skill +2, Repair +2

PICK 3 SKILLS: Computer Use +1, Conceal +1, any one other Engineering skill +1, any one Science skill +1, System Operation +1

PICK 1 EDGE: Curious, Innovative, Skill Focus (3D Thinking), Skill Focus (Attentive), Suit Trained

Famous Parents

One or both of your parents were celebrities renowned throughout the quadrant for their work and accomplishments, and some of their luster rubbed off on you.

PICK 1 SKILL: Any one Enterprise skill +2, Influence +2, any one Knowledge skill +2

PICK 3 SKILLS: Computer Use +1, any one Entertain skill +1, any one other Knowledge skill +1, any one Language skill +1, Social Science +1, Sport +1

PICK 1 EDGE: Contacts, Fit, Skill Focus (Diplomatic), Skill Focus (Persuasive), Wealth

Genetic Resequencing

Born with significant genetic flaws, you underwent illegal genetic resequencing. Fortunately for you it worked, and you now represent the acme of your species' genetic potential.

PICK 1 SKILL: Athletics +2, any one Knowledge skill +2, any one Science skill +2

PICK 3 SKILLS: Computer Use +1, any one Craft skill +1, any one Entertain skill +1, Gymnastics +1, any one other Knowledge skill +1, any one other Science skill +1, Sport +1

PICK 2 EDGES: Ambidextrous, Eidetic Memory, Excellent Metabolism, Exceptional Concentration, Exceptional Fortitude, Fit, Great Stamina, Great Vitality, Healthy, Multitasking, Sense of Direction, Sense of Time, Skill Focus (Keen Hearing), Skill Focus (Keen Sight), Speed, Thinker

FLAW (MANDATORY): Dark Secret

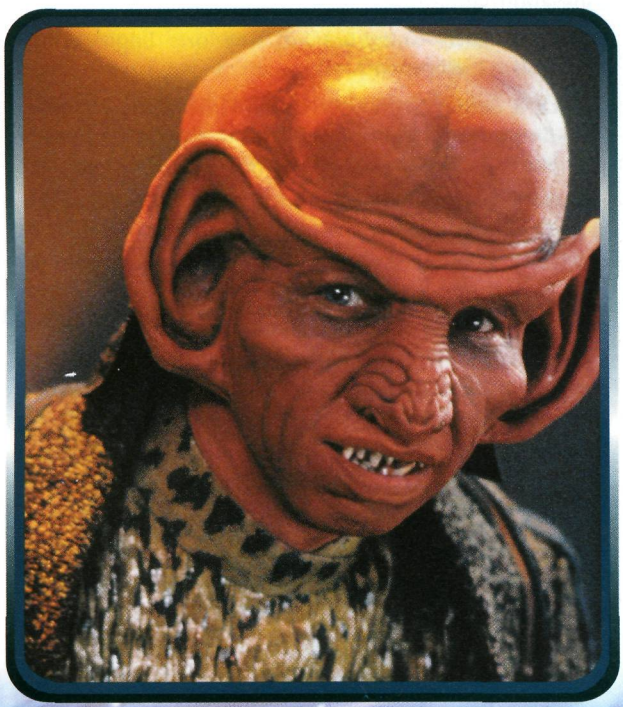
Mercantile Upbringing

You grew up in a business environment, such as a family-owned store or an apprenticeship to a free trader. Through long exposure you've picked up a trick of the trade or three.

PICK 1 SKILL: Business +2, Negotiate +2, Persuade +2

PICK 3 SKILLS: Administration +1, Appraise +1, Computer Use +1, any one Entertain skill +1, Influence +1, any one Knowledge skill +1, any one Language +1, System Operation +1

PICK 1 EDGE: Contacts, Cultural Flexibility, Shrewd, Skill Focus (Eloquent), Wealth



Military Brat

You spent a lot of time around soldiers, weapons, and military paraphernalia either as the child of military parents or growing up on a war-torn world.

PICK 1 SKILL: Athletics +2, Energy Weapons +2, First Aid +2

PICK 3 SKILLS: Any one Armed Combat skill +1, Computer Use +1, Gaming +1, any one Knowledge skill +1, any one Language +1, any one other Ranged Combat skill +1, Repair +1, Survival +1, System Operation +1

PICK 1 EDGE: Alert, Bold, Dodge, Fit, Sherpa

Nomadic Childhood

Your family spent much of your childhood in transit, moving from place to place. As a result you saw a lot of the galaxy.

PICK 1 SKILL: Gaming +2, any one Language +2, Specific World +2, Sport +2

PICK 3 SKILLS: Computer Use +1, any one Engineering skill +1, any one Enterprise skill +1, any one Entertain skill +1, any one other Knowledge skill +1, any one other Language +1, Negotiate +1, Repair +1, System Operation +1

PICK 1 EDGE: Contacts, Cultural Flexibility, Curious, Shrewd, Skill Focus (Persuasive)

Occupation Upbringing

You grew up on a conquered world, perhaps in a labor camp, detention facility or as a member of a resistance movement.

PICK 1 SKILL: Brawling +2, Stealth +2, Streetwise +2

PICK 3 SKILLS: Athletics +1, any one Craft skill +1, Demolitions +1, Energy Weapons +1, Influence +1, Inquire +1, Persuade +1, Simple Weapon +1, Sport +1, Survival +1

PICK 1 EDGE: Alert, Bold, Dodge, Skill Focus (Furtive), Sneaky

Orphan

Your parents died when you were young, so you were shuttled from relative to relative, never truly finding a home. You may have grown up on the street, surviving solely by your wits.

PICK 1 SKILL: Any one Craft skill +2, Stealth +2, Streetwise +2

PICK 3 SKILLS: Brawling +1, Computer Use +1, any one Entertain skill +1, Influence +1, any one Knowledge skill +1, Survival +1

PICK 1 EDGE: Blends In, Contacts, Dodge, Shrewd, Skill Focus (Furtive)

Political Upbringing

One or both of your parents were politicians, or maybe your entire family was involved in politics to some degree.

PICK 1 SKILL: Administration +2, Influence +2, any one Knowledge skill +2

PICK 3 SKILLS: Business +1, Computer Use +1, any one other Knowledge skill +1, any one Language +1, Negotiate +1, Persuade +1, Social Science +1, Sport +1

PICK 1 EDGE: Shrewd, Skill Focus (Diplomatic), Skill Focus (Eloquent), Skill Focus (Persuasive), Wealth

Psionic Potential

You were born with psionic abilities (either because your species has them or because the genetic dice came up in your favor) and spent your childhood realizing your psionic potential and developing your abilities.

PICK 1 SKILL: Any one Psionic skill +2

PICK 3 SKILLS: Computer Use +1, Gaming +1, Influence +1, any one other Psionic skill +1

PICK 1 EDGE: Psionic (mandatory if not obtained from species), Eidetic Memory, High Pain Threshold, Iron Willed, Skill Focus (3DThinking), Thinker

Religious Upbringing

You came from a devout family, or perhaps grew up in a temple, monastery, or other religious institution.

PICK 1 SKILL: Any one Craft skill +2, Religion +2, Social Science +2

PICK 3 SKILLS: Administration +1, Computer Use +1, any one Entertain skill +1, Influence +1, any one other Knowledge skill +1, any one Language +1, Persuade +1, any one Unarmed Combat skill +1

PICK 1 EDGE: Eidetic Memory, Meticulous, Skill Focus (Attentive), Skill Focus (Compassionate), Skill Focus (Diplomatic)

Scientific Upbringing

Your parents were scientists (or perhaps explorers), and some of their knowledge and love of learning rubbed off on you.

PICK 1 SKILL: Computer Use +2, any one Knowledge skill +2, any one Science skill +2

PICK 3 SKILLS: Construct +1, any one Engineering skill +2, any one Enterprise skill +1, any one other Knowledge skill +1, any one Language +1, Repair +1, System Operation +1

PICK 1 EDGE: Contacts, Curious, Eidetic Memory, Meticulous, Unyielding



Starfleet "Brat"

Your parents belonged to Starfleet, and you were exposed to Starfleet principles, ideals, personnel, and systems throughout your entire childhood.

PICK 1 SKILL: Administration (Federation) +2, Computer Use +2, any one Science skill +2

PICK 3 SKILLS: Athletics +1, Construct +1, any one Engineering skill +1, any one Entertain skill +1, any one Knowledge skill +1, any one Language +1, Repair +1, Sport +1, System Operation +1

PICK 1 EDGE: Bold, Contacts, Fit, Resolute, Skill Focus (Eloquent)

Wealthy Family

Your family was fabulously rich, and you grew up in the lap of luxury.

PICK 1 SKILL: Business +2, Influence +2, Sport +2

PICK 3 SKILLS: Any one Entertain skill +', Gymnastics +1, any one Knowledge skill +1, ar y one Language +1, Negotiate +1, Persuade +1

PICK 1 EDGE: Contacts, Iron Willed, Skill Focus (Seductive), Unyielding, Wealth

Make Your Own

Characters may create their own packages.

PICK 1 SKILL: Any one skill +2

PICK 3 SKILLS: Any three skills +1

PICK 1 EDGE: Any Edge except Command or Promotion

PROFESSIONAL DEVELOPMENT

In the lists of professional skills an asterisk (*) indicates an entry which actually encompasses a skill group. If a skill group is listed, choose a specific skill from those listed within the group. See *Chapter 6: Skills* for skill groups and included skills.



DIPLOMAT

DIPLOMAT PROFESSIONAL SKILLS: Administration, Computer Use, Culture, History, Inquire, Language*. Law, Negotiate, Persuade, Politics, Social Science, Specific World

BUREAUCRAT

You filled an important, if not necessarily glamorous, position in your government, helping to keep society running smoothly and efficiently.

Skills: Administration +3, Computer Use (Retrieve) +1, Inquire (Interview) +2, Law +3, Negotiate (Mediate) +1, Persuade (Oratory) +2, Politics +4

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Eidetic Memory, Meticulous, Skill Focus (Diplomatic), Skill Focus (Eloquent)

LIAISON

You served your government as a member of a diplomatic entourage to another government.

Skills: Computer Use (Retrieve) +1, Culture +3, Inquire (Fraternize) +2, any one Language skill +2, Law +2, Negotiate (Mediate) +4, Specific World +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Ally, Cultural Flexibility, Shrewd, Skill Focus (Diplomatic), Skill Focus (Eloquent)

EXOCULTURAL SPECIALIST

As an expert on one or more alien species or societies, you advised others regarding the culture, activities, psychology, and history in your area of expertise.

Skills: Administration +2, Computer Use (Retrieve) +2, Culture +4, History +3, appropriate Language skill +2, Social Science (choose) +2, Specific World +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Cultural Flexibility, Shrewd, Skill Focus (Eloquent), Skill Focus (Persuasive)

MERCHANT

MERCHANT PROFESSIONAL SKILLS: Appraise, Business, Computer Use, Craft*, Culture, Influence, Inquire, Language*, Negotiate, Repair, Specific World, System Operation

TRADER

You traded the certainty of a regular job for the freedom and adventure of a trader's life, hoping to profit by buying low, selling high and beating your competition to the best markets.

Skills: Appraise (choose) +3, Business +3, Culture +2, any one Language skill +1, Negotiate +4, Specific World +2, System Operation (Flight Control) +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Curious, Skill Focus (Eloquent), Skill Focus (Persuasive), Wealth

MANUFACTURING

You apprenticed in a manufacturing profession, learning to make Vulcan lutes, hand-made clothing, or some other form of handicraft. You also learned how to market your wares.

Skills: Appraise +2, Business +3, any one Craft skill +4, Culture +2, Influence (Charm, Fast Talk) +3, Negotiate +2, Specific World +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Cultural Flexibility, Likeable, Meticulous, Skill Focus (Craftsman), Wealth

ENTREPRENEUR

You worked in a small business, such as a tailor's shop, bar, or stop, that catered to individual consumers.

Skills: Appraise +2, Business +3, Computer Use +1,
- Culture +2, Influence (Charm) +1, Influence (Fast Talk) +1, Inquire (Fraternize) +2, Negotiate +3, Specific World +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Meticulous, Shrewd, Skill Focus (Persuasive), Wealth



Mystic

MYSTIC PROFESSIONAL **SKILLS:** Armed Combat*, Craft*, Culture, First Aid, History, Inquire, Observe, Persuade, Play, Religion, Sing, Specific World, Survival, Unarmed Combat*

Aesthetic

You believe in a personal philosophy (such as the way of *Kolinahr* or code of Kahless) allowing you to make a private connection to the spiritual world.

Skills: Any one Armed Combat skill +2, any one Craft skill +2, First Aid +2, Observe +4, Persuade (Debate) +2, Religion +4, any one Unarmed Combat skill +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Bold, Fast On Your Feet, Fit, Quick Draw, Weapon Mastery

Cleric

As an officially appointed or ordained member of your religious hierarchy, you ministered to the needs of the faithful and promoted the faith among nonbelievers.

Skills: Culture +3, First Aid +3, History +2, Inquire (Interview) +2, Persuade (Oratory) +2, Religion +4, Sing +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Meticulous, Resolute, Skill Focus (Compassionate), Skill Focus (Eloquent)

Mendicant

Although not a holder of any formal religious office, you possessed a deep and abiding religious conviction that led you to a life of wandering and proselytizing.

Skills: Any one Craft skill +2, Culture +2, History +2, Inquire (Fraternize) +3, Persuade (choose) +4, Religion +3, Survival (choose) +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Confident, Contacts, Curious, Likeable, Skill Focus (Compassionate)

Shaman

You come from a primitive world with primitive beliefs, or simply practice the old ways of a sophisticated culture.

Skills: Any one Craft skill +1, First Aid (Herbalism) +4, Observe (choose) +2, Play +2, Religion +3, Sing +2, Survival (choose) +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Friendly, Innovative, Skill Focus (Eloquent), Thinker



Rogue

RoGue PROFESSIONAL SKILLS: Appraise, Armed Combat*, Conceal, Forgery, Impersonate, Influence, Inquire, Observe, Ranged Combat*, Sleight of Hand, Stealth, Streetwise, Unarmed Combat*

Scoundrel

You acquired your skills growing up on the streets, where you had to survive by bending the law.

Skills: Any one Armed Combat skill +2, Conceal +2, Influence (Intimidate) +3, Observe (Spot or Listen) +3, Sleight of Hand +2, Stealth (choose) +2, Streetwise +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Blends In, Fast On Your Feet, Innovative, Skill Focus (Furtive), Speed

Professional

However you put your skills to use—be it as a spy, bank robber, or saboteur—you are a consummate professional, and you do what you do to challenge your abilities.

Skills: Any one Armed Combat skill +2, Conceal +3, Observe (Spot or Listen) +3, any one Ranged Combat skill +4, Stealth (choose) +3, Streetwise +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Friendly, Iron Willed, Martial Artist, Skill Focus (Attentive)

Sophisticate

Unlike some rogues, you don't stoop to common crime, but put your skills to use for some noble purpose, such as fighting injustice, hunting artifacts, or smuggling refugees.

Skills: Conceal (Cache) +3, Forgery +2, Impersonate +3, Inquire (Fraternize) +2, Observe (choose) +2, any one Ranged Combat skill +2, Stealth (choose) +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Contacts, Friendly, Skill Focus (Seductive), Wealth

Scientist

Scientist Professional Skills: Computer Use, Construct, First Aid, Investigate, Knowledge*, Language*, Medicine, Persuade, Repair, Sciences*, System Operation

Exchange Student

You attended an alien academy, such as the Vulcan Science Academy or the Daystrom Institute, where you not only studied science but also picked up a bit of the culture.

Skills: Computer Use (choose) +3, Construct (choose) +3, Culture +2, any one Language skill +2, Repair (choose) +1, any one Science skill +4, Specific World +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Confident, Contacts, Cultural Flexibility, Curious, Unyielding

Medical Doctor

You attended a medical school in the hope of saving the lives of others either through providing treatment or developing new cures.

Skills: Computer Use (Retrieve) +1, First Aid +2, Investigate +2, Medicine (choose) +3, Life Science (choose) +2, Physical Science (Chemistry or Physics) +1, System Operation (Medical) +3, Specific World +1

Pick 5: +1 to any professional skill

Pick 1 Edge: Curious, Healthy, Likeable, Skill Focus (Compassionate), Thinker

Field Scientist

Eschewing boring laboratory work, you spent your time in the field conducting your research.

Skills: Computer Use +3, Construct (choose) +1, First Aid +3, any one Knowledge skill +2, Repair (choose) +1, any one Science skill +4, System Operation (Sensors) +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Eidetic Memory, Fit, Meticulous, Unyielding

Researcher

Preferring theories and experiments to practical applications of scientific knowledge, you worked in laboratories and research institutions, pushing the boundaries of science.

Skills: Computer Use (Retrieve) +2, Construct +2, Investigate (Research) +1, any one Knowledge skill +2, Persuade +2, Repair +2, any one Science skill +3, any one other Science skill +1, System Operation (Sensors) +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Ally, Eidetic Memory, Meticulous, Skill Focus (Compassionate), Unyielding



Soldier

Soldier Professional Skills: Armed Combat*, Athletics, Demolitions, First Aid, Inquire, Investigate, Observe, Ranged Combat*, Repair, Survival, Tactics

Foot Soldier

You learned to be a soldier through some form of military training, where you learned to serve with honor and dignity.

Skills: Any one Armed Combat skill +3, Athletics +2, Energy Weapons +4, First Aid +1, Observe (Listen or Spot) +2, Repair +1, Survival +2, Tactics (Ground) +1, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Dodge, High Pain Threshold, Skill Focus (Keen Hearing), Skill Focus (Keen Sight), Weapon Mastery

Guerrilla

Rather than through formal military training, you picked up fighting skills by necessity, from anyone who could teach you.

Skills: Any one Armed Combat skill +2, Athletics (Jump or Run) +3, Demolitions +2, First Aid +1, Observe (choose) +2, any one Ranged Combat skill +3, any one other Ranged Combat skill +2, Survival +1, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Dead Aim, Fast On Your Feet, Great Stamina, Lightning Reflexes, Weapon Mastery

Law Enforcement

You apply your skills as a law enforcement officer, protecting society by apprehending criminals.

Skills: Athletics +1, Inquire (Interrogate) +4, Investigate (Search) +3, Observe (Spot) +4, any one Ranged Combat skill +2, Repair +1, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Shrewd, Skill Focus (Attentive), Skill Focus (Keen Sight), Unyielding



Starship Command Officer

Command

COMMAND PROFessiONAL SKILLS: Administration, Athletics, Computer Use, Energy Weapons, Inquire, Knowledge*, Negotiate, Persuade, Repair, Survival, System Operation, Tactics, Unarmed Combat*

Basic Commander

You received broad training in the basic command procedures and methods.

Skills: Administration +2, Computer Use (Retrieve) +2, Energy Weapons +3, any one Knowledge skill +2, Negotiate +1, Repair +1, System Operation (Command) +2, Tactics (Space) +2, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Bold, Command, Confident, Contacts, Iron Willed

Representative

You were trained to represent your government not just as a starship officer but also as a diplomat.

Skills: Administration +2, Computer Use (Retrieve) +1, Energy Weapons +1, Inquire (Fraternize) +2, any one Knowledge skill +2, Negotiate (Mediate) +3, Persuade (Oratory) +2, System Operation (Command) +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Command, Confident, Contacts, Skill Focus (Eloquent), Skill Focus (Persuasive)

Manager

You received special training in matters of logistics, personnel management, and related topics.

Skills: Administration +3, Computer Use (Retrieve) +2, Energy Weapons +2, Inquire +1, any one Knowledge skill +1, Negotiate +3, Persuade +2, Repair +1, System Operation (Command) +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Command, Confident, Contacts, Meticulous, Skill Focus (Diplomatic)

Flight Control

FLIGHT CONTROL PROFCSSIONAL SKILLS: Administration, Athletics, Computer Use, Energy Weapons, Knowledge*, Repair, Space Science, Survival, System Engineering, System Operation, Unarmed Combat*

Helmsman/Navigator

You studied the basics of piloting spacecraft, from locating your ship's position to setting a course using a variety of methods.

Skills: Administration +1, Computer Use +2, Energy Weapons +2, Repair +2, Space Science (Astrogation) +3, System Engineering (Flight Control) +2, System Operation (Flight Control) +3, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Bold, Confident, Fast On Your Feet, Sense of Direction, Unyielding

Hot-shot Pilot

Your natural talents as a pilot were augmented through intensive study of navigation.

Skills: Athletics +1, Computer Use +1, Energy Weapon +1, Repair +1, Space Science (Astrogation) +4, Survival +2, System Engineering (Flight Control) +2, System Operation (Flight Control) +4, any one Unarmed Combat skill +1

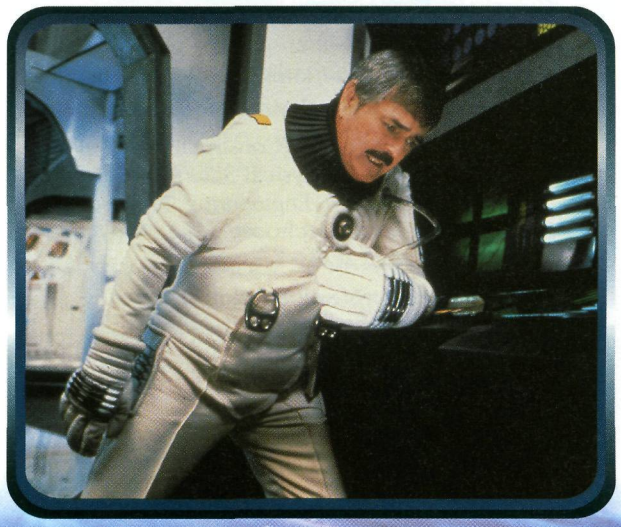
Pick 5: +1 to any professional skill

Pick 1 Edge: Bold, Famous Event, Lightning Reflexes, Shrewd, Skill Focus (3D Thinking)

Starship Operations Officer

Engineering

GNGiNeeRNG PROFESSIONAL SKILLS: Athletics, Computer Use, Construct, Energy Weapons, Engineering*, Knowledge*, Physical Science, Repair, Survival, System Operation, Unarmed Combat*



Troubleshooter

You were trained in the basics of starship engineering—everything from repairing warp drives to modifying transporters.

Skills: Computer Use +2, Construct +2, Energy Weapons +1, Propulsion Engineering +3, Repair +2, Structural Engineering +3, System Engineering +4, System Operation +2, any one Unarmed Combat skill +1

Pick 5: +1 to any professional skill

Pick 1 Edge: Bold, Curious, Innovative, Skill Focus (Craftsman), Unyielding

Specialist

You received advanced training in the fields of artificial intelligence, computer theory, robotics, nanotechnology, and the like.

Skills: Computer Use +3 (Programming), Construct (Computers) +3, Energy Weapon +1, Physical Science (Mathematics) +2, Repair +2, System Engineering (Computer) +3, System Operation +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Curious, Innovative, Meticulous, Skill Focus (Craftsman), Unyielding

Starship Designer

You were trained to design spacecraft—drawing blueprints, designing spaceframes, selecting proper warp drives, hull materials, ship's systems, and so on.

Skills: Computer Use (Modeling) +2, Construct (Starship) +3, Energy Weapons +1, Propulsion Engineering +2, Repair +3, Structural Engineering +3, System Engineering +3, System Operation +1

Pick 5: +1 to any professional skill

PICK 1 EDGE: Ambidextrous, Meticulous, Skill Focus (Craftsman), Suit Trained, Zero-G Trained

Systems Specialist

Choose one system—transporters, phasers, ODN networks, etc.—that you know really well, making you the one to call when that system needs repair.

Skills: Computer Use +2, Construct (choose) +3, Energy Weapon +2, Physical Science +1, Repair (choose) +2, System Engineering (choose) +3, System Operation (choose) +2, any one Unarmed Combat skill +1

Pick 5: +1 to any professional skill

Pick 1 Edge: Competitive, Exceptional Concentration, Innovative, Shrewd, Skill Focus (Craftsman)



Operations

OPERATIONS PROFESSIONAL SKILLS; Athletics, Computer Use, Energy Weapons, First Aid, Knowledge*, Observe, Repair, Survival, System Engineering, System Operation, Unarmed Combat*

Basic System Opertator

You operate and maintain a critical system on board a starship or space station—life support, communications, sensors, replicators, transporters, and so on.

Skills: Athletics +2, Computer Use +2, Energy Weapons +2, First Aid +1, Repair +1, Survival +1, System Engineering (choose) +3, System Operation (choose) +4, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Bold, Confident, Likeable, Skill Focus

Operations Manager

You were trained in the general skills of managing the operations and power usage of a starship and its personnel.

Skills: Athletics +2, Computer Use (choose) +3, Energy Weapons +2, Repair +1, System Engineering (Electroplasma System) +3, System Operation (Operations Management) +4, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Athletic, Bold, Contacts, Skill Focus (Attentive), Skill Focus (Persuasive)

Security

SECURITY PROFESSIONAL SKILLS: Athletics, Computer Use, Energy Weapons, First Aid, Inquire, Investigate, Knowledge*, Observe, Repair, Survival, System Operation, Tactics, Unarmed Combat*

BASIC SECURITY OFFICER

You received standard security training.

Skills: Athletics (Climb or Jump) +2, Energy Weapons +3, First Aid +1, Inquire (Interrogate) +2, Investigate (Search) +2, Repair +1, System Operation (Security Systems) +2, Tactics +1, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

PICKI EDGE: Alert, Bold, Dodge, High Pain Threshold, Skill Focus (Attentive)

INVESTIGATOR

Your security training emphasized aspects relating to law enforcement—investigating crimes, apprehending criminals, and securing vital areas.

Skills: Computer Use (Hacking) +2, Energy Weapons +2, Inquire (Interrogation) +3, Investigate (choose) +3, Observe (Spot) +2, Repair +1, System Operation (Security Systems) +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Dodge, Meticulous, Shrewd, Skill Focus (Attentive)

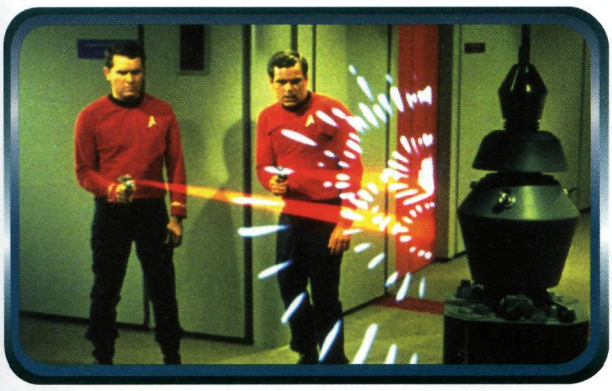
TACTICAL OFFICER

You received training in starship tactics and combat procedures, you handle the ship's weapons in battle.

Skills: Computer Use (Hacking) +2, Culture +2, Energy Weapons +3, Repair +2, System Operation (Tactical) +4, Tactics (Space) +2, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Bold, Confident, Contacts, Dodge, Resolute





STARSHIP SCIENCE OFFICER

Counselor

COUNSELOR PROFESSIONAL SKILLS: Athletics, Computer Use, First Aid, Influence, Inquire, Knowledge*, Medicine, Energy Weapons, Repair, Survival, System Operation, Unarmed Combat*

INTERSPECIES RELATIONS

You specialized in alien psychology and now instruct diplomats and starship commanders on alien behavior.

Skills: Computer Use (Retrieve) +1, Inquire (Fraternize) +3, Culture +3, History +2, Medicine (Psychology) +3, Specific World +3, System Operation (Command) +1

Pick 5: +1 to any professional skill

Pick 1 Edge: Cultural Flexibility, Friendly, Innovative, Likeable, Skill Focus (Diplomatic)

SHIP'S COUNSELOR

You trained to become a ship's counselor, studying psychology, interpersonal relations, and related subjects.

Skills: Computer Use (Retrieve) +1, Culture +2, Energy Weapon +1, First Aid +2, Influence (Charm) +1, Inquire (Interview) +3, Medicine (Psychology) +3, Specific World +2, System Operation +1

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Curious, Skill Focus (Compassionate), Skill Focus (Eloquent), Skill Focus (Persuasive)

Medicine

MEDICAL OFFICER PROFESSIONAL SKILLS: Athletics, Computer Use, Energy Weapons, First Aid, Knowledge*, Life Science, Medicine, Physical Science, Repair, Survival, System Operation, Unarmed Combat*

Alien Specialist

As a physician, you interned on an alien world, where you learned the peculiarities of treating members of the species.

Skills: Computer Use (Retrieve) +2, Culture +1, Energy Weapon +1, First Aid +2, Medicine (choose species) +4, Life Sciences (Exobiology) +2, Specific World +1, System Operation (Medical) +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Ally, Contacts, Cultural Flexibility, Famous Event, Skill Focus (Compassionate)

Emergency Medic

emergency medicine, treating disaster victims, the victims of disease, and the casualties of war.

Skills: Athletics +2, Computer Use (Retrieve) +1, Energy Weapons +1, First Aid +4, any one Knowledge skill +1, Medicine +4, System Operation (Medical) +2, Survival (choose) +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Fast On Your Feet, Iron Willed, Skill Focus (Compassionate), Thinker

Ship's Doctor

school preparatory to serving as a ship's doctor.

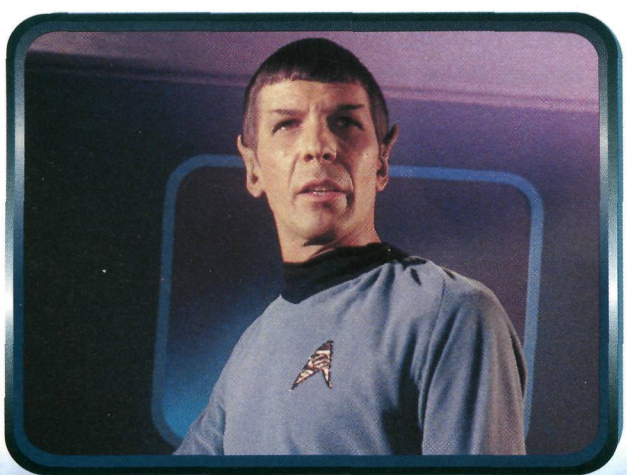
Skills: Computer Use (Retrieve) +2, Energy Weapons +1, First Aid +3, Life Science (choose) +2, Medicine (choose) +4, Repair +1, System Operation (Medical) +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Confident, Famous Event, Innovative, Meticulous, Skill Focus (Compassionate)

Science Officer

ScieNce OFFICER PROFESSIONAL SKILLS; Athletics, Computer Use, Construct, Investigate, Knowledge*, Energy Weapons, Repair, Science*, Survival, System Operation, Unarmed Combat*



Astrometrics

You make a study of space, mapping the position of stars, identifying stellar anomalies, and researching astronomical phenomena.

Skills: Computer Use (Retrieve) +3, Construct (Probes) +2, Energy Weapons +1, Physical Sciences (Physics) +2, Repair +1, Space Sciences (Stellar Cartography) +3, System Operation (Sensors) +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Curious, Meticulous, Skill Focus (3D Thinking), Thinker

Basic Science Officer

Following your natural talent and inclination for scientific study, you enrolled in a program of science instruction preparatory to becoming a starship science officer.

Skills: Computer Use (Retrieve) +2, Energy Weapons +1, Life Science +3, Physical Science +3, Planetary Science +3, Repair +2, Space Science +2, System Operation (Sensors) +2

Pick 5: +1 to any professional skill

PICK 1 EDGE: Bold, Curious, Innovative, Skill Focus (Compassionate), Unyielding

Social Survey

Your science training emphasized the study of alien civilizations—tracing their histories, studying their anthropological evolutions, and evaluating their cultural developments.

Skills: Computer Use (Retrieve) +3, Culture +2, Energy Weapon +1, History +2, Repair +1, Social Science (choose) +3, any one other Social Science +1, Specific World +2, System Operation (Sensors) +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Cultural Flexibility, Friendly, Meticulous, Thinker

Planetary Survey

You specialized in planetary studies, surveying newly discovered worlds, evaluating planets for future colonization (or conquest).

Skills: Computer Use (Retrieve) +2, Energy Weapons +1, any one Knowledge Skill +2, Planetary Science (choose) +3, Life Science (choose) +2, Repair +1, System Operation (Sensors) +2, Survival (choose) +2

Pick 5: +1 to any professional skill

PICK 1 EDGE: Alert, Fit, Great Stamina, Meticulous, Thinker

Make your own

If none of the professional development packages appeals to you, you can make your own. Simply assign twenty skill levels to skills listed on the profession's skill list. Including a specialty with the skill counts as one skill level.

CREATING ADVANCED CHARACTERS

Having detailed your character's background with skills and traits, you have a character who has just completed his training and is ready to begin his career—a Julian Bashir or Harry Kim in the first seasons of their respective shows. But that's not the sort of character everyone wants to play, or suited to every series. After all, plenty of characters on the *Star Trek* shows—from Kirk, Spock, and McCoy to Sisko, Kira, and Odo—start their series with considerable experience under their belts, with far more skills and other abilities than a character fresh out of Starfleet Academy.

It's easy to create advanced or experienced characters in the *Star Trek Roleplaying Came.* All you have to do is take your basic character through one or more advancements (see page 152). The Narrator decides how many advancements to apply, either using a flat number ("Every character begins the series with three advancements") or deriving a number from some formula. Possible formulae include:

- One advancement per defined time period—each prior year of Starfleet service, every six months of combat duty, one advancement for every two years in a civilian career
- One or more advancements per previous tour of duty

Suppose a Narrator wants to run a Starfleet-based series set right after the Dominion War. She decides that players can either play recent Academy graduates or officers who fought in the war. Academy graduate characters receive no advancements, while war veterans may take one advancement per six star-months of service (equaling four advancements for a character who fought in the entire war). If she wanted to, she could even create some special advancement lists for war veteran characters to choose from, reflecting their various wartime experiences.

Choosing to advance your character prior to beginning play is a good way to create starting characters to fill the important positions on a starship or in the series. Some players may want to play a Mr. Spock (Chief Science Officer), a Scotty (Chief Engineer), or a Dr. McCoy (Chief Medical Officer). Take your basic character through one or more advancements (see page 1 52) to get him to the rank and position required. When using extra advancements in this way, be sure to select the Command and Promotion edges (see pages 131 and 136 for information on the number of upgrades required for a particular ship and position).

Alternatively, players can pick the following package for every additional advancement needed to create a department head (or other commanding officer). With this, the advancement picks have already been allocated for you.

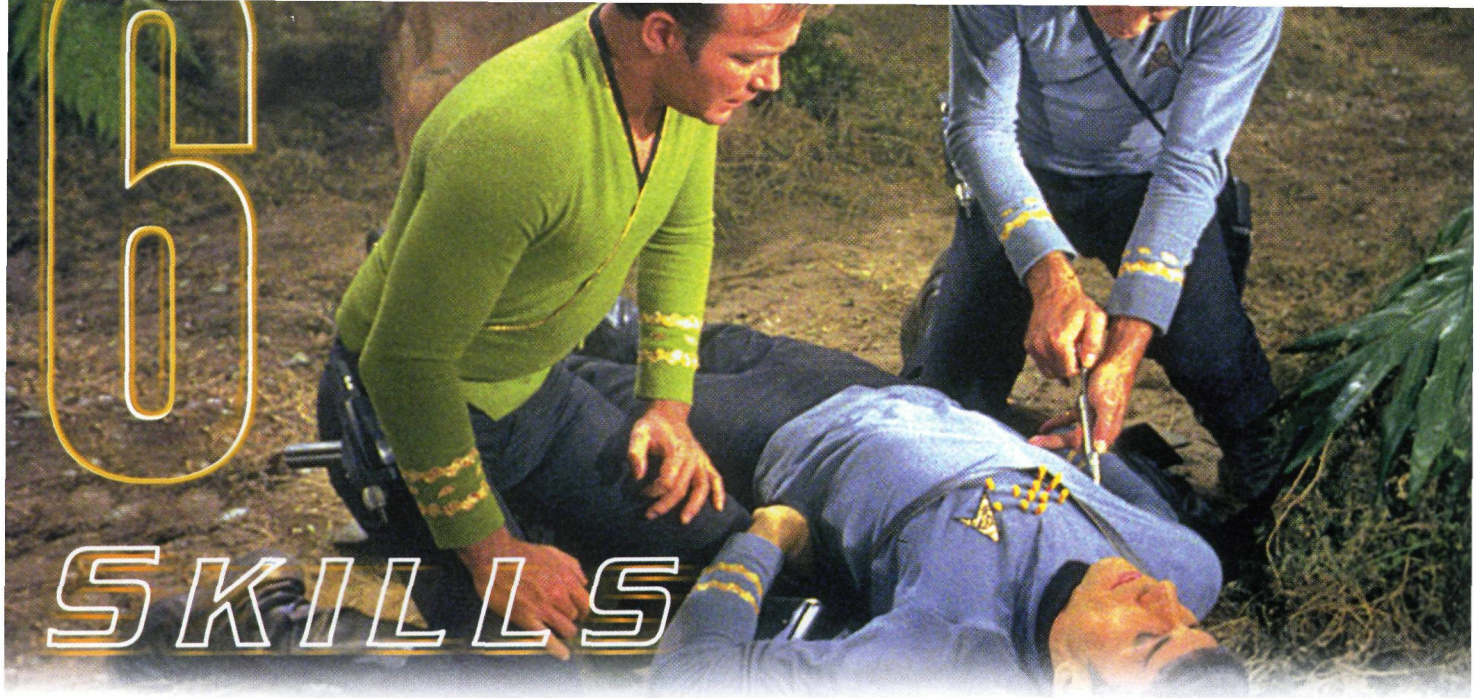
DEPARTMENT HEAD ADVANCEMENT

PICK 1: Command edge/upgrade

PICK 1: Promotion edge/upgrade

PICK 1: +1 to any professional skill or 1 new specialty





6 SKILLS

All characters possess certain aptitudes and knowledge, ranging from trained abilities (armed combat, repair, negotiation) to academic studies (engineering, computers, scientific subjects). In the *Star Trek RPC* these capabilities, disciplines, and areas of knowledge are called skills.

ACQUIRING SKILLS

Your character obtains his starting skills from the various development packages listed in *Chapter 5.* Some of the choices reflect what the character learned or experienced during his childhood and early adulthood, while others represent his professional training (whether at Starfleet Academy, some other formal institution, or the proverbial "school of hard knocks").

Once the characters have gained experience through play, they upgrade existing skills and learn additional ones as a result of their adventures. Amassed experience points enable characters to advance (see page 152), giving them the opportunity to improve skills they already know and to learn new skills altogether.

SKILL LEVELS

Skill levels define how well a character can perform a known aptitude. Skill levels range from 0 to 12, representing no practical experience to complete mastery in the field. Some traits and profession abilities allow characters to exceed the maximum level of 12, demonstrating expertise beyond the human norm.

PROFESSIONAL SKILLS

Each of the professions described in *Chapter 3,* from starship command officer to mystic, includes a list of professional skills—skills that members of the profession routinely learn and use in the course of their occupational duties. For example, starship operations officers usually possess skills such as System Operation or Repair. To reflect this vocational predisposition, the *Star Trek RPC* makes it easier for characters to acquire and develop their professional skills. Any skills not listed as a *professional skill* for your character's chosen vocation are called *nonprofessional skills.* It is more difficult for characters to acquire and upgrade nonprofessional skills.

SKILL SPECIALTIES

Most skills represent broad areas of knowledge or aptitude relating to a given subject. Skills such as Medicine, Administration, and History all represent enormous bodies of information and ability. A character with the Medicine skill knows about the anatomy of dozens of species, the applications and side effects of thousands of drugs, how to perform surgery, and the symptoms of hundreds of diseases, to name just

a few things. Yet people tend to excel in areas where they have the most familiarity or the best training. The character with the Medicine skill may know a lot about doctoring, but concentrates on surgery or toxicology. Put another way, a doctor who works day after day testing samples in a laboratory would be less familiar with performing surgery than a surgeon; the former may have learned surgical techniques in medical school, but focused on toxicology or genetics. So while skills define broad areas of ability or knowledge, a specific discipline or subfield is represented by a *specialty.*

Almost every skill covers a range of specialties. Characters can acquire specialties in two ways: through a development package or through advancement. Some development packages designate a skill and specialty, indicating the way in which your character applies his skill, the areas with which he is the most familiar, or the specific topics he studied or practiced most while learning the skill. See *Chapter 5: Development* for more information. Once your character has begun play, you may learn additional specialties in lieu of, or in addition to, developing your character's level in a given skill. See *Chapter 9: Advancement* for more information.

When your character obtains a skill specialty, you should write the skill on his character sheet as Skill (Specialty) level + #. For example, your character might know Physical Science (Chemistry) +5 or System Operation (Transporter) +7. If you acquire an additional specialty, record it as follows: System Operation (Transporter, Helm) +8.

Possessing a specialty does not mean a character lacks knowledge of other specialties in the skill; it just indicates he isn't quite as proficient in those areas. A character with Stealth (Hide) can still sneak, just not as well. When making a test involving his specialty, your character gains a +2 to his skill roll. But when making a test outside of his specialty—sneaking instead of hiding—your character does not receive this added bonus.

Each skill description includes a list of sample specialties. These are not the only specialties possible, and you should feel free to create additional specialties for a skill as needed. You should inform your Narrator about all new specialties you create and get her approval for them prior to the start of play.

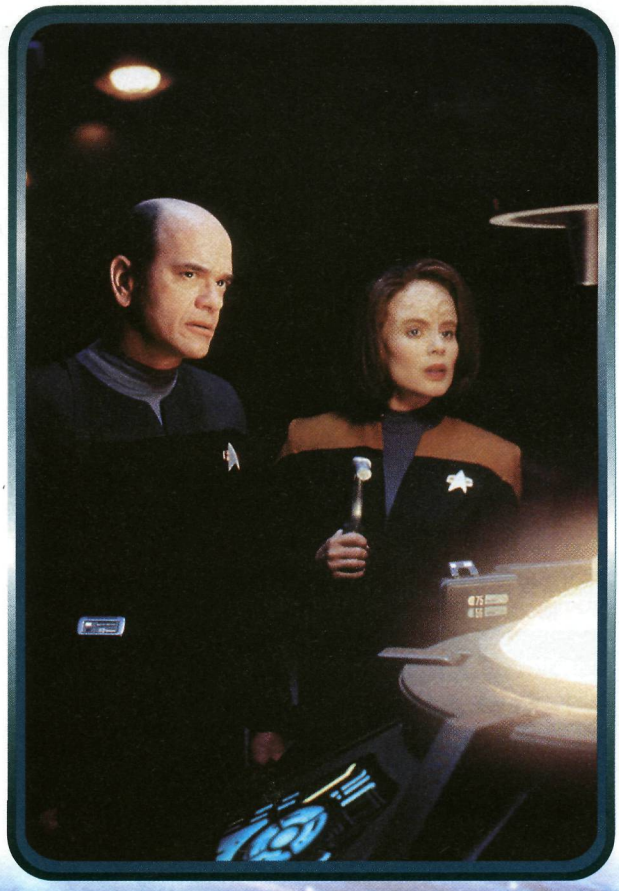
Of course, not all skills have specialties. Some—like a language—don't lend themselves to this sort of subdivision. They represent more limited bodies of knowledge or less comprehensive abilities that all characters learn equally well. Where applicable, skill descriptions omit the specialty entry entirely. On your character sheet, simply note the skill name and the level of ability (for example, Klingon + 3).

Skill Groups

Some skills fall into neat, overarching groups. Propulsion Engineering, Structural Engineering, and System Engineering, for example, all share common elements—they have Intellect as their base attribute modifier, can all be used as academic skills, and achieve similar game effects when performed successfully.

Unlike specialties, skills within a group have no numerical relationship with one another; possessing one skill within a skill group confers no practical ability within other areas of the group. Your character can possess several skills that fall under a skill group, each having its own level and treated as a separate skill. For instance, possessing Propulsion Engineering 7 gives you no ability with Structural Engineering (though some edges or professional abilities might confer affinity bonuses if your character possesses both skills).

While each skill group includes a list of related skills, these are by no means exhaustive. You should feel free to create additional skills within a group as needed. For example, you might envision your engineer as a colonist on a remote world, struggling to build a better life for himself and his fellow colonists by constructing large public works. In this case, you could add Civil Engineering as a skill under the Engineering skill group. You should inform your Narrator about all new skills you create and get her approval for them.



USING SKILLS

The outcome of a character's actions depend on the result of a skill test. Skill tests consist of several components—establishing a target number (TN), factoring in test modifiers, making a dice roll, and comparing your final test result to the TN.

TARGET NUMBERS

When calling for a skill test, the Narrator establishes a target number representing the difficulty of a particular test. The Narrator first considers what the character intends to do and assigns a base target number. Table 6.1 lists the difficulty levels and their related target numbers based upon general assessments of difficulty. The individual skill descriptions presented below provide test-specific target numbers covering typical game scenarios.

TABLE 6.1: UNIVERSAL TARGET NUMBERS

DIFFICULTY	BASE TN
Simple	5
Routine	10
Challenging	15
Difficult	20
Virtually Impossible	25

TABLE 6.2: TEST MODIFIERS SUMMARY

PHYSICAL TESTS
Attribute Tests: Agility, Perception, Strength,and Vitality
Reaction Tests: Stamina and Quickness
Skill Tests: Armed Combat skill group, Athletics, Conceal, Construct, Craft skill group. Demolitions, First Aid, Forgery, Gymnastics, Indoctrinate, Investigate, Observe, Ranged Combat skill group, Repair, Sleight of Hand, Sport, Stealth, Survival, System Operation, and Unarmed Combat skill group
SOCIAL TESTS
Attribute Tests: Presence
Reaction Tests: Savvy and Willpower
Skill Tests: Entertain skill group. Gaming, Impersonate, Influence, Inquire, Hegotiate,and Persuade
ACADEMIC TESTS
Attribute Tests: Intellect and Perception
Reaction Tests: n/a
Skill Tests: Appraise, Computer Use, Engineering skill group. Enterprise skill group. Knowledge skill group, Language skill group, Medicine, and Science skill group
PSIONIC TESTS
Attribute Tests: Psi (see Psionic edge, page 136}
Reaction Tests: Willpower
Skill Tests: Empathy, Mind Control, Mind Shield, and Telepathy

Test Modifiers

The base difficulty of a test may be modified by factors that increase or decrease the overall difficulty. Performing actions in adverse lighting, inclement weather, without sufficient tools or equipment, or without sufficient time will most likely increase the base difficulty of a test. On the other hand, taking extra time, using high-tech equipment, or performing an action under ideal conditions can significantly lower the difficulty of an otherwise challenging action. Modifiers of this sort affect the baseTN.

Most skills fall into one of four general test categories: physical, social, academic, and psionic. Test categories help the Narrator determine what factors commonly modify the base difficulty assigned to a specific skill test. For example, the base difficulty of Ranged Combat tests is determined by the physical range from shooter to target. But what are the conditions during the fight? Is it broad daylight or a dark and stormy night? Are the Romulans standing out in the open, or have they taken cover? Because the Ranged Combat skill falls under the physical test category, both you and the Narrator know that physical conditions such as lighting, cover, and target size might also apply to the test.

PHYSICAL T€ST5: Physical test modifiers interpret the complications that might arise as a result of physical, material, and environmental conditions. They apply to physical actions, such as Repair and Observe skill tests, and Quickness reaction tests. For example, searching in total darkness is much more difficult than searching in bright lighting. Similarly, searching for something on a flat, even surface is simpler than searching for something in an area obstructed by a great deal of clutter. In these instances, both lighting conditions and material considerations (obstructions) apply as modifiers.

Table 6.3: Physical Test Modifiers lists common physical modifiers and their suggested TN adjustments. If multiple modifiers apply, the Narrator should add the sum of these to the base difficulty in order to set the final test TN. Though combat tests and their modifiers are handled in greater detail in the *Appendix,* as physical actions they can be influenced by physical test modifiers.

ROLEPLAYING SOCIAL SKILL TESTS

When using social skills, players should not simply roll dice and look for a result. Instead, they should roleplay the exchange, speaking and acting as their characters would. Players who roleplay well should receive bonuses for their tests. But don't penalize players for poor roleplaying, unless they say or do something that completely ruins their attempt—like revealing a lie when fast-talking a guard.

TABLE 6.3: PHYSICAL TEST MODIFIERS

CONDITION	TEST MODIFIER*
VISIBILITY & LIGHTING	
Clear Visibility/ideal lighting	+0 TN
Dim lighting	+/−2 TN**
Darkness	+/−5 TN**
Dense smoke/fog	+/−5 TN**
Light rain	+/−1 TN**
Heavy rain	+/−3 TN**
EXTREME TEMPERATURE	
Temperate	+0 TN
Uncomfortable heat/cold	+2 TN
Extreme heat/cold	+5 TN
TERRAIN	
Flat/unobstructed terrain	+0 TN
Uneven/lightly obstructed terrain	+/−3 TN**
Broken/heavily obstructed terrain	+/−5 to +/−10 TN**
Slick surface/uncertain footing	+3 TN
Slippery surface/poor footing	+7 TN
Frictionless surface/no footing	+12 TN
Low gravity/heavy gravity environment	+/−3 to +/−7 TN**
Zero gravity environment	+/− 7 TN**
Disadvantageous position	+3 to +9 TN
Advantageous position	−3 to −6 TN
EQUIPMENT MODIFIERS (FOR TESTS REQUIRING EQUIPMENT)	
Adequately equipped	+0 TN
Inadequately equipped/using inferior tools	+5 TN
Equipped with jury-rigged/makeshift tools	+10 TN
Totally unequipped	+15 TN
Character well equipped/using superior tools	−5 TN
Equipped with advanced/precision tools	−10 TN
Wearing an EVA suit	+2 TN
*OFF-HAND PENALTY****	+8 TN

'Characters making opposed tests against characters suffering the same modifiers need not factor modifiers into the test except in cases where relative modifiers favor one of the opponents.

**+/- indicates that the modifier is relative. For example, a character trying to hide in broken ground gains a benefit from cover (-5 TN), whereas a guard searching broken ground for a sniper suffers a penalty (+5 TN).

""The off-hand penalty applies whenever a character relies on his nondominant hand to perform a physical action {such as making a repair or performing first aid).

SOCIAL TESTS: Social test modifiers represent an assortment of factors affecting a character's ability to interact with other persons on a social level. Presence attribute tests, Persuade skill tests, and Willpower reaction tests are examples of tests that are subject to social modifiers.

By far, the most common social modifiers involve the disposition of the person the character attempts to influence. Friendly listeners are more likely to be persuaded by a plea for help than are the character's dire enemies. This interaction stance, as well other common social modifiers and their suggested TN adjustments, appear in Table 6.4: Social Test Modifiers. If multiple modifiers apply, the Narrator should add the sum to the base difficulty to set the final testTN for the exchange.

ACADCMIC **TeSTS:** Whereas the base TN of most academic tests depends on the obscurity of the information a character tries to remember, academic test modifiers arise from circumstances that complicate a character's ability to recall information, access data, or utilize knowledge. Intellect attribute tests, Knowledge skill tests, and Savvy reaction tests are all examples of tests subject to academic modifiers.

TABLE 6.4: SOCIAL TEST MODIFIERS

CONDITION	TEST RESULT
Environmental factors make communicating difficult	-3 to -9
Character demonstrates evidence/sincerity	+3 to +9
INTERACTION STANCE	
Subject is loyal/devoted	+10
Subject is friendly/pacifistic	+5
Subject is indifferent	+0
Subject is aggressive/unfriendly	-5
Subject is hostile/violent	-10
Subject speaks a different native language	-5 to -15

For a list of common academic modifiers and their suggested TN adjustments, see Table 6.5: Academic Test Modifiers. If multiple modifiers apply, the Narrator should add the sum to the base difficulty to set the final testTN.

PsiONIC TeSTS: Psionic test modifiers apply to psionic skill tests, such as Telepathy, Empathy, or Mind Shield. Whereas the base TN for such tests generally depends on the scope or magnitude of the intended action, modifiers can result from a variety of special circumstances.

Table 6.6: Psionic Test Modifiers lists common psionic modifiers and their suggested TN adjustments. If multiple modifiers apply, the Narrator should add the sum to the base difficulty to set the final testTN.

MAKING A SKILL TEST

To make a skill test, roll 2d6. If you roll double 6's on the test dice, you may roll an additional 1d6 and add it to the result. If this die scores another 6, roll another die and add it, repeating this process until you roll something other than a 6. Add your character's skill level and key attribute modifier, as well as any other modifiers resulting from species abilities, professional abilities, skill affinities (see on this page), and traits. Add +2 if your character possesses an appropriate specialty. The total of all dice and accumulated modifiers yields your final test result. Compare this to the target number (TN) of the skill test to determine the final degree of success or failure (see page 1 04).

Untrained Skill Use

Some skills cover universal aptitudes and abilities, representing training and practice that hone raw ability. When using such skills, characters may still make a skill test even if their level in that skill is zero. This is called "using a skill untrained." See page 107 for a comprehensive list of which skills can be used untrained.

When making an untrained skill test, conduct the test normally, adding 0 when applying the character's skill level. Attribute, trait, and special ability modifiers still apply. But subtract 2 from the final test result, to reflect the character's unfamiliarity and resulting awkwardness during the attempted action. Untrained skills don't confer affinity bonuses, but characters may get affinity bonuses to untrained skill tests provided they possess related skills at level 1 or higher.

If a skill does not permit untrained usage but the character attempts to do something relating to this skill, it is up to the Narrator to determine whether the character can substitute another closely related skill or whether the action is impossible to perform without the required skill. If no other skills seem relevant, the Narrator might also consider testing one of the character's attributes (probably the one linked to the required skill) instead of disallowing the intended action outright. But in most circumstances, untrained characters will automatically fail any test requiring a skill that does not permit untrained usage.

Skill Affinity

Some skills complement another, related skill. Just as knowing biology means your character knows a little bit about botany, as represented by specialty, having the Repair skill facilitates making an Engineering skill test to get the transporter back on line. The *Star Trek RPC* refers to this relationship as skill *affinity.*

You can always use your character's skill to perform actions associated with it. An engineer can use his Systems Engineering skill to fix a computer, understand how it works, or build one from components. But when you want your character to use a particular skill and he possesses other, related skills, you may receive a bonus to your skill test because of the related skill. When fixing a computer, Systems Engineering may gain an affinity bonus with Repair; when building a computer, the Construct skill test may benefit from an affinity with Systems Engineering. You never suffer a penalty for *not* having a skill with which your active skill has an affinity.

TABLE 6.5: ACADEMIC TEST MODIFIERS

CONDITION	TEST MODIFIER
Character is situated in comfortable surroundings	+0TN
MEMORY LOSS	
Character suffers from mind-altering drug/toxin	-5to-10TN
Character suffers from selective amnesia	-3 to -9 TN
Character suffers from near total amnesia	-10 to-15 TN
DISTRACTIONS	
Character is engaged in life-threatening situation	+5 to+10 TN
Character is engaged in by loud noise/talking	+3 to +6 TN
Character is affected by environmental factors	1/2 physical modifier (see table 6.3)

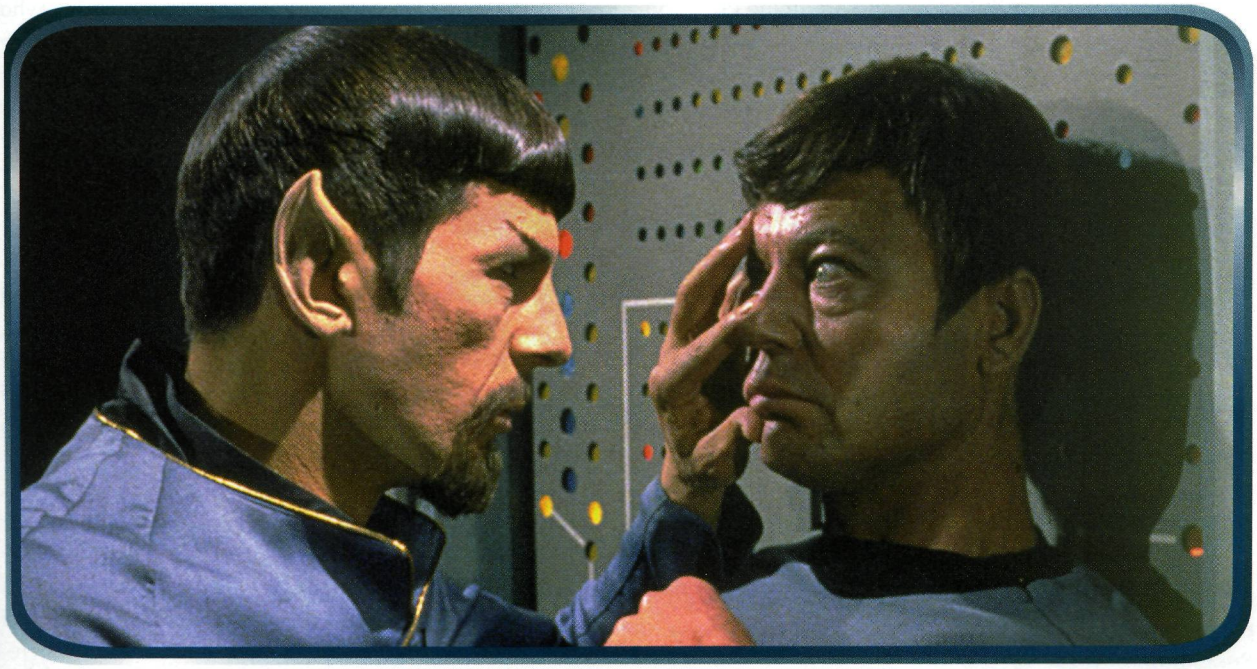


TABLE 6.6: PSIONIC TEST MODIFIERS

CONDITION	TEST MODIFIER*
ENVIRONMENTAL INTERFERENCE	
Psionics warping/dampening energy fields	+/–1 to +/– 6**
Dense matter between character and subject	+/–1 to +/– 3**
Multi-mind interference/emotional noise	+/–3 to +/– 6**
NUMBER OF MINDS AFFECTED/TARGETED	
2 minds	+/–1
3 to 4 minds	+/–2
5 to 8 minds	+/–4
9 to 16 minds	+/–6
17 to 32 minds	+/–8
33 to 64 minds	+/–10
65 to 128 minds	+/–12
129 to 256 minds	+/–14
257 to 512 minds	+/–16
513 to 1024 minds	+/–18 etc
DISTRACTIONS	
Character is engaged in life-threatening situation	+5 to +10
Character is surrounded by loud noise/talking	+3 to +6
Subject beyond long range (per 50m increment)	+/–5**
SPECIES _ ^ ^ ^ ^ ^ ^ ^ ^ ^ _	
Subject is of same species as character	+0 TN
Subject is of similar species (mentally)	+/– 3 to 6**
Subject is of radically different species (mentally)	+/– 15 to 15**

RANGE	MODIFIERS
Point Blank	+2
Short	+0
Medium	-2
Long	-4
Extreme	-2/movement

"Characters making opposed tests against opponents experiencing the exact same modifiers need not factor them into the test, except in cases where relative modifiers favor one opponent over the other.

**+/- indicates that the modifier is relative. For example, sensing the emotions of two beings simultaneously incurs a penalty (+5 TN), whereas defending against intrusive efforts of a similar species telepath confers a benefit to willpower reaction tests (-5 TN).

GXAMPL6: Dr. M'Benga has the Medicine (Surgery) and Life Sciences (Exoanatomy) skills and must perform emergency surgery on Mr. Spock. His player makes a Medicine skill test and gains an affinity bonus for his knowledge of Vulcan anatomy. But if M'Benga didn't possess the Life Sciences skill, he wouldn't suffer a penalty.

The Narrator decides whether an affinity bonus applies, but her interpretation often depends on how you describe your character's actions. If an affinity bonus seems reasonable, she must decide which skill potentially complements the primary skill test and confer a +1 bonus to your character's skill test. Thus, you would add the skill levels of the primary skill to the die roll and add a +1 bonus for the affinity skill. Although you need an affinity skill at level 1 or better to qualify for an affinity bonus, the numerical level of the skill plays no role with regard to the magnitude of the bonus.

(EXAMPL€: Ensign Ro (Inquire +6) searches for a Maquis cell, and her player asks to make an Inquire test to find out the location of their hideout. The Narrator allows her to make the test. Major Kira (Inquire +6, Streetwise +6) searches for the same Maquis cell, and her player describes how she puts the word out on the street. The Narrator suggests Kira's player add an affinity bonus to the skill test for her Streetwise skill to represent her knowledge of the underworld and how it works. Constable Odo (Inquire +9, Administration +5), however, goes through official channels, reading security reports on the cell's activities and asking officials for information. The Narrator allows Odo's player to make an Inquire test with a +1 affinity bonus for his Administration skill.

When multiple affinities are relevant, you or your Narrator must choose which skill applies. Affinities are not cumulative. When using Systems Engineering, for instance, you could not gain a +1 affinity bonus with both Repair and Construct. A skill affinity may, however, provide enhanced bonuses with profession abilities or traits.

EXAMPLE: Dr. McCoy treats Ensign Carstairs, who has been hit by a plant's deadly spores. Dr. McCoy has the First Aid, Life Science, and Medicine skills, and his player wants to make a skill test to heal the rapidly asphyxiating crewman. McCoy gains only one +1 affinity bonus, despite possessing three applicable skills.

Degrees of Success

The Narrator has set a base difficulty and factored in any TN modifiers, and you've rolled your skill test. Whether your test result is equal to, less than, or greater than the TN, you next consider the degree of success or failure by comparing the final test result to the test TN.

Whereas target numbers interpret an action's difficulty, degrees of success evaluate the outcome of your character's efforts. Achieving a test result 1 or 2 higher than the difficulty is a success, but not as good as a result 1 0 higher than the TN. Calculating the degree of success or failure for any test is simple: every increment of 5 rolled above or below the TN represents one degree of success or failure, respectively. SeeTable 6.7: Degrees of Success.

Sometimes, knowing how well your character completes an action is not as important as the amount of time the action takes to complete. In these instances, the degree of success or failure can translate into a modifier to the amount of time it takes to complete a task. If Mr. Scott scores an extraordinary success while repairing the ship's phasers, his accomplishment could be interpreted as taking half the time (rather than reflecting on the quality of the repairs). Table 6.7: Degree of Success lists modifiers to a test's action time. Generally, these modifiers should apply to time periods longer than an action.

Aside from qualifying a character's overall performance during a test, degrees of success and failure can also determine specific, variable effects of profession abilities, skills, and traits. For certain abilities and skills, degree of success determines how long an effect lasts or quantifies how much of a bonus or penalty a character gets when performing subsequent actions.

TABLE 6.7: DEGREE OF SUCCESS

TEST RESULT	DEGREE OF SUCCESS/FAILURE	TIME MODIFIER
11+ below TN	DISASTROUS FAILURE—The attempt makes matters worse if possible.	base time x 1.5
6-10 below TN	COMPLETE FAILURE—The attempt fails and may prevent further attempts.	base time
1-5 below TN	FAILURE—The attempt fails, but the character may try again at a -2 skill test penalty.	base time
0-4 above TN	MARGINAL SUCCESS—The character achieves the basic objective with only minor complications or setbacks.	base time
5-9 above TN	COMPLETE SUCCESS—The character achieves his objectives with no setbacks whatsoever.	1/2 base time
10+ above TN	EXTRAORDINARY SUCCESS—Character performs beyond expectations, possibly gaining an additional advantage such as a positive initiative modifier in the next round or the ability to perform an additional action at half the normal cost.	1/4 base time

Test Variants

Regardless of type, some tests warrant special consideration to account for extenuating circumstances surrounding the nature of the challenge. The following list a few of the most common test variants you will encounter in the *Star Trek RPC.*

Opposed Tests

Whenever the success or failure of a character's actions depends largely on the performance of an opponent (such as in a foot race or wrestling match), the Narrator may call for an opposed test. Opposed tests differ from standard tests in that the Narrator does not set a TN for the test; instead the defender makes the specified test, with his test result serving as the TN. Equal test results indicate a tie. If the test represents an ongoing contest (conducted as an extended test), additional tests can be made to resolve the deadlock.

EXAMPLE: Jorrek and Kubara engage in an arm-wrestling contest. The Narrator calls for Strength attribute tests. Jorrek gets a test result of 14, and Kubara gets a test result of 7. Jorrek wins the opposed test, and since his test result exceeds Kubara's by 7, he achieves a Complete Success and wins the contest. If Kubara had also rolled a 14, the two would have tied and the contest would have continued to the next round when they could make another opposed test. The contest continues until one or the other beats his opponent's test result.



TABLE 6.8: SAMPLE OPPOSED TESTS

SITUATION	CHARACTER ACTION/TEST	OPPONENT'S ACTION/TEST
Acting in disguise	Impersonate	Observe (Spot)
Bargaining	Negotiation (Bargain)	Negotiation (Bargain)
Dodging fire	Quickness Reaction	Ranged Combat
Foot race	Strength	Strength
Gambling	Gaming	Gaming
Hiding	Stealth (Hide)	Observe (Spot)
Parry/block blow	Armed/Unarmed Combat	Armed/Unarmed Combat
Riddle game	Intellect	Intellect
Searching	Observe	Stealth (Hide) or Conceal
Swimming race	Athletics (Swim)	Athletics (Swim)

Characters can use opposed tests for many different situations (see the skill descriptions beginning on page 109). A Starfleet security officer could pit his Observe or Investigate skills against a smuggler's Conceal when searching for contraband; a spy could use his Willpower in a reaction test to resist a Romulan's attempt to brainwash him with Indoctrinate; and a computer hacker and a computer security specialist might employ their respective Computer Use skills when the hacker tries to penetrate the specialist's system.

In some situations, rather than have the opponents determine their test results simultaneously, the Narrator may have one of them make a test in advance and then use the test result for the TN for the other character's test later in the episode. For example, when a smuggler hides contraband aboard his ship, the Narrator may require a Conceal test to determine how well hidden the goods are, noting the test result. Later, when a Starfleet security officer searches the ship, the Narrator uses the smuggler's Conceal test result as the TN for the officer's Investigate (Inspect) test. The Narrator decides what method to use based on the circumstances.

Extended Tests

Extended tests apply to complex and protracted actions. Servicing a damaged warp coil might be conducted as a single, standard Engineering or Repair test that takes a certain number of hours to complete. But dramatic circumstances might warrant conducting the operation as an extended test to account for different skills that come into play, complications that arise during the repair, or time deadlines requiring careful monitoring of the character's progress.

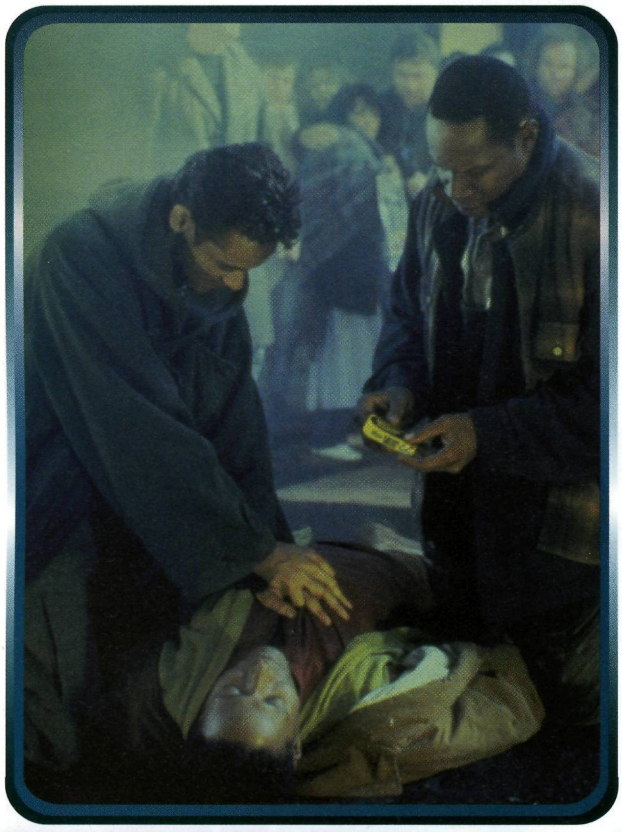
For example, the Narrator might choose to treat a lengthy repair job as a series of different skill tests to represent different stages of the operation. The first stage might involve a System Operation (Shields) test to successfully run diagnostic tests and determine the nature of the problem. The second stage might involve a Propulsion Engineering (Warp Drive) test to replace a worn component within the generator core,

and the third stage might involve a Computer Use test to recalibrate the ship's computer and update the diagnostic files.

To conduct this sort of test, the Narrator might establish three separate skill tests with the second and third stages requiring a successful test in the preceding stage before the test can be initiated. In this type of scenario, theTNs of subsequent stages might depend on the degree of success of the action in the prior stage. Alternatively, the Narrator can lump all three tests into one extended test, using the following guidelines to determine the final outcome by testing only a single skill.

To resolve an extended test, the Narrator decides what attribute(s) and/or skill(s) play a role in the extended action and breaks the test into a number of discrete time intervals, such as minutes, hours, or days. Each time interval defines the "action time" needed to make one test and complete one stage of the extended operation. Next, the Narrator sets a TN for each test and adds the sum of all TNs together to determine an aggregate TN for the extended test. As a player rolls each test sequentially, subtract his final test result from the extended testTN. When the aggregate TN reaches 0, the character has completed his designated objective.

If testing multiple attributes and/or skills, players do not begin testing a new attribute/skill until they have surpassed the individual testTN for the previous stage of the extended test. Individual stages within an extended test may be resolved as standard, combined, and/or opposed tests as circumstances dictate. In most extended tests, retrying failed attempts should be permitted because extended tests almost always pertain to actions that can be repeated until successful.



Count the number of individual tests it takes for the players to accumulate a final result in excess of the aggregate TN. Multiply their number of attempts (all test rolls and retries) by the established action time for the test (10-minute intervals, for example). This determines how long it takes for the characters to complete the extended test in terms of elapsed game time. By conducting tests in this manner, it is possible for the characters to succeed very quickly by scoring higher results on fewer tests (thereby shortening the total test time). Alternatively, it may take the characters much longer than expected if they roll poorly on individual tests and make numerous additional tests in order to meet the extended testTN.

Combined Tests

Some challenges are so broad or encompassing that multiple characters may combine attributes or skills to confront the problem as a group. To account for teamwork, the Narrator can rule that a particular test (such as an Engineering test to get the warp drive on line) can be performed as a combined test. Combined tests work the same as standard attribute and skill tests with the following exceptions.

After the Narrator sets a TN for a combined test, the participants must designate one character as the leader or coordinator of the test. All participants but the leader make the test at -5 TN to determine how effectively they contribute to the effort. A marginal success provides the leader a +1 test bonus, a complete success +2, and an extraordinary success +3. On the other hand, failure adds 0, complete failure imposes a -1 test result penalty, and disastrous failure a -2 penalty. Add the bonuses and penalties together to obtain one combined modifier. Apply this modifier to the leader's test roll to determine the outcome of the group's combined effort.

Naturally, not all tests are conducive to team efforts, especially if the group of characters isn't accustomed to working in concert. If the Narrator determines that the nature of a test permits team effort but holds some doubt as to whether particular characters can perform well as a group, she may require the designated leader of the test to make an Administration or similar test first. Succeeding at this test enables the group to attempt the primary action as a combined test. Marginal success at the coordinating test might allow only a +1 teammate modifier as the characters struggle to unite as a group.

TABLE 6.9: MASTER SKILL LIST

SKILL	TEST CATEGORY	ATTRIBUTE	SPECIALTIES/SKILLS	UNTRAINED?
Appraise	Academic	Int	Antiques, Dilithium Crystals, Jewelry	Trained
Armed Combat	Physical	Agl	Skill Group	Untrained
			Specific Melee Weapon Category (Simple, Klingon, Martial Arts, etc.)	
Athletics	Physical	Str	Climb, Jump, Ride, Swim	Untrained
Computer Use	Academic	Int	Encryption, Hacking, Programming, Retrieve	Trained
Conceal	Physical	Int	Cache, Camouflage, Conceal Weapon	Untrained
Construct	Physical	Int	Electronics, Hand Phasers, Machinery, Shelter	Trained
Craft	Physical	Agl	Skill Group	Trained
			Sculpture, Pottery, Painting, Cooking, Calligraphy	
Demolitions	Physical	Int	Arm, Build, Defuse	Trained
Engineering	Academic	Int	Skill Group	Trained
			Propulsion, Structural, Systems	
Enterprise	Academic	Int	Skill Group	Untrained
			Administration, Business, Streetwise	
Entertain	Social	Prs	Skill Group	Untrained
			Dance, Drama, Sing, Play Instrument	
First Aid	Physical	Int	Andorian, Human, Vulcan	Untrained
Forgery	Physical	Agl	Currency, Data, Identification	Trained
Gaining	Social	Int	Chess, Dom-jot, Poker, Tongo	Untrained
Gymnastics	Physical	Agl	Balance, Swing, Tumble	Untrained
Impersonate	Social	Prs	Disguise, Mimicry, Stage Acting, Undercover	Untrained
Indoctrinate	Physical	Int	Brainwashing, Hypnosis, Neural Alteration	Trained
Influence	Social	Prs	Charm, Fast Talk, Intimidate, Seduce	Untrained
Inquire	Social	Prs	Fraternize, Interrogation, Interview	Untrained
Investigate	Physical	Per	Deduce, Forensics, Inspect, Research	Untrained
Knowledge	Academic	Int	Skill Group	Trained
			Culture, History, Law, Politics, Religion, Specific World, Trivia	
Language	Academic	Int	Skill Group	Trained
			Specific Language (Andorian, Federation Standard, Klingon, etc.)	
Medicine	Academic	Int	General Medicine, Psychology, Vulcan Medicine	Trained
Negotiate	Social	Int	Bargain, Entreat, Mediate	Untrained
Observe	Physical	Per	Spot, Listen, Track	Untrained
Persuade	Social	Prs	Debate, Oratory, Propaganda	Untrained
Ranged Combat	Physical	Agl	Skill Group	Untrained
			Archaic Weapons, Energy Weapons, Projectile Weapons	
Repair	Physical	Int	Automobile, Transporter, Tricorder	Trained
Science	Academic	Int	Skill Group	Trained
			Life, Physical, Planetary, Social, and Space Sciences	
Sleight of Hand	Physical	Agl	Palm, Pick Pocket, Prestidigitation	Trained
Sport	Physical	Agl	Baseball, Parrises Squares, Ride	Untrained
Stealth	Physical	Agl	Hide, Shadow, Sneak	Untrained
Survival	Physical	Per	Arctic, Desert, Qo'noS	Untrained
System Operation	Physical	Int	Flight Control, Mission Ops, Sensors	Trained
Tactics	Academic	Int	Federation, Ground, Romulan, Space	Trained
Unarmed Combat	Physical	Agl	Skill Group	Untrained
			Specific Fighting Style (Boxing, Brawling, Kung Fu, *Mok'bara*, etcj	
PSIONIC SKILLS				
Empathy	Psionic	Psi	—	Trained
Mind Control	Psionic	Psi	—	Trained
Mind Shield	Psionic	Psi	—	Trained
Telepathy	Psionic	Psi	—	Trained

SKILL DESCRIPTIONS

The remainder of this chapter provides descriptions for dozens of skills your character can learn. Each description follows the same format:

SKILL NAME (Key ATTRIBUTE): Lists the skill name followed by the governing attribute (you add this attribute modifier to test results relying on this skill). Key attributes are listed by abbreviation: Strength (Str), Agility (Agl), Intellect (Int), Vitality **(Vit),** Perception (Per), and Presence (Pre).

TEST CATEGORY: The test category listed under each skill description represents the most common way in which the skill is used and which modifiers (physical, social, academic, orpsionic) apply. But these are not the *only* ways in which to use the skill. For example, the Propulsion Engineering skill has both an academic aspect and a physical aspect, depending on how you apply it in a particular test. Making a test to understand how a warp drive operates might be influenced by academic modifiers, while actually fixing the warp drive may be subject to physical test modifiers. As a general rule, the modifiers that apply to a skill test depend on how you use the skill.

TRAINED OR UNTRAINED: Trained or Untrained refers to whether you can use this skill at level 0 (untrained) or you must possess level 1 or higher (trained) to make a test. See page 102 for more information.

SAMPLE SPECIALTIES: Lists two or more suggested specialties for the skill. These lists are not exhaustive; feel free to create additional specialties as needed.

TEST: HOW the skill can be used, along with the basic factors affecting the difficulty of tests with that skill. This section includes examples of what characters can do with the skill at each of the five levels of difficulty (Simple, Routine, Challenging, Difficult, Virtually Impossible).

ADDITIONAL MODIFIERS: This entry lists any additional conditions affecting a character's ability to use the skill. This list is not exhaustive, but merely provides suggestions and guidelines; Narrators can create additional modifiers, or change the ones listed here, as they see fit.

AFFINITY: Affinity describes the benefit the skill derives from other skills and the situations where they may apply. See page 1 02 for more on affinity bonuses.

ACTION TIME: The base time to perform a test using the skill. Action time is categorized in the following increments: single action, full-round action, variable minutes, and variable hours. "Variable" indicates that the Narrator sets the number of minutes or hours depending on the specific circumstances surrounding the test.

EXTENDED TEST (YES OR NO): This entry tells whether an unsuccessful attempt may be retried as an extended test (see "Retrying Failed Actions"). Some actions benefit from trial and error, often requiring quite of bit of tinkering, research, or discussion before meeting with success. The Narrator should exercise her own discretion with regard to test retries, using her own best judgment as to whether the action a character describes seems to warrant or preclude retries.

RANG€: This entry describes the distance at which psionic skills function. Range measurements are expressed using the following notation: "point blank/short/medium/long/+extended" increments (usually meters). These increments break down range for the purposes of resolving character skill tests. Usually, the target number (TN) for any range-based test is modified for distance between characters: +2 point blank, + 0 short, -2 medium, -4 long, and -2 for each additional increment of extended range.

RETRYING FAILED ACTIONS

If the Narrator permits, a character can turn a failed single action test into a multiaction extended test by simply declaring he's going to try again. Subsequent attempts each consume an amount of time equal to the base action time and add the test TN to the previous TN to determine the total difficulty of the extended test.

For example, if a character fails a Repair test (TN 10, 1 hour action time) with a test result of 7, he may retry by committing another full hour to the attempt as the second action in an extended test. To be successful, the character must now score a total extended test result of 20 (TN 10 x 2 actions), meaning he needs to score a 13 or better in the second attempt to raise his previous result of 7 to meet or beat TN 20. (See page 105, "Extended Tests.")

VARYING THE ATTRIBUTE

Every skill description lists a governing attribute, which players use to modify skill tests. The attribute listed with each skill is the one that most commonly applies. Depending on the nature of a given test, however, the Narrator may decide another attribute is more appropriate.

For example, Forgery tests normally involve Agility, reflecting the forger's reliance on hand-eye coordination. But in some cases, such as remembering the precise type of paint a particular artist used, maybe a Forgery test modified by Intellect makes more sense. Trying to notice a forgery, on the other hand, might call for a Forgery test modified by Perception. As with test categories (see page 100) and affinity (see page 102), the appropriate attribute modifier often depends on how the character uses the skill.



Appraise (Int)

Academic; Trained

Use this skill to determine the authenticity and value of items, from Vulcan lutes to Spican flame gems. You can tell an antique from old junk, or a genuine gemstone from cut glass.

SAMPLE SpeciAUies: Antiques, Rare *Bat'leths,* Diamonds, Dilithium Crystals, Jewelry

TEST: Make an Appraise test. Marginal success indicates you are able to evaluate the object within 1 0% of its actual value. With an extraordinary success, you can not only estimate the value within 1%, but also identify its provenance (the planet of origin, the object's manufacturer, the object's history, details of construction). Failure, complete failure, and disastrous failure mean you misestimate the value (10-50% over or under for a failure, 60%-100% for a complete failure, or 1 00%-1,000% for a Disastrous failure) over or under the actual value. To determine a fake, Appraise is conducted as an opposed test against the Forgery level set by the Narrator (or player who made the Forgery test).

The difficulty depends on rarity of the object being appraised:

SIMPLE (TN 5): Trivial everyday objects, such as china, baseball caps, or furniture

ROUTINE (TN 10): Common objects, such as *yamok* sauce, self-sealing stem bolts, or tricorders

CHALLENGING (TN 15): Uncommon objects, such as Romulan ale, tribbles, dilithium crystals, or Marauder Mo action figures

DIFFICULT (TN 20): Rare objects, such as Klingon burial glyphs, Spican flame gems, Kurlan *naiskos,* or Venus drug

VIRTUALLY IMPOSSIBLE (TN 25): Unique objects, such as Soong-type androids, quantum phase inhibitors, or the Stone of Gol

ADDITIONAL MODIFIERS: A tricorder adds a +5 bonus when used with this skill. Appraising something from a known forger or criminal adds a +2 to your Appraise skill test. If the item being appraised falls within your specialty, lower the TN by 5 (so a dilithium trader would treat an Appraise test involving dilithium crystals as a Routine test).

AFFINITY: Appraise gains a +1 affinity bonus with Business or Craft when determining the value of something associated with your line of work (a jeweler appraising a ring, for example). This skill gains an affinity bonus with Forgery when used to detect a facsimile.

ACTION TIM€: variable minutes (usually 1 minute)

EXTENDED TEST: yes

Armed Combat (Agl)

Physical; Untrained

Use the skills within this group to fight with hand-held weapons such as clubs, swords, and knives. Simple weapons are grouped together into one skill, so that learning to use a knife allows you to also use a club (as per the specialty rules). More exotic weapons, such as the *bat'leth* and *lirpa,* are treated as individual skills; these require a high degree of training to employ.

ARMCD COMBAT SKILLS

SIMPLE: YOU know how to use simple, hand-held weapons in close combat. Simple weapons include clubs, knives, maces, staves, and swords. Choose one as your weapon of specialty.

TRADITIONAL KLINGON WEAPONS: YOU are skilled in using the ancient Klingon weapons including the *bat'leth, d'k tahg,* and *mek'leth.* Choose one as your weapon of specialty.

TRADITIONAL VULCAN WEAPONS: YOU are accomplished with Vulcan ceremonial arms including the *ahn-woon* and *lirpa.* Choose one as your weapon of specialty.

TEST: Make an Armed Combat test to hit opponents with a hand-held melee weapon (base TN equals target's Defense). If successful, roll weapon damage. During extraordinary successes, attack does maximum damage. Disastrous failure may result in dropping or damaging the weapon, losing your next action, or hitting a friendly target (Narrator's choice).

Most armed combat skills depend on the Agility attribute (reflecting a character's accuracy and dexterity with the attack). At the Narrator's option, you may base this skill on Strength when using large, heavy, or blunt weapons, such as clubs or axes.

ACTION TIM6: Single action

€XT€ND6D TEST: No

Athletics (Str)

Physical; Untrained

Use this skill to jump over a chasm, climb a sheer rock face, swim a fast-moving river, or ride an animal (such as a horse or *sehlat).* While anyone can use this skill untrained, you have practiced in the gym and learned how to maximize your physical prowess to the greatest effect.

SAMPLE SpeciALTIGS: Climb, Jump, Ride, Swim

TEST: With a successful skill test, you complete the desired task—jumping the pit, climbing the cliff, swimming the lake, or controlling your mount. The game effects of a successful test depend on the use of the skill:

CLIMB: YOU can climb 3 meters up, down, or across a slope, wall, or incline as a full-round action. You can move 1 meter as an action. A failed climb test means you make no progress. A disastrous failure results in a fall. An extraordinary success increases your movement rate by 1 meter (full-round action) or 1/2 meter (single action).

JUMP: YOU can jump up, down, or across an expanse with a minimum distance equal to your degree of success. With a success, you can jump 2 meters horizontally or 1 meter vertically. With a total success, you can clear 3 meters horizontally or 1.5 meters vertically. A failure results in a fall (and possible damage). Add one meter of distance for a running jump.

SWIM: YOU can swim, dive, and maneuver in water. You can swim 3 meters by spending a full-round action. You can swim 1 meter as a single action. With a disastrous failure, you go underwater and begin to drown. A total success increases your movement rate by 1 meter (full-round action) or 1/2 meter (single action).

RIDE: YOU can ride a particular type of mount, which you define when you select this specialty (such as Ride Horse or Ride Rectyne Monopod). When riding over dangerous terrain or performing hazardous maneuvers (such as jumping), you need to make a Ride test to control your mount and move safely. Failure indicates that you lose control of your mount and must make a new check requiring one action each round to regain control. A disastrous failure indicates that you fall from your mount (unless you make a Quickness testTN 5) and suffer 1d3 damage. Having this skill reduces your physical penalty when performing other actions (such as firing a weapon) while riding. Reduce the riding action penalty by an amount equal to your Ride skill level.

The difficulty of an Athletics test depends on the terrain conditions through which you move; do not include the terrain modifiers for physical tests to the target number (see page 101). You can judge the general difficulty of the Athletics task in advance as an academic test.

SIMPLE (TN 5): Open terrain, such as open grasslands or a placid lake (or a surface with many handholds)

ROUTINE (TN 10): Lightly broken terrain, such as a dry riverbed or choppy waters (or a surface with adequate handholds)

CHALLENGING (TN 15): Heavily broken terrain, such as rocky ground or rough waters (or a surface with few handholds)

DIFFICULT (TN 20): Hazardous terrain, such as heavy rubble or stormy waters (or a brick wall)

VIRTUALLY IMPOSSIBLE (TN 25): Impassable terrain, such as a perfectly smooth wall

ACTION TIME: Single action or full-round action

GXT6ND6D TEST: No

Computer Use (Int)

Academic; Trained

You can use duotronic and isolinear computer systems to perform computer operations, such as accessing data (including hacking into secure systems), programming systems, and encrypting files. Repairing, building, or designing computer systems requires the appropriate skill (Repair, Construct, and Engineering respectively).

SAMPLE SpeciALTieS: Encryption, Invasion, Programming, Retrieval

TesT: Retrieving information stored on a computer requires a Computer Use test, with the difficulty depending on the type of information you're seeking and the obscurity of the subject (though most attempts have a simple or routine difficulty). A successful test provides you with the desired information, subject to the Narrator's interpretation.

Invading a computer system enables you to access and decrypt encoded and secured data, requiring the Narrator to determine the security level (base TN) of the target programs. You must make a Computer Use (Invasion) test to access a secured databank or program prior to retrieving information, encrypting data, or programming system functions.

Programming enables the user to automate or alter specific computer operations, including the way a computer stores and protects data. Encryption enables the user to secure stored data, while programming enables a user to create counterintrusion applications that establish a level of security. The difficulty of programming and encryption tests depends on the complexity of the program or code employed. Success indicates the program operates as intended and establishes a security level equal to the test result.



Most tasks involving the operation of various systems, such as transporters, navigation stations, and sensors, are treated as System Operation skill tests.

SIMPLE (TN 5): Write a simple program; access basic information; hack into a primitive computer or system with a security level of 5.

ROUTINE (TN 10): Write an average program; correlate related information; hack into a personal computer with a security level of 10.

CHALLENGING (TN 15): Write a complicated program; correlate unrelated information; hack into a specific starship system or other "secure" computer with a user or security level of 1 5.

DIFFICULT (TN 20): Write a complex program; access obscure or unknown information; hack into the computer core of a starship or "classified" system with a user or security level of 20.

VIRTUALLY IMPOSSIBLE (TN 25): Develop artificial intelligence; access restricted information; gain control of an entire starship system or "top secret" computer system with a user or security level of 25.

AFFINITY: When accessing information stored on a computer, Computer Use (Retrieval) gains a +1 affinity bonus from Investigate (Research). If you possess Physical Science (Mathematics), you gain a +1 affinity bonus when making Computer Use (Encryption, Invasion, or Programming) tests. When programming equipment (such as a PADD or tricorder) or any large-scale system (such as a starship or starbase control panel), you get an affinity bonus from the System Operation skill.

ACTION TIME: Variable minutes (Invasion, Retrieval), variable hours (Encryption, Programming)

EXTENDED TEST: Yes; however, failing a Computer Use (Invasion) test may initiate security countermeasures or set off security alerts

Conceal (Int)

Physical; Untrained

Use this skill to hide things on your person or in an area. Conceal includes camouflaging something to match its natural surroundings, hiding things in secret caches, or smuggling items inside mundane objects (such as a cargo container).

SAMPLE SpeciALTIES: Cache, Camouflage, Conceal Weapon

TEST: Your Conceal test result determines how well you've hidden something and establishes the concealment level for opposed Investigate (Inspect) tests. If you fail to score a test result of at least 5, anyone who looks automatically finds the object; otherwise the searcher must beat a TN equal to your test result in order to discover the concealed object.

You can make a Conceal test to know the best place to hide a given object as an academic test, giving you a +5 modifier to your Conceal test to actually hide the object. The size and shape of the object, along with the availability of hiding places, affect the difficulty:

SIMPLE (TN 5): Conceal a knife in your jacket.

ROUTINE (TN 10): Conceal an energy pistol beneath your jacket.

CHALLENGING (TN 15): Conceal an energy pistol beneath a tight shirt.

DIFFICULT (TN 20): Conceal an energy rifle beneath your jacket.

VIRTUALLY IMPOSSIBLE (TN 25): Conceal an energy rifle up your sleeve.

AFFINITY: Conceal gains a +1 affinity bonus from Stealth or Investigate.

ACTION TIME: Full-round action (Conceal on person), variable minutes (Cache, Camouflage)

EXTENDED TEST: Yes; 3 actions maximum

Construct (Int)

Physical; Trained

You are trained in building and constructing technical devices or machines such as electronic devices, weapons, computers, starships, or anything that results in a finished product. This skill does not grant you comprehensive understanding of the scientific principles involved in construction; that falls under the Engineering skill. Similarly, this skill does not apply to carpentry, masonry, and other Craft skills.

SAMPLe SPECIALTieS: Electronics, Hand Phasers, Machinery

TeST: You know how to build the devices related to your specialty, allowing you to make a functional item of the appropriate type. Construct is conducted as an extended test, with the base time interval equal to theTN/5 hours. If successful, you create a functional device.

You can use Construct as an academic test to determine the materials needed, estimate the construction time, or notice construction flaws regarding technological devices relating to your specialty.

The complexity of the item affects the difficulty:

SIMPLE (TN 5): A primitive device: ham radio

ROUTINE (TN 10): A simple device: typewriter

CHALLENGING (TN 15): A complicated device: communicator, tricorder, phaser

DIFFICULT (TN 20): A complex device: transporter, deflector shield generator, flight control station

VIRTUALLY IMPOSSIBLE (TN 25): An enormous device: time machine, starship, planetary cloaking device

AFFINITY: Construct tests merit a +1 affinity bonus from the Engineering skill. If assembling a shipboard system component, an affinity bonus from System Operation may apply.

ACTION TIME: Variable hours (usually TN/5 hours per action)

€EXT€ND6D TEST: Yes

Craft (Agl)

Physical; Trained

The skills within this group represent your knowledge and ability pertaining to a particular art or craft. Sample Craft skills include sculpture, pottery, painting, cooking, modeling, calligraphy, and so on.

TEST: When using a Craft skill to create an object, make a standard physical test modified by Agility. Constructing technological devices is not part of the Craft skill group; characters must possess the Construct skill to build such items.

Craft skill tests usually function as extended tests, with the difficulty arising from the scope of the work. With a success, you have finished the object. The greater your degree of success in the test, the more perfectly you render your object. You can use a Craft skill to determine the materials needed, estimate the construction time, or notice flaws as an academic test.

SIMPLE (TN 5): Cook a simple, nutritional meal; sew on a button.

ROUTINE (TN 10): Cook an appetizing, nutritional meal; repair ripped or torn clothing.

CHALLENGING (TN 15): Cook a gourmet meal; perform major alterations.

DIFFICULT (TN 20): Cook a large, gourmet meal; create a well made item of clothing.

VIRTUALLY IMPOSSIBLE (TN 25): Cook a multicourse, gourmet feast; sew an elaborate gown or fashionable, well made suit of clothes from poor materials.

AFFINITY: The Craft skill gains a +1 affinity bonus from Appraise and Business.

ACTION TIME: Variable hours (usually TN/5 hours per action)

EXTENDED TEST: Yes

TABLE 6.10 SAMPLE CRAFT SKILLS

Calligraphy	Pottery
Carpentry	Sculpture
Cooking	Sewing
Gem Cutting	Weaving
Modeling	Viticulture

Demolitions (Int)

Physical; Trained

Use this skill to manufacture, arm, and defuse bombs and explosives.

SAMPLE SPECIALTIES: Arm Explosives; Build Explosives; Defuse Explosives

TEST: To set or build an explosive device, make a Demolitions test. When defusing a bomb, your Demolitions test is opposed by the Demolitions test result of the bomber. Using Demolitions typically requires several rounds—often minutes or hours—and should be treated as an extended test. A complete success on a Demolitions test increases the damage caused by the explosion by 10%; an extraordinary success increases it by 20%. Failure can have catastrophic consequences. An ordinary failure means you didn't accomplish your objective—the bomb won't go off as planned, or you fail to defuse the unexploded bomb. But a complete or disastrous failure usually causes the bomb to detonate in one's face. To determine where to place explosives for maximum yield and effectiveness, choose the best type of bomb for a mission, or ascertain the kind of explosive used in an attack, use this skill as an academic test.

The difficulty depends on the type of explosives involved:

SIMPLE (TN 5): A simple explosive charge, such as gunpowder, causing 2d6+6 damage in a 0-2 meter radius, plus an additional 1d6+1 in a 2-3 meter radius

ROUTINE (TN 10): A standard explosive, such as magnasite drops, causing 3d6+12 damage in a 0-3 meter radius, plus an additional 2d6+3 in a 3-5 meter radius

CHALLENGING (TN 15): A complex explosive, such as a photon torpedo or ancient nuclear warhead, causing 5d6+18 damage in a 0-5 meter radius, plus an additional 3d6+9 in a 5-7 meter radius

DIFFICULT (TN 20): A volatile explosive, such as trilithium

VIRTUALLY IMPOSSIBLE (TN 25): Defuse the *Tox Uthat.*

ADDITSONAL MODIFIERS: Normal physical modifiers

AFFINSTY: Demolitions gains a +1 affinity bonus from Construct, Engineering, or Physical Science

ACTION TIMe: Variable minutes: build explosive (TN x 10 minutes), set/defuse explosive (TN minutes)

GxTCNDED TEST: Yes (build and arm explosives); no (diffuse explosives)

Engineering (Int)

Academic; Trained

Skills within this group represent your knowledge of the theoretical and practical applications of industrial manufacturing and mass construction. Use these skills to design, analyze, construct, or troubleshoot items and devices in your engineering field.

ENGINEERING SKILLS

PROPULSION: YOU have studied various propulsion systems, ranging from early fusion drives to warp drives. Whenever you want to tinker with the warp core to improve efficiency, recrystalize dilithium, or brainstorm a way to collapse an anti-time anomaly using a static warp shell, you make a Propulsion Engineering test. *SAMPLE SPECIALTIES:* Chemical Engines, Fusion Engines, Impulse Engines, Ion Engines, Temporal Drives, Warp Engines

STRUCTURAL: YOU have studied the properties, construction, and design of physical materials and structures. Whenever you want to analyze a piece of corroded metal to determine what damaged it, repair a hull breach, or design a starship hull to withstand a particular amount of pressure, you make a Structural Engineering test. *SAMPLE SPECIALTIES:* Aeronautical, Metallurgy, Plastics, Spaceframes

SYSTEMS: YOU have studied the design and operation of the standard computer systems employed on starships, space stations, and technological facilities. Familiar systems include transporters, replicators, sensors, and deflector shields. Whenever you want to design a new system for a starship, determine the best way to reroute EPS conduits without interfering with the functioning of other systems, or replace a damaged console, you make a Systems Engineering test. *SAMPLE SPECIALTIES:* Cloaking Device, Communications, Computer Systems, Cybernetics, Deflector, Environmental Systems, Power Systems, Sensor Systems, Shields, Transporter Systems, Weapon Systems

TEST: Make a related Engineering test to solve a problem related to your field, based on your knowledge of operations, ability to diagnose malfunctions, or capacity for innovation.

You can use an Engineering skill to repair structures and systems associated with your field of expertise, including the ability to modify or convert existing equipment, as a physical test. In general, Engineering tests should be conducted as extended tests. The difference between Engineering and Repair is one of scale; repairing a tricorder involves less training and education than fixing a warp drive. Similarly, the Construct skill enables you to assemble components from instructions and memory, while the Engineering skill gives you the ability to create specialized equipment, systems, or structures from original schematics and raw materials.

The difficulty of an Engineering test depends on the complexity of the task:

SIMPLE (TN 5): A basic fact (warp drives provide faster-than-light travel); a simple problem (replace an isolinear chip)

ROUTINE (TN 10): A basic theory or complex fact (warp drives create asymmetrical subspace fields); an average problem (replace dilithium crystals)

CHALLENGING (TN 15): A complex theory or an obscure fact (subspace fields can be affected by verterons); a complicated problem (recrystalize dilithium)

DIFFICULT (TN 20): An extremely obscure fact (cumulative exposure to warp fields can cause subspace rifts); a complex problem (create a static warp shell to stop an anti-time anomaly)



VIRTUALLY IMPOSSIBLE (TN 25): A fact beyond mortal ken (time, space, and thought are related); an enormous problem (how to sling-shot around a sun to effect time travel)

ADDITIONAL MODIFIERS: A tricorder adds a +5 bonus to Engineering skill tests to detect or diagnose.

AFFINITY: When making repairs associated with your skill, you gain a +1 affinity bonus from Repair or System Operation. Engineering-related skills gain an affinity bonus from Construct when building a related object. Engineering also gains a+1 affinity bonus from Physical Science when designing something from theoretical principles.

ACTION TIME: Variable hours (usually TN/5 hours per action)

EXTENDED TEST: Yes

ENTERPRISE (INT)

Academic;Untrained

Skills in this skill group allow you to know about and interact with broad governmental, political, or economic sectors, such as governmental affairs, business associations, or underworld organizations.

ENTERPRISE SKILLS

ADMINISTRATION: Use this skill to run governmental agencies, navigate bureaucracies, manipulate organizations, network with bureaucrats, and recall facts about a particular organization. *SAMPLE SPECIALTIES:* Federation, Starfleet, Vulcan

BUSINESS: Use this skill to operate a business. You know how to derive maximum profit from your business, price and market your products and services, stock your business and warehouse supplies, negotiate manufacturing, distribution, or trade agreements, and so on. *SAMPLE SPECIALTIES:* Manufacturing (Dilithium Crystals, Self-sealing Stem Bolts), Service Industry (Bartending, Restaurateur, Tailor), Trade and Distribution (Cargo Transport, Import/Export)

STREETWISE: YOU know about the underworld and black markets—who's who, how to get involved with the



black market, where criminals spend their free time, the price for contraband goods, and how to contact and hire particular types of criminals. Starfleet characters ordinarily cannot learn this skill, though your Narrator might allow characters with experience in espionage, security, or other fields to acquire it.
SAMPLE SPECIALTIES: Ferengi Underworld, Klingon Underworld, Maquis, Orion Syndicate, Romulan Ale, Stracian Trade Guild, Venus Drug, Weapons

TEST: Make a skill test to answer a question or solve a problem related to your area of expertise, such as the trade regulations on Vulcan or the best supplier for dilithium crystals. You can also make a specific skill test generically, to accomplish something in the game. Use Administration to arrange for medical supplies to be sent from Earth to the New Paris colonies. Make a Business test to make profitable decisions or resolve crises threatening your business venture. Make a Streetwise test to locate contraband or contact criminal elements on a world. In general, while these kinds of tests can be handled through roleplaying and the use of other skills (and could be the subject of entire episodes), you can use these skills to quickly resolve some story aspects. For example, trading 5,000 containers of *yamok* sauce for 100 gross of self-sealing stem bolts could be handled as a series of Inquire and Negotiate skill tests, as you look for the right merchant to talk to, then strike a deal with him. On the other hand, the Narrator could simply ask you to make a Business skill test to resolve the issue in a single die roll.

The difficulty of a particular Enterprise skill test depends on the extent of the task:

SIMPLE (TN 5): Call upon a low-level bureaucrat; operate a small, local business (a clothing shop); locate legal goods.

ROUTINE (TN 10): Call upon a midlevel bureaucrat; operate a large, local business (most restaurants); locate common contraband (weapons).

CHALLENGING (TN 15): Call upon a high-level bureaucrat; operate a complex local business (a bar/casino, a typical free trader business); locate rare contraband (Romulan ale).

DIFFICULT (TN 20): Call upon a planetary leader; operate an interplanetary business (chain of bars or restaurants, cargo company); locate extraordinary contraband (aVaron-T disruptor).

VIRTUALLY IMPOSSIBLE (TN 25): Call upon the Federation President, Klingon Chancellor, or Romulan Praetor; operate an interstellar corporation (a Ferengi trade consortium); locate unique contraband (the *Tox Uthat).*

ADDITIONAL **MODIFIERS:** The Narrator may adjust the TN of an Enterprise skill test depending on local circumstances. In some places, such as Farius Prime, contacting the underworld isn't difficult (a -5 TN to Streetwise tests); on other worlds, harsh law enforcement or gang warfare may make criminals suspicious and dangerous to deal with (a +5 TN to Streetwise tests).

Reputation may also play a factor: Your reputation may precede you, with differing results depending on the undertaking. A reputation as a "do-gooder" (such as any known Starfleet officer) may result in a -2 skill test penalty when interacting with the underworld, but may grant you a +2 bonus among government officials.

AFFINITY: Enterprise skills gain a +1 affinity bonus from Inquire when gathering information among members of a group related to your skill. When interacting with members of a government or criminal organization, the respective skill gains an affinity bonus from Negotiate or Influence. When retrieving information from a computer system, Enterprise skills gain a +1 affinity bonus from Computer Use (Retrieval).

ACTION TIM€; Variable minutes (usually 1 minute per action); however, protracted downtime enterprises extended tests taking hours or days.

EXTENDED TEST: Yes

Entertain (Prs)

Social;Untrained

You are trained in a performance art and can entertain an audience with your skill. Skills within this skill group represent your talent in a particular art form.

TEST: Entertain tests are standard social tests—the higher the test result, the better the quality of the character's performance. You can critique a performance or identify the elements of a performance (character, opus, creator) with the appropriate Entertain skill as an academic test.

Most performances depend on Presence, but the Narrator may substitute another attribute if he considers it more appropriate to a particular skill test.

The difficulty of the test depends on the complexity of the attempted performance:

SIMPLE (TN 5): Short performance, such as playing an instrument on a street corner

ROUTINE (TN 10): Standard performance, such as acting in a community theater

CHALLENGING (TN 15): Long performance, such as one of Mozart's operas, improvise a short piece or work

DIFFICULT (TN 20): Major performance, such as playing solo in a famous venue; improvise a long piece or work

VIRTUALLY IMPOSSIBLE (TN 25): Improvise a major performance

ADDITIONAL MODIFIERS: All performance tests are conducted as social tests influenced by an average reaction modifier established for the audience. Species modifiers usually apply.

ACTION TIME: Variable minutes or hours (usually 5 to 10 minute increments per action for short pieces, one hour increments for operas, plays, and concerts)

EXTENDED TEST: Yes; 3 actions maximum

TABLE 6.11: SAMPLE ENTERTAIN SKILLS

SKILL	SAMPLE SPECIALTIES
Dance	Andorian, Ballet, Folk, Square
Drama	Shakespearean Acting, Vulcan Poetry
Sing WBKM	Andorian Blues, Folk, Jazz, Klingon Opera
Play Instrument	Guitar, Piano, Vulcan Lute

First Aid (Int)

Physical; Untrained

Use this skill to provide short-term medical relief for minor injuries in the field or emergency medical care. You can set broken limbs, suture a wound, treat shock, staunch bleeding, and so on. You lack the training to diagnose diseases or perform complicated medical procedures like surgery, which require the Medicine skill.

SAMPLE SPECIALTIES: Species Anatomy (Andorian, Human, Vulcan),

TeST: Make a First Aid test to treat and stabilize an injured person. The test depends on the subject's degree of injury—an Incapacitated character proves much harder to treat than one who is only Dazed. When a character makes a successful First Aid test, the subject immediately recovers all damage sustained in his current wound level, effectively reducing his degree of injury by one level.

EXAMPLE: A character with Health 7 sustains 18 points of accumulated damage (effectively giving him 4 points of damage in the Injured level). A successful First Aid test alleviates the 4 points of damage in his Injured wound level, leaving him fully Dazed.

Once the subject has been stabilized through First Aid, he can make Stamina reaction tests to recover additional wound points twice per week (see "Natural Healing" in the *Appendix).*

First Aid Tests have a difficulty based on the severity of the injury or condition:

ROUTINE (TN 5): Provide medical care for minor cuts and scrapes; stabilize a person who's gone into shock.

STANDARD (TN 10): Provide basic medical care for a Dazed person.

CHALLENGING (TN 15): Provide minor medical care for an Injured person.

DIFFICULT (TN 20): Provide minor medical care for a Wounded person.

VIRTUALLY IMPOSSIBLE (TN 25): Provide minor medical care for an Incapacitated person.

ADDITIONAL MODIFIERS: Treating a character who is injured to the point of Near Death adds +5 TN to the Virtually Impossible TN 25. A tricorder adds a +5 bonus when used with First Aid.

AFFINITY: First Aid gains a +1 affinity bonus from Life Science or Medicine skill.

ACTION TIME: Variable minutes (usually TN minutes per action)

EXTENDED TEST: Yes; 3 actions maximum

Forgery (Agl)

Physical; Trained; non-Starfleet only

You can produce false credentials, money, artwork, information, or ID verifications that seem authentic. This skill is most common among criminals, spies, merchants, and security agents. Starfleet characters cannot learn this skill without the Narrator's permission.

SAMPLE SPECIALTIES: Currency, Data, Identification, Painting, Sculpture

TEST: When you want to forge something, you make a standard physical skill test. Your test result equals the Forgery level, which sets the Appraise test TN for detecting the forgery. If you fail to score a 5 or better on your test result, anyone who examines your work automatically detects it as a fake. As an academic test, you can determine the appropriate materials, technical specifications, or artistic details (such as the kinds of pigments used by a particular artist) pertaining to the original that you want to copy.

The difficulty of this test depends on the complexity of the copy:

SIMPLE (TN 5): Create a convincing copy of a single-page document or file.

ROUTINE (TN 10): Forge governmental identity documents or hard currency; create a convincing copy of a simple work of art.

CHALLENGING (TN 15): Create a convincing copy of an ordinary work of art.

DIFFICULT (TN 20): Forge complex identity documents or hard currency; create a convincing copy of a superior work of art.

VIRTUALLY IMPOSSIBLE (TN 25): Create a convincing copy of a masterwork.

ADDITIONAL MODIFIERS: You suffer a +2 TN to your test when showing your fakes to people who know you are a forger.
AFFINITY: When falsifying computer records, Forgery gains a +1 affinity bonus from Computer Use. When forging physical objects, such as works of art, you gain an affinity bonus from the Construct or Craft skills.
ACTION TIME: Variable hours (usually TN/10 hours per action)
EXTENDED TEST: Yes

Gaming (Int)

Social; Untrained

Use this skill to play games of chance (poker, *dabo)* and strategy games (chess, *tongo).* This skill does not include athletic games such as parrises squares, which require Sport. Characters with Gaming generally know how to place bets, calculate odds, and cheat.
SAMPLE SPECIALTIES: Chess, *Dom-jot, Kotra,* Roladin Wild Draw, *Tongo*
TEST: To determine whether you win when playing games or betting on their outcome, you make an opposed Gaming test against each of your opponents (or the house, when betting or gambling). If you succeed, you win a single round, hand, or so on. Long games, such as multiround tournaments or an evening of poker, can be conducted as a series of standard tests (when there is no winner or loser for the entire event) or as an extended test (when one person wins at the end of the event).

If you cheat while gaming, you may add your Presence attribute modifier to your Gaming skill test; however, your opponent may make an opposed Savvy reaction test against your result to catch you cheating. Penalties for cheating range from disqualification to imprisonment (or worse), depending on the game and your opponents.
ADDITIONAL MODIFIERS: If you have appropriate paraphernalia for cheating (such as marked cards for poker, or a gravitic manipulator to affect a *dabo* wheel), you gain an equipment modifier of +1 or greater to your skill test.



AFFINITY: When cheating by card counting, Gaming tests gain a +1 affinity bonus from Physical Science (Mathematics). Bluffing through force of personality gains an affinity bonus from the Influence skill.
ACTION TIME: Variable minutes or hours (usually 30 minutes per action)
EXTENDED TEST: No

Gymnastics (Agl)

Physical; Untrained

You know how to flip, tumble, swing, roll, and balance on narrow surfaces. You can also perform other acrobatic stunts and maneuvers, as well as diminish damage suffered from falling.
SAMPUE SPECIALTIES: Balance, Swing, Tumble
TEST: Make a Gymnastics test to perform acrobatic feats, tumble past opponents, maneuver across an area, or entertain an audience. Gymnastics can help reduce falling damage, with the test difficulty depending on the height fallen. If you score a complete success, reduce the damage sustained by half (rounding up). You can also use Gymnastics to increase your difficulty to be hit. Performing a dodge action in combat, you gain a +1 affinity bonus to your Quickness reaction test.

The difficulty for a standard Gymnastics test depends on the complexity of the maneuver:

SIMPLE (TN 5): Balance or walk along a balance beam; fall 2-5 meters.

ROUTINE (TN 10): Run along a balance beam; negate the damage from a short fall (up to 3 m); fall 5.1-10 meters.

CHALLENGING (TN 15): Perform a backflip while standing on a balance beam; fall 10.1-15 meters.

DIFFICULT (TN 20): Perform a double backflip while standing on a balance beam; fall 15.1-20 meters.

VIRTUALLY IMPOSSIBLE (TN 25): Perform a quadruple backward somersault on a balance beam; fall 21.5-25 meters.

AFFINITY: If you fall while climbing or jumping, you gain an affinity bonus from Athletics (Climb and Jump, respectively) skill.
ACTION TIME: Single action
EXTENDED TEST: No

Impersonate (Prs)

Social; Untrained

Use this skill to impersonate other persons, imitate voices, go undercover, and create disguises.
SAMPLE SPECIALTIES: Disguise, Mimicry, Undercover Work
TEST: Impersonation attempts initiate a standard social test. Your test result not only indicates whether you've accomplished a believable ruse, but also establishes the Impersonation level, which sets the TN for Savvy

reaction tests any observers make to detect the charade. In order to maintain a disguise successfully, the user must behave appropriately; acting out of character, for example, allows observers to make an additional Savvy reaction test. For long-term activities, such as creating an undercover identity, you must make a standard test (once a week) to maintain your facade.

The difficulty of an Impersonate test depends on the extent of the charade:

SIMPLE (TN 5): A simple disguise, such as concealing your identity with a mask or uniform

ROUTINE (TN 10): A mundane disguise, such as disguising yourself as a generic guard, factory worker, or desk clerk

CHALLENGING (TN 15): A complicated charade—disguising yourself as a prominent individual such as an officer, supervisor, or manager

DIFFICULT (TN 20): An intricate performance, such as impersonating a minor official or public figure

VIRTUALLY IMPOSSIBLE (TN 25): A masterful performance, such as impersonating a famous person or disguising yourself so that close relatives won't recognize you

ADDITIONAL MODIFIERS: if you've studied the person you plan to impersonate, you receive a +2 skill test modifier. On the other hand, trying to impersonate someone you don't know personally or someone you've observed only momentarily results in a -2 penalty.

AFFINITY Impersonate gains a +1 affinity bonus from Culture, because you know how a member of the species behaves, the social values, and the customs. When using disguises and voice mannerisms to masquerade as another person, you gain an affinity bonus with Entertain (Acting).

ACTION TIME: Variable minutes (usually TN x 3 minutes per action)

EXTENDED T€ST:Yes; 3 actions maximum

Indoctrinate (Int)

Physical; Trained; non-Starfleet only

Through indoctrination you can induce others to act against their will. Indoctrination techniques include brainwashing, hypnosis, and neural alteration technology. This skill functions similarly to the psionic skill Mind Control.

SAMPL€ SPeciALTieS: Brainwashing, Hypnosis, Neural Alteration

TeST; Attempts to indoctrinate someone are always conducted as opposed tests against the subject's Willpower reaction. If you succeed, you have broken the subject's will and established control over him. The control lasts one day plus a number of days equal to the difference between the two test results. To maintain control beyond this period, you must engage in another opposed test. You must also make an opposed test against the victim whenever you order him to do something he strongly resists.

ADDITIONAL MODIFI6RS: Subsequent attempts to maintain control over a subject receive a +5 Indoctrinate test modifier provided control has not lapsed. A subject who is ordered to perform objectionable actions (such as betray his commander, kill his comrades, or sabotage a medical facility) receives a +1 to +5 bonus to his Willpower reaction test depending on the extent of his opposition.

ACTION TIME: Variable hours (usually 1 d6 hours per action)

6XTGND€D T6S"H Yes; 3 actions maximum per day

Influence (Prs)

Social; Untrained

You can use your presence to influence others, through a charming smile, personal magnetism, or threatening body language. You can make the implausible seem plausible, appeal to a person's emotions, or bully others into seeing things your way.

SAMPL6 SPECIALTIES: Charm, Fast Talk, Intimidate

TeST: Influence attempts are always resolved as opposed social tests against the opponent's Willpower reaction. A successful Influence test indicates the opponent reacts as you wish for a short time—1 round plus an additional number of minutes equal to the difference between test results.

Influence is neither Mind Control nor Persuade; influenced characters do not follow orders to the letter, nor do they necessarily change their own beliefs. Instead, they passively comply with the character's wishes—letting him pass through a security point, talk his way out of a difficult situation, or gain access to some form of privileged information. A subject who fails his Willpower reaction test caves in out of weakness, which usually prevents him from reporting his failing to superiors or authorities (unless his superiors or coworkers convince him otherwise).

AFFINITY: Influence can gain a +1 affinity bonus from Investigate, Negotiate, and Persuade under appropriate conditions.

ACTION TIM€: Full-round action

GXTGND6D T€ST: Yes; 3 actions maximum (opposed extended test)

Inquire (Prs)

Social; Untrained

With this skill you can locate information, find people, and learn what you need to know. You know how to interpret gossip, uncover rumors, and read innuendo to gather whatever information you need. Inquire does not normally enable you to read body language and detect hidden motives.

SAMPLE SPECIALTIES: Fraternize, Interrogation, Interview

TEST: Make an Inquire skill test to gather general information, pursue a particular rumor, or locate a specific person or thing. The higher the test result, the more reliable the information (though the Narrator determines precisely what kind of information you learn). The difficulty depends on the obscurity of the subject you're inquiring about:

SIMPLE (TN 5): Learn an obvious fact, such as the best place in town for *kanar.*

ROUTINE (TN 10): Learn a simple fact, such as where to find a low-ranking member of the underworld.

CHALLENGING (TN 15): Learn an obscure fact, such as the identity of the one person who has the information needed to break into a secure installation.

DIFFICULT (TN 20): Learn a fact people wish to keep secret, such as where a dangerous wanted criminal is hiding out.

VIRTUALLY IMPOSSIBLE (TN 25): Learn an extremely secret fact, such as top-secret government data.

AFFINITY: Inquire gains a +1 affinity from Administration, Business, and Streetwise, reflecting your knowledge of where to go and who to talk to for information about related subjects. Inquire (Interrogation) gains an affinity bonus with Influence, to represent the methods you use to interrogate the subject.

ACTION TIME: Variable minutes (usually 1d6 x 10 minutes per action)

EXTENDED TEST: Yes; 3 actions maximum per day

Investigate (Per)

Physical;Untrained

Use this skill to search for concealed items or hidden compartments, inspect a crime scene for physical evidence, analyze gathered clues and evidence, research a topic unfamiliar to you, and make deductions based on all of the available information. You can scan for antiproton residue to identify a Romulan disruptor as the murder weapon, clear an innocent man of criminal accusations, or search a cargo hold for hidden contraband. Investigate is the quintessential skill for security officers and law enforcement officials.

SAMPLE SPECIALTIES: Deduce, Forensics, inspect, Research

TEST: For standard Investigate tests, such as those for making deductions (Deduce) or gathering and analyzing evidence (Forensics), test difficulty depends on the complexity and scope of the task at hand. Using Investigate (Inspect) to find concealed objects requires an opposed test against the object's concealment level. But when using Investigate (Inspect) to discover hidden clues, the Narrator should assign aTN to spot a hidden clue based on her understanding of the crime scene and the nature and quality of the evidence.

SIMPLE (TN 5): Solve an obvious mystery; gather and analyze obvious and untainted evidence; research a popular subject.

ROUTINE (TN 10): Solve an easy mystery; gather and analyze indistinct but untainted evidence; research an unusual subject.

CHALLENGING (TN 15): Solve a typical mystery; gather and analyze obvious but tainted evidence; research an esoteric subject.

DIFFICULT (TN 20): Solve a complex mystery; gather and analyze indistinct and tainted evidence; research obscure facts about a secretive person, organization, or place.

VIRTUALLY IMPOSSIBLE (TN 25): Solve a highly complex mystery; gather and analyze minute quantities of badly tainted evidence; research carefully guarded facts about a classified person, organization, or place.

ADDITIONAL MODIFIERS: A tricorder adds a +5 bonus when used for Forensics, Inspect, and Research tests.

AFFINITY: Investigate gains a +1 affinity bonus from Conceal and Observe. The Research specialty gains a +1 affinity bonus from Computer Use, when applicable, and a +2 bonus (double the normal amount) from any relevant Knowledge or Science skill.

ACTION TIME: Full-round action (per 1 square meter for Inspect or per idea for Deduce); 10 minutes per action for Forensics and Research

EXTENDED TEST: Yes

Knowledge (Int)

Academic;Trained

Knowledge skills represent the study of some body of lore, such as Culture, History, Politics, Law, Religion, and so on. Knowledge defines a skill group composed of broad academic skills.

SAMPLE KNOWLEDGE SKILLS

CULTURE: YOU have studied the culture, customs, and traditions of many worlds and civilizations. You know how cultural practices and beliefs relate and can use this knowledge to determine things about a society even when you have not specifically studied a particular society. *SAMPLE SPECIALTIES:* Human, Imperial Klingon, Klingon, *ShirKahr,* Vulcan Masters

HISTORY: YOU know the history of people, places, planets, groups, nations, and civilizations. You have studied broadly and often know as much about the history of distant planets and peoples as you do your own world. *SAMPLE SPECIALTIES:* Art History, Bajoran Resistance, Klingon, San Francisco, Vulcan

LAW: YOU know about the laws, regulations, and legal customs of diverse worlds and societies. You know how to interpret treaties, recall laws, and find loopholes in contracts and legal codes. *SAMPLE SPECIALTIES:* Federation, Ferengi, Intergalactic Trade

POLITICS: YOU know about the political traditions, factions, leaders, and issues pertaining to various worlds and civilizations. You can use this skill to know who currently leads the Romulan Senate, who his chief rivals are, and what issues confront the government. *SAMPLE SPECIALTIES:* Federation, Issues, Tal Shiar, Vulcan

RELIGION: YOU know about the philosophies, rituals, practices, and traditions of a particular religion. You can interpret sacred texts, recall points of doctrine, and remember religious mythologies. *SAMPLE SPECIALTIES:* The Bible, Judaism, Klingon, The Prophets, Rituals, Thanatology (the study of death), Vulcan

SPECIFIC WORLD: With this skill, you know a great deal about planets, their geography, weather patterns, seasons, flora and fauna, places of note, and so on. Make a Specific World test to recall a fact about a specific world, or make comparisons between worlds (for example, comparing a strange, boar-like creature to a Klingon *targ). SAMPLE SPECIALTIES:* Bajor, Earth, Ferenginar, *Qo'noS*

TRIVIA: Additionally, you can use a Knowledge-based skill to represent your knowledge in a narrow area, such as a hobby, which you define. Captain Picard's knowledge of wines and vineyards, Mr. Sulu's interest in old-style handguns, and Dr. Bashir's affinity for 1960's espionage novels are represented by their Trivia skills. Or you may know about a subject which falls under another skill that you cannot use. For example, you may study art or baseball but don't know how to paint or play ball, and would possess Trivia (Picasso) or Trivia (Baseball) instead of Craft or Sport. *SAMPLE SPECIALTIES:* Any hobby you can think of

In addition to using Knowledge skills to gather information and answer questions, you use your Knowledge skill when researching anything within your given field of expertise.

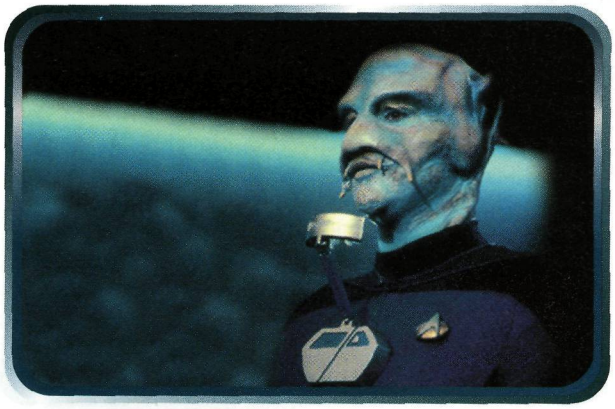
TEST: Make a test to answer a question or research a topic within your Knowledge field. The difficulty of the test depends on the obscurity of the facts you try to recall or research.

SIMPLE (TN 5): Recall or research an elementary, important fact, such as a major war between two planets.

ROUTINE (TN TO): Recall or research several related facts, such as the main participants, leaders, and battles of a major war.

CHALLENGING (TN 15): Recall or research obscure facts, such as new types of technology developed by the participants in the war.

DIFFICULT (TN 20): Recall obscure, tangential facts and details, such as the complete development and use history of a particular weapon during a war.



VIRTUALLY IMPOSSIBLE (TN 25): Recall unrelated trivia about obscure subjects within your field of knowledge.

ADDiTIONAL MODIFIERS: You gain a +2 test bonus to remember or research information about your own species and homeworld.

AFFINITY: Knowledge skills often gain a +1 affinity bonus from other Knowledge skills relating to a particular topic (such as the political ramifications of a historical war). When retrieving information from a computer system, Knowledge skills gain a +1 affinity bonus from Computer Use (Retrieve).

ACTION TIM€: Free action (remember fact), 1 minute (research on computer), or 10 minutes (research books/paper documents) per action

GXT£ND€D TesT: No (remember), yes (research)

LANGUAGE (INT)

Academic; Trained

Using any skill within the Language group, you can speak, read, and write a specific language without relying on a universal translator.

TEST: You do not have to make a test to understand your own language, even if the speaker speaks gibberish. Similarly, universal translators (UTs) alleviate the need to make Language tests to communicate verbally with members of other species and cultures. But when a character needs to communicate without a UT or wants to hand write a letter or read an ancient book, he must make a standard Language test to use the language effectively.

The difficulty of a Language test depends on the complexity of what the character tries to say, read, or write:

SIMPLE (TN 5): Simple phrases or sentences such as asking directions

ROUTINE (TN 10): Simple conversation, such as "I would like to buy some butter" or "I am allergic to *gagh"*

CHALLENGING (TN 15): Complex conversation, such as speaking at native proficiency or understanding obscure idioms or dialects

DIFFICULT (TN 20): Subtle innuendo or diplomatic negotiation, such as discussing philosophy with a Bajoran *vedek*

VIRTUALLY IMPOSSIBLE (TN 25): Using archaic versions and obscure dialects of the language, such as Old English or Classic Vulcan

ACTION TIME: Free action (speak phrase); variable minutes (read/write)

EXTENDED TEST: No (speak); yes (read/write)

TABLE 6.12: SAMPLE LANGUAGE SKILLS

Andorian	Ocampan
Bajoran	Romulan
Federation Standard	Talaxian
Ferengi	Trill
Klingon	Vulcan

MEDICINE (INT)

Academic;Trained

Use this skill to perform surgery, diagnose diseases, treat radiation, counteract poisons, and administer holistic medical treatments including medication, therapy, and other forms of rehabilitation.

SAMPLE SpeciALTieS: Cardiology, Exoanatomy, Forensic Pathology, General Medicine, Klingon Medicine, Neurology, Pathology, Plastic Surgery, Psychology, Toxicology, Vulcan Medicine

TeST: Medicine tests can be initiated in addition to, or in lieu of, First Aid tests in order to hasten recovery. Accomplished medics and physicians find it easier to treat injuries than do emergency technicians and others who train only in first aid. The target numbers for treating injuries reflect this fact, making it easier for a physician to treat an injury by virtue of facing lower testTNs to heal similar injuries.

Upon making a successful Medicine test, the subject of the treatment immediately recovers a number of wound points equal to his Health, effectively reducing his degree of injury by one complete wound level. Thereafter, the character heals naturally and gains the benefit of two Stamina reaction tests per week, just as if he had received successful First Aid.

Moreover, if the attending medic or physician keeps the patient under his direct supervision, the doctor may administer care on a daily basis. Under these circumstances, the doctor can perform one Medicine test each day to double the normal rate of natural healing: each successful Medicine test enables the patient to recuperate 2 wound points that day, twice the normal rate of recovery.

SIMPLE (TN 5): Diagnose and treat a common, simple illness; provide medical care for a Dazed person.

ROUTINE (TN 10): Diagnose and treat an uncommon, simple illness; provide medical care for an Injured person.

CHALLENGING (TN 15): Diagnose and treat a common, complex illness; provide medical care for a Wounded person.

DIFFICULT (TN 20): Diagnose and treat an uncommon, complex illness; provide medical care for an Incapacitated person.

VIRTUALLY IMPOSSIBLE (TN 25): Diagnose and treat an extraordinarily rare and/or complex illness; provide medical care for a person Near Death.

ADDITIONAL MODIFIERS: Using Medicine to treat a member of ampther species, or one for which you possess no specialty, results in a +2 TN modifier.

AFFINITY: This skill gains a +1 affinity bonus with First Aid. In appropriate circumstances, Medicine tests may also benefit from affinity with Life Science (Biology, Anatomy) or Physical Science (Chemistry). When retrieving information from a computer system, Medicine gains a +1 affinity bonus from Computer Use (Retrieve).

ACTION TIME: Variable hours (TN/5 hours per action)

EXTENDED TEST: Yes; 3 actions maximum per day

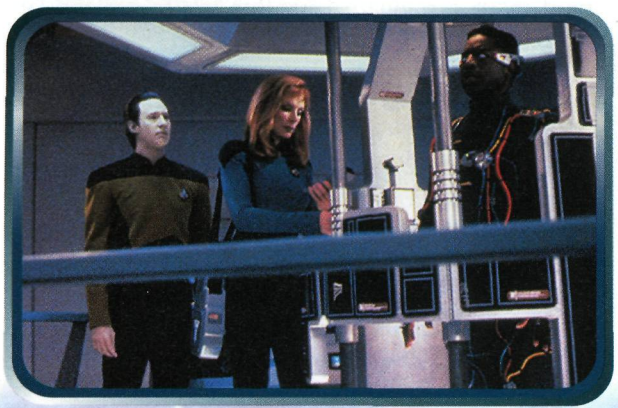
NEGOTIATE (INT)

Social;Untrained

You can conduct negotiations, achieve consensus among groups with differing opinions, strike bargains, and convince people to work together for their mutual benefit. Whereas Influence relies on emotion and presence to achieve short-term effects, and Persuade relies on argument to change someone's beliefs, Negotiate employs reason and intellect to reach satisfactory compromises without necessarily altering the opinions or beliefs of others.

SAMPLe SPECIALTieS: Bargain, Entreat, Mediate

TEST: Make an opposed Negotiate test (versus your opponent's Savvy reaction) to resolve any dilemma where your interests directly conflict with your opponents' (haggling a price, negotiating a truce, reaching a legal settlement). A successful result indicates the opponent grasps your point of view and changes his position to accommodate your wishes.



The effects of a Negotiate test usually last indefinitely, until something else occurs to change the opponent's mind (such as another Negotiate test). Although the outcome of a single Negotiate test may last years, making new requests (bargaining for another item, negotiating a separate treaty) requires a new test. In other words, an individual Negotiate test applies to only one specific agreement. The effects may last for a long time, but they do not alter the relationship between the negotiating parties.

By the same reasoning, Negotiate skill does not function as Mind Control. A character, whether controlled by another player or the Narrator, can always refuse an absurd or self-defeating proposal, no matter how high the negotiator's test result.

AFFINITY: Negotiate gains a +1 affinity bonus from the Administration, Business, or Streetwise skills, because you know how to appeal to particular individuals. When negotiating with a member of an alien species, this skill might also gain an affinity bonus from Culture, Language, or Social Science.

ACTION TIME: Variable minutes (Bargain), variable hours (Entreat and Mediate)

EXTENDED TEST: Yes; 3 actions maximum (opposed extended test) per day

Observe (Per)

Physical; Untrained

Use this skill to notice details in your environment—tracks indicating the passage of a Jem'Hadar squad, the sudden tension when Nausicaan thugs enter the room, or the outline of a Denevan neural parasite lurking in a corner. Though most species rely primarily on visual cues, Observe covers all five senses.

The Observe skill differs from Investigate. Investigate (Inspect) involves more thorough and systematic searches for clues, evidence, and deliberately concealed objects. Observe covers environmental changes—noticing a drop in temperature, someone sneaking up on you, a strange vibration in a mechanical unit, and so forth.

SAMPLE SPECIALTIES: Spot, Listen, Track

TEST: Observe tests oppose Stealth skill tests when used to notice someone hiding or moving silently. Tracking a person or animal typically involves noticing evidence of the individual's passage—footprints, bent branches, disturbed underbrush, and the like.

When a character wants to notice a distinctive smell, hear approaching opponents, or see a snapped twig, make this roll as a standard skill test with difficulty based on the nature of the thing being perceived:

SIMPLE (TN 5): Notice something obvious, such as an approaching plasma storm.

ROUTINE (TN 10): Notice something unusual or extraordinary, such as footsteps in stone or rust on an allegedly "new" *bat'leth.*

CHALLENGING (TN 15): Notice something mundane or subtle, such as a certain person on the street or someone whispering in a library.

DIFFICULT (TN 20): Notice something unremarkable or a minute detail, such as a shadow cast by a street lamp or a thread lying on carpet.

VIRTUALLY IMPOSSIBLE (TN 25): Notice something miniscule, such as microscopic residue.

ADDITIONAL MODIFIERS: If the object stands out against its environment (glows brightly, exudes an unusually strong smell, makes unnatural sounds), add a +2 bonus in addition to normal physical modifiers. Conversely, trying to perceive objects that blend into their surroundings entails a -2 penalty in addition to normal modifiers. Observe also gains a benefit from certain technologies, such as powered binoculars and tricorders (see *Chapter W: Equipment,* page 170).

AFFINITY: Observe gains a +1 affinity from Conceal and Investigate. Observe (Track) gains an affinity bonus from the Survival skill.

ACTION TiMG: Single action (Spot and Listen), 5 minutes (Track)

EXTENDED TEST: Yes; 3 actions maximum (opposed Spot and Listen extended tests; no maximum for Track).

Persuade (Prs)

Social; Untrained

While Influence relies on emotion and Negotiate depends on reason, Persuade combines the two to create persuasive arguments that change a person's opinion or beliefs indefinitely. Use this skill to convince someone to do something based on personal appeal, force of personality, eloquence, or even lies and deceptive words. Persuade includes the stirring oration before assembled masses, the debate on the Federation Council floor, or Romulan propaganda before an invasion.

SAMPLE SPECIALTIES: Debate, Oratory, Propaganda

T€ST: Persuade initiates an opposed social test against the opponent's Savvy reaction. Success indicates the opponent believes what you tell him. Persuade effects usually last a number of rounds, turns, or scenes equal to your skill level. In certain cases, effects are permanent.

Persuade does not emulate Mind Control. A character, whether controlled by a player or the Narrator, can always refuse an absurd or self-defeating proposal, no matter how high the persuader's test result.

AFFINITY: Persuade gains a +1 affinity bonus from Influence and Streetwise, since you know how to interact well on a personal level. When persuading a member of an alien species, this skill can also gain an affinity bonus from Culture, Language, and Social Science.

ACTiON TIM6: Variable minutes (usually 1d6 minutes per action)

EXTENDED TEST: Yes; 3 actions maximum (opposed extended test)



Ranged Combat (Agl)

Physical; Untrained

Skills within the Ranged Combat group represent your ability to use specific categories of weaponry.

SAMPLE RANGED COMBAT SKILLS

ARCHAIC WEAPONS: YOU can use primitive ranged weapons, from thrown weapons like **a** javelin to simple projectiles like crossbows. *SAMPLE SPECIALTIES:* BOW, Crossbow, Javelin, Spear

ENERGY WEAPONS: YOU can use energy weapons, including everything from hand phasers to disruptor rifles. *SAMPLE SPECIALTIES:* Disruptor, Disruptor Rifle, Hand Phaser, Phaser Rifle

PROJECTILE WEAPONS: YOU can use 19th- through 21st-century projectile weapons, including pistols, rifles, and submachine guns. ***SAMPLE SPECIALTIES:*** Assault Rifle, Gauss Rifle, Handgun, Needle Gun, Rifle, Submachine gun

TEST: Perform a Ranged Combat test to hit a target using your weapon. The TN equals the target's Defense. Immobile objects have a base Defense of 5. See the *Appendix* for Ranged Combat Modifiers. A variety of physical modifiers can also apply to Ranged Combat tests (see Table 6.3). Spending a dodge action enables the opponent to make an opposed Quickness reaction test versus the attack result to avoid being hit.

A successful attack prompts **a** damage roll. An extraordinary success does maximum damage. See Table 10.3 (p.181) for Ranged Weapon Damage. Disastrous failure may result in the weapon malfunctioning, the character losing his next action, or accidentally shooting a friendly combatant (Narrator's choice).

ACTION TIME: Single action

EXTENDED TEST: NO

Repair (Int)

Physical; Trained

Use this skill to repair damaged equipment, machinery, or electronic devices. To design or substantially modify a device or system—converting a comm-badge into a personal Geiger counter, for instance—requires the Engineering skill. To build equipment requires the Construct skill.

SAMPLE SPECIALTIES: Automobile, Computer, Radio, Transporter, Tricorder

TEST: Make a Repair test to fix equipment, such as communicators, computers, or various starship systems. In general, these should be extended tests. You can use Repair to determine what caused the damage, the extent of the damage, or the nature of the malfunction as an academic test. The extent of the repairs affects the difficulty:

SIMPLE (TN 5): Fix a simple problem: replace a fuse, replace a phaser emitter crystal, change a spark plug.

ROUTINE (TN 10): Fix a typical problem, such as replace an ODN link, repair a phaser accelerator, or change the oil in a car.

CHALLENGING (TN 15): Fix a complicated problem, such as rewire an ODN trunk line, recalibrate a phaser's frequencies, or replace an engine's timing belt. This is the most difficult system-related problem that can be fixed with Repair.

DIFFICULT (TN 20): Fix a complex problem, such as rebuild a phaser's lithium-copper superconductor or repair a short in a car's electrical system.

VIRTUALLY IMPOSSIBLE (TN 25): Fix an astronomical problem, such as a fused phaser, tricorder, or comm-badge, or an engine seized up by a lack of motor oil.

AFFINITY: Repair typically gains a +1 affinity bonus from Engineering, Computer Use, System Operation, Armed Combat, or Ranged Combat. These skills grant you some amount of technical knowledge applicable to tests made to repair related equipment.

ACTION TIME: Variable hours (usually TN/5 hours per action)

EXTENDED TEST: Yes

Science (Int)

Academic; Trained

Make a Science skill test to represent your knowledge and study of a particular science, such as Chemistry, Biology, Geology, or Archaeology.

SCIENCE SKILLS

LIFE SCIENCE: YOU have studied living organisms and the life cycle. Use Life Science to identify alien life forms or plants, theorize about silica-based life forms, or understand the reproductive process of the Vulcan *sehlat. SAMPLE SPECIALTIES:* Agronomy, Bioengineering, Biology, Biotechnology, Botany, Ecology, Genetics, Microbiology, Paleontology, Zoology

PHYSICAL SCIENCE: YOU have studied the laws of the physical universe. Use Physical Science to identify

a new form of energy, detect the effects of a temporal anomaly, or understand the composition of chemical structures. *SAMPLE SPECIALTIES:* Chemistry, Mathematics, Physics, Temporal Physics

PLANETARY SCIENCE: YOU have studied the nature of planets and planetary phenomena. Use Planetary Science to identify minerals, predict changes in the environment, or understand geologic processes. *SAMPLE SPECIALTIES:* Geology, Hydrology, Meteorology, Mineralogy, Oceanography, Planetology, Volcanology

SOCIAL SCIENCE: YOU have studied the so-called "soft" sciences, which depend on societal interaction. Social Science tests provide you with valuable information for dealing with other people, cultures, and species. *SAMPLE SPECIALTIES:* Anthropology, Archaeology, Economics, Paleoanthropology, Political Science, Sociology

SPACE SCIENCE: YOU have studied astronomical phenomena, stellar bodies, and space cartography. Use Space Science to identify stellar magnitudes, detect wormholes, or understand the life cycle of stars. *SAMPLE SPECIALTIES:* Astrogation, Astronomy, Astrophysics, Stellar Cartography

TEST: Use a specific Science skill test to recall the answer to a question or to research information relating to your field. Answering a question through experimentation—performing spectral line profile analysis, dissecting an alien creature, examining the effects of berthold rays on plants—should be resolved as a physical skill test instead of an academic test.

The difficulty of a particular Science test depends on the obscurity of a fact you wish to recall, or the magnitude of the experiment you want to perform:

SIMPLE (TN 5): Recall a basic fact, such as "Humans are mammals"; perform a simple experiment.

ROUTINE (TN 10): Recall a basic theory, such as "Humans evolved from primates," or a complex fact, such as "Humans are made of genes which produce proteins"; perform a basic experiment.

CHALLENGING (TN 15): Recall a complex theory or an obscure fact; perform a complicated experiment.

DIFFICULT (TN 20): Recall an extremely obscure fact, such as the gene sequence that produces blue eyes, or develop a significant new theory, such as Dr. Galen's theory of shared DNA; perform a complex experiment.

VIRTUALLY IMPOSSIBLE (TN 25): Recall a fact beyond mortal ken, such as the workings of an Iconian gateway; perform a complex, multistage experiment.

ADDITIONAL MODIFIERS: when using a tricorder to gather information, it adds a +5 bonus.

AFFINITY: Each Science skill gains a +1 affinity with Investigate (Research), as when conducting experiments. When retrieving information from a computer system, Science skills gain a +1 affinity bonus from Computer Use (Retrieve).

ACTION TIME: Free action (remember fact), 1 minute (research on computer), 10 minutes (research books/paper documents), 1 hour (research by experiment) per action

EXTENDED TeST: No (recall), yes (research)

Sleight of Hand (Agl)

Physical; Trained

You can use your nimble fingers to palm objects, pick pockets, and perform feats of legerdemain. Cutpurses, cardsharps, and stage magicians routinely use this skill.

SAMPLE SpeciALTieS: Palm, Pick Pocket, Prestidigitation

TEST: Sleight of Hand tests are always resolved as opposed tests against the opponent's Observe (Spot) skill. Successful tests indicate you perform your action without being noticed by the observer. Before attempting to perform a feat, you may use Sleight of Hand as an academic test to judge how difficult the attempt will be.

ADDITIONAL MODIFIERS: Wearing normal gloves imposes a -1 skill test penalty; wearing the gloves of an EVA suit confers a -5 penalty.

AFFINITY: Sleight of Hand gains a +1 affinity bonus from Observe because you know what motions are readily apparent.

ACTION TIME: Single action

EXTENDED TEST: NO

Sport (Agl)

Physical; Untrained

Use this skill to win athletic competitions, such as Parrises squares, caber tossing, or baseball. Having the Sport skill not only confers ability to play the sport, but also gives thorough knowledge of the rules.

SAMPLE SPECIALTIES: Baseball, Parrises Squares, Springball

TEST: TO compete in a sporting event, make an opposed Sport test against the Sport tests of all your opponents. The character who achieves the highest result wins the game or event. Multievent competitions and tournaments warrant several opposed tests conducted as an extended test.

For most sports, this skill depends on Agility. At the Narrator's option, characters may base this skill on Strength when participating in rigorous physical sports such as weightlifting or caber tossing.

AFFiNSTY: Sport gains a +2 affinity bonus (double the normal bonus) from the Athletics skill.

ACTION TIME: Variable minutes or hours (usually 30 minutes per action)

EXTENDED TEST: NO

Stealth (Agl)

Physical; Untrained

Use this skill to move quietly, hide yourself from searchers, and shadow others without being detected.

SAMPLE SpeciAiries: Hide, Shadow, Sneak

TEST: Stealth tests are always conducted as opposed tests against the Observe (Spot) or Observe (Listen) test of those who might notice you. Provided you succeed, you may move your normal movement rate while moving silently or shadowing a target.

You can also make an academic Stealth test to examine your environment and estimate difficulty (such as whether there is sufficient space to hide or the proper distance to maintain while tailing someone).

ADDITIONAL MODIFIERS: Many physical modifiers apply to Stealth tests.

AFFINITY: Stealth gains a +1 affinity bonus from Observe because you know various techniques for observing intruders.

ACTION TIME: Full-round action

EXTENDED TEST: NO

Survival (Per)

Physical; Untrained

Use this skill whenever you must "live off the land" and keep yourself alive and healthy. You know how to find drinkable water, determine which plants are edible and have medicinal uses, create snares to trap small game, locate or build shelter against the elements, and so forth. Survival does not, however, allow characters to track people or animals; that's the Observe (Track) skill.

SAMPLE SPECIALTIES: Arctic, Desert, Earth, Forest, Jungle, Mountain, Ocean, *Qo'noS,* Urban, Vulcan

TEST: Most Survival tests depend on Perception, because you must recognize or otherwise find what you need to survive. Sometimes the Narrator may require you to apply other attributes, such as Intellect to remember if a particular plant is edible (an academic test), or Agility to construct a snare.

The difficulty of a Survival test depends on the severity of the environment. Locating food and shelter in a temperate forest isn't nearly as difficult as surviving in a barren desert wasteland.

SIMPLE (TN 5): Determine if a plant is edible.

ROUTINE (TN 10): Locate food, water, and shelter in a tropical, subtropical, or temperate environment.

CHALLENGING (TN 15): Locate food, water, and shelter in most mountainous regions.

DIFFICULT (TN 20): Locate food, water, and shelter in most desert environments.

VIRTUALLY IMPOSSIBLE (TN 25): Locate food, water, and shelter in an arctic environment.

ADDITIONAL MODIFIERS: A "survival pack" or other equipment designed to aid in survival may grant a +1 (or greater) skill test bonus or alleviate the need for tests altogether. Using a tricorder to scan for edible food, potable water, or shelter adds a +5 bonus.

AFFINITY: Survival gains a +1 affinity bonus from Observe, representing your ability to find food and water. The Knowledge (Specific World) skill grants an affinity bonus when making Survival tests on the planet of specialty.

ACTION TIME: Full-round action (analyzing food or water), variable hours (usually TN/5 hours per search or build shelter action)

EXTENDED TEST: NO (analyzing food/water); yes (searching for food/water, building shelter)

System Operation (Int)

Physical; Trained

Characters manning starships, space stations, and virtually any technologically advanced facility (such as a science station or recon outpost) depend on the System Operation skill. It allows you to operate the many core computer systems found in such locations—sensors, transporters, flight control, shields, weapons, cloaking devices, communications, and dozens more.

SAMPLE SPECIALTIES: Cloaking Device, Communications, Deflector, Environmental Control, Flight Control, Holosystems, Mission Ops, Sensors, Tactical, Transporter

TEST: Make a standard System Operation test to perform the functions associated with the system, such as using the helm controls to steer a starship, using the tactical station to fire phasers, or scanning a planet for life forms. This includes making adjustments to your equipment, such as recalibrating the sensors or reinitializing the deflector shields. As an academic test, you can also use the skill to answer a question pertaining to the capabilities of the system (e.g., how long does a transporter store patterns in the pattern buffer?). The nature of the task determines the difficulty of System Operation tests:

SIMPLE (TN 5): A simple task, such as plotting a course to any well known location; send standard messages to Starfleet Command

ROUTINE (TN 10): A standard task, such as plotting a course or sending a message

CHALLENGING (TN 15): A complicated task, such as maneuvering through a nebula or sending a message through strong interference

DIFFICULT (TN 20): A complex task, such as maneuvering through an asteroid belt or piecing together garbled communications

VIRTUALLY IMPOSSIBLE (TN 25): An immeasurably difficult task, such as escaping a black hole

AFFINITY: System Operation gains an affinity bonus from Computer Use when you attempt to recalibrate or reprogram your console. It also gains a bonus from

SHIP SYSTEMS

COMMAND YOU are familiar with the command and control systems of a starship or starbase. You know how to encrypt access to the computer core, override systems such as fife support and flight control, and circumvent safety interlocks.

DEFLECTOR YOU can modify the deflector to emit many different types of electromagnetic radiation, tie in with other systems to improve their performance, and so forth.

BEAM WEAPONS On many non-Starfleet ships, firing weapons are decentralized among individual gunners. With this specialty, you know how to fire and modify beam weapons such as ship disruptors.

FLIGHT CONTROL YOU know how to use the flight control systems of a starship or shuttlecraft, such as plot a course, maneuver in battle, and use the navigational sensors. In the 24th century, the flight control station combines both navigation and helm.

HELM YOU are familiar with the controls governing a ship's steering. Use this skill to control the ship's flight manually, put the ship in proper position, and adjust vector and attitude. In the 23rd century, Starfleet divides flight control between a helmsman and a navigator.

OPERATIONS YOU are familiar with the resource management systems that track all major shipboard activities, such as library computer access, energy consumption, and sensor usage. Use this specialty to divert more power to weapons during battle, track transporter use, and prioritize sensor use among different tasks.

NAVIGATION YOU are familiar with the systems for plotting a starship's course. Use this skill to plot a course, react to changing conditions, and keep track of the ship's relative, absolute, and galactic bearings. In the 23rd century, Starfleet divides flight control between a helmsman and a navigator.

SENSORS YOU know how to use the sensors to perform routine scans, detect unusual phenomena, and locate specific information.

TACTICAL YOU know how to fire and modify a ship's centralized weapons, raise and modify shields, establish targeting locks, and so on.

TRANSPORTER YOU can operate a transporter and can modify its functions or systems to overcome interference. This specialty also gives you an edge when using industrial replicators and holodecks.

Engineering and Repair when diagnosing malfunctions and switching control to an auxiliary console.

ACTION TIME: Single action (crisis actions), full-round action (simple diagnostic or recalibration action), variable minutes (usually 1d6 minutes for random short operations or 1 d6 x 10 for long-term operations)

EXT€ND€D TEST: No (crisis actions), yes (all others)

TACTICS (INT)

Academic;trained

A character with this skill possesses an understanding of tactical strategies in a variety of different environments. During starship combat the Tactics skill determines your vessel's initiative.

SAMPLE SPECIALTieS: Federation, Ground, Romulan, Space, Unit

T6ST: You make a Tactics test when attempting to determine the optimal location in which to lay an ambush. Your Tactics roll is used in an opposed test to determine the difficulty for others to Observe your ambush, and vice-versa should you walk into a potential ambush. A successful skill test in a particular specialty can provide you with information regarding opponents' tactical strategies, such as anticipating a Romulan attack.

In starship combat a Tactics test by the commanding officer determines the initiative of the vessel. You can also use Tactics to execute Command maneuvers during starship combat to obtain a variety of effects (see the *Star Trek Narrator's Guide* for details).

The difficulty of a Tactics test depends on the complexity of the tactical situation:

SIMPLE (TN 5): Determine the next maneuver of a Pakled; hide in a nebula.

ROUTINE (TN 10): Properly execute a standard search pattern to find a hidden vessel.

CHALLENGING (TN 15): Execute a successful Cochrane deceleration maneuver; use the Tactics (Ground) specialty to enhance the effectiveness of a team during combined tests.

DIFFICULT (TN 20): Employ the Picard Maneuver successfully.

VIRTUALLY IMPOSSIBLE (TN 25): Find a tactical weakness to exploit in a superior opponent such as the Borg.

ADDITIONAL MODIFIERS.- if you are able to study an opponent's tactics, you receive a one-time +2 skill test modifier to a single Tactics test against him. You must be able to study your opponent for at least three rounds prior to engaging in combat to receive the bonus.

AFFINITY: When attempting to detect the possibility of an ambush, you gain a +1 affinity bonus to your Observe (Spot) test due to Tactics.

ACTION TiM6: Single action

EXTENDED TCSTS: No



Unarmed Combat (Agl)

Physical; Untrained

Skills within this group represent your ability to fight in hand-to-hand combat without resorting to weapons. You may have learned brawling tactics through the "school of hard knocks" or may have practiced the esoteric disciplines of kung fu masters or Vulcan mystic warriors instead.

TeST: Make an Unarmed Combat test to hit opponents with a hand-to-hand attack. The base difficulty of the Unarmed Combat test equals the target's Defense. Complete success increases the damage of an unarmed attack by +2, extraordinary success by +4. Disastrous failure may result in 1d3 damage to the attacker, the loss of the character's next action, or accidentally hitting a friendly target (Narrator's choice).

For most Unarmed Combat styles, these skills depend on the Agility attribute (reflecting a character's accuracy and dexterity with the attack). At the Narrator's option, you may base this skill on Strength when using particularly forceful styles such as boxing, brawling, or Klingon "smash-fist."

ACTION TIME: Single action

EXTENDED TEST: NO

TABLE 6.13: SAMPLE UNARMED COMBAT SKILLS

Boxing
Brawling
Kung Fu
Mok'bara
Self-defense

PSIONIC SKILLS

The following skills represent various mental powers called "psionics." To acquire psionic skills a character must have the Psionic trait. Characters having the Psionic trait are referred to as "psions" in the following entries; those devoid of psionic talents (most characters) are referred to as "nonpsions."

Psionic skill tests are generally subject to psionic modifiers (see Table 6.6). In addition, all psionic tests are resolved as opposed tests against either the target's Willpower reaction (nonpsions) or Mind Shield (psions) skill. Because psions are more attuned to psionic energy, they do not receive any benefit from their Willpower during psionic tests.

Empathy (Psi)

Psionic; Trained

You can sense people's emotions and project your emotions into the minds of others.

TeST: Empathy tests are conducted as opposed tests against the subject's Willpower (nonpsions) or **Mind** Shield (psions). Upon succeeding, you become aware of the subject's emotions, including their intensity. While Empathy does not permit the psion to read the subject's conscious thoughts, simply knowing the present state of mind may prove valuable in certain situations (e.g., anticipate a hostile action, determine the subject's social reaction stance, etc.).

If you score an extraordinary success on your opposed Empathy test, you gain +1 action to use against the subject per round. If the Empathy test fails, you find the subject's emotions too muddled to interpret and cannot draw any meaningful conclusions. During a disastrous failure, the subject's mind is completely inaccessible to you, and you cannot direct any further psionic actions toward him for the remainder of the scene or encounter.

When using Empathy to project your emotions onto a subject, any success impresses an emotion into the subject's mind. The consequences of this depends on the strength of your projection and the current emotional state of the subject. See Table 6.14. For a marginal success, the character can move the target's emotion one step up, down, or across on the table. For a complete success the psion may alter the subject's emotion by two steps,

TABLE 6.14: EMPATHY

JOY	LOVE	ENVY	RAGE	FEAR
Depression	Hatred	Generosity	Tranquility	Courage
Sadness	Dislike	Kindness	Serenity	Stoutheartedness
Melancholy	Distaste	Openness	Calmness	Bravery
Contentedness	Fondness	Jealousy	Anger	Cowardice
Happiness	Affection	Greed	Wrath	Fear
Joy	Love	Envy	Fury	Terror

and with an extraordinary success move it three steps. Shifting emotions via multiple steps need not continue in the same direction (up, down, or across). After determining the target's new emotional state, the Narrator decides how the target acts while possessed of the new emotional stimulus. Typically, emotional state translates directly into a particular reaction stance during social tests.

In addition to changing a subject's mood, you can use your empathic link to perform Influence tests as if you were interacting with the subject normally. Diplomats with the *Sense Motive* profession ability may add their Perception modifier to empathic Sense Motive tests.

AFFINITY: Empathy gains a +1 affinity bonus from Telepathy or Mind Shield.

ACTION TIMe: Single action

EXTENDED TEST: Yes; 3 actions maximum per encounter (opposed extended test)

RANGE: 10/100/250/500/+100m

Mind Control (Psi)

MIND CONTROL (PSI)

Psionic; Trained

Mind Control allows you to control another person's actions and perceptions.

TEST: Mind Control tests are conducted as opposed tests against either the subject's Willpower or Mind Shield. A successful Mind Control test allows you to force another character to take actions he ordinarily would not (such as harm himself, kill a friend, or drop his weapon in the middle of combat). You can also alter the target's perceptions, making him see and hear things that do not exist, or fail to perceive things that do.

What you can compel the subject to do depends on your degree of success:

MARGINAL SUCCESS: Some act or behavior that complements a trait or reinforces the subject's nature

COMPLETE SUCCESS: An action that would get the subject into trouble with his friends, peers, or authorities, and which may be contrary to his sense of ethics

EXTRAORDINARY SUCCESS: An action that violates the character's sense of morality and/or fight-flight impulse (such as a suggestion to step off a high cliff)

ACTION TIMG: Single action

EXTENDED TEST: Yes; 3 actions maximum per encounter (opposed extended test)

RANGE: 1/2/5/1 0/+2m

MIND SHIELD (PSI)

Psionic; Trained

Use this skill to protect your mind against unwanted psionic intrusion, especially to guard against Empathy, Telepathy, Mind Control, and the Vulcan Mind-meld. Psionic effects that produce physical effects, such as Psychokinesis, cannot be countered with this skill.

TGST: TO resist psionic intrusion, perform an opposed Mind Shield test against the intruder's psionic skill (e.g., Mind Control). You may add half your Willpower reaction level (rounding up) to your roll. If your test result is higher than the intruder's, you effectively thwart the attempt.

AFFINITY: Mind Shield gains a +1 affinity bonus from the appropriate related psionic skill (Empathy, Mind Control, or Telepathy), representing your knowledge of how to resist that particular psionic attack.

ACTION TIME: Free action

EXTENDED TEST: Yes, but only when opposing an extended psionic intrusion

RANGE: Self

Telepathy (Psi)

TELEPATHY (PSI)

Psionic; Trained

This skill allows you to read peoples' thoughts and intentions, as well as project your own thoughts into the minds of others.

TEST: Telepathy tests are conducted as opposed tests against either the subject's Willpower or Mind Shield. With a success, you can "read" the target's mind, learning his thoughts and intentions. A psion cannot use Telepathy to access the subject's memories; that requires Mind-meld (see the Vulcan species entry, page 48). If the Telepathy test fails, the character finds the subject's thoughts impenetrable; in the case of a disastrous failure, the character misreads the target's thoughts entirely.

Through Telepathy the psion can also project his thoughts into a willing mind. This is conducted as a standard Telepathy test (TN 5; psionic and physical modifiers such as range and cover may apply). Unwilling targets can oppose the test with a Willpower reaction test or Mind Shield test. If the test succeeds, you make mental contact and can transmit a single idea to the recipient each round (as a free action).

Once you have established a link with a subject, you do not have to make additional Telepathy tests (unless the target actively resists, in which case you must make a new opposed test each round). You must spend one action each round to maintain concentration, and you can maintain contact with only one sentient life form at a time. Projecting thoughts to a subject does not function as Mind Control; however, you may use your telepathic connection to perform Inquire and Persuade tests as if you were interacting with the subject normally.

AFFINITY: Telepathy gains a +1 affinity bonus from Empathy.

ACTION TIM€: Single action

EXTENDED TEST: Yes; 3 actions maximum per encounter (opposed extended test)

RANGE: 5/50/1 00/200/+50m



7 TRAITS

Traits allow you to customize your character, either duringcharacter creation or later, during character advancement. Traits also tend to affect more specific areas, or represent "story elements" that skills and attributes otherwise overlook. Any given trait may affect your character's chances to accomplish a task, resist a stimulus, utilize an ability, and so forth. Unlike many species or professional abilities, most traits are potentially available to a broad range of characters, although some will be more common in some species or professions.

Traits come in two types. Positive traits, those that grant bonuses or additional abilities, are called *edges;* negative traits, which penalize actions or hamper character freedom, are called *flaws.* The following sections list edges and flaws separately, but see Table 7.1 for a combined list of all traits. Each trait listing follows a common format:

Trait Name

After the name of the trait (above) appears a definition and any story-related information.

EFFECTS: The trait's game and story effects.

PREREQUISITE: Some traits have requirements that your character must meet before you take them. If your character does not meet the requirements, he may not take the trait. Some traits are not compatible with each other, or with certain species or professions (such as soldiers and the Pacifist flaw).

UPGRADE: YOU can select some traits more than once for increased effect, depth, or range. You can take Contacts, for example, to define a group of people with whom you have connections, and then take Contacts again to define a second group of connections or increase the benefit of your initial Contacts. The effects of all upgrades are cumulative. Traits that do not have an upgrade entry cannot be taken more than once.

To describe an upgraded trait, write the number of times you've picked it after the trait name on your character sheet. If you've picked Command twice, write your trait as Command 2. Some upgraded traits have different possible interpretations; for example, taking an additional Contacts pick can increase the influence, extent, or reliability of your Contacts—or add a new batch of Contacts in a different field entirely. Make sure you specify any needed information on your character sheet at the time you take the pick ("Contacts 3, Orion Syndicate; Streetwise") to avoid confusion.

The prerequisite for any upgraded trait is the previous trait: to get Contacts 3, you must first have picked Contacts 1 and Contacts 2. Even if you can pick two traits during your current advancement, you may not upgrade two traits without express Narrator consent. If, for example, your lieutenant was given brevet command of a starship because all the other officers were killed, your Narrator might allow you to upgrade the Promotion edge twice—or she might *require* you to buy Promotion edges with your

TABLE 7.1 MASTER TRAIT LIST

EDGE	PREREQUISITE	UPGRADE?
Alert		N
Ally		Y
Ambidextrous	Agility 6+	N
Blends In		N
Blunt Attack	Specific weapon skill 6+	N
Bold	Presence 6+	N
Command	Lower rank	Y
Commendation		Y
Competitive		N
Confident	Presence 6+	N
Contacts		Y
Coordinator		N
Courageous		N
Cultural Flexibility		N
Curious	Intellect 6+	N
Dead Aim		N
Defensive Attack		N
Deliberate Attack		N
Dodge	Agility 9+	N
Eidetic Memory		N
Everyman		N
Excellent Metabolism		N
Exceptional Concentration		N
Exceptional Fortitude	Vitality 6+	N
Fame	Renown 9+	Y
Famous Event		Y
Fit	Strength 6+	N
Friendly	Presence 6+	N
Great Stamina	Vitality 6+	N
Great Vitality	Vitality 6+	N
Healthy		N
High Pain Threshold	Vitality 6+	N
Increased Range	Psionic 2+	Y
Innovative		Y
Iron Willed		N
Lightning Reflexes	Agility 6+	N
Likeable		N
Martial Artist	Agility 6+	N
Meticulous		N
Multi-tasking	Intellect 6+	N
Night Vision		N
Promotion	Special	Y
Psionic	Special	Special
Psionic Coverage	Psionic 2+	Y
Psionic Focus	Psionic 1+	Y
Quick Draw	Weapon skill level 1	Y
Quick Shot	Agility 6+	N
Rapid Healing	Vitality 9+	N
Resolute		N
Sense of Direction		N
Sense of Time		N
Sherpa	Strength 6+	N
Shrewd		N
Skill Focus		N
Species Friend		N
Speed	Agility 6+	N
Suit Trained		N
Thick Skull		N
Thinker	Intellect 6+	N
Throw Weapon	Specific weapon skill 3+	Y
Trait Upgrade	Particular edge	Special
Two-handed Fighting	Agility 6+	N
Unyielding		N
Wealth		Y
Weapon Mastery	Specific weapon skill 1+	Y
Zero-G Trained		N

FLAW	PREREQUISITE	UPGRADE?
Addiction		Y
Arrogant		N
Bloodlust		Y
Coward		N
Dark Secret		Y
Devotion		Y
Dim-witted		N
Dullard		N
Easily Distracted		N
Easily Winded		N
Enemy		Y
Familiar Face		N
Flat-footed		N
Gullible		N
Infamy	Renown 3+	Y
Intolerant		Y
Low Energy Level		N
Low Pain Threshold		N
Night Blind		N
Pacifist		Y
Proud		N
Reckless		N
Rival		Y
Shaky		N
Sickly		N
Slow		N
Slow Healing		N
Species Enmity		N
Thin-blooded		N
Weak Willed		N

regular advancement picks until you reach the corresponding rank, to better simulate your character "growing into" his responsibilities. In short, traits (as with any other rules in the game) should not interfere with good roleplaying.

Combining Edges and Flaws

Some edges affect a single rule or character element, but in different ways, while others naturally complement each other. Edges are always considered combinable. For example, Exceptional Fortitude makes your character less susceptible to the effects of fatigue, while Great Stamina gives you a bonus to resist the onset of fatigue. Taking both for your character combines effects for an enhanced result (making it both easier to resist fatigue and reducing the penalty when fatigued). Similarly, taking both Healthy, which gives you a +2 bonus to all Stamina tests, combines with Great Stamina, giving you a combined total of +6 to Stamina tests to resist fatigue.

Some flaws and edges affect the same rule or game effect in the same way. The Dullard flaw, for example, prevents you from using Courage in academic tests, while the Curious edge gives you increased benefits when using Courage in academic tests. These two traits cancel each other out, and so are unsuitable for the same character. Your Narrator is the final arbiter on which edges and flaws make appropriate combinations.

Edges

Beneficial traits are called edges. Some modify the test result of a particular skill or reaction test. Others modify the rules in specific ways, such as allowing an extra attack action in a round or making your character more resistant to fatigue. Still others drive the story, and your Narrator will expect you to roleplay their effects.

When you create your character, you have the opportunity to select edges as a part of development (see *Chapter 5: Development).* When you accumulate enough experience to improve your character, you can pick additional edges during the advancement process. This could represent your character's personal development, such as becoming more confident after a particularly trying period in his life or learning to draw his weapon faster through practice. Or you might want to alter your character as a result of something occurring in the game, such as gaining a promotion. Your Narrator is the final arbiter regarding which edges you can select over the course of your character's career. Some edges are inappropriate to acquire through advancement because they make little practical sense. Eidetic Memory, Excellent Metabolism, Healthy, and the like make difficult choices to justify through advancement.



Alert

You react more quickly in critical or dangerous situations.

EFFECTS: YOU gain a +2 to Initiative tests.

Ally

You have a friend in a position of power or influence who will go out of their way to help you. Allies can range from trade partners and criminal bosses to political authorities and Starfleet officers high up in the chain of command.

EFFECTS: Choose an ally. This person holds greater authority over others of his kind than your character, such as a Starfleet captain, a Klingon High Council member, or a Bajoran *Vedek.* The ally's actual rank is equal to Promotion 3 (see the "Promotion" edge, page 136). When you select this edge, you and your Narrator should work out this Supporting Cast character's identity and your relationship to him or her.

To gain the ally's aid, you must address him personally or through a subspace message. Make a social test to convince the ally to come to your aid—Influence, Inquire, Negotiate, or Persuade (depending on the nature of the request)—with the TN set by the Narrator. The TN depends on the type of aid requested. Your interaction stance (see page 102) for these tests is automatically friendly/pacifistic (-5 TN). A simple request for specialized information—the real situation on Angel I, who is behind saber-rattling on the Klingon High Council—is a TN 10. Asking for his indirect aid, such as expediting an export license or pushing through a request to Starfleet Command, may be a TN 1 5. Requests for direct aid, ranging from personal intervention in negotiations or loaning you a starship, might beTN 20 to 25 (or higher) depending on the nature of your appeal and the level of Ally. Social modifiers apply.

In addition to the standard social modifiers on Table 6.4, the following modifiers apply: If you make a request of the same ally over consecutive months, modify the social test by -5 for each request. If you have recently done the ally a small favor, such as pro-

viding him with information or carrying a message on his behalf, add +2 to your skill test. If you recently performed a large favor for your ally, personally intervening on his behalf, the bonus to your social test is +4. If you recently risked your life for him, you gain a +6 to the skill test. Your ally may ask you for favors, to decrease yourTN.

The Ally edge should not take the place of character action. The episode is about you. Even though you have an ally at Starfleet Command, that doesn't mean he'll appreciate your calling him to complete your mission; it's not his job to negotiate with the Sheliak Corporate or send in the Seventh Fleet at the first sign of trouble. The Narrator may, in these circumstances, increase the TN over and above those listed above. Two consecutive target numbers over 40 result in the ally rethinking his relationship with you, and possibly severing the relationship. Should you lose an ally during the course of play, another ally of equal status takes his place, though he might not share the same position; you might lose a useful ally in Starfleet and gain an ally in the Orion Syndicate who is of equal stature, but less useful. The Narrator determines who fills the role of ally in this case.

UPGRADE: This edge can be taken multiple times to either increase the Promotion level of your ally or add a new ally. In general, the Narrator should not require players to expend picks on the Ally edge to reflect friendships developed with Supporting Cast during play; if the Crew befriends a Romulan senator, the characters should not have to select appropriate levels of Ally to reflect these story events. On the other hand, should the Crew wish to develop this friendship to the level of Ally, the Narrator should require the player to expend the necessary picks.

Ambidextrous

You can use either hand to perform a physical action such as firing a phaser, repairing an atomic pile, operating a control panel, and so forth.

PREREQUISITE: Agility 6+

EFFECTS: Reduces the off-hand penalty, although additional action penalties (see page 245) still apply.

Characters with more than two grasping "hands" must take this edge additional times for each extra prehensile limb they wish to use without penalty—a three-armed being needs Ambidextrous 2 to use a disruptor in all three hands with equal facility.

Blends In

You are particularly adept at using cover for protection when in combat.

EFFECTS: When you use cover in a combat encounter, theTN to hit you increases by +2 TN. Thus, hiding behind a pillar (25% cover) increases a combat skill testTN by +8, rather than the standard +6.

Blunt Attack

Instead of causing lethal damage with a weapon, you can use a blunt or flat part of it to inflict stun damage instead.

PREREQUISITE: Specific weapon skill 6+

EFFECTS: Choose a specific close combat weapon. You may use the weapon to stun an opponent for 1 d6 + Str mod. rounds instead of rolling for damage as normal. Opponents stunned in this manner do not make a Stamina reaction test; they are automatically stunned. However, the opponent does not fall unconscious as a result of being stunned, instead suffering a -5 penalty to all skill tests for the effect's duration.

Bold

You boldly go where no one has gone before. This edge is common in Humans, Andorians, and many Klingons.

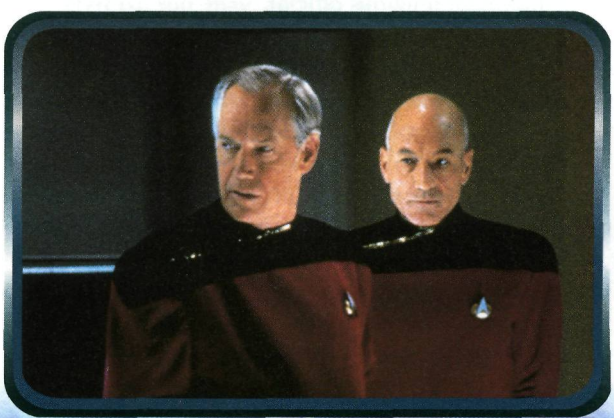
PREREQUISITE: Presence 6+

EFFECTS: When you spend 1 Courage in a physical test, you gain +5 to your test result, rather than the standard +3.

Command

This edge represents a position of power and responsibility on a ship or in a planetary government, religion, merchant house, or other large organization. It is not the same thing as rank—Ensign Chekov served as ship's navigator and weapons officer on the *U.S.S. Enterprise* NCC-1 701 during Kirk's first five-year mission, despite not being a Lieutenant. Similarly, the exigencies of the Dominion War led to many lower-ranking officers serving in department-head positions, or even commanding vessels, in all the belligerent fleets. However, the two usually remain correlative, as the prerequisite below indicates.

PREREQUISITE: YOU must have any required rank in the hierarchy to exercise this command—such rank can come from story events or from selections of the Promotion edge (page 136). In looser, more fluid organizations, such as Orion merchantmen or 23rd-century starships, this will be up to the Narrator, but



most hierarchical command responsibilities require at least a Promotion 2.

Note that, in Starfleet tradition, the commanding officer of a ship is referred to as its "captain" regardless of rank. An officer with the rank of Captain will usually command a major ship such as a *Constitution*- or Ca/axy-class ship; smaller ships may be "captained" by lower-ranking officers.

EFFECTS: In addition to the authority and responsibility conveyed by your position, you inspire your people to greater skill and energy by your leadership. Direct subordinates in your presence may take a +1 to any professional skill test made with one professional skill per game session. For example, the ship's geologist might take a +1 to his Investigation tests while accompanying a science officer with the Command edge on an away mission. However, he could not take that bonus to his Planetary Science or System Operation skill tests. The Narrator may require players to select the professional skill they will modify at the beginning of the session. At Command 2, your subordinates may take the +1 bonus to any professional skill test made in your presence with any two professional skills per game session. To continue our example, the science officer would be able to take +1 bonuses to both his System Operation and his Investigation skill tests while he and the captain (with Command 2) were both on the away mission together (or while they were both on the bridge); he could not also take the +1 bonus to his Science skills. At the Narrator's discretion, a subordinate may combine his two bonuses, essentially taking a +2 bonus to any professional skill test made with any one professional skill per game session in your presence.

UPGRADE: The two levels of this edge indicate two levels of command responsibility, as follows:

COMMAND I: A responsible, but still subordinate, position, capable of limited independent action within the series' framework. EXAMPLES: Department head on a starship or space station, responsible post in an embassy or planetary bureaucracy, project head at a research facility, local gang leader, key staff position in a mercenary or merchant company, important religious official.

COMMAND 2: An independent command; you may have superiors, but they are at least a subspace call away (not fellow player characters or "series regular" Supporting Cast); in the context of the series, you can operate independently of their oversight for the majority of your actions. EXAMPLES: Captain of a starship or space station, or mercenary band, head of a merchant house or corporation, ambassador-in-charge of an embassy, capo of a planetary crime ring, chief of a religious hierarchy, party or planetary government head.

COMMENDATION

You have received a major commendation from a government, organization, or military body (such as Starfleet). Sample commendations include Starfleet's Preantares Ribbon and Christopher Pike Medal of Honor, the Bajoran First Minister's Award, and the Klingon Order of Kahless. A character may receive numerous minor commendations without having to purchase this trait.

EFFECTS: You receive a +1 Renown modifier to social tests made against those who appreciate the significance of the award (subordinates, colleagues, members of the same military division, etc.).

SPECIAL: This edge may be taken multiple times to either increase the next award's importance or to add a new award. You must expend a number of picks equal to the Commendation level you desire.

COMM€NDATION I (MINOR AWARD) Starfleet's Palm Leaf of Axanar Peace Mission, Bajoran First Minister's Award, Klingon Empire Medallion

COMM6NDATION 5 (MAJOR AWARD) Starfleet's Christopher Pike Medal of Honor, Bajoran Golden Orb, Vulcan IDIC, Klingon Order of Kahless

EXAMPLE: Lieutenant Ward acquires the Commendation edge during advancement. She already has this edge at level 2. She can either expend 1 pick for Starfleet's Palm Leaf of Axanar Peace Mission or 2 picks for Commendation 2 (the Christopher Pike Medal of Honor).

COMPETITIVE

You are a natural competitor. Whenever your abilities are set against an opponent's, your desire to win rises to the surface and urges you toward victory.

EFFECTS: YOU gain a +1 bonus to all opposed tests.

CONFIDENT

You have a firm belief in your own abilities and fitness for the chosen task, which translates to increased presence, steadiness, and capability.

PREREQUISITE: Presence 6+

EFFECTS: When you spend 1 Courage in a social test, you gain +5 to your test result, rather than the standard +3.





Contacts

You have a series of connections to whom you can turn for information or assistance. Merchants, diplomats, and rogues of all stripes often possess extensive networks among several walks of life.

EFFECTS: Choose a particular group, such as Starfleet Command, the Ferengi Commerce Authority, or the Vulcan Science Academy. Then choose an Enterprise skill relevant to this group—for example, Administration for Starfieet Command or the Vulcan Science Academy, Business for the Ferengi Commerce Authority, or Streetwise for the Orion Syndicate. List this on your character sheet as Contacts (Starfleet Command; Administration) or (Orion Syndicate; Streetwise). Some organizations can affect various skills under the Enterprise group. Ferengi Commerce Authority contacts affecting Administration tests, for example, reflect your ability to negotiate with the bureaucracy, while FCA connections associated with Business tests emphasize your ability to realize a profit.

When making the designated skill test you gain a +2 bonus, reflecting the assistance your connections can provide. You can use this bonus when making generic tests to resolve complex issues, such as determining the success of your business in a given month (see the individual Enterprise skill descriptions in *Chapter 6: Skills).* This includes any affinity bonuses. Thus, if you gain a +1 affinity bonus to Inquire (Interview) tests from your Business skill, you also gain a +2 bonus from this edge. Similarly, when making Inquire tests among the chosen group to gather information, you gain a +2 bonus to your roll, even if your character lacks an Enterprise skill. This edge does not affect interaction stances in social tests, nor does it modify other skill tests.

UPGRADE: YOU can upgrade this edge to increase the bonus by +2 or add a new group. When increasing the bonus to represent your increased influence or reach, you may not upgrade this edge more than twice (for a total +6 bonus). For example, you may not upgrade contacts within a single group to more than Contacts 3 (Starfleet Command; Administration). There is no limit to the number of different contacts you can establish.

These upgrades can be mixed and matched. For example, after four picks, a character may have Contacts 2 (Orion Syndicate; Streetwise) and Contacts 2 (Starfleet Command; Adminstration).

Coordinator

You have a natural ability to organize groups of people and motivate them toward a particular goal.

EFFECTS: YOU gain twice the normal bonus for additional participants when leading a combined test (+2 instead of the normal +1).

Courageous

You are no stranger to bravery. You often leap in where others fear to tread.

EFFECTS: YOU may spend up to 6 Courage in a single round instead of the usual 4.

Cultural Flexibility

In a universe of a million worlds, you feel right at home. You not only accept divergent cultural practices, you are fascinated by them.

EFFECTS: YOU gain a +2 to social tests involving species different from your own.

Curious

When you see a locked box, you want to know what's inside.

PREREQUISITE: Intellect 6+

EFFECTS: When you spend 1 Courage during an academic test, you gain +5 to your test result rather than the standard +3.

Dead Aim

Steadiness and concentration are the name of the game. You rarely miss when you take your time.

EFFECTS: When taking an aim action (see page 248) during combat, you make attacks at twice the normal benefit (+2 for close combat and +6 for ranged combat, rather than the standard +1 and +3).

Defensive Attack

You are able to fight defensively.

EFFECTS: YOU may add up to +3 to an Armed or Unarmed combat test made to Parry/Block (see page 249). Your next Armed or Unarmed Combat test made to attack suffers a -3 penalty (thus making your next attack more difficult).

Deliberate Attack

You can alter your attack style to cause additional damage to your opponent.

EFFECTS: For each Armed or Unarmed Combat skill test made you can impose up to a -3 penalty (thus making it harder to hit your opponent) while applying an equal bonus to the damage you cause.



Dodge

You have a knack for getting out of the way of danger.

PREREQUISITE: Agility 9+

EFFECTS: You gain a +3 bonus to Quickness reactions made when taking dodge actions.

Eidetic Memory

You have a photographic memory for everything you see or hear in your direct experience. Information read from a PADD counts for most academic skills.

EFFECTS: Simple (TN 5) academic tests are automatically successful. In academic tests with a TN greater than 5, you gain a +2 bonus to your roll. This includes academic skills used as physical tests, and physical skills used as academic tests. For example, used to recall basic facts in a Life Science skill test (TN 5), a character with this edge is automatically successful. When making a TN 1 5 test to recall an obscure fact, or using Life Science to perform an experiment (a physical test) the character gains +2.

Everyman

You have a "plain" appearance, making you more difficult to recognize (even if you are famous).

EFFECTS: Increase the difficulty of all recognition tests directed at you by +5 TN.

Excellent Metabolism

Your heightened immune system, healthy constitution, or unique body chemistry allow you to resist attacks to your metabolism better than others.

EFFECTS: YOU gain a +4 bonus to Stamina reactions made to resist the effects of disease and poison.

Exceptional Concentration

You have the ability to "tune out the world" when you concentrate. You can simply brush off and ignore distractions that would hamper a normal person.

EFFECTS: YOU may ignore the normal penalties imposed on you by outside distractions (see Table 6.5, page 102).

Exceptional Fortitude

You have great endurance and become fatigued less easily than most people.

PREREQUISITE: Vitality 6+

EFFECTS: YOU suffer fatigue-related test penalties as if you were one fatigue level lower than you actually are.

Fame

Your reputation precedes you, and most people respect and admire your particular qualities. You are well known for one or more specific attributes.

PREREQUISITE: Renown 9+

EFFECTS: Choose a specific aspect for your Fame. Sample aspects include skill, aggression, discipline, daring, and openness. When an opponent makes a recognition test to recognize you, chances are he will recognize you for one of your Fame aspects (you can choose which one, if you have upgraded this trait and possess two or more). Favorable aspects will normally improve a stranger's stance toward you by one interaction stance category (see "Social Test Modifiers," page 102).

UPGRADE: Each time you take this edge you may add another aspect to your Fame.

Famous Event

You played a crucial or central role in an extremely important event. Examples might include winning a critical battle during the Dominion War, making an important scientific breakthrough, negotiating an important interstellar treaty, or committing a rather heinous crime. Record the event—when you are recognized in the future, people may react to you according to your participation in the event.

EFFECTS: You gain +1 to your Renown.

UPGRADE: Each time you take this trait, add another +1 to your Renown and record a new event.

Fit

You are in great shape and are thus more adept at physical actions than most people.

PREREQUISITE: Strength 6+

EFFECTS: YOU gain a +1 bonus to all physical tests.

Friendly

You have an easy way about you. You can influence people more easily than normal.

PREREQUISITE: Presence 6+

EFFECTS: YOU gain a +1 bonus to all social tests.

Great Stamina

You are able to push yourself much harder than normal and can endure great strain.

PREREQUISITE: Vitality 6+

EFFECTS: YOU gain a +4 bonus to all Stamina tests made to resist fatigue.

Great Vitality

You have an unusually hearty constitution.

PREREQUISITE: Vitality 6+

EFFECTS: Reduce the difficulty of tests made to stabilize you by -5 TN. In addition, you gain a +4 bonus to your rolls when making weekly or twice-weekly Stamina tests to regain lost wound points (see "Natural Healing," page 252, and the First Aid and Medicine skill descriptions).

Healthy

Your immune system is stronger than that of others of your species.

EFFECTS: You gain a + 2 bonus to all Stamina reaction tests.

High Pain Threshold

You can tolerate more pain than the average Human. For Cardassians and Klingons, this is a normal physiological state; many Vulcans and some Bajorans receive ascetic training or possess mental disciplines that can divert pain.

PREREQUISITE: Vitality 6+

EFFECTS: Reduce the injury penalty by 2. For example, if you are Injured, you would make tests at -1 rather than the standard -3.

Increased Range

Your exceptional mental focus and acuity allow you to use your powers at greater distances than other psions.

PREREQUISITE: Psionic 2

EFFECTS: Choose a psionic skill. Increase range increments related to the skill by +50% (round up).

UPGRADE: YOU can upgrade this edge to choose a new psionic skill. You may not choose the same psionic skill twice.

Innovative

You approach problems from a different perspective, devising innovative solutions for problems as diverse as settling a shipboard dispute or cold-restarting the warp field coils.



EFFECTS: YOU may purchase a profession ability from a basic profession other than your own. You must meet any prerequisites for the ability.

UPGRADE: YOU may purchase this trait multiple times. Each additional purchase "buys you the right" to purchase another profession ability from a basic profession other than your own. If you wish to purchase Tier 2 or 3 abilities, you will have to take this trait multiple times in order to purchase the appropriate prerequisites for the ability you want.

Iron Willed

Something about your neurological makeup makes you more resistant to psionic abilities.

EFFECTS: YOU gain a +4 bonus to Willpower reactions made to resist psionic attacks or effects.

Lightning Reflexes

You have developed finely honed combat reflexes.

PREREQUISITE: Agility 6+

EFFECTS: YOU may take reload and recover actions in combat as free actions.

Likeable

People naturally gravitate toward you.

EFFECTS: In social tests, adjust any modifiers resulting from interaction stance by +3.

Martial Artist

Your advanced physical training allows you to attack more quickly than normal during a fight.

PREREQUISITE: Agility 6+

EFFECTS: When making an unarmed combat attack as an additional action beyond your basic allotment, you make the attack at a -2 instead of the usual -5. This trait confers no additional bonuses on actions beyond your first "extra" action.

Meticulous

You are very exacting and take a methodical approach to any ongoing or extended task.

EFFECTS: YOU gain a +1 cumulative bonus per round in extended tests.

Multitasking

You can accomplish multiple tasks rapidly.

PREREQUISITE: Intellect 6+

EFFECTS: YOU can treat a full-round action as two actions, and you may take additional actions at the standard penalty (see page 245). For example, administering First Aid counts as two actions toward your action allowance, allowing you to fire your phaser (an attack action) at the standard -5 penalty. Off-hand penalties still apply.

TABLE 7.2: PROMOTION

PROMOTION	BONUS	STARFLEET	DIPLOMAT	MERCHANT	BAJORAN MYSTIC	SOLDIER
1	+1	Lieutenant (Junior Grade)	Legate	Steward	*Rrnijen*	1st Lieutenant
2	+I	Lieutenant	Vice-Envoy	••MMMMSBH Associate	*Prylar*	Captain
3	+2	Lieutenant Commander	Envoy	Buyer	*Vedek*	Major
4	+2	Commander	Envoy-General	Factor	***Kai***	Lieutenant Colonel
5	+3	Captain	Ambassador	Partner	Emissary	Colonel

The Narrator may add further ranks (Commodore, Admiral, etc.) as required.

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NIGHT VISION

You have exceptionally good night vision, allowing you to distinguish shapes and movement in all but complete darkness.

EFFECTS: You can see in dim lighting conditions (see Table 6.3: Physical Test Modifiers), and reduce penalties for darkness by 2.

PROMOTION

This edge represents formal rank in a hierarchical organization (military, religious, commercial, etc.) above the "starting" rank—Ensign for Starfleet officers, monk for mystics, second legate for diplomats, second lieutenant for soldiers, etc.

PREREQUISITE: None, although most characters with this edge should be a member of the organization in question. However, just as Captain Sisko became Emissary of the Prophets without ever being a member of the Bajoran religious establishment, story events may drive this edge rather than the other way around. Captain Sisko notwithstanding, for each organization in which the character possesses a rank, he should "start over" at Promotion 1 and work up. A Bajoran Resistance infantry captain (Promotion 3) who joins Starfleet needs to take Promotion 1 again to become a Lieutenant (j.g.), rather than getting to pick only one more level of Promotion to become a Commander.

This edge does not directly correlate to power or responsibility—for that, see the Command edge (page 131)—but the assumption remains that a higher-ranking character is at least potentially capable of greater levels of both. Note that religious/mystical ranks may seem somewhat "compressed" compared to, say, Starfleet ranks; Promotion 5 makes one the near-deified Emissary of the Prophets in Bajoran mystical rank, but a "mere" Captain in Starfleet. Narrators of series set entirely within mystically driven cultures may therefore wish to adjust these values.

EFFECTS: YOU gain a +1 bonus for every odd-numbered edge level to all social tests made against those under your command (for example, Promotion 3 confers a +2 bonus). This does not generally affect direct orders issued to subordinates (which they should follow anyway). This bonus is cumulative with other similar modifiers.

UPGRADE: Table 7.2: Promotion gives the ranks equivalent to levels of this edge for "standard" organizations in the *Star Trek* universe. This should also provide guidelines for other organizations that may not follow these specific rank structures, such as pirate ships or criminal enterprises. Some merchant ships use naval-style ranks akin to Starfleet; others have no formal rank structure besides the captain and the various department heads.

PSIONIC

You have the capacity to tap and use psionic power; this edge serves as the essential prerequisite for any of the psionic skills on pages 126-127. Though universal among Betazoids and Vulcans, even normally non-psionic species sometimes produce psionically capable individuals such as Gary Mitchell. In such cases, their psionic abilities usually lie dormant until triggered by some overwhelming stimulus. Intensive psionic training from infancy by an advanced race such as the Thasians has occasionally granted normal Humans psionic powers. Your Narrator may disallow this edge if you are a member of a non-psionic species without a sufficient "origin story" to explain your gifts.

PREREQUISITE: A character may not be a Ferengi or a member of any other psionically "mute" species.

EFFECTS: When you select this edge, you create a new attribute for your character—Psi—from which you derive your character's Psi modifier (see Table 4.1: Attribute Modifiers). Your starting level in this attribute is 4. You must have the Psionic edge to select Psionic skills, such as Empathy and Mind Control.

SPECIAL: YOU can advance your Psi attribute as a favored attribute (see *Chapter 9: Advancement).*

PSIONIC COVERAGE

You possess a powerful mind and are able to affect multiple target minds more easily than most psions.

PREREQUISITE: Psionic 2+

EFFECTS: Choose a psionic skill affected by this edge. When targeting more than one mind, you gain a +5 bonus to your related psionic skill test.

UPGRADE: YOU can upgrade this edge by choosing a new psionic skill.

Psionic Focus

You possess an incredibly focused mind, allowing you to shrug off interference and distractions that would affect most psions.

PREREQUISITE: Psionic 1+

EFFECTS: YOU can ignore the first 5 points of environmental interference modifiers when making a psionic test. For example, a psionic character trying to use the Telepathy skill through a dampening field (+4 TN) amid a great deal of psychic "noise" (+4 TN) would make his skill test at a cumulative +3 TN (+8 TN - 5 points).

UPGRADE: Choose a different psionic skill affected by this edge.

Quick Draw

Your finely honed combat reflexes allow you to draw weapons with alarming speed.

PREREQUISITE: Combat skill rank 1+ in any weapon. This need not be selected for each weapon.

EFFECTS: YOU can draw a handgun, phaser or disruptor pistol, dagger, or other short, one-handed, personal weapon as a free action. Larger weapons, such as *bat'leths* and *lirpa* are not drawn, and so do not apply. If you are engaged in a showdown (such as the classic Western gunfight) with another character with Quick Draw, the combatant with more picks in Quick Draw has his weapon ready first. If you both have the same level of Quick Draw, make an opposed Quickness reaction test to determine who goes first.

UPGRADE: Additional picks only improve your Quick Draw against other fast guns.

Quick Shot

You shoot from the hip, reacting more quickly than normal in the heat of battle.

PREREQUISITE: Agility 6+

EFFECTS: When making a ranged attack as an additional action beyond your basic allotment (see page 244), you make the attack at a -3 instead of the usual -5 penalty. This trait confers no additional bonuses on actions beyond your first "extra" action.

Rapid Healing

Your metabolism allows you to heal faster than the average humanoid. Rapid Healing differs from High Pain Threshold (page 135). A character with High Pain Threshold can withstand the physical and psychological effects of pain, but doesn't heal any faster than normal; a character with Rapid Healing isn't any more resilient than normal, but recovers from physical damage more quickly.

PREREQUISITE: Vitality 9+

EFFECTS: YOU heal in half the time, recovering 2 wound points per day of natural healing rather than the standard 1.

Resolute

You don't know the meaning of the word "surrender." Once you decide on a course of action, you stand your ground.

EFFECTS: When you spend 1 Courage in a Willpower reaction test, you gain +5 to your test result rather than the standard +3.

Sense of Direction

You have an innate sense of direction, instinctively knowing which way to travel.

EFFECTS: Use this edge to intuitively know the right way to the bridge on an alien ship, the direction of the nearest settlement from a landing zone, or which way is north. This ability functions automatically, and requires no tests. This edge does not apply to space travel or uses of the Space Science (Astrogation) skill.

Sense of Time

You have an innate sense of time. For example, if you are knocked out, you know how long you were unconscious; you always know just how long the ship has until the warp core breach without an annoying computer countdown to remind you.

EFFECTS: YOU always remain aware of the time (though it is not always to precise, the margin of error is +/-10%). This ability functions automatically and requires no tests.

Sherpa

You are able to carry much heavier loads than normal.

PREREQUISITE: Strength 6+

EFFECTS: For the purposes of calculating encumbrance and carrying capacity, your normal load is up to Strength x 8 or less in kg. Your heavy load is Strength x (8 to 13) kg and your very heavy load is Strength x 13 kg or more.

Shrewd

You are clever and perceptive, able to discern inconsistencies in someone's tall tale or see through a web of deceit.

EFFECTS: When you spend 1 Courage in a Savvy reaction test, you gain +5 to your test result, rather than the standard +3.

Skill Focus

You have a particular aptitude, or have received specialized training, in one or more skills and specialties.

EFFECTS: This trait gives you bonuses in specific skills tests or pairs of skills tests. The tests chosen should make sense in light of your character's profession or concept. You may want to give your skill focus its own name—almost like a subtrait—to make it more descriptive and give it some narrative color. Table 7.3 provides some sample skill combinations and names.

TABLE 7.3 SKILL FOCUS

Name	Bonus	Skills
3D Thinking	+2 each	Space Science (Astrogofion) and System Operation (Flight Control)
Compassionate	+1 each	First Aid and Medicine
Craftsman	+1 each	Construct and Repair
Diplomatic	+4	Negotiate {Mediate)
Eloquent	+2 each	Negotiate (Entreat) ant) Persuade (Oratory)
Furtive	+2 each	Stealth (Hide) and Conceal (Cache)
Keen Hearing	+4	Observe (Listen)
Keen Sight	+2 each	Observe (Spot) and Investigate (Inspect)
Persuasive	+2 each	Inquire (Interrogate) and Influence (Fast Talk)
Seductive	+2 each	Influence (Charm) and Influence (Seduce)

Use the following guidelines to determine bonuses: 1 skill with specialty (+4), 2 skills with specialties(+2 each), 1 skill without specialty (+2), 2 skills without specialties (+1 each). Refer to the accompanying table for examples.

SPECIES FRIEND

For some reason, whether past action, family history, or brilliant propaganda campaign, you have become widely known as a friend and ally to a given species. This edge should not be abused to "call in favors" from your friendly species; that's what the Ally edge is for.

EFFECTS: Choose a species as the subject of this edge. With a successful recognition test (see page 148), you gain a +3 bonus to social tests made to influence or sway members of your friendly species (Influence, Negotiate, and Persuade, but not Gaming, Impersonate, and the like). This is in addition to modifiers resulting from successful recognition tests.

SPEED

You are quick on your feet and able to move further than normal each round.

PREREQUISITE: Agility 6+

EFFECTS: YOU may move an additional 2m per round on the tactical scale while walking, 4m while jogging, 8m while running, and 12m while sprinting.

SUIT TRAINED

You have spent a great deal of time working in environment or space suits and have learned to adapt.

EFFECTS: YOU have been trained to work well in an environment suit and therefore suffer no penalties for working in one (see page 101).

THICK SKULL

You are better able to resist stun effects than most people.

EFFECTS: When attempting to resist stun effects, you make your Stamina reaction test at a +5 bonus.

THINKER

You are adept at problem solving and critical thinking.

PREREQUISITE: Intellect 6+

EFFECTS: YOU gain a +1 bonus to academic tests.

THROW WEAPON

You can throw a melee weapon that cannot normally be thrown in combat.

PREREQUISITE: Skill level 3+ in specific weapon.

EFFECTS: Choose a weapon. You can accurately throw your chosen weapon up to 5 meters, but suffer a -2 to your attack when doing so.

UPGRADE: Each upgrade allows you to add an additional weapon.

TRAIT UPGRADE

You are really good at what you do. If you're Resolute, you stand especially firm in the face of adversity. If you have Excellent Metabolism, you are particularly healthy.

PREREQUISITE: Particularedge

EFFECTS: YOU can upgrade one edge that cannot normally be upgraded, for a cumulative effect, but only once. Edges affecting Courage use cannot be upgraded.

TWO-HANDED FIGHTING

You can fight with a weapon in both hands, and can make one additional attack each round with the extra weapon.

PREREQUISITE: Agility 6+

EFFECTS: YOU gain an extra combat action when attacking with your off-hand without suffering the standard penalty for multiple actions. You still suffer the -8 TN penalty for attacking with your off-hand, however.

UNYIELDING

You have a stronger than average willpower.

EFFECTS: You gain a +2 test result bonus to Willpower reaction tests.

Wealth

You are rich and have plenty of money to buy whatever you want, within reason. This edge means little in postmonetary societies such as the Federation, where money isn't in common use. Starfleet officers seldom, if ever, possess any personal monetary wealth. However, wealth can be extremely important on the frontier or in other societies where wealth plays a major role, such as that of the Ferengi.

EFFECTS: Your "liquid assets" roughly equate to 200 bars of gold-pressed latinum, or 20,000 Federation credits.

UPGRADE: Upgrades of this edge grant additional levels of Wealth; the Narrator may treat in-game advancements in Wealth as inheritances, investment maturity, "ships coming in," war booty, or some other windfall. Your Narrator may also refuse to grant upgrades to this edge without some story justification.

Wealth 5: Up to 400 bars of gold-pressed latinum, or 40,000 Federation credits.

Wealth 3: Up to 800 bars of gold-pressed latinum, or 80,000 Federation credits.

Wealth *A*: Up to 1600 bars of gold-pressed latinum, or 160,000 Federation credits.

Wealth 5: Up to 32,000 bars of gold-pressed latinum, or 320,000 Federation credits.

Weapon Mastery

You have an innate understanding of a particular weapon from extensive training.

PREREQUISITE: Skill level 1+ in specific weapon.

EFFECTS: Choose a specific weapon, defined by your skill selection, such as Energy Weapon (Phaser), *Bat'leth,* or Projectile Weapon (Handgun). You gain a +3 bonus to your test result when using that weapon.

UPGRADE: Each upgrade allows you to add an additional weapon.

Zero-G Trained

You have received extensive training in microgravity environments and have learned to adapt. This edge is not the same as the Suit Trained edge, nor does it convey any specific spacegoing skill.

EFFECTS: YOU suffer no penalties from working in zero-gravity.

FLAWS

Flaws represent some penalty you take on to realize a corresponding benefit. Like edges, some flaws modify test results or reactions. Others alter the rules in some way, such as preventing you from using Courage in certain kinds of tests or increasing the modifier as a result of being wounded. Finally, some flaws introduce a story effect for you to confront, such as a rival.

When you create your character, you have the opportunity to choose one flaw for an additional edge (see *Chapter 5: Development).* Later on, as your series progresses, your Narrator may assign additional flaws as a result of something that occurs in the game. Watching one of your comrades perish during a Klingon attack might give you a new Enemy, while contracting a strange alien disease might result in the acquisition of the Sickly flaw.

Keep in mind that your Narrator will expect you to realistically play these traits as flaws; she may use them to drive the story, to hamper your actions, or to otherwise add drama to the episode.

Addiction

You are addicted to a particular drug or substance, such as the Jem'Hadar dependence on ketracel-white, Damar's "fondness" for *kanar,* and Garak's addiction to his cranial implant. This flaw is rare in the Federation thanks to advanced medicine and cultural optimism, and equally unknown in the Klingon Empire due to their "warrior purity" ethos.

EFFECTS: Choose something to which your character is addicted, such as alcohol, Venus drug, or ketracel-white. You must consume this substance once every other day, or suffer -1 Presence or Intellect. When both attributes reach 1, the "shakes" set in—reduce your Agility or Vitality by - 1 . You cannot recover lost attribute levels resulting from your addiction during this period. When all four attributes reach 1, the addict is at rock bottom and stays there for one week. Attributes then begin to recover normally at a rate of one point per day. At the Narrator's option, you may be cured of your addiction.

UPGRADE: Choose this flaw again to either add a second substance or increase your need for a substance to which your character is already addicted.

ADDICTION 2: You must consume the substance once per day.

ADDICTION 3: You must consume the substance twice per day.

Arrogant

You're a little too confident in yourself, your social group, or your whole culture. This can come off as grating and unpleasant unless you take extra effort to mollify your inferiors.

EFFECTS: Because of your arrogance, you cannot spend Courage on social tests.

Bloodlust

Whenever you fight, you cannot stop. Many Klingons possess this flaw, although they don't see it as a failing. Federation psychological screening prevents people who suffer from this flaw from serving in Starfleet; you may not be in any Federation service with this flaw.

EFFECTS: In any combat encounter, while both you and your adversaries remain standing, you must spend 1 Courage to voluntarily stop fighting, no matter how wounded you are. Influence skill tests to convince you to stop attacking receive a -3 modifier; Negotiate and Persuade automatically fail.

UPGRADE: Choose this flaw again to increase the intensity of your rage.

BLOODLUST S: YOU must spend 1 Courage to refrain from killing injured or unconscious opponents. This includes setting energy weapons to stun. Influence skill tests to convince you to stop attacking receive a -6 modifier; Negotiate and Persuade automatically fail.

BLOODLUST 3: You are a full-on berserker. You must spend 1 Courage to avoid attacking your allies, if there are no opponents left to fight. Influence skill tests to convince you to stop attacking receive a -9 modifier; Negotiate and Persuade automatically fail.

Coward

You don't possess the "heart of a hero." After all, bravery and foolishness are simply two sides of the same coin. You'd rather stand back and consider your options before rushing headlong into a tense situation.

EFFECTS: YOU may only spend 2 Courage in a single round instead of the usual 4.

Dark Secret

Something about you, or something you know, is so horrible that no one must find out the secret. This can range from things which are simply embarrassing (having an adulterous affair, for example) to things which are blatantly illegal. The severity and nature of your secret may vary with your culture and species.

EFFECTS: YOU and your Narrator should work together to come up with the specifics, adjusted for the character's personality, culture, and history. If your Dark Secret is revealed, whenever you interact with members of your species or profession, modify their interaction stance, thus making someone friendly toward you unfriendly (see page 102). For example, a Klingon who behaved dishonorably at the Battle of *Klacht'del Bracht* would be treated as unfriendly among normally friendly Klingons if his secret were revealed.

UPGRADE: If your character does something else horrible during the series, the Narrator may assign you another Dark Secret flaw, but should never grant you any kind of "compensatory" edge to make up for it.

Devotion

You are related to someone—a child, spouse, lover, or relative—who frequently becomes endangered. The gamma rays from a supernova affect your daughter, the Cardassians kidnap your lover while on an away mission, the plasma storm on the planet below jeopardizes your wife.

EFFECTS: Choose the object of your devotion and their relationship to you. You and your Narrator should work out the specifics—a lover in Stellar Cartography, a child accompanying you on your starship, an old flame who shows up periodically. The devotee should be present "front and center" in the series action—on board your starship, a fellow merchant working the same territory, and so on.

At the beginning of each episode, the Narrator secretly rolls 1d6. On a 1, the object of your devotion is jeopardized in some way. For example, if the episode involves surveying a dying sun, a weird energy burst might penetrate your quarters and affect your child. You cannot abandon your charge and must make every effort to protect and provide for those you care about. Should the object of your devotion suffer as a result of your actions—neglecting to obtain the vaccine because you can't be bothered, or neglecting to save your son from the Jem'Hadar because it interferes with your plans—the Narrator can impose a penalty to your experience point award for the adventure.

Supporting cast characters have their own motivations and are under the Narrator's control. She may decide your character's son happens to be in Main Engineering just as the warp core races out of control, or that your wife commandeers a shuttlecraft to explore the strange energy cloud because she's the best astrophysicist on the ship. Accepting a relationship with a supporting cast character of this magnitude means you accept an added complication to your character's life—one you are willing to roleplay. Similarly, relying on the object of your devotion to solve problems on your behalf reduces your experience point award.

UPGRADE: Choose this flaw multiple times to either add a new Devotion or increase the chances of an existing charge being endangered by 1 (a 1 or 2 on 1 d6, for example).

Dim-Witted

You're a bit slower off the mark than the average person.

EFFECTS: YOU suffer a -1 penalty to academic tests.

Dullard

Academic disciplines don't concern you. You may hail from a primitive civilization or a culture that doesn't value education, or you may come from a failed colony.

EFFECTS: You may not use Courage in academic tests.

Easily Distracted

You have a difficult time maintaining your concentration. You can't seem to shake off even the slightest distraction.

EFFECTS: Whenever you encounter outside distractions (see Table 6.5, page 102), you suffer an additional -3 penalty to your test result.

Easily Winded

Endurance tests aren't your forte, and long marches tire you easily.

EFFECTS: YOU make Stamina tests to resist fatigue at a -5 penalty.

Enemy

You've made an enemy of someone with the resources, information, influence, or power to kill you, or they've made an enemy of you.

EFFECTS: Choose an enemy. This person holds great authority over others of his kind, such as a Starfleet captain, a Klingon High Council member, or a Bajoran *Vedek.* The enemy's actual rank is equal to Promotion 3 (see the Promotion edge, page 136). When you select this flaw, you and your Narrator should work out this supporting cast character's identity and the nature of his antagonism.

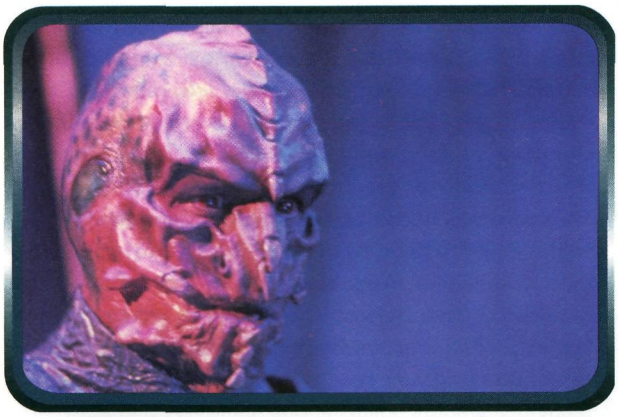
With an enemy, it's always personal. Your enemy has the resources and influence to complicate matters and threaten your life—access to a starship, powerful connections throughout the sector or quadrant, or powerful friends. At the beginning of each episode, prior to play, the Narrator secretly rolls 1 d6. On a result of 1, your enemy makes an appearance to jeopardize your life. He either sides with your opponents or appears as a major subplot in the story, or he appears as the major antagonist for the episode. In the case of the latter, the Narrator may want to roll for enemy appearance when designing the episode (see *Chapter 4: Episode Building* in the *Star Trek Narrator's Guide).*

The threat posed by the enemy is real and immediate. He or his associates want to end your life. This typically manifests itself as a combat encounter, though it could include something as complex as an intricate plan implicating you in a crime resulting in a court martial (or worse). The Narrator determines when and how your enemy appears in the episode. He may do so either directly—appearing during negotiations with the Legarans—or indirectly through associates or proxies—fellow Orion pirates. You simply cannot ignore your enemy when the dice decree his appearance.

Should your enemy cease to be a threat—through death or imprisonment, for example—another enemy rises to take his place. The Narrator determines the circumstances surrounding this new enemy. For example, he may be the sister of your original enemy, bent on revenge.

UPGRADE: This flaw can be taken multiple times to either increase the Promotion level of your enemy, add a new enemy, or increase your current enemy's chances of appearing (on a 1 or 2 on 1d6, for example). In general, the Narrator should not grant player characters a new Enemy to reflect specific supporting cast harassed during play. Picking fights with otherwise inoffensive NPCs should not result in a new Enemy flaw; if the Crew angers a Romulan senator, the characters should not receive the benefits of appropriate levels of Enemy to reflect these story events. On the other hand, should the Crew wish to develop this antagonism to the level of Enemy, the Narrator should grant the player an extra edge.





Familiar Face

You have a "familiar mug," making you more easy to recognize.

EFFECTS: Opponents make all recognition tests directed at you at a -5 TN.

Flat-Footed

You react poorly to sudden changes in your environment.

EFFECTS: YOU suffer a -3 Quickness reaction penalty during dodge actions.

Gullible

You are easily fooled by Ferengi merchants, believe it when someone tells you tribbles make great pets, and accept the tailor's story that he's not a spy.

EFFECTS: YOU suffer a -2 Savvy reaction penalty.

Infamy

Your reputation precedes you, and most people fear or revile you for one or more of your particular qualities. Your actions have made you infamous for one or more specific attributes.

PREREQUISITE: Renown 3+

EFFECTS: Choose a specific aspect for your Infamy. Sample aspects include hostility, immorality, treachery, crime, cruelty, and prejudice. When an opponent makes a recognition test to recognize you, chances are he will recognize you for one of your Infamy aspects (you can choose which one if you have upgraded this trait and possess two or more). Unfavorable aspects will normally make a stranger's stance toward you worse by one interaction stance category (see "Social Tests," page 101).

UPGRADE: Each time you take this trait you may add another aspect to your Infamy.

Intolerant

You do not like a particular group of people, possibly a small subset (cyberneticists) or an entire culture (Klingons). Whenever you speak about them, you have nothing kind to say; they, conversely, can contribute nothing useful to any discussion.

EFFECT The object of your intolerance is a small, uncommonly encountered group, such as smugglers or Bolian scientists (chosen at the time of selection). When interacting with the subject of your ire, you cannot hide your dislike. You must spend 1 Courage, with no benefit, to engage in social skill tests involving the target group.

UPGRADE: YOU can upgrade this flaw to increase the size and frequency of the target group or add a new group.

INTOLERANT 2: A medium group, such as Vulcans or Bolians

INTOLERANT 3: A large, frequently encountered group, such as Klingons or Cardassians

Low Energy Level

You possess less overall energy than normal, becoming tired faster than the average person does.

EFFECTS: YOU make Stamina tests resulting from fatigue in half the base time listed on Table A.9: Fatigue Rates (see page 246). For example, actions requiring extreme activity, such as running, tire you out after 5 minutes (rather than the standard 10 minutes).

Low Pain Threshold

You don't tolerate pain well.

EFFECTS: Increase the injury penalty by 2. For example, if you are Injured, you would make tests at a -5 rather than the standard -3.

Night Blind

You have a difficult time seeing in the dark.

EFFECTS: YOU suffer double the normal penalties from low light conditions.

Pacifist

You are opposed to violence. You can fight but cannot kill or abandon someone to die (even an enemy).

EFFECTS: YOU may not use Courage in combat skill tests to attack (dodge and parry/block actions remain unaffected).

UPGRADE: YOU may upgrade this flaw to reflect even more pacifistic beliefs.

PACIFIST 2: You will fight only to defend yourself or those under your personal care. You may not use Courage in combat skill tests to attack, dodge-related Quickness tests or initiative.

PACIFIST 3: You will not fight, period. You must spend 1 Courage to engage in combat, even if attacked. Surak of Vulcan believed in such a code of total nonviolence.

Proud

Your considerable pride will be your downfall. It often prevents you from giving others an even shake.

EFFECTS: YOU suffer a -1 penalty to social tests.

Reckless

You often rush into problems headlong, without formulating a plan or concentrating on what you're doing.

EFFECTS: YOU suffer a -1 penalty to physical tests.

Rival

Someone competes with you, either a classmate from school, a fellow shipmate, or a rival suitor. Whenever he can, your rival tries to show you up.

EFFECTS: Choose a rival. This person holds the same relative power as you, such as a Starfleet lieutenant, a Klingon warrior, or a Bajoran *Prylar.* The rival's actual rank is equal to Promotion 1 (see the Promotion edge, page 136). You and your Narrator should work out this person's identity and what inspires your competition.

Your rival complicates your life by making skill tests more difficult and influencing supporting cast characters. With similar resources, your rival should be close at hand—a fellow crewmate, a resident on your starbase, a frequent visitor to your ship. At the beginning of each episode, prior to play, the Narrator secretly rolls 1 d6. On a result of 1, your rival makes an appearance to complicate the episode.

How your rival affects the adventure depends on the Narrator. Rivals don't need to make a direct appearance to make their presence felt. Sometimes, their meddling manifests as a modifier to a skill test, such as affecting your interaction stance by smearing your reputation. Similarly, he might spoil your experiment by falsifying data or contaminating samples, making your skill tests more difficult. Generally, this should result in up to a -5 penalty to a single, critical skill test (including extended tests). Alternatively, the Narrator may decide to involve your rival more directly—showing up to bid against you or to steal a vital component of your invention.

Unlike Enemy, this flaw differs in both extent and nature. An enemy wants you dead. A rival wants to set you up to fail, show you up, or make your life miserable. In addition, a rival can be a friend or coworker, making him closer at hand. Should your rival cease to be a threat—you both bury the act through good roleplaying, for example—another rival rises to take his place. The Narrator determines the circumstances surrounding this new rival.

UPGRADE: This flaw can be taken multiple times to either increase the Promotion level of your rival, add a new rival, or increase your current rival's chances of appearing (on a 1 or 2 on 1d6, for example). Starting feuds with otherwise inoffensive NPCs should not result in a new Rival flaw; if the Crew angers a fellow shipmate, the characters should not receive the benefits of appropriate levels of Rival to reflect these story events. On the other hand, should the Crew wish to develop this to the level of Rival, the Narrator should grant the player an extra edge.

Shaky

You've always been slightly unsure of yourself in combat. Now, if the darn targets would just hold still...

EFFECTS: If you do not take an aim action (see page 248) when making a ranged attack, you make the attack at a -5 test penalty. Taking an aim action allows you to make the attack normally (without the aim bonus).

Sickly

Your immune system isn't as strong as that of others of your species.

EFFECTS: YOU suffer a -2 penalty to Stamina reaction tests.

Slow

You possess slower than normal reflexes.

EFFECTS: YOU suffer a -2 penalty to Quickness reaction tests.

Slow Healing

Your sluggish metabolism, debilitated constitution, or body chemistry cause you to heal more slowly than the average humanoid.

EFFECTS: YOU take twice the time to heal, recovering 1 wound point every two days through natural healing (rather than the standard 1 per day). Wound point recovery rates for First Aid and Medicine skill tests are unaffected.

Species Enmity

For some reason, whether past action, family history, or misconception, you have become widely known as an enemy of a given species. Individual members can be won over through your deeds (if your reputation is unfounded), however.

EFFECTS: Choose a species as the subject of this flaw. With a successful recognition test (see page 148), you gain a -4 penalty to social tests made to influence or sway members of your hostile species (Influence, Negotiate, and Persuade, but not Gaming, Impersonate, and the like). This is in addition to modifiers resulting from successful recognition tests.

Thin-Blooded

You are more susceptible to extreme hot or cold temperatures. When taking this trait, choose whether your character is more susceptible to heat or cold.

EFFECTS: YOU suffer a -5 penalty to Stamina reaction tests to resist the effects of extreme heat or cold.

Weak Willed

You are easy to manipulate.

EFFECTS: YOU suffer a -2 penalty to Willpower reaction tests.



8 CHARACTERISTICS

You've chosen your character's attributes and profession and taken him through his background, so you have a fairly well developed PC. Now you're ready to add the finishing touches. This chapter details those touches and the accompanying rules to complete your character. It covers everything from physical and psychological descriptions to rules for reactions, Courage, and Renown.

PHYSICAL DESCRIPTION

Describe your character's general physical appearance. To a certain extent, allow your character's attributes and traits to guide you—don't describe him as "large and hulking" if he has a low Strength and the Sickly trait. But for the most part, this section covers general descriptors that don't affect game play (hair color, eye color, physique, and so forth). Mention any distinguishing marks or scars, or anything else that characterizes your PC or dovetails with your overall character concept or background.

PERSONALITY

Describe your character's demeanor, including any important personality traits. Does he speak with a lisp? Is he afraid of heights? Include anything that might add a bit of color to your character's personality, especially things that work well with his background or professional experience. Your character's lisp might be common to a particular region of his homeworld. His fear of heights might stem from his upbringing in an underground arcology. Be sure to incorporate any existing personality-oriented traits, such as Diplomatic, Shrewd, or Stubborn, into the description. Some other personality factors you should consider:

- Does your character have siblings? If so, how does he get a long with them (and his parents)?
- Is your charcter in love, perhaps even married?
- What biological or cultural traits common to his species might affect his personality?
- How well does your character interact with other people? Why?

AGING

Determine the starting age of your character and record it on your character sheet. Most characters begin play as adult members of their species (see Table 8.1 for age categories by species). In some special cases, your Narrator may allow you to go through a few advancements prior to play in order to begin the game with an older, more experienced character. See the *Advancement* and *Development* chapters for additional information. In the normal course of the game, however, all characters are assumed to begin play on equal footing, whether they are a 21-year-old Starfleet ensign or a 140-year-old Vulcan merchant.

TABLE 8.1: SPECIES AGES BY CATEGORY

Species	Child	Young	Adult	Old	Very Old
Bajoran	1–9	10–16	17–65	66–105	106+
Betazoid	1–11	12–18	19–80	81–120	121+
Cardossian	1–12	13–21	22–100	101–150	151+
Ferengi	1–8	9–15	16–60	61–100	101+
Human	1–10	11–17	18–70	71–110	111+
Klingon	1–10	11–14	15–120	121–170	171+
Ocampan*	1	2	3-7	8	9
	1-2	3-4	5-15	16-18	19+
Taloxian	1–9	10–16	17–65	66–105	106+
Trill	1–14	15–23	24–85	86–115	116+
Vulcan	1–14	15–24	25–140	141–190	191+

* After the death of the Caretaker, Ocampans begin to live approximately 20 years. The first row of numbers on the table represents their age categories during the time of the Caretaker, while the second row represents age categories after the death of the Caretaker.

EFFECTS OF AGE

While 23rd- and 24th-century medical sciences are extraordinarily sophisticated, able to prevent or cure many of the ills that ravage the health of 20th-century humanity, they cannot stave off the effects of age indefinitely. While it's not uncommon to find 75-year-old captains or 100-year-old admirals serving in Starfleet, none of them would argue that they possess the vigor, stamina, and sometimes even the mental acuity of younger members of Starfleet. Refer to Table 8.2 for specific aging effects by category. The effects listed in the table take effect as a character enters the new age category.

TABLE 8.2: AGING EFFECTS

Age Category	Effects
Child	–2 Strength, Vitality, Presence
	–1 Intellect, Agility, Perception
	–1 to all reactions
Young	–1 to all attributes
Adult	N/A
Old	–1 Strength, Vitality, Agility
	+1 Intellect, Presence, Perception
	–1 Stamina, Quickness
	+1 Savvy
Very Old	–2 Strength, Vitality, Agility
	+1 Presence, Perception
	–2 Stamina, Quickness

REACTIONS

Reaction scores affect your ability to avoid all kinds of damage, misfortune, and outside stimuli in general. They generally depend on you reacting to things, usually (but not limited to) another character's actions.



Surviving the night on a frigid planet is a Stamina reaction, because you're reacting to the cold. Pondering a Ferengi merchant's offer is a Savvy reaction, because you're reacting to his sly overture. For further details, see "Reaction Tests", page 146.

Some reaction scores may seem to overlap; it is up to your Narrator to determine which test is appropriate in a given situation. Resisting a Cardassian torturer could be either a test of Stamina or Willpower. If the torture involves the rack and pincers, it might be the former; if it involves psychological stress and isolation, the latter is more likely.

From your primary six attributes, you generate four reactions. Each reaction draws from one of two governing attributes. Choose the higher attribute modifier of these to determine the base level of your reactions (See *Chapter 4: Attributes).* For instance, Perception and Agility govern Quickness. If your character has a Perception 10 (for a +2 modifier) but only an Agility 6 (+0 modifier), you would select the higher +2 Perception modifier, to give him a starting Quickness of+2.

DEVELOPING REACTIONS

If your primary attributes change due to your species selection, recalculate your reaction modifier based on your adjusted attributes. But once your character starts playing his first adventure, reactions must be improved independently through advancement and upgrades (see *Advancement,* page 152, "Advancement Picks"). In other words, improving primary attributes has no effect on reactions once you have finished character creation.

TABLE 8.3: REACTIONS

REACTION SCORE	PICK BEST MODIFIER FROM
Quickness	Perception or Agility
Savvy	Presence or Perception
Stamina	Strength or Vitality
Willpower	Intellect or Vitality

QUICKNESS

Quickness measures your reaction time and reflexes. The higher of either your Perception or Agility modifiers determines your initial Quickness.

You use Quickness for the following reaction tests:

- Responding to threats, avoiding being surprised
- Drawing your weapon
- Catching a falling object, keeping your footing when an explosion rocks your starship, diving through a hatch before it closes

SAVVY

Savvy indicates your common sense, your ability to detect lies and subterfuge, and your ability to mask your intentions. The higher of your Presence or Perception modifiers determines your initial Savvy.

You use Savvy in the following reaction tests:

- Resisting social tests such as Inquire, Persuade, or Negotiate
- Detecting overt lies and sensing a person's motives
- Knowing when an offer is too good to be true

STAMINA

Stamina measures your toughness, your ability to "walk it off"—to ignore pain, weather stress, and cope with other debilitating, external conditions. The higher of either your Strength or Vitality modifiers sets your initial Stamina.

You use Stamina in the following reaction tests:

- Tolerating extreme heat or cold, fatigue, and pain
- Resisting the effects of narcotics, poison, radiation, and disease
- Resisting stun effects
- Healing tests

WILLPOWER

Willpower reflects your strength of will, sense of identity, powers of concentration, emotional control, and sheer guts. The higher of your Intellect or Vitality modifiers determines your initial Willpower score.

Willpower is used in the following reaction tests:

- Resisting social tests such as Influence (Charm and Intimidate) and Investigate (Interrogate)
- Resisting psionic powers, especially those that probe or control your mind
- Pushing yourself to the limit when fatigued, fighting when severely injured, staying awake during a double-shift, resisting fear, and keeping high morale

ASSIGNING REACTIONS

Steve sees that Vuleans automatically start the game with the Psionic edge, so thinking like a Vulcan he begins with Psi: Lovek's Intellect 10 gives him a +2 modifier, compared to the 0 modifier from Perception. He chooses Intellect as the governing attribute and begins with Psi 2. His Stamina receives no attribute modifier, since neither his Strength 6 nor Vitality 6 grant him one; he begins with a Stamina 0. The same holds true for his Quickness (neither Perception 7 nor Agility 5 give a bonus) and his Savvy. Therefore, Lovek begins with Quickness +0 and Savvy +0. His Willpower, however, boosted by a high Vulcan Intellect (instead of his average Vitality) starts at a respectable +2. After seeing how his reactions turn out, Steve has half a mind to go back and reapply his eight freebie levels, which is perfectly acceptable for him to do.

Meanwhile, Sheila runs through her reaction scores: Stamina +2 (Strength 11 gives a +2 bonus, better even than the bonus from Vitality 9), Quickness +3 (from that lucky Agility 12), Savvy +1 (Presence 8 grants a +1 bonus, whereas Perception 6 gives no modifier), and Willpower +1 (from Vitality 9 instead of nothing from Intellect 4).

REACTION TESTS

Reaction tests function as either standard or opposed attribute tests (see "Test Variants: Opposed Tests," page 105), except that the character substitutes his reaction level for his attribute modifier when determining the final test result.

DEFENSE

Defense represents your natural ability to avoid blows and weapon fire in combat. Your Defense rating equals 7 plus your Agility modifier.

HEALTH

Every character has a Health rating equal to his Vitality attribute plus his Strength modifier. Health represents the number of wound points a character can sustain before dropping to the next lower Wound Level. For example, Lieutenant Richards has Vitality 7 and a Strength modifier of +1, giving him a Health of 8. He can withstand 8 points of damage before he becomes

TABLE 8.4 SAMPLE REACTION TESTS

REACTION	TEST TYPE	REACTION	TN/OPPOSING TEST
Dodge melee attack	opposed	Quickness	Armed Attack
Dodge projectile	opposed	Quickness	Ranged Attack
Avoid injury while falling	standard	Quickness	variable by height
Resist charm, flattery	opposed	Savvy	Influence
Resist rhetoric, propaganda	opposed	Savvy	Persuade
Detect lie or bluff	opposed	Savvy	Persuade
Withstand extreme temperature	standard	Stamina	variable by degree
Resist poison	standard	Stamina	variable by potency
Avoid disease	standard	Stamina	variable by potency
Ignore fatigue	standard	Stamina	variable by degree
Overcome fear	standard	Willpower	varies by degree
Resist intimidation, interrogation	opposed	Willpower	Influence, Inquire
Resist mind control	opposed	Willpower	Psionic skill

Dazed, and another 8 points before dropping to Injured. Certain traits or species abilities modify Health, and your character can improve his Health over time through experience and advancement. Calculate your character's starting Health and record it on your character sheet.

Wound Level

As characters suffer damage, they progress through a number of wound levels describing their degree of injury. After Healthy (a character's normal state), the remaining wound levels are Dazed, Injured, Wounded, Incapacitated, and Near Death. Falling below Near Death indicates the character has died from sustained injuries.

Within each wound level, a character can withstand an amount of damage equal to his Health. Once a character has accumulated damage equal to his Health in his current wound level, he drops to the next wound level and begins accumulating damage in it. As a character drops from one wound level to the next, his injuries begin to impair his ability to perform actions, resulting in penalties that apply to all physical (and combat-related) dice tests, as well as most academic tests (see the *Appendix,* pages 242-252, and the *Star Trek RPC Narrator's Guide* for more information).

TABLE 8.5: EFFECTS OF INJURY

WOUND LEVEL	INJURY EFFECTS
Healthy	none
Dazed	Character performs tests* at -1
Injured	Character performs tests* at -3
Wounded	Character performs tests* at -5
Incapacitated	Character performs tests* at -7
Near Death	Character performs tests* at -9

* Injury penalties do not apply to Stamina reaction tests made to recover from injury. The severity of injury already factors into the TN of these reaction tests.

Recording Damage

As a character sustains damage, it is important to track it on the character sheet. The character sheet includes twenty circles beside the headings "Healthy", "Dazed," "Injured," "Incapacitated," and "Near Death." When creating your character you should cross off a number of these circles equal to 20 minus your Health statistic, counting in from right to left. Repeat this process for each wound level.

For example, if your character's Health is 6 cross off the fourteen rightmost circles of each wound level. This leaves six circles in each wound level corresponding to your Health. As your character takes damage, begin marking off boxes from left to right, starting at Healthy. Once your character has taken 6 points of damage, all circles in "Healthy" will be marked off and your character drops to the "Dazed" wound level. Upon becoming Dazed, your character immediately suffers the injury effects (penalties) associated with this wound level. See Table 8.5 for a summary of those effects.

COURAGE

Player characters in the *Star Trek Roleplaying Came* are typically shining examples of their chosen professions. Not only are they the heroes of the *Star Trek* universe, often an inspiration to many other people, but as the main characters of your series they are the most important characters. As such, they possess qualities of heroism and accomplishment that set them apart from most people—they're special. Courage represents this heroic quality.

Every player character begins the game with a pool of 3 Courage. (Some characters, by virtue of their species or professions begin with more.) During the course of the game, a character can use his Courage to help him accomplish his objectives and achieve the impossible.

Spending Courage

A character can use Courage to improve test results. Every point of Courage spent on a test provides a +3 bonus to the skill test. A character does not have to specify in advance that he intends to use Courage to improve a dice roll. Regardless of how much Courage he has, which way he uses it, or on what tests, he cannot spend more than 4 Courage in any one round.

Recovering Courage

A character "recovers" the Courage he uses during a game at the end of each episode. Certain efforts or events may allow him to recover Courage more quickly, and some professional abilities and traits may also affect Courage recovery. Your Narrator will tell you when to refresh your Courage.

If a character spends Courage in ways that improve the story or help move it along in fun and dramatic ways, or for heroic, noble, and self-sacrificing purposes appropriate to the character, he recovers the spent Courage at the end of the scene (or even, if the Narrator prefers, immediately after spending it). For example, a character who uses 2 Courage to successfully rescue a child from a burning building should recover that Courage quickly. Generally, this rule also applies if a character uses Courage to keep himself from looking foolish or unheroic. It's better to spend Courage than be victimized by a low roll that makes a character look bad (which often hinders the story).

On the other hand, if a character uses Courage to show off, for personal gain, or for other unheroic, ignoble, or selfish purposes, he does not recover it until the next episode, or for a long period in-game (days or weeks). Courage isn't intended to allow a character to seem tough and strong, but to ensure that he can perform heroic and dramatically appropriate actions.

Courage for Other Characters

Only the most important characters in your series should have Courage. Obviously this means the player characters, but it also includes important NPCs, such as major antagonists. On the other hand, the average NPC, including low-level opposition like Nausicaan thugs, usually has no Courage at all.

Renown

Characters in *Star Trek,* particularly "lead" characters like the player characters in your series, are often "larger than life," with qualities to match. Because of these qualities and the accomplishments they allow, characters often become well known, even famous, throughout the galaxy. The *Star Trek Roleplaying Came* reflects this notoriety with a characteristic called Renown. Generally speaking, a character with a high Renown score is better known and more recognizable than one with a lower score; NPCs are more likely to have heard of him and to know something about his reputation.

Earning Renown

Renown uses the same scale as a character's other attributes but carries no upper limit. Characters who enjoy truly galaxy-spanning fame can possess Renown levels as high as 20 or 30, although a level of 12 is very high for most characters. All characters start the game with Renown 0—they're just starting their career, so they're not really known for anything yet (unless a development package or something similar provides them with a Renown bonus). Characters develop their Renown through play; the Narrator may assign points as a result of specific actions, or the player may select additional Renown during advancements.

Characters normally earn Renown during game play. As the game progresses, the Narrator awards Renown to characters based on their actions and accomplishments, much as she awards experience points (but at a much lower rate). Characters who perform dramatic actions that change the course of an episode or series, and that attract attention, normally gain a point of Renown. Refer to the Star *Trek Narrator's Guide* for more information.

TABLE 8.6: RENOWN MODIFIERS

Renown	Modifier
1-5	+/–0•
6-10	+/–1•
11-15	+/–2•
16-20	+/–3•
21-25	+/–4•
26-30	+/–5•

• +/- indicates that the modifier is relative when used in social tests. For example, a Captain Kirk trying to charm Kor suffers for his fame (-) whereas he might receive a bonus (+) to intimidate him. See page 101 for more information.

Recognition

Renown has two uses in the game: determining whether one character knows another and modifying certain tests characters make.

The first, and most important, use of Renown is to make recognition tests to determine whether a character has heard of, or knows about, another character. A recognition test is usually an Intellect attribute test against a baseTN determined by the size of the region or society the two characters have in common (see Table 8.7). However, if a character has an appropriate Knowledge skill, the Narrator may allow him to use that skill for the test instead of just his Intellect. For example,

the Narrator might let a character with Specific World (Vulcan) or Culture (Vulcan) use one of those skills when making a recognition test to determine what he knows about a particular Vulcan. Similarly, a Narrator might allow two characters within the same profession, or with some other connection, to use an appropriate skill for recognition tests.

TABLE 8.7: BASE RECOGNITION TEST DIFFICULTY

Difficulty	Example	Region/Society
TN 5	Local	The same starship, the same city/region, the same class at the Academy.
TN 10	World	The same fleet or division, the same planet, the same branch of Starfleet.
TN 15	Star System/Sector	The same star system or local region, Starfleet.
TN 20	Neighboring Sectors	The same sector and neighboring sectors, the same multisystem government (e.g., the Federation).
TN 25	Quadrant	The same quadrant, two or more multisystem interstellar governments/powers.
TN 30+	Galaxy	Multiple quadrants, numerous multisystem governments/powers.

In either case, a character's Renown modifies recognition tests other characters make to know about him. Apply the character's Renown modifier (if any) to the other character's recognition test. If the test succeeds, the other character knows about the character; if it fails, he hasn't heard of the character. If an NPC does recognize the character, he probably knows his reputation based on specific traits the character possesses (Fame, Infamy, Species Friend, and so forth). The relationship between the characters will affect the NPC's attitude toward the character.

EXAMPLE: Lieutenant Pelek's Renown is 8, so he has a Renown modifier of +1 for Recognition tests made to recognize him. He encounters a Starfleet Admiral, who makes a Recognition test to find out if he's heard of Pelek. Ordinarily the Admiral would make an Intellect test, but in this case the Narrator allows him to use his Culture (Starfleet) +10. The Admiral rolls a 7, getting a base result of 10 +1 (Intellect modifier) + 7+1 (Pelek's Renown modifier) = 19. Since both characters are in the same branch of Starfleet, the base TN for the test is 10, meaning the admiral succeeded by 9! The Admiral has definitely heard of Pelek—specifically, that he's undisciplined and tends to be something of a maverick (based on Pelek's Reckless flaw). Since the Admiral's a by-the-book fellow, he doesn't react well to Pelek at all.

Other circumstances can also modify a Recognition test's difficulty (see Table 8.8).

TABLE 8.8: RECOGNITION TEST MODIFIERS

TN Modifier	Circumstance
+0	Target is of the same species
+1	Target is of different, but friendly/allied, species (Humans and Klingons in the late 24th century)
+3	Target is of different, hostile species (Humans and Klingons during most of the 23rd century)
+5	Target belongs to a species with which the character's species has no contact or relations
−1	Target is of same profession
−2	Target is of same elite profession

Renown and Social Tests

Renown can also act as a modifier for tests involving certain social skills. If a character is generally famous, or is known for possessing certain personality traits, he can use such facts to his advantage in some situations—even if he doesn't actually have those traits at all.

In appropriate circumstances, the target of a social skill test should make a recognition test to see if he knows about the character. If the target recognizes the character, the character may add his Renown modifier to any appropriate social skill tests for the remainder of the encounter. NPCs must recognize the character to allow these bonuses.

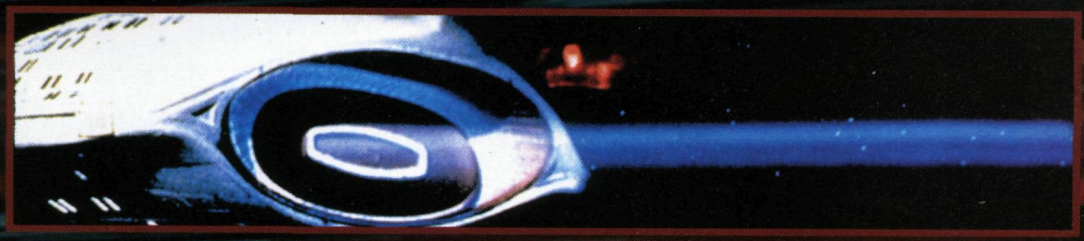
EXAMPLE: Captain Howard (12 Renown) wants to use his Influence (Intimidate) skill to get a Cardassian to back down from a confrontation. The Narrator makes a recognition test for the Cardassian and succeeds, indicating that the Cardassian is well aware of Howard's fearsome reputation. When Howard tries to intimidate him, the captain receives a +2 bonus to his roll (he is allowed to apply his Renown modifier to his social test).

Alternatively, Renown can impose penalties on some social skill tests, depending on the situation or the participants. For example, had Captain Howard tried to charm the Cardassian, the Narrator might apply a -2 penalty (see Table 8.6) to the test (along with other social test modifiers). The Narrator determines whether a bonus or penalty applies in a given circumstance.

Refer to the social test summary, page 100, to determine skills eligible to be affected by Renown. In some cases, Presence attribute tests may also be affected. Reaction tests are not generally affected. Narrators can adjudicate individual situations on a case-by-base basis.

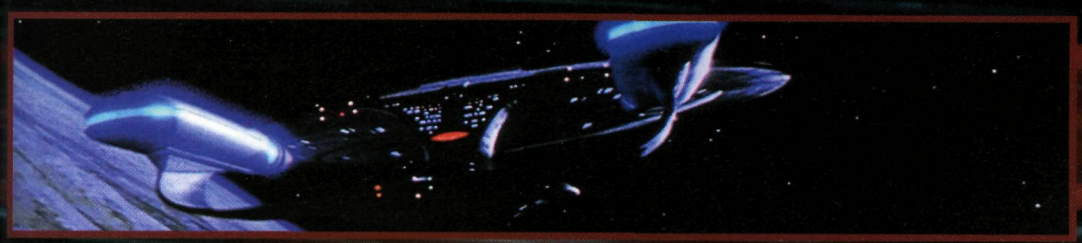

PLAYER
RESOURCES


NCC-1701-A




U.S.S. RELIA







9 ADVANCEMENT

This chapter addresses how your character develops, grows, and improves after you begin play. It shows you where you can take your character and how advancement works. It also presents elite professions—professional specialty fields your character can explore once he has obtained the necessary experience to qualify for them.

ADVANCEMENT

Characters aren't static individuals who remain the same throughout their careers. Rather, they are dynamic people who learn and grow from their experiences, acquiring new skills and abilities and improving the skills they already know.

EXPERIENCE POINTS

After they complete a mission or adventure, characters earn *experience points.* The Narrator awards experience points based on how well characters conducted themselves during the mission, whether they succeeded or failed, the quality of roleplaying involved, and other factors.

For every *1,000* experience points your character earns, he undergoes one *advancement.* An advancement represents how he has grown and developed based on his experiences and performance during his recent missions.

ADVANCEMENT PICKS

Each time your character advances, you can make *five picks* from Table 9.1: Advancement Picks. You can use your character's picks to improve an attribute, upgrade a trait, or learn a new skill. Some abilities require more than one pick; for instance, a character must spend three picks to add a point to his pool of Courage. Refer to Table 9.1 and the individual heading descriptions on the following page for more information.

€XAMPL€: R'kroh, earns 1,000 experience points, enough to advance in her profession as a soldier. She wants to acquire the Tier 1 special ability Favored Weapon, which will affect how she advances her *bat'leth* skill. So she spends three of her five advancement picks to acquire Favored Weapon. The Favored Weapon ability lets her advance the named skill (Traditional Klingon Weapons) by +2 for every advancement she devotes to improving this skill, so she devotes her two remaining picks to improving Traditional Klingon Weapons, effectively raising her skill level by +4 (+2 per advancement, with advancements for a professional skill costing one pick each).

TABLE 9.1 ADVANCEMENT PICKS

PICKS	EFFECT
1	+1 professional skill level (adds to professional skill)
1	Gain new specialty for existing skill
2	Gain new edge or upgrade existing edge
2	+1 nonprofessional skill level
2	+1 favored reaction (adds to reaction total)
2	+1 Renown
3	+1 nonfavored reaction
3	+1 Courage
3	Gain new professional ability or upgrade existing professional ability
4	+1 favored attribute
5	+1 nonfavored attribute
5	+1 Health

PROFESSIONAL SKILL LEVEL: Each pick expended on a professional skill increases it by +1. For example, a character with System Operation +2 as a professional skill uses two picks to increase his skill level by +2 (for a total of System Operation +4). Each time your character advances, you may use no more than two picks per professional skill.

GAIN NEW SPECIALTY: YOU may use an advancement pick to add a new specialty to an existing skill. For example, adding the (Transporter) specialty to **the** System Operation skill requires one pick. Each specialty provides a one-time +2 bonus to related skill tests.

GAIN OR UPGRADE EDGE: The new or improved edge takes effect for the next game session, though some Narrators may require a period of training to justify the new ability.

NONPROFESSIONAL SKILL LEVEL: For every two picks expended to improve a nonprofessional skill, increase the skill level by +1. **Each** time your character advances, you may use no more than one pick per nonprofessional skill.

FAVORED REACTION: For every two picks allocated to a favored reaction, add +1 to the total reaction modifier. For example, improving Quickness +2 to +3 expends two advancement picks. Each time your character advances, you may allocate no more than four picks per favored reaction.

RENOWN: Allocating two picks to your character's Renown improves his or her level by +1.

NONFAVORED REACTION: For every three picks used to improve a nonfavored reaction, add +1 to the total reaction modifier. Each time your character advances, you may allocate no more than two picks per nonfavored reaction.

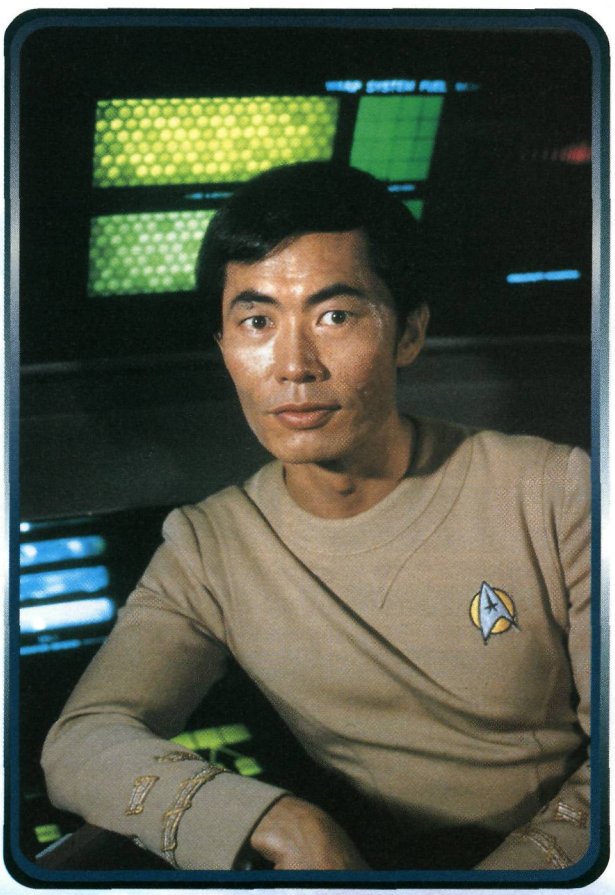
COURAGE: For every three picks allocated, increase Courage by +1. This affects the character's total Courage maximum, and Courage gained through advancement is available to characters during the next game session. For example, a character with a maximum of Courage 3 expends 1 Courage during the last game session (for a current total of Courage 2), but gains +1 Courage by allocating three picks. His current total is now Courage 3, with a Courage maximum of 4.

PROFESSIONAL ABILITY: YOU may gain a new professional ability, or upgrade an existing professional ability, for three advancement picks. The new or improved ability takes effect in the next game session, though some Narrators may require a period of training to justify the new ability.

FAVORED ATTRIBUTE: For four picks, you may improve one attribute by +1. For example, for four picks, you can improve your character's Vitality from 6 to 7. Recalculate attribute modifiers, if necessary. Improved attribute modifiers affect related skill tests; for example, increasing Intellect from 11 to 12 increases the Intellect modifier from +2 to +3, which affects all Int-related skill tests. Although reaction modifiers are initially derived from attribute modifiers, increases to attribute modifiers resulting from advancement do not affect reactions; for that, you must improve reactions separately.

NONFAVORED ATTRIBUTE: For five picks, you may improve one nonfavored attribute. The guidelines covering attribute modifiers and skill and reaction tests apply.

HEALTH: For five picks, increase your character's Health by +1. This increase affects the number of wound points your character has in each wound level.





ELITE PROFESSIONS

Player characters in the *Star Trek Roleplaying Came* tend to be unique individuals with unusual backgrounds and histories. This uniqueness extends to character development, as well—characters are among the most trained, skilled, and competent people in the universe, with a wide variety of experiences under their belts. As such, not every character rigidly follows a single profession throughout his entire career. Some switch career paths, for example, by going from one branch of Starfleet to another. Others choose to become specialists in their chosen career paths—a diplomat becomes an envoy or ambassador. Still others elect to move into entirely new professions, gaining additional abilities and skills—a rogue becomes a smuggler or mercenary. These advanced or specialized professions are referred to as e//te *professions.*

Some elite professions complement particular professions. They tend to draw their members almost entirely from one or two professions. Almost all mercenaries start out as soldiers, whereas characters tend to become inventors after first working as engineers or scientists. Elite professions further refine a profession's capabilities and perspective by adding complementary character elements. Even though some elite professions seem tailor-made for a specific profession, any character can take any elite profession; all your character has to do is meet the elite profession's prerequisites (see "Acquiring Elite Professions", page 155). Discuss the possibility of adopting an elite profession with your Narrator, and find a way to do it that makes sense in your series.

Elite professions are a way for characters to develop certain abilities barred by their current profession. This kind of creative mold-breaking can lead to interesting characters and stories. Why does your rogue become an envoy? Maybe he works for the Orion Syndicate, and they want him to serve as a representative to an economic conference. Maybe your merchant wants to invent a new technology that he can later market and chooses the inventor elite profession. In both cases, the character has a chance to develop new skills and abilities—the rogue gains access to Negotiate and social-oriented professional abilities, while the merchant develops Science skills and science-related abilities. Talk with your Narrator to see if you can come up with an interesting rationale, something that could propel your games in a new direction. And don't forget that various starship positions are available as elite professions, as well (see *Chapter 3: Professions).*

TABLE 9.2 ELITE PROFESSIONS

ADEPT ^^^^^^^	A master oi mental powers, whether originating through intense mental discipline, mystic traditions, or some supernatural ability.
AMBASSADOR	A master politician and negotiator who speaks on behalf of his people and represents his government on alien worlds.
ASSASSIN	A killer-for-hire. An assassin may serve an organization such as the *Tal Shim* or Orion Syndicate, or operate as a freelance hit man. ^^^^^^^

Belonging to an elite profession is not necessarily required to engage in a given type of activity. Anyone can attempt to smuggle goods across borders and call himself a smuggler, whether he belongs to the smuggler elite profession or not. A professional smuggler is simply better than those who do not fully exploit the entire range of skills and abilities available to the professional elite.

Acquiring Elite Professions

To enter an elite profession, a character must first satisfy all the stated prerequisites for that profession. Prerequisites include things such as minimum levels in certain attributes or skills. See the individual elite profession descriptions for details. Upon qualifying for the desired elite profession, you should inform your Narrator of your decision and use your advancement picks to obtain related skills and professional abilities.

When you enter an elite profession, you must spend all five of your advancement picks to enter the profession. In later advancements you can spend picks on related professional skills and abilities (see the individual elite professions). You may not use your advancement picks to improve or acquire other character elements, such as adding a new edge, improving a base professional skill, or increasing an attribute. Your character is now considered to have joined the elite profession. During subsequent advancements, you may allocate your advancement picks as normal.

EXAMPLE: Sechok begins his career as a starship science officer. Through the course of the series he decides to adopt the explorer elite profession and spends 5 picks from one advancement to enter the profession. In his next advancement he uses 1 advancement pick to improve his Investigate skill (Investigate is a skill Sechok already possesses; it's also a professional skill of the explorer elite profession), and 1 pick to acquire the Survival skill. He uses his 3 remaining picks to acquire the Planetary Surveyor professional ability. The next time Sechok advances, he can use his advancement picks as normal, to improve science officer and explorer skills and abilities, gain a new edge, increase an attribute or reaction, and so forth.

Restrictions on Multiple Professions

By joining (or switching to) an elite profession, a character gains access to many varied skills and professional abilities. Nevertheless, one restriction exists: regardless of how many professions (basic or elite) the character joins, he may make professional skill and ability picks from only *two* of them during an advancement. The character retains any skills or abilities acquired from his previous professions, of course, but for future advancements must restrict himself to two professions. A character must define which two professions he can make skill and ability picks from immediately upon entering a third profession, and every profession thereafter.

EXAMPLE: Sechok chooses to become an envoy, and must choose which two professions to advance (envoy and either science officer *or* explorer). Since Sechok wants to remain a science officer, he decides to forego advancement as an explorer (though he keeps any skills and abilities from that profession). He cannot use advancement picks on explorer professional abilities, and must advance explorer skills at the nonprofessional rate.

The next time Sechok advances, he could choose to re-enter the explorer elite profession by spending another five picks. After returning to the profession, he could resume development of explorer skills and abilities as professional advancements, but would have to forego advancement in either his science officer or envoy professions. If he later decides to adopt a fourth profession—spy—at that time he must again declare which two professions he will follow.

Elite Profession Descriptions

The bulk of this chapter explains each elite profession. Each entry is organized and presented in the following format:

INTRODUCTION: AS with the basic professions, this section portrays how a character from the *Star Trek* setting might describe himself.

MISSIONS: The kind of adventures a member of the profession might embark upon.

BACKGROUND: The professions likely to enter the elite profession. A rogue is most likely to become a smuggler, for example, while many adepts are drawn from the ranks of mystics.

ROLE: The role members of the elite profession play within the group, or the setting at large.

PREREQUISITES: In order to join an elite profession, the character must meet certain requirements.

PROFESSIONAL SKILLS: This entry tells you which skills are considered fundamental to the elite profession. You can choose skills from this list during advancement (see "Advancement Picks", page 152, and "Restrictions on Multiple Professions", this page). Characters do not gain new skills automatically for joining an elite profession, but must wait until their next advancement.

PROFESSIONAL ABILITIES: Elite professions confer special abilities that function as the special abilities of basic professions do: a character acquires one professional ability of his choice immediately upon joining the elite profession. If he wants to upgrade that ability or gain others, he must use future advancement picks to do so.



ADEPT

Though called by many different names throughout the galaxy—Vulcan master, Bajoran *ajhamor* or *ajhamu* ("holy man" or "holy woman"), Betazoid *heshalagar* ("mage")—adepts are masters of mental powers and mystic traditions. An adept possesses greater skill, discipline, and understanding of his powers, and their effect on the universe, than an ordinary mystic or psion. While their dress, behavior, thoughts, and beliefs may differ, devotion to the study and use of psychic abilities is the common thread that binds most adepts together. Some may believe their powers originate elsewhere—tapping some fifth element or drawing on the power of a greater being. Others may style this as a "religion of the mind," their mysticism unlocking doors to greater perception. And some cultures still view psionic ability superstitiously, with various shamans and alien warlocks claiming magical powers. Each adept has his own distinct traditions, cultivating disparate psychic powers through various practices.

MISSIONS: While many adepts remain in one place, cultivating their abilities or aiding a community, others strike out on their own, employing their powers as they see fit. Exploration missions interest adepts for the potential of discovery. More martial adepts may be drawn to conflict, employing their powers on behalf of chosen causes. They may find satisfaction in diplomatic missions, as they utilize their disciplines to aid an ambassador or settle a conflict on their own, or bridge a communication gap with a newly discovered species. On their own, adepts often undertake quests for knowledge or spiritual enlightenment, or use their heightened abilities to help those less fortunate, which embroils them in countless adventures.

BACKGROUND: Of all the professions, mystics are the most likely to become adepts. No matter their original profession, however, anyone who develops psionic potential later in life—naturally or through some transformative experience—may come to this elite profession. In some places and times, adepts have banded together to create more formal organizations to promote their profession and refine their abilities. The ostracism they sometimes experience from non-psions and secular professions often breeds a sense of community or brotherhood among them.

ROLE: Adepts frequently serve as teachers or guides for other characters, helping them complete personal quests such as the *Kolinahr* ritual. As the ultimate practitioners of psionic disciplines, they often fill roles relating to those powers—anything from a "telepathic interrogator" to an empathic intermediary to a mind-controlling bodyguard.

PREREQUISITES: Psionic edge, Intellect 8+, Mind Shield 4+, one additional psionic skill 3+, Religion 3+, Unarmed Combat 1+.

PROFESSIONAL SKILLS: Empathy, Mind Control, Mind Shield, Religion, Telepathy, Unarmed Combat skill group

Professional Abilities

The following abilities are characteristic of adepts. A character automatically gains one Tier 1 professional ability upon entering the adept profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- BAFFLING MYSTICISM: As masters of philosophical debate and instructional techniques—everything from Zen koans to Vulcan logic puzzles to the Betazoid *aazhaja durosu* (literally, "parables of everlasting instruction")—adepts can argue more skillfully than most advocates, twisting an opponent's perceptions and arguments around until he finds himself agreeing with the adept whether he wants to or not. When the adept makes any Persuade or Negotiate skill test, he gains an affinity bonus equal to half his Religion skill level, rounded up.

- IMPENETRABLE MIND: Through intense mental conditioning the adept has developed his ability to barricade his mind against psionic intrusion. Whenever the character makes a Mind Shield skill test, he gains a +4 bonus to the test.

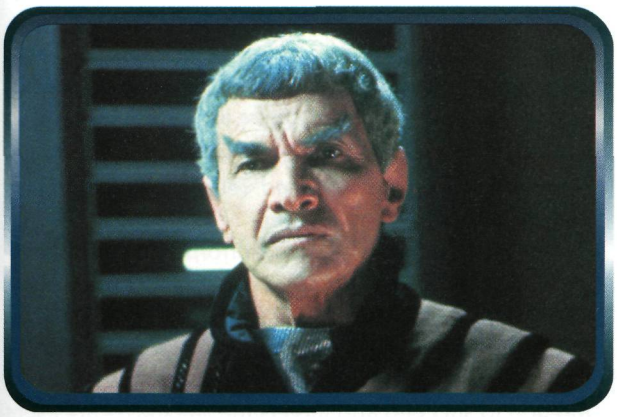
Tier 2 Professional Abilities

- MIND OVER BODY: "Pain is a thing of the mind; the mind can be controlled." An adept with this ability can use his mental skills and willpower to overcome the weaknesses of the flesh. If he succeeds with a Stamina reaction test at TN 10, he reduces all TN penalties due to injuries (see page 147) and fatigue (see page 246) by half (round up) for one hour. He may make additional tests to maintain the effect after the hour expires, but at a cumulative +5 TN penalty for each extra hour. UPGRADE: For every additional pick devoted to this ability, the character increases the base duration of Mind Over Body by one hour. PREREQUISITE: Intellect 8+

- POWERS OF THE MIND: The adept possesses unusual strength or discipline within one psionic skill of the player's choice. When the adept makes corresponding skill tests, ignore all psionic penalties. PREREQUISITE: Named psionic skill 3+

Tier 3 Professional Ability

- PROPHETIC SIGHT: Some adepts have developed their psionic abilities to the point where they occasionally have prophetic visions, flashes of insight, or glimpses of future events. Once per episode, an adept with this ability may seek a vision through meditation and contemplation. He makes an Intellect test at TN 15. If he succeeds, he receives a brief, instructive vision of events that may occur later in the episode. There's no guarantee those events will come to pass—just knowing of a potential future may lead the adept to take actions that irrevocably change that future—but an awareness of even a possible future can be quite helpful. PREREQUISITE: Powers of the Mind



AMBASSADOR

Those who would become ambassadors must master high-powered political affairs, the history and culture of many worlds, and the intricacies of interstellar diplomacy. As representatives of their worlds and spokesmen for their cultures and policies, ambassadors must be wily negotiators, confident leaders, and clever politicians. Whether stationed at an embassy on some far-flung world or traveling throughout the quadrant as an emissary, an ambassador must embody his people's noblest principles. He speaks for them, giving them a voice in the interstellar community. His words carry their ideals and beliefs to the stars.

MISSIONS: Typically posted to a specific world, an ambassador's missions usually involve difficulties on the planet on which he is stationed. The ambassador may become involved in political intrigue or espionage, have to aid fellow citizens being held or oppressed by a host government, or represent his world during delicate negotiations. Whatever may befall his second home affects him as well, allowing the ambassador to shine in his success or smolder in his failures. Occasionally an ambassador's superiors may send him from his host world to initiate negotiations, lead first contact missions, or supervise exploration in nearby systems or sectors. An ambassador can also get caught up in adventure en route to his next assignment.

BACKGROUND: Most ambassadors start out as diplomats, moving into ambassadorial pursuits after advancing sufficiently in their initial profession. In the Federation, where many Starfleet personnel develop diplomatic skills as well, it's not uncommon for high-ranking starship officers to become ambassadors after retiring from active duty. An ambassador does not have to represent a world; he might speak for an organization such as an Orion merchant guild or the Federation Science Council, and thus come from almost any profession—merchant, scientist, rogue or mystic.

ROLE: An ambassador lends his power and authority to almost any crew. As part of a series set in a particular location, the ambassador interacts with a broad cross-section of characters (the other PCs)—merchants seeking favors, starship officers assigned to the sector, local alien diplomats, military leaders and so on. The ambassador might serve as the focus for a series, with envoys, soldiers, rogues, and spies as part of the embassy staff. Even assigned to a starship, the ambassador carries the full force of his government or organization with him, lending his special touch to exploratory, diplomatic, and defense missions.

PREREQUISITES: Promotion edge, Presence 8+, Negotiate (Mediate) 4+, Law 3+, Persuade 2+, World Knowledge 1+

PROFESSIONAL SKILLS: Administration, Culture, Law, Negotiate, Persuade, World Knowledge

Professional Abilities

The following abilities are characteristic of ambassadors. A character automatically gains one Tier 1 professional ability upon entering the ambassador profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- ADAMANT RESOLVE: AS agents of their respective governments, ambassadors demonstrate amazing determination and resolve. When making Savvy reaction tests, the ambassador adds both his Savvy reaction and Presence modifier to the dice result.

- MAGNANIMOUS: An ambassador relies on his personality and bearing to put others at ease and make them comfortable at the negotiating table. As a full-round action, the ambassador can make an

Influence test to endear his negotiating partners and improve his reaction stance. The test difficulty depends on his partners' initial reaction stance: TN 5 Cooperative, TN 10 Indifferent, TN 15 Uncooperative, and TN 20 if Hostile. A successful test enables the ambassador to improve his stance by one full category (making an Indifferent opponent Cooperative) for the remainder of the game session, thereby gaining the benefits of the improved reaction stance for all social tests made against this person over that period of time.

Tier 2 Professional Abilities

- DIPLOMATIC IMMUNITY: The ambassador is protected by diplomatic immunity and cannot be arrested and tried in a court of law for violating local laws and customs. In order to avoid arrest or detention, the ambassador must make an opposed Law skill test against the opposing authority. If successful, the authority files a report with his governmental office but allows the ambassador to go on his own recognizance. The ambassador can falsely claim that diplomatic immunity extends to any number of his associates, but doing so confers a -1 test penalty per individual unless they can show proper credentials (real or forged). PREREQUISITE: Law 3 +

- MASTER NEGOTIATOR: Ambassadors are consummate negotiators. Once per game session the ambassador can reroll one Negotiate skill test and use the better of the two test results. PREREQUISITE: Magnanimous

Tier 3 Professional Ability

- EMBASSY: The Ambassador presides over an embassy outside of his government's sovereign territory. Small embassies exist as little more than secure office suites, housing the bare necessities for conducting governmental affairs abroad. Larger embassies can consume entire buildings, some with surrounding walls, which can remain self-sufficient for months without being restocked with new supplies. Inside the embassy, the ambassador presides over all affairs. He can keep things running smoothly by making a Routine Administration test (TN 10) once per month. In times of crisis (such as riotous protests) the ambassador can make a Challenging Administration test (TN 15) to keep embassy personnel calm and efficient. In times of severe crisis (such as open warfare), the ambassador needs to make a Difficult test (TN 20) to keep everyone calm and functioning. PREREQUISITE: Diplomatic Immunity



Assassin

Assassins are specifically trained to kill. They possess a wide variety of aptitudes, including weapons and demolitions training, poison craft, and sabotage. While uncommon within the Federation, other species—the Romulans and Cardassians, for example—regard assassination as a legitimate political tool. The Klingons, however, see assassination as dishonorable (though it is still practiced); it is a desperate warrior who resorts to a life of murder. Meanwhile, other species, like the Flaxians, have raised assassination to an art form. Those who choose to live a life of murder can expect to make many enemies—from law enforcement officers and disgruntled relatives to capricious employers and rival assassins.

MISSIONS: Most assassins perform only one mission: assassination. Because assassination often sows discord and foils the best laid plans, assassins may find themselves engaged in almost any kind of mission. Perhaps someone doesn't want a first contact mission to succeed and targets the starship officer sent to complete the task. Maybe a new technological advancement marks the scientist responsible for death. Or what if someone doesn't want a planned conference to conclude successfully and sends an assassin to murder delegates? To carry off an assassination, the assassin might have to locate and track his victim, infiltrate an organization or building, disguise himself and bide his time, conduct extensive surveillance, or obtain specialty equipment to perform the job. Any of these separate activities could entail an adventure in and of itself.

BACKGROUND: Assassins often start out as rogues or soldiers, because these professions teach the basic weapons training and ingrain the appropriate mindset. But since their missions often require them to remain inconspicuous until they strike, assassins often pose as someone else—the innocuous merchant, the diplomatic aid, the bumbling scientist—making any starting profession potentially useful.

ROLE: AS long as criminal organizations and intelligence agencies continue to procure their services,

hired killers enjoy a rather dubious perch atop the criminal food chain. While many prefer to work alone, assassins could join any adventuring crew (oftentimes unknown to the rest of the group). In a series focused outside the Federation, the assassin can be found in the company of a starship crew, perhaps as an Obsidian Order or *Tal Shiar* agent. Groups like the Orion Syndicate employ assassins to silence informants and intimidate rivals, making them potentially valuable in a non-Starfleet series. Fringe political movements and rebel groups make use of assassins to advance their agenda, and they can be found alongside soldiers, mercenaries, spies, and terrorists.

PREREQUISITES: Notoriety trait, Agility 8+, Stealth 4+, any Armed Combat or Ranged Combat skill (and one specialty) 3+, Physical Science (Chemistry) 1+, Impersonate 1+

PROFESSIONAL SKILLS: Armed Combat skill group, Conceal, Impersonate, Physical Science, Ranged Combat skill group, Stealth

Professional Abilities

The following abilities are characteristic of assassins. A character automatically gains one Tier 1 professional ability upon entering the assassin profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- ARMS PROFICIENCY: Assassins train in all manner of weapons and fighting styles. When acquiring an Armed Combat, Ranged Combat, or Unarmed Combat skill, the assassin automatically gains one specialty of his choice.

- STALKING: The assassin excels in stalking his victims, making the most of environmental conditions. When making any Stealth skill test, ignore any single environmental penalty or double any one environmental bonus.

Tier 2 Professional Abilities

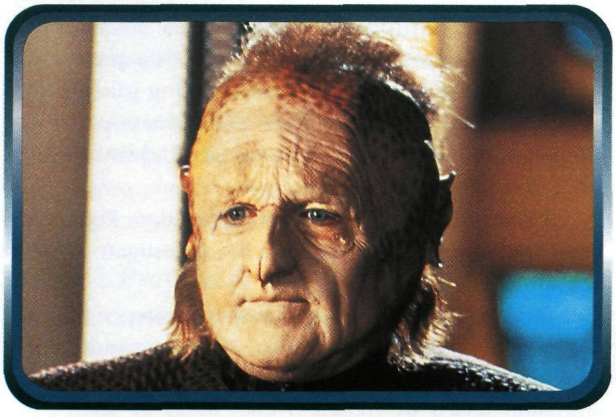
- ASSASSINATION: Once the assassin has targeted his victims, he strikes with deadly accuracy. Any time he makes an attack on a victim who is unaware of his presence, the assassin can reroll one Armed Combat, Ranged Combat, or Unarmed Combat test and use the better of the two test results. PREREQUISITE: Arms Proficiency

- MASTER OF DISGUISE: The assassin knows how to make the most of his disguises. Whenever the assassin makes an Impersonate skill test, he gains an affinity bonus equal to half his Stealth skill level, rounded down. In addition, when making a Conceal test to hide a weapon on his person, the assassin gains an affinity bonus equal to half his Impersonate skill level, rounding up. PREREQUISITE: Impersonate 3+

Tier 3 Professional Ability

- POISON USE: The assassin knows how to make and use poisons and other toxic chemicals without endangering himself. Provided the assassin has a suitable lab in which to work, he can make a variety of lethal poisons with a successful Physical Science (Chemistry) skill test. The test TN varies according to the design of the poison: TN 5 poison inflicts 2d6+6 damage, TN 10 poison inflicts 3d6+12 damage, TN 15 poison causes death in 1d6 rounds, TN 20 poison reduces a target attribute by 1d6 for 1 hour, TN 25 poison reduces key attribute by 2d6 for one hour. The poison can assume any form—liquid, solid, or powder—for various methods of deployment (in food or drink, by injection, by contact, etc.). Making completely odorless, colorless, and/or tasteless poisons increases the difficulty by +5 TN, as does creating an antidote for any variety of poison. PREREQUISITE: Assassination

RESTRICTIONS: Starship officers who currently serve in Starfleet cannot join this elite profession.



Envoy

Strange new worlds, alien civilizations, puzzling cultures—these things represent familiar and attractive challenges for the envoy. Envoys travel throughout the universe, introducing formerly isolated species to the greater interstellar community. They specialize in first contact protocols and integration, along with follow-up diplomatic missions and cultural exchanges. Because the nature of a first contact situation often requires them to study new worlds secretly while assessing their readiness for contact, envoys occasionally live and work undercover on an alien homeworld. As such they often develop skill with disguises, acting, and languages, in addition to training with various

forms of covert technology. Often the first off-worlder many species encounter, the envoy must therefore take special precautions to prevent culture shock.

MISSIONS: Envoys specialize in first contact missions and follow-up assignments. These often require tremendous time and effort on the envoy's part. The envoy might have to adopt a disguise and insinuate himself among the local population, live in a secluded, hidden base for months, and conduct extensive surveillance of the population, with any of these forming the crux of an adventure. Moreover, like the ambassador elite profession, the envoy is susceptible to whatever befalls the general populace—atmospheric dissipation, supernova, invasion by neural parasites, disease—putting him squarely in the middle of local adventure. As experts on alien cultures, envoys also find themselves as cultural or political advisors, counseling leaders on matters of policy.

BACKGROUND: AS with ambassadors, many envoys begin their careers as diplomats. Starship officers with diplomatic training can easily move into this elite profession, as well. Scientists and soldiers also make good envoys, although they tend to be more specialized in their interests and assignments.

ROLE: In the Federation, most envoys belong to Starfleet and hail from the Starfleet Diplomatic Corps. As the focus of a series, the envoy may be part of a larger first contact effort, joined by soldiers, scientists, and starship officers to survey an alien culture. This works best for a series set in a static location, with the Crew's adventures taking place on an alien world. In a non-Starfleet series, the envoy might join an alien starship crew as an "advance man" before forced colonization.

PREREQUISITES: Cultural Flexibility edge, Perception 8+, Social Science 4+, Culture 3+, Investigate 3+, and Stealth 1+

PROFESSIONAL SKILLS: Impersonate, Inquire, Knowledge skill group (esp. Culture and World Knowledge), Language, Social Science, Stealth

Professional Abilities

The following abilities are characteristic of envoys. A character automatically gains one Tier 1 professional ability upon entering the envoy profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- CULTURAL PROFICIENCY: The envoy spends a great deal of time studying a new culture before attempting contact. As a result, envoys demonstrate remarkable knowledge about various cultures, religions, political systems, and so on. Whenever the envoy uses a Knowledge skill which overlaps with another skill within the Knowledge skill group, the envoy gains a +3 affinity bonus instead of the usual +1. Envoys can also use all Knowledge skills untrained.

- DIPLOMATIC TACT: Envoys interact with many different cultures and species and know how to appear respectful and deferential. When making social tests to Influence, Persuade or Negotiate with representatives of an alien culture, the envoy ignores all penalties from different species and cultural norms.

Tier 2 Professional Abilities

- IMMUNIZATION: Because their roles expose them to a variety of unknown diseases, most envoys undergo an extensive program of inoculations to immunize them against known contagions. As a result, the envoy gains +1 Health. PREREQUISITE: One advancement as an envoy

- SOCIAL INFILTRATION: By studying a society from afar, the envoy has learned how to move about the native populace without arousing undue attention or suspicion. If appropriately disguised, the envoy can make a Stealth (Hide) test to circulate among the populace openly, without fear of being detected. Whenever the envoy makes a such a test, he gains an affinity bonus equal to half his Impersonate skill level, rounding up. PREREQUISITE: Cultural Proficiency

Tier 3 Professional Ability

- EXPLOITATION: Some envoys look for ways to exploit prewarp societies when making first contact. This type of envoy analyzes a society for social, political, economic, or military weaknesses, so his organization can leverage these faults in future encounters. After spending one week immersed within a society, the envoy may make a Social Science test (TN 15) to identify a particular strength or weakness. If successful the envoy can choose one test modifier to exploit during all future interactions with members of the society. During any test affected by the modifier in question, the envoy may elect to double it or ignore it completely. UPGRADE: The character may pick this ability multiple times. Each additional pick enables him to name one additional modifier each time he makes a successful Social Science test. PREREQUISITE: Social Infiltration



EXPLORER

Explorers are the scientific vagabonds of the universe, the future's answer to the bold sailors and explorers of Earth's 15th century. These daring individuals seek intellectual fulfillment among the stars, toting a tricorder at their hip instead of a phaser. Explorers hail from all scientific backgrounds and walks of life, from freelance exobiologists chasing their latest theories to Starfleet officers working under the auspices of either the Office of Planetary Science Operations or the Office of Exosocial Relations. Many eschew personal relationships in favor of a life consisting of one deep space tour after another. Most can barely tell you where their last meal came from, let alone consider laying down anything resembling "roots."

MISSIONS: Many explorers trailblaze the galaxy, taking a small ship and journeying into unknown regions to see what's there. Others study the minutiae of a given planet or ecosystem, delving into the wonders of cryptozoology and lost civilizations, covertly following Borg cubes, or finding out everything there is to know about Denebian slime devils. While their individual pursuits differ, explorers tend to operate on their own agendas, using government grants and private trusts to fund their expeditions and research.

BACKGROUND: Every major species in the galaxy produces explorers, although Humans seem unusually drawn to the stars. Ferengi explorers seek profit and wealth, while the Romulans and Cardassians scout for new worlds to conquer. Explorers from every species—whether bent on discovery, conquest, glory, or profit—carry their own dreams to the farthest reaches of the galaxy. Many starship officers choose this elite profession, as do a good number of scientists and soldiers. A merchant with his own ship might strike out for heretofore undiscovered markets, eventually developing into an explorer. No matter what their species or background, the explorers' curiosity and drive to discover the unknown unite them as a profession.

ROLE: The explorer makes an excellent addition to a starship-based series, particularly if the Crew commands a ship operating far from bureaucratic interference. In a series set in a stationary base or planetary setting, the explorer could join the group while studying a particular phenomenon—the life cycle of the *targ,* the effects of mutagenic radiation, Iconian ruins. Finally, explorers might feel at home among a ragtag group of intergalactic adventurers who often find themselves confronted by unusual circumstances.

PREREQUISITES: Curious edge, Vitality 8+, any one Science skill 4+, one additional Science skill 3+, Survival 3+, Investigate 1 +

PROFESSIONAL SKILLS: First Aid, Investigate, Observe, Repair, Science skill group, Survival

Professional Abilities

The following abilities are characteristic of explorers. A character automatically gains one Tier 1 professional ability upon entering the explorer profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- PLANETARY SURVEYOR: The explorer is adept at making his way around a planet and investigating its countless mysteries. When the explorer makes any Investigate skill test, he gains an affinity bonus equal to half of his Physical Science or Social Science skill level (whichever is more applicable to the subject of investigation), rounding up.

- PLANETSIDE SURVIVAL: Explorers are accustomed to trekking through hostile climes and uninhabitable environments. When making any Survival test, the explorer gains a +2 bonus to his dice roll.

Tier 2 Professional Abilities

- DISCOVERY: Explorers build reputations from their discoveries and scientific reports. If the explorer documents a new species, culture, religion, lifeform, or other new planetary or social phenomenon, he can make a Science skill test (using whichever skill is most appropriate) to determine whether his report earns him fame. The Science test isTN 15, but if the explorer scores an extraordinary success, he increases his renown by +1 at the end of the episode. PREREQUISITE: Planetary Surveyor

- TINKERING: Because explorers depend on their equipment for research and survival, they develop an uncanny ability to keep their equipment functioning and to convert it for unusual purposes. The explorer can make both Construct and Repair tests untrained. Once per game session, the explorer may reroll one Construct or Repair test and use the better of the two results. PREREQUISITE: Intellect 8+

Tier 3 Professional Ability

- EXPEDITION GRANT: By relying on his name and reputation, the explorer can obtain grants and other funding to finance his next expedition. To obtain funding, the explorer must make a successful Administration test (TN 5 + 1 per 3,000 credits granted). The explorer can spend the money to transport and outfit his team and need not repay any monies granted; however, most expedition contracts require explorers to turn over all scientific data, samples, and discoveries to the financing institution upon their return. Failure to do so enables the financier to make a recognition test (with a +5 TN bonus) to identify the explorer as a fraud. If so identified, the explorer's Administration testTN doubles for all future attempts to gain funding from that particular institution and its affiliates. PREREQUISITE: Discovery



Free Trader

While most galactic trade among "core world" regions involves large corporations, mercantile conglomerates, trading leagues, and other "big businesses," the free trader rejects that sort of lifestyle. Instead, most free traders prefer the liberty of being their own bosses and the opportunity to grow rich from their own courage, luck, and acumen. To guide his own starship full of cargo, to live by his wits and ingenuity, and to hold dear the dreams of private riches—these are the things that drive and motivate the free trader.

MISSIONS: A free trader commonly plies frontier regions, trading wares among colonies and other establishments far from the main trade routes. He earns a living by buying plentiful goods cheaply and transporting them to areas where scarcity and demand drive the price high. Traveling from place to place, a free trader can find himself caught in the middle of a war, confronted by a stellar anomaly, or pursued by hostile raiders. He might have to open a dialog with unusual aliens (potential suppliers and customers). His missions might involve transporting and selling dangerous cargoes. Free traders vie to establish networks of customers who count on them to deliver supplies and bring news of the latest developments in core world affairs.

BACKGROUND: Most free traders start their careers as merchants. Soldiers, rogues, and starship officers make good free traders because their experience traveling the cosmos enables them to identify regions where certain supplies are hard to come by and provides them with inroads to establishing a successful trade venture. A diplomat might also become a free trader, applying his negotiation skills and familiarity with alien societies towards more personal fulfillment.

ROLE: Free traders need starship officers (either retired officers or civilians with starship training) to help run their ships, including an engineer to keep the drives working, a pilot to fly the ship, and security to guard the cargo. Traders can also be found in the company of almost any other profession, providing transportation to mystics, rogues, and scientists. An explorer could hire a free trader for the use of his ship, while an inventor could use him as a source of supplies. Whether ferrying supplies to remote colonies, traveling from starbase to starbase hawking exotic wares, or offering passenger service to various resort worlds, a free trader's vessel makes an excellent base of operations for a non-Starfleet series. Alternately, the free trader might work for someone else (making him a tad less free)—an Orion shipping company or the Federation Merchant Marine, for example.

PREREQUISITES: Shrewd edge, Savvy reaction 2+, Business 4+, System Operation (Flight Control) 3+, Negotiate 3+, Appraise 1+.

PROFESSIONAL SKILLS: Administration, Appraise, Business, Influence, Negotiate, System Operation

Professional Abilities

The following abilities are characteristic of free traders. A character automatically gains one Tier 1 professional ability upon entering the free trader profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- BUSINESS SAVVY: The free trader excels in all manner of business transactions and knows how to extricate himself from a bad deal or situation that will lead to a financial loss. Once per game session the free trader can reroll one Business skill test and use the better of the two test results.

- STRANGLEHOLD: Because the free trader does business throughout the galaxy, he knows what prices his wares can fetch in various planetary markets. When making a Negotiate (Bargain) test with a buyer on a planet he is familiar with, the free trad-

er gains an affinity bonus equal to half his World Knowledge, rounding up. If the free trader scores an extraordinary success, he negotiates a price 10% higher than what he would normally charge.

Tier 2 Professional Abilities

- STARSHIP COMMAND: Because free trader starships carry minimal crew to maximize cargo space, the free trader who commands a starship must be something of a jack-of-all-trades with regard to System Operation and starship command. The free trader gains a +2 test bonus to any System Operation skill test made while manning a station aboard his ship. In addition, the free trader gains a +2 bonus to all Persuade attempts made to command his crew. PREREQUISITE: System Operation 3+

- TRADE PARTNER: Over time free traders tend to develop a network of reliable trading partners on the planets they serve. Any time the free trader completes a business transaction with a new business contact, he can make an Administration test (TN 10, social modifiers apply) to count this person among his trading partners. The degree of success determines the person's reaction stance for all future Negotiate tests: a marginal success yields an indifferent reaction stance, a complete success yields a cooperative stance, and an extraordinary success yields a loyal reaction stance. The social modifiers from this reaction stance apply to all future dealings, but the free trader can make a new Administration test after each transaction to improve his stance (an extraordinary success improves the reaction stance by one category, a disastrous failure reduces it by one category). PREREQUISITE: Business Savvy

Tier 3 Professional Ability

- STALWART REPUTATION: The experienced free trader makes a reputation for himself through his business dealings. If the free trader scores an extraordinary success during any Business or Negotiate skill test, his renown automatically increases by +1 at the end of the episode. PREREQUISITE: Trade Partner

RESTRICTIONS: Starship officers who currently serve Starfleet cannot join this elite profession.

Inventor

The desire to alter, improve, and invent new technology drives scientists and engineers of every species. The inventor specializes in analyzing and improving technological systems, as well as creating wondrous new devices from applied scientific theories and new materials. The stereotypical inventor operates alone, toiling away in his laboratory to create



the latest technological breakthrough. In some societies, such as the Ferengi Alliance, he does this in the hope of reaping great profit; in others, like the Federation, the inventor derives satisfaction from the accomplishment itself or from the good it does to his society. Some inventers prefer to work beyond the safe borders of their home civilizations, establishing labs and science outposts on the frontier where their work will go unnoticed or where they can study certain phenomena first-hand.

MISSIONS: Inventors embark on missions to obtain supplies and data they need for their inventions, and to field-test working prototypes.

BACKGROUND: Most inventors begin their careers as scientists or starship officers (usually science officers or engineers). But the allure of discovery can inspire many people to become inventors. A soldier may wish to apply his military expertise to weapons research, whereas a merchant might wish to market and distribute his new ideas for colonial survival gear.

ROLE: In their pursuits inventors fall in with all sorts of characters: Federation inventors routinely interact with starship officers; independent inventors unable to find legitimate funding and supplies may fall in with rogues; inventors specializing in weaponry may enlist soldiers. Once his design is ready for mass consumption, the inventor may need to partner with merchants or even diplomats if the invention raises legal, moral, or ethical issues.

PREREQUISITES: Inventor edge, Intellect 8+, Construct 4+, one Engineering skill 3+, Physical Science 3+, Repair 1+

PROFESSIONAL SKILLS: Administration, Computer Use, Construct, Engineering skill group, Repair, Science skill group

Professional Abilities

The following abilities are characteristic of inventors. A character automatically gains one Tier 1 professional ability upon entering the inventor profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- APPLIED ENGINEERING: The inventor can use all Engineering group skills untrained. When acquiring a new Engineering skill, the inventor automatically gains one skill specialty of his choice.

- TECHNOPHILE: The inventor knows how to make the most of his equipment, allowing him to make do with inadequate tools and systems. When making Construct, Engineering, or Repair skill tests, reduce any penalties resulting from equipment by as much as -3 and double any bonus modifiers conferred by equipment.

Tier 2 Professional Abilities

- MATERIAL ACQUISITION: Inventors often need to get their hands on rare, hazardous, and even illegal materials and supplies. The inventor can make an Administration skill test to procure the necessary materials, including common wares (TN 5), rare components (TN 10), hazardous materials (TN 15), and even illegal contraband (TN 20), and have them delivered on short notice. When making the Administration test the inventor can add half his renown modifier (rounding down) to the dice roll. The degree of success determines the arrival time: 3-5 days (marginal success), 1-3 days (complete success), 12—24 hours (extraordinary success). PREREQUISITE: Administration 3+

- TECHNICAL WIZARD: Because of his extensive tinkering, the inventor can design and assemble devices and equipment better and faster than normal technicians. When making Construct or Repair tests the inventor can either gain an affinity bonus equal to half his Physical Science skill level (rounding up) or perform the operation in half the base action time (extended tests included). The player must choose how to use the ability prior to making the related skill test. PREREQUISITE: Technophile

Tier 3 Professional Ability

- TECHNICAL CONVERSION: Inventors can redesign and convert a device or system to exceed its normal operational parameters and thereby maximize performance. To exceed a system's parameters, the inventor makes a multi-stage extended test: one Engineering, Construct, and Repair skill test, each at Challenging difficulty (TN 1 5). Upon completing the final stage, the inventor can increase one aspect of the device or system's operation (extend a tricorder's range, increase a weapon's stunning power) by 1.5. Consult the appropriate equipment descriptions in Chapters 10 and 11. PREREQUISITE: Technical Wizard



MERCENARY

The mercenary is a soldier of fortune, a warrior-for-hire—a person paid to fight other peoples' battles. He arms himself with state-of-the-art weaponry and the best gear he or his employer can afford. He knows how to organize and lead small units to accomplish tactical and strategic goals, how to keep his men safe and comfortable in the field, and perhaps even how to perform simple medical procedures in the field. Since so much of modern warfare depends on advanced technology, he may also possess rudimentary engineering skills, as well as knowledge of demolitions and sabotage.

MISSIONS: On the surface, the mercenary appears little more than a single-minded, well-armed ruffian, fighting for the highest bidder without any concern for the reasons or consequences surrounding his mission. While some mercenaries fit this profile, many are far more complex. To succeed as a mercenary, one needs to excel at more than fighting. The veteran mercenary is a skilled negotiator and businessman, for his career, and perhaps his survival, depends upon obtaining the best possible contract for himself and his men. In addition to purely battle-oriented duties, mercenaries can conduct patrols, perform guard duty, train militias and civil guard forces, stand "dress duty" to show off and scare away enemies, or conduct covert operations on their employer's behalf.

BACKGROUND: Renegade and expatriate soldiers gravitate toward this elite profession, as do starship officers and former resistance fighters who miss the excitement of combat. But mercenaries can also hail from nonmilitary backgrounds: Rogues who find they prefer the soldier's life, refugees who decide to take charge of their own destinies, heartbroken young men and fugitive criminals trying to escape their past or seeking fame and glory.

ROLE: While mercenaries keep a low profile in well governed regions such as the Federation or Romulan Star Empire, they market their services across the frontier, especially in war zones and in territories where revolution brews.

PREREQUISITES: Bold edge, Stamina 2+, one Ranged Combat skill 4+, one Armed or Unarmed Combat skill 3+, Athletics 3+, Observe 1+

PROFESSIONAL SKILLS: Armed Combat skill group, Athletics, Negotiate, Observe, Ranged Combat skill group, Unarmed Combat skill group

Professional Abilities

The following abilities are characteristic of mercenaries. A character automatically gains one Tier 1 professional ability upon entering the mercenary profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- RECON: Mercenaries train in observation techniques, allowing them to investigate their surroundings and search for environmental hazards, hidden assailants, terrain obstacles, and so forth. Whenever the mercenary makes an Investigate skill test he gains an affinity bonus equal to half his Observe skill, rounding up. With Recon, a mercenary can also make an Observe test (TN 10) as a full-round action to identify immediately all physical modifiers (visibility modifiers, terrain modifiers, cover modifiers) that apply to combat actions in the area, as well as the extent to which they modify related tests.

- TOUGH NEGOTIATOR: Mercenaries are tough negotiators; they put their lives on the line for their clients and have no problem telling a cheapskate where to stick it. When making a Negotiate (Bargain) skill test, the mercenary rolls an extra die (3d6) but keeps the highest two rolls. The rule for double 6's still applies.

Tier 2 Professional Abilities

- MISSION SPECIALIST: Many mercenaries excel in one particular skill and serve as the mission specialist responsible for performing related tasks. When choosing this ability, the mercenary selects one skill—Administration, Computer Use, Demolitions, First Aid, Inquire (Interrogation), Repair, Streetwise, or World Knowledge—and acquires that skill at level 1 with a specialty of his choice. The chosen skill counts as a professional skill for purposes of future specialty acquisition and skill advancement. The mercenary can upgrade this professional ability, naming a new skill each time the ability is selected. PREREQUISITE: Intellect 8+

- UNBREAKABLE: Mercenaries learn how to function while injured, stunned, or fatigued. It costs the mere one fewer pick to improve his Stamina reaction during advancement. In addition, the mere reduces any physical test penalties from injury, stun effects, or fatigue by 3. PREREQUISITE: Vitality 8+

Tier 3 Professional Ability

- VALOR: Experienced mercenaries demonstrate extreme courage and bravery in combat. The mercenary can reroll one Stamina reaction test and one Quickness reaction test per combat encounter, using the better of the two results. If he scores an extraordinary success on a rerolled test, he gains 1 Courage to spend during the battle. Unspent Courage gained by this ability vanishes at the end of the combat encounter. PREREQUISITE: Unbreakable

RESTRICTIONS: Starship officers who currently serve in Starfleet cannot join this elite profession.



Smuggler

The smuggler is an adventurous free trader who profits by transporting illegal goods past security and governmental authorities. A rebel and free agent at heart, the smuggler values two assets above all others: His starship, which he has modified with secret caches and hidden cargo bays, and a carefully maintained broad network of underworld contacts who solicit his services or furnish him with goods to deliver to their buyers' clients.

MISSIONS: Smugglers specialize in slipping past security patrols to sell illegal goods. Of course, these missions vary depending on where they occur, what cargo they involve, and what circumstances surround the purchase and delivery transactions required to complete the deal. During times of war or social revolution, smugglers may find themselves aiding one side or the other working as blockade runners, supplying resistance movements, or assisting with espionage missions.

BACKGROUND: Smugglers demonstrate a variety of backgrounds, including furtive merchants who crave quick, easy profits, daring rogues who find smuggling more palatable than other illicit pursuits, and free traders who are down on their luck. But other careerists also

come to the profession, such as veterans who no longer respect the laws of their governments, freedom fighters who desire to support a revolution, or sympathizers who wish to help political refugees flee persecution.

ROLE: TO one degree or another, smugglers defy every interstellar power. In societies with relatively little demand for illegal goods (such as the Federation), smuggling causes few problems. But for more restrictive societies, like the Cardassian Union or Romulan Star Empire, smuggling plays a major role in the economy and saps resources from security and military operations. Few smugglers operate large freighters or merchant convoys; instead, most move smaller cargoes consisting of highly profitable goods such as stolen gems and precious metals, medicines and narcotics, artwork and artifacts, illegal weapons and technologies, and passengers such as fugitives or slaves.

PREREQUISITES: Connections edge, Perception 8+, Conceal 4+, Streetwise 3+, Business 3+, Influence 1 +

PROFESSIONAL SKILLS: Business, Conceal, Forgery, Influence, Negotiate, Streetwise

Professional Abilities

The following abilities are characteristic of smugglers. A character automatically gains one Tier 1 professional ability upon entering the smuggler profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- FALSE CREDENTIALS: TO bypass authorities without excessive inspection, smugglers learn to pass off false credentials with absolute sincerity. When the smuggler makes an Influence (Fast Talk) skill test to employ fake identity documents, he gains an affinity bonus equal to half his Forgery skill level, rounding up.
- SMUGGLER'S TRADE: Smugglers stake their lives on their ability to conceal goods and transport them from place to place. When the smuggler makes any Conceal skill test, he gains a +4 bonus to the dice roll.

Tier 2 Professional Abilities

- Low PROFILE: Smugglers learn to keep a low profile to avoid authorities, creditors, and angry clients. Recognition tests made to identify the smuggler with Low Profile increase by +15 TN. When dissembling before security forces, police agents, or other legal authorities, the smuggler also gains a +2 bonus to his Influence (Fast Talk) test. PREREQUISITE: Streetwise 3+

- STARSHIP PILOTING: Because smuggler vessels carry minimal crew in order to maximize cargo space, the smuggler who commands a starship must be proficient in all areas of System Operation. Upon selecting this ability, the smuggler automatically gains System Operation (Flight Control) as a professional skill at level 1. When making any System Operation (Flight Control) test to pilot the ship away from pursuing vessels, the smuggler can reroll the dice and use the better of the two test results. PREREQUISITES: Smuggler's Trade

Tier 3 Professional Ability

- UNDERWORLD CONTACTS: Experienced smugglers cultivate a network of reliable contacts on the planets they routinely service. Any time the smuggler completes a business transaction with a new person, he can make an Influence test (TN 1 0, social modifiers apply), to count this person among his underworld contacts. The degree of success determines the person's reaction stance for all future social tests: a marginal success yields an Indifferent reaction stance, a complete success yields a Cooperative stance, and an extraordinary success yields a Loyal reaction stance. The social modifiers from this reaction stance apply to all future dealings, including Influence, Inquire, Persuade, Negotiate, and Streetwise tests. PREREQUISITE: LOW Profile

RESTRICTIONS: Starship officers who presently serve Starfleet cannot join this elite profession.



Special Forces

Most interstellar powers field some type of special military force, highly trained and well outfitted to complete the most difficult and sensitive missions. Examples include Starfleet's Rapid Response Teams and Starfleet Rangers, the Romulan *Tal Shava,* and the feared *Preka Sclarn* of the Breen.

MISSIONS: The term "special forces" connotes ground-based strike teams that spearhead operations supported by regular troops as well as elite units that perform special "black ops" missions. For example, during the Dominion War, Starfleet's Rapid Response

Team 23 infiltrated and sabotaged the Cardassian space station *Vuldok Nor,* using a mere 45 highly trained men to destroy a space station an entire fleet of starships had been unable to defeat.

BACKGROUND: The term "special forces" has a broad definition, and characters from many different professions can venture into this elite profession. Although most special forces personnel start out as soldiers or starship officers, scientists, rogues, merchants, and even mystics do well in special forces.

ROLE: Special forces officers are the elite of the elite. Although commonly associated with difficult combat missions, special forces squads are just as likely to respond to natural disasters, diplomatic emergencies, and highly dangerous exploration assignments. Because their membership is often drawn from many walks of life, the typical unit is equipped to handle almost any situation. For example, diplomats who receive special forces training are uniquely equipped to negotiate with hostile (and dangerous) terrorists, or interact with indigenous peoples in need of help. Members with extensive logistical experience, coupled with special forces training, may be the best option to coordinate disaster relief. Officers drawn from the scientific community find themselves exploring dangerous alien environments. The common denominators are a can-do attitude and a taste for the most dangerous missions, no matter their origins.

PREREQUISITES: Fit edge, Quickness 2+, one Ranged Combat 4+, Stealth 3+, one Armed or Unarmed Combat skill 3+, Demolitions 1+

PROFESSIONAL SKILLS: Administration, Demolitions, Ranged Combat skill group, Stealth, Survival, Unarmed Combat skill group

Professional Abilities

The following abilities are characteristic of special forces operatives. A character automatically gains one Tier 1 professional ability upon entering the special forces profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- COVERT OPS: The special forces operative excels in stealth activities—hiding in shadows, moving silently, and infiltrating areas unnoticed. Whenever the operative makes a Stealth skill test, he gains a +2 bonus to his dice roll.

- DEMOLITIONS EXPERT: Special forces operatives specialize in demolitions and sabotage. When making any Demolitions or Repair (Sabotage) test, the operative performs the task in half the base action time. This ability also applies to extended tests.

Tier 2 Professional Abilities

- MISSION SPECIALIST: Most special forces operatives excel in one particular skill and serve as the mission specialist responsible for performing related tasks. When choosing this ability, the special forces agent selects one skill—Computer Use, Forgery, Engineering (select one), Repair, Streetwise, System Operation, or World Knowledge—and acquires that skill at level 1 with a specialty of his choice. The chosen skill counts as a professional skill for purposes of future specialty acquisition and skill advancement. The special forces operative can upgrade this professional ability, naming a new skill each time the ability is selected. PREREQUISITE: Covert Ops

- SABOTAGE: Special forces operatives train in sabotage, enabling them to disable or destroy structures, buildings, equipment, vehicles, or complicated systems, leaving no trace of who perpetrated the deed. When making a Demolitions test, the special forces operative gains an affinity bonus equal to half his Computer Use, Engineering, or System Operation skill (whichever is most appropriate), rounding up. Any Investigate skill test to discover the perpetrator must be made as an opposed test against the operative's test result and suffers a penalty equal to the half the operative's Conceal skill, rounding down. PREREQUISITE: Demolitions Expert

Tier 3 Professional Ability

- REQUISITIONING: Through his employer or secret contacts abroad, the special forces operative can make an Administration skill test to requisition any specialized equipment needed for a mission: special gear (TN 5), weaponry (TN 10), and even explosives or restricted weaponry (TN 15). When making the Administration test the operative adds half his Influence skill (rounding down) to the test. The degree of success determines the amount of time required to obtain the desired goods: 1-3 days (marginal success), 12-24 hours (complete success), 4-8 hours (extraordinary success). PREREQUISITE: Mission Specialist

SPY

In the 23rd and 24th centuries, governments, corporations, and other major institutions employ spies to infiltrate organizations and covertly gather classified information about their activities. Of the major powers, Starfleet Intelligence takes the "gentlest" approach to espionage to uphold its moral conventions. The Romulan *Tal Shiar* and Cardassian Obsidian Order aren't restrained by the same proscriptions and have earned a reputation throughout the galaxy for employing ruthless and brutal methods. The Klingons claim to eschew spy-



ing as "dishonorable," but some Klingon houses engage in it anyway, and the IKDF maintains special commando squads similar to other intelligence operations. The Ferengi also spy but concentrate their efforts on economic or commercial affairs—stealing trade secrets, sabotaging rival enterprises, obtaining valuable data—and often sell this secret information to the highest bidder.

MISSIONS: The typical espionage mission involves infiltrating enemy territory to steal military secrets, but that's just the tip of the iceberg. Commercial and industrial espionage flourishes in many parts of the galaxy; and traditional spies often perform missions including industrial sabotage, theft of scientific, military or trade secrets, assassination, search and rescue, and counter-intelligence operations.

BACKGROUND: Intelligence agencies and other groups recruit spies from many professions and backgrounds, including rogues, starship officers, soldiers, and diplomats. Even scientists, merchants, and mystics occasionally become involved in "the great game" due to their wide-ranging travels and ability to cross borders with relative ease.

ROLE: While the diplomat speaks of joint enterprise and the trader plies the space lanes in peace, a hidden war is being waged in the shadows. Every major interstellar power and the myriad of lesser players employ spies and other covert agents, although their methods and purposes for engaging in espionage differ. Spies and mission teams are called upon to undertake all manner of delicate and important missions, from simple analysis and surveillance to complex intelligence gathering and deep cover operations.

PREREQUISITES: Confident edge, Perception 8+, Computer Use 4+, Investigate 3+, Observe 3+, Forgery 1+

PROFESSIONAL SKILLS: Computer Use, Forgery, Impersonate, Inquire, Investigate, Observe

Professional Abilities

The following abilities are characteristic of spies. A character automatically gains one Tier 1 professional ability upon entering the spy profession. Additional abilities can be chosen through advancement (see pg. 152), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- GATHER INTELLIGENCE: Spies excel at collecting information, analyzing data, and filing reports. Whenever the spy makes an Investigate skill test, he gains an affinity bonus equal to half his Inquire skill level, rounding up.

- PERSPICACIOUS: Spies are cagey individuals, ever on the lookout for unforeseen dangers. The spy receives a +1 bonus to his Defense.

Tier 2 Professional Abilities

- COMPUTER INVASION: Spies train in information theft, especially information stored in secure computer banks or vaulted archives. Whenever the spy makes a Computer Use test to invade a computer system and access secret files or other confidential information, he rolls an extra die (3d6) and keeps the highest two rolls. The rule for rolling double 6's applies. PREREQUISITE: Gather Intelligence

- INFILTRATION: By studying an organization in advance, the spy learns how to move about its headquarters or other properties without arousing unwanted suspicion. If appropriately disguised, the spy can make a Stealth (Hide) test to circulate among the workforce openly without fear of being detected. Whenever the spy makes such a test, he gains an affinity bonus equal to half his Impersonate skill level, rounding up. PREREQUISITE: Gather Intelligence

Tier 3 Professional Ability

- GAIN ACCESS: TO bypass authorities and security systems without excessive inspection, spies learn to forge and utilize false credentials with confidence. When the spy makes an Influence (Fast Talk), Computer Use, or System Operation skill test to employ fake identity documents or security codes, he gains an affinity bonus equal to half his Forgery skill level, rounding up. If the attempt fails, the spy can spend 1 Courage to reroll the test and use the better of the two test results. This aspect of the Gain Access ability may be used only once per episode. PREREQUISITE: Computer Invasion or Infiltration

WEAPONMASTER

The weapon master is an expert in a particular fighting tradition. A master of weapons, combat techniques, and related physical disciplines, he demonstrates a finesse and grace worthy of the term "martial artist."

Among species that maintain high traditions of armed combat, such as the Vulcans, Klingons, or Andorians, the weaponmaster is more than a warrior—he is an accomplished philosopher and thinker as well.

The typical devotee views weapon mastery not only as a military skill, but as a lifestyle and a metaphor for how people should live their lives—precise, focused, always questing on the path of self-improvement. Indeed, some weaponmasters don't engage in actual fighting at all, refusing to denigrate their artistry by putting their skills to practical use.

MISSIONS: Weaponmasters routinely perform missions suited to soldiers, although their physical accomplishments prepare them for difficult situations that might otherwise warrant a spy or special forces operative. They are particularly useful for infiltration, covert operations, and possibly even assassinations, where stealth and the ability to kill without relying on energy weapons would be of benefit.

BACKGROUND: Most weaponmasters begin their fighting careers as soldiers, though occasionally starship officers, special forces personnel, or mystics are drawn to the weaponmaster's way of life.

ROLE: In addition to combat support, the weaponmaster often injects a philosophical element into his comrades' plans. Though a matchless warrior, he may question the need for violence or suggest ways to accomplish a mission with a minimum of force.

PREREQUISITES: Weapon Mastery edge, Agility 8+, one Armed Combat skill 4+, one additional Armed or Unarmed Combat skill 3+, Religion 3+, Athletics 1+

PROFESSIONAL SKILLS: Armed Combat skill group, Construct, Gymnastics, Ranged Combat skill group, Religion, Stealth

Professional Abilities

The following abilities are characteristic of weaponmasters. A character automatically gains one Tier 1 professional ability upon entering the weaponmaster profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- SACRED WEAPON: Most weaponmasters belong to a spiritual order or sacred tradition that exalts a certain weapon or weapon group above all others. Upon acquiring this ability, the weaponmaster selects one combat skill (an Armed Combat, Ranged Combat, or Unarmed Combat skill) and immediately gains one specialty (if appropriate). When advancing the designated skill, the weaponmaster increases his skill level by +2 per pick, but suffers a -4 test penalty when using weapons outside of his skill and specialty. UPGRADE: With the narrator's consent this ability may be selected multiple times, gaining a new specialty each time.



- WEAPONCRAFT: The weaponmaster views his weapon as an extension of himself and takes pride in crafting and repairing his own equipment. Instead of learning separate Construct and Repair skills, the weaponmaster can learn and develop Weaponcraft (naming a particular weapon as a specialty) to serve both functions. Falling within the Craft skill group, Weaponcraft may be acquired and advanced as a professional skill. When making Weaponcraft tests to work on a weapon within a given specialty *(bat'leth),* the weaponmaster gains a +3 specialty bonus instead of the normal +2.

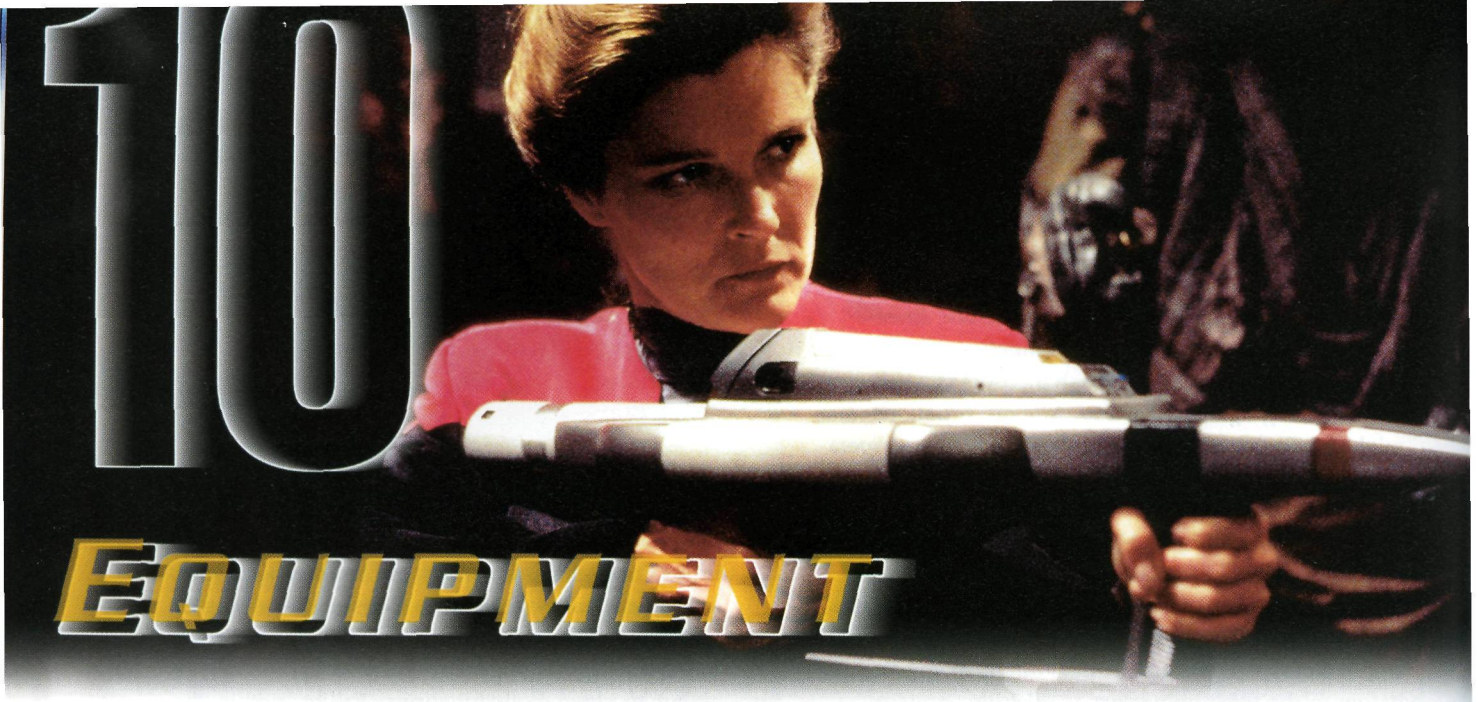
Tier 2 Professional Abilities

- BLINDING SPEED: A weaponmaster learns how to make rapid attacks with his favored weapon (see Sacred Weapon professional ability). The weaponmaster can perform one additional attack action per round at no penalty, and if necessary can spend one Courage to reduce the penalty for additional attack actions by 2 per Courage spent. PREREQUISITE: Agility 8+

- RITUAL ATTACK: The weaponmaster can perform an elaborate, ritualistic attack to confuse his opponents and slow their defense. Performing such an attack costs one additional combat action, but any attempt to dodge, block, or parry the blow costs the defender three combat actions, usually resulting in an additional action penalty (-5 to the dice roll) to the defensive test. PREREQUISITE: Sacred Weapon

Tier 3 Professional Abilities

- CONTEMPLATION: The weaponmaster derives inner strength through meditation and contemplation. By meditating for ten minutes, the weaponmaster can make a Religion skill test (TN 15, physical modifiers apply) to refresh 1 spent Courage. Decrease the TN by -2 for every three additional minutes spent in contemplation. This ability may be used only once per day. PREREQUISITES: Religion 6+ or Blinding Speed



10 EQUIPMENT

Star *Trek* depicts a universe in which humanoid ingenuity and inventiveness have achieved virtual "technotopias." In the 23rd and 24th centuries, various technologies enable devices to convert matter and energy almost instantaneously, generate artificial gravity, disintegrate objects and opponents, and perform many other miraculous phenomena. Most people rarely go a single day without using a variety of technological items any primitive culture would consider to be of magical or divine origin.

ACQUIRING EQUIPMENT

While most of the technological advancements presented herein are commonly available in the *Star Trek* universe, not all equipment is immediately available to everyone. Depending on the nature of the series, the Narrator might restrict access to characters having certain professions, skills, or traits. See *Chapter 2* of the *Narrator's Cuide.*

Characters belonging to Starfleet or similar organizations usually employ the equipment assigned to them by their commanding officers. Characters can request specific items, but commanders don't typically issue specific weapons, devices, or technologies that don't facilitate mission parameters.

Characters who don't belong to an organization like Starfleet have to acquire technology on their own. In advanced societies such as the Federation or Romulan Star Empire, they can typically replicate whatever they need (though laws and safety precautions may restrict what they create—most Federation replicators won't create weapons, for example). In other places, like Ferenginar, Bajor, and the Cardassian Union, characters usually need to purchase their equipment. Table 10.1 provides a few sample prices, but the cost of goods fluctuates wildly based on availability, need, and location, among other factors.

In the 24th century, latinum is the standard monetary unit among those societies that practice a traditional economic system. While many planets retain their own currency, such as the Klingon *darsek,* prices are often expressed in terms of latinum. Inside the Federation, the credit is the standard unit of exchange. Latinum comes in slips, strips, and bars (in ascending order of value).

1 SLIP =	1/100 STRIP 1/2,000 BAR 1 CREDIT	1 STRIP =	100 SLIPS 1/20 BAR 5 CREDITS	1 BAR =	2,000 SLIPS 20 STRIPS 100 CREDITS

TABLE 10.1 SAMPLE PRICES

The following lists provide sample prices for occasions where characters are forced to buy their own equipment and provisions

ITEM	PRICE (LATINUM STRIPS)
Food, Drink, and Entertainment	
Holonovel (depending on complexity and legality)	20–500
Holosuite rental, per hour	5–150
Liquor, per drink	0.2–10
Liquor, bottle	3–50
Meal, replicated	0.2–15
Jewelry, costume (includes all replicated jewelry)	1–20
Jewelry, nonreplkated	50–5,000+
Suit of clothes, replicated	10–30
Suit of clothes, hand-made	30–500
Climbing gear	15–45
PERSONAL GEAR	
Communicator	100–500
Dylec Memory Tent	90
Emergency beacon	50
EVA Suit	250–400
Holographic recorder	250–500
PADD	1–20
Pattern enhancer (set of 3)	1000
Powered binoculars	100–300
Transport inhibitor	1000
Tricorder	180–600
Medical Kit	
Autosuture	150
Dermal regenerator	50
Drug ampule	5–150
Hypospray	25
Neural stimulator	250
Engineering Kit	
Gravitic calipers	100
Hyperspanner	75
Magnetic probe	80
Plasma torch	125
SPECIALTY EQUIPMENT	
Anti-sensor belt	300-600
Disguise kit	100
Field modulator	800 (black market only)*
Gill pack	80
Isolation suit	1,200
Night glasses	1,500
Replicator lock pick	2,500 (black market only)*
WEAPONS	
Disruptor	250–450
Disruptor rifle	600–1,200
Knife (or similar weapon)	7–15
Phaser (Type I)	500 (black market only)*
Phaser (Type II)	1,000 (black market only)*
Stunrod	15–45
Sword (or similar weapon)	20–100
Targeting modulator	100–300

"Excluding Starfleet, which makes this equipment available to officers on a per-mission basis.

EQUIPMENT DESCRIPTIONS

The following sections describe a variety of technological devices found in *Star Trek.* These technologies are organized into several larger categories, including personal equipment, specialty equipment (medical, engineering, military and espionage equipment), ranged weapons, and close combat weapons.

THE EQUIPMENT TEMPLATE

All equipment is presented in a standard format, or template. Depending on the nature of the item, the template can include any of the following headings:

SPECIFICATIONS: This entry describes the technical specifications of the item, weapon, or gear. Specifications typically include size, mass, and volume. Specifications may differ by as much as 50% depending on model or manufacturer.

DESCRIPTION: This entry describes the appearance and function of the item in broad terms. It covers the common applications and game functions of the device. Most items reflect the design aesthetics of the organization or culture issuing the device.

RULES: Describes how the item affects game-related tests. Typically, *Star Trek* technology enables characters to do things they would ordinarily not be able to accomplish unaided or facilitates attribute and skill tests by way of conferring bonus modifiers to tests.

Thus, restoring 5 wound points with a dermal regenerator consumes 5 charges and requires 5 full-round actions.

SETTINGS: Energy weapons such as phasers and disruptors possess controls for selecting the level of power consumption and output. When using such weapons, characters may choose from among the available settings.

DURATION/ENERGY: If the item relies on an internal energy source or power reserve, this entry describes the capacity and duration of the internal power supply. Most items are rechargeable through induction charging aboard ship.

RANGE: This entry describes the distance at which long-range weapons and devices function. Range measurements are expressed using the following notation: "point blank/short/medium/long/+extended" increments (usually meters). These increments break down range for the purposes of resolving character skill tests. Usually, the target number (TN) for any range-based test is modified for distance between characters: +2 point blank, + 0 short, -2 medium, -4 long, and -2 for each additional increment of extended range.

GxAMPLe: A Type I phaser has a range of 5/1 O/25/5O/+1 0 meters, meaning that distances up to 5 meters are point blank range (+2 to hit), 5.1 to 10 m are short range (no modifier), 10.1 to 25 m are medium range (-2), 25.1 to 50 meters are long range (-4 TN), and every +1 0 additional meters in excess of 50 measure one increment of extended range (earning an additional -2 to range-based skill tests).

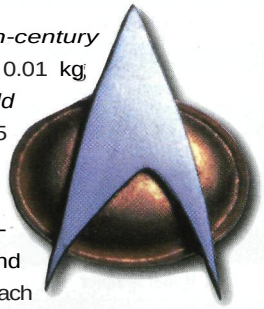
TECHNOLOGICAL VARIATION

Many species and planetary organizations develop and employ technologies similar to those found within the Federation. While their devices vary somewhat in appearance and functionality, they are sufficiently similar and to be treated the same with regard to their game effects. For example, Klingons, Romulans, and Cardassians all manufacture and employ their own specific versions of communicators, PAODs, and tricorders.

PERSONAL EQUIPMENT

This category describes common items and devices that can be worn or carried on one's person. With few exceptions, most organizations and governments grant unrestricted access to personal equipment and related technologies.

Communicators



SPECIFICATIONS: *24th-century badges:* 5 x 4 x 0.5 cm, mass 0.01 kg; *23rd-century handheld communicators:* 11 x 6 x 2.5 cm, mass 0.2 kg

DESCRIPTION: On 24th-century starships and space stations, personnel initiate and maintain voice contact with each other via communicators (or *combadges),* small devices worn as part of the uniform. The user activates a com badge by tapping it or through voice activation; sophisticated computer subroutines recognize voices and spoken textual cues (such as "out," signaling the end of a transmission). The ship or station computer system analyzes the transmission and routes it to the intended recipient.

The communicators of the 23rd century demonstrate less advanced technology and require larger casings. Too large to be worn as a badge, these must be worn in belt cases or carried by hand. The user flips open the cover to activate the device and access its controls. All communicators have built-in translation algorithms (UT libraries) for all common languages known by the society manufacturing them.

RULES: 24th-century combadges have built-in universal translators (UTs) with language libraries containing anywhere between 150 and 700 languages. Variants from the 23rd century have UT libraries storing about 120 languages.

Both earlier and later communicators emit signals a ship or station can use to locate and track the wearer within communications range. Ships also use this signal to establish a transporter lock on the wearer (conferring a +2 bonus for System Operation (Transporter) Tests to beam the wearer).

DURATION/ENERGY: 1,000 hours + induction recharging

RANGE: *24th-century:* 40,000 km, or 60,000 km when boosted by a ship transceiver; *23rd-century:* 300 km, or 26,000 km when boosted by a transceiver.

Dylec Memory Tent

SPECIFICATION: 10 x 1 0 x 20 cm folded, 2.5 x 1.5 x 1 m unfolded; mass 0.8 kg

DESCRIPTION: Consisting of an active biomimetic polymer fabric fitted with a keypad and microprocessor, the dylec memory tent expands and collapses with the press of a button. Once expanded, the keypad serves as a thermostat and environmental control, although the microprocessor is environmentally aware and self-adjusting to create a comfortable environment for the inhabitants.

RULES: The dylec memory tent maintains a habitable interior in extreme environments. Its biomimetic shell is completely waterproof, yet porous and breathable. While residing inside the tent, characters are immune to the adverse effects of extreme climates and temperatures (between -40° C to 50° C). The shell also protects against low-level UV radiation such as solar radiation and infrared scans.

DURATION/ENERGY: 100 hours

Emergency Beacon

SPECIFICATIONS: 30 cm tall x 5 cm diameter cylinder; 2 kg

DESCRIPTION: Standard equipment in shuttlecraft and many survival kits, the emergency beacon emits an invisible pulse signal at an effective range of 1 light-year. The unit also transmits positioning telemetry and an intermittent distress signal in case other means of communication have been lost. When linked through the subspace transmission assembly found on most shuttlecraft, the range of the beacon extends to 5 light-years.

RULES: Anyone can activate an emergency beacon and record a short distress message; its telemetric instrumentation automatically transmits its position and message every half hour to conserve energy. Altering the device to encrypt a distress code or overriding the frequency protocols requires an Intellect attribute test (TN 10) or any Computer or Repair test (TN 5).

DURATION/ENERGY: 2 weeks at half-hour intervals, 1 week at 1 5-minute intervals, etc.

RANGE: 1 light-year, extendable to 5 light-years via shuttlecraft transmitter assemblies.

£VA Suit

SPECIFICATIONS: folded: approx. 12 liters; 19.6 kg without backpack and full consumables load, 30.1 kg with them.

DESCRIPTION: Characters use EVA (extravehicular activity) suits whenever they have to work in the vacuum of space or any hazardous environment. The suit protects the wearer against pressure from 0 to 5 atmospheres, allows him to remain comfortable in temperatures from -100° C to 120° C, and provides for 25 hours of respiration. It also includes magnetic boots to facilitate movement across a ship's outer hull. The wearer can control and monitor the suit's functions via controls mounted at the forearm.

RULES: Light and relatively comfortable, environment suits still inhibit the wearer's movement and perception. The wearer suffers a -2 penalty to most physical tests while wearing an EVA suit.

EVA suits completely protect the wearer against damage from drowning and asphyxiation, as well as airborne toxins and viral agents. They also guard against all but the most potent forms of radiation and confer a +10 Stamina reaction test modifier for tests made to resist radiation effects.



Environment suits do not function as armor. They have the ability to self-repair minor damage (up to 4 points). Large tears or ruptures must be repaired by a skilled technician (Repair test: TN 5 + 1 per 5 points of damaged sustained).

When a character uses the magnetic boots to move in low or no gravity, reduce his movement by half the normal distance.

Environment suits emit a distinctive energy signature. A searcher using a tricorder or other sensor can locate and track an environment suit by making a System Operation (Sensors) test (TN 5).

DURATION/ENERGY: 25 hours of power and consumables (12 hours for 23rd-century suits).

Holographic Recorder

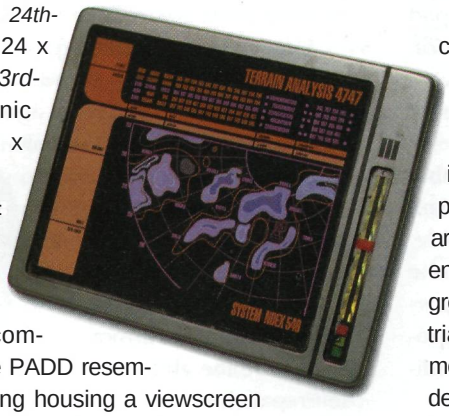
SPECIFICATIONS: 9.75 x 4.5 x 3 cm;.2 kg

DESCRIPTION: Similar to a 21st-century digital camcorder, the holographic recorder demonstrates exceptional image resolution and 3D capability. The recorder can capture both still and moving images at up to 1,000X magnification. It can also capture 3D stereoscopic sound.

RULES: Anyone can use a holographic recorder for mundane applications. Making special recordings—performing 3D tactical terrain scans, filming a structure to accurately reproduce its physical geometry—requires an Intellect attribute test (TN 1 0).

DURATION/ENERGY: Power cell supports up to 24 hours of nonstop recording time.

PADD (Personal Access Display Device)



SPECIFICATIONS: *24th-century:* 10.16 x 15.24 x .95 cm, 0.2 kg *23rd-century* "electronic clipboard": 35 x 22 x 6 cm, 0.3 kg

DESCRIPTION: Perhaps the most common piece of technology found in the Federation and comparable societies, the PADD resembles a flat metal casing housing a viewscreen and multifunction touch-pad controls. It contains a powerful microcomputer holding data equivalent to billions of pages of text and images on two isolinear chips (or similar storage systems). PADDs also feature subspace transceivers equivalent to standard communicators.

Both civilians and Starfleet personnel use PADDs regularly. Civilians use theirs to track appointments and contacts, communicate with friends, write notes, play games, and carry the contents of entire libraries around in their hands. Starship personnel can do all of these things, but also send and receive reports via PADD. Furthermore, they can configure PADDs to remotely control the functions of any control panel or workstation aboard the ship. When within communicator range, personnel can use PADDs to transmit security override codes and wrest control of any ship function. Theoretically a single person could run an entire starship using a PADD, though this would be practical only for routine (noncombat, noncrisis) operations.

The 23rd-century predecessor to the PADD was the "electronic clipboard," a much larger handheld computer employing duotronic technology. Characters use electronic clipboards solely to read and create text; they cannot access or control a ship's functions.

RULES: Controlling any starship function via a 24th-century PADD imposes a -5 dice test penalty to corresponding System Operation tests. In combat or crisis situations, increase this penalty to -1 5.

The PADD's databanks contain solid information on myriad subjects. During any Knowledge skill test the character can automatically add 7 to his appropriate skill rank instead of making the standard skill test. In order to gain the full benefit of a PADD's databanks, the character must spend at least one minute researching the subject on his PADD.

DURATION/ENERGY: 100 hours (Starfleet or Romulan), 37.5 hours (Cardassian), 50 hours (Ferengi), 47.5 hours (Klingon), + induction recharging for each

Pattern Enhancer

SPECIFICATIONS: : 1 . 5 m tall x 8 cm diameter cylinder, plus a tripod base; 6 kg

DESCRIPTION: Pattern enhancers created in the 24th century boost and stabilize transporter beams, making it easier to transport through phenomena such as raw kelbonite, large volumes of solid rock, particle-scattering fields, ion storms, and subspace ruptures that interfere with or inhibit routine operation. When used properly, pattern enhancers define a temporary transport area similar to a transporter pad. To be effective, pattern enhancers must be used in groups of three, placed in a triangle no longer than 4 meters per side. The devices may be placed by hand, by transporter, or by short-range probe. Anyone transporting into or out of the defined area gets the benefit of the pattern enhancement.



RULES: Pattern enhancers provide a +10 bonus to System Operation (Transporter) tests (enough to counteract most, but not all, types of interference).

DURATION/ENERGY: 1,000 hours + induction recharging

Powered Binoculars

SPECIFICATIONS: 15 x 10 x 2 cm, 0.2 kg

DESCRIPTION: Powered binoculars enhance the user's range of vision, providing up to 1 000X magnification (the user sees at 50 meters what he could see with the naked eye at 1 meter). They also perform precise range-finding calculations to a distance of 50 kilometers and permit EM

radiation scanning (including infrared and ultraviolet). Additionally, powered binoculars can perform short and long-range biological and energy scanning, just as a tricorder (see below), translating gathered information into false-color images or text readouts projected onto the bottom of the viewfinder display.

RULES: In addition to expanding the spectra and range of the viewer's sight, powered binoculars confer a +5 Observe (Spot) skill test bonus.

DURATION/ENERGY: 1,000 hours + induction recharging

Transport Inhibitor

SPECIFICATIONS: :1.5 m tall x 8 cm diameter cylinder, plus a tripod base; 6 kg

DESCRIPTION: Created in the 24th century, a transport inhibitor generates a globular field of tetryonic energy in a 10-meter radius around itself. This field interferes with or completely disrupts a transporter's annular confinement beam, making it difficult to transport into, out of, or through the energized area. Characters can set up multiple inhibitors to effectively shield a large area.

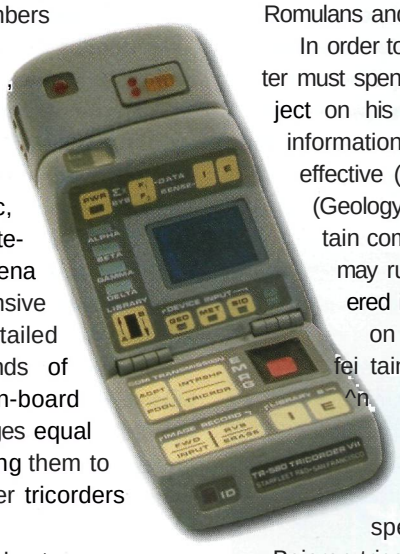
RULES: The interference generated by a transport inhibitor modifies all System Operation (Transporter) skill tests, giving a -1 5 penalty to the dice roll.

DURATION/ENERGY: 1,000 hours + induction recharging

Tricorder

SPECIFICATIONS: *24th-century Starfleet model:* 15.81 x 7.62 x 2.84 cm, 0.3 kg; *23rd-century tricorder:'!* 7 x 11 x 4.8 cm, 0.5 kg

DESCRIPTION: Tricorders are all-purpose handheld sensory devices employed by members of Starfleet and similar organizations, including civilian scientific and exploratory teams, prospectors, and security officers. They contain powerful sensors for detecting and analyzing electromagnetic, subspace, chemical, biological, meteorological, and geological phenomena and substances. They house extensive computer databanks containing detailed information pertaining to thousands of subjects. Tricorders also contain on-board subspace communicators (with ranges equal to personal communicators), allowing them to transmit and receive data with other tricorders or to link with a ship's computer.



A character can use a a tricorder to scan an environment for harmful gases or toxins, analyze a soil sample, identify an unknown life-form, predict the weather, and trace unusual energy fluctuations. A simple scan or analysis requires only a round or two; more detailed analysis can take up to an hour, though the tricorder can perform other simple functions during that time.

SPECIALIZED TRICORDERS

Because tricorders are so versatile, organizations develop specialized models with permanent "optimization" bonuses. An optimized model often includes a peripheral module attached to the top of the tricorder. The user can detach it and use it as a remote probe (with a range of 1-2 meters) to perform more detailed scans of objects. Using a probe increases the conferred skill test bonus by +2. Examples of specialized tricorders include medical, engineering, and security variants.

RULES: Tricorders enhance a character's ability to perform a number of tests. The scanning and detection functions of tricorders confer a +5 bonus to most skill tests made using the item's sensors (such as Investigate, Observe, Science, and Engineering). Tricorders are versatile tools, affecting a variety of tests, such as Planetary Science (Geology) tests to locate kelbonite, Life Science (Microbiology) tests to identify microbes, and Social Science (Archeology) to translate ancient glyphs. Range modifiers apply (see Table A.13, page 250).

EXAMPLE: A science officer scans for life-forms using his tricorder. The Narrator asks for either a System Operation (Sensor) or Life Sciences (Biology) skill test, and assigns the task a base TN 10. A band of Romulans lurks 200 meters away, modifying the TN by +2, for a total TN 12. The player rolls 2d6 (8) + skill level (+3) + attribute modifier (+2) + 5 = 18. The science officer detects the Romulans and alerts the rest of the away team.

In order to utilize a tricorder's databanks, the character must spend one full-round action analyzing the subject on his tricorder. The tricorder must contain the information pertinent to the skill test in order to be effective (geology databanks for a Planetary Science (Geology) test, for example). Tricorders usually contain comprehensive databanks, though the Narrator may rule that a subject fails to be sufficiently covered in the databanks. This could vary depending on the species—Klingon tricorders might contain little information on planetary science—or subject—23rd-century tricorders might contain no data about Iconians.

A tricorder can be optimized (Repair test TN 10, interval one hour) to detect specific phenomena. For example, the Bajoran tricorders used by security personnel on Deep Space 9 are optimized to perform security-related tasks (forensic detection and analysis, detecting and tracking anomalous energy fields and particles, scanning for smuggled or contraband materials). An optimized tricorder's bonus for detecting the specified substances and phenomena increases by +2, at the expense of reducing the modifier for all other scans by a -2.

Tricorders also allow characters to perform some tests at range that ordinarily would require close proximity or direct physical contact. For example, a character can use a tricorder to scan a distant life-form for diseases or infirmities, even though unaided Medicine (Diagnosis) tests require hands-on examination or at least close physical proximity.

DURATION/ENERGY: On average a tricorder provides 1,000 hours of intermittent usage or 36 hours of continuous use. The power cells in 23rd-century tricorders last about 80% as long.

RANGE: *24th-century tricorders:* 5/25/ 500/2000/+0; *23rd-century tricorders:* 5/20/250/1500/+0. As with other sensors, interference (electromagnetic, physical, or other) can inhibit a tricorder's range or function.

SPECIALTY EQUIPMENT

Access to the following items is usually restricted to certain professions, such as doctors, engineers, security forces, or espionage agents. On critical missions or under unusual circumstances, these devices may be issued to multiple members of an away team. Specialty equipment falls into one of three general categories—medical equipment, engineering tools, and security and surveillance devices.

MEDICAL EQUIPMENT

Most 23rd- and 24th-century medical equipment works equally well on a wide variety of species. At the Narrator's option, however, medical devices created by some isolated or ethnocentric species (such as the Cardassians) may not perform as well on other species. In such cases, reduce the test benefit conferred by the device by 1.

Medical Kit



SPECIFICATIONS: 21 x 20 x 5 cm case, 1 kg

DESCRIPTION: A standard "medkit" contains all the portable equipment doctors need to treat injuries and ailments in the field. Typical medkits include a medical tricorder, an autosuture, a blood infuser, a defibrillator, a dermal regenerator, two or more hyposprays, a neural stimulator, and a PADD.

Most starships, space stations, and other facilities store medkits in strategic locations. Deep Space 9, for example, stows 85 medkits throughout the station.

RULES: See individual device descriptions.

DURATION/ENERGY: See individual device descriptions.

Autosuture

SPECIFICATIONS: 1 5 X 4 X 2 cm, 0.2 kg

DESCRIPTION: Autosutures exploit molecular bonding technology to heal a variety of physical injuries, including broken bones, cuts, lacerations, ruptured vessels, and damaged organs.

RULES: An autosuture confers a +5 skill test bonus to untrained First Aid tests. In the hands of a trained medic or physician, the autosuture confers the same modifier, but also heals an additional 3 points of damage during successful tests.

DURATION/ENERGY: 50 hours + induction recharging

Dermal Regenerator

SPECIFICATIONS: 2 0 X 5 X 2 cm, 0.2 kg

DESCRIPTION: Dermal regenerators heal minor cuts, scrapes, and bruises in a matter of minutes. Anyone can apply and activate a dermal regenerator; no skill test is required.

RULES: A dermal regenerator repairs 1 d6 points of damage *per injury* a character has sustained. For each injury treated, roll 1d6 to determine the maximum number of wound points the device can repair. It takes a character one full-round action to restore a single point of damage using a dermal regenerator and costs one charge per use.

Dermal regenerators cannot alleviate stun effects, nor can they heal damage inflicted by poison, radiation, or similar toxic effects. In addition, a dermal regenerator can treat an injury only once. Characters suffering multiple injuries can benefit from a dermal regenerator several times, whereas a person nearly killed by a single disruptor blast can receive only marginal benefits from a dermal regenerator.

DURATION/ENERGY: 1,000 charges + induction recharging

Hypospray

SPECIFICATIONS: 1 5 X 3 X 3 cm, 0.1 kg

DESCRIPTION: Doctors use hyposprays to inject drugs, medical nanoprobes, and serums into patients. The device generates a stream of compressed air that forces the medication painlessly through the patient's clothing and skin. Early 23rd-century hyposprays hold one ampule, which contains ten doses of a particular medication. In the 24th-century, a hypospray holds five 1 0-dose ampules, from which the user selects the drug and dosage with a touch pad.

RULES: Anyone can press a hypospray against a person and trigger an injection. Setting the proper dosage requires a First Aid or Medicine skill test (TN depends on type of agent being administered; see Table 10.2). Any success indicates the agent has been delivered successfully; any failure indicates that the dosage failed to achieve the desired effect.

TABLE 10.2 HYPOSPRAY AGENTS

AGENT	TN	DURATION	EFFECT
Anesthezine	10	variable	Stun effect (equal to power 1 per dose)*
Chiormydride	15	permanent	Stabilizes injury; restores 3 points of damage per dose
Cordrazine	10	1d3 hours	Confers +2 Health per dose
Delactovine	10	1d6 hours	Confers +1 Health per dose
Dexalin	10	permanent	Immediately restores all damage from drowning and asphyxiation
Hyronalin	15	10d6 min/perm	Confers +3 Stamina Reaction save vs. radiation restores attribute reduction caused by radiation by 1d3/dose.
Inaprovaline	5	permanent	Stabilizes injury; restores 1 point of damage per dose
Kayolane	10	1d6 hours	Sedates subject; confers -1 physical test modifier
Melorazine	15	1d3 hours	Sedates subject; confers -2 physical test modifier
Terakine	10	1d6+2 hours	Reduces injury effect by one category
Vertazine	5	1d6+2 hours	Eliminates physical test penalties resulting from zero G

*See ***Appendix,*** **"Stun Effects," page 251**

Using a prepared hypospray can be performed as a standard action. Replenishing or substituting an individual ampule requires a full-round action.

DURATION/ENERGY: 50 injections

Neural Stimulator



SPECIFICATIONS: 10 X 6 X 0.2 cm, 0.02 **kg**

DESCRIPTION: This device can adjust a patient's neural functions to relieve pain or seizures, awaken an unconscious person, and counter the stun effects of phasers ana similar weapons.

RULES: Medical personnel use neural stimulators to awaken unconscious persons. Doing so requires **a** First Aid or Medicine test, performed as a full-round action. Test difficulty depends on the number of rounds the character would normally remain unconscious (1 round = TN 1,15 rounds = TN 1 5, etc.). Each use consumes a number of charges equal to the testTN.

If time permits, the user may conduct the First Aid or Medicine action as an extended test, breaking the process into a number of full-round actions with proportionally lower testTNs (for example, a TN 30 test can be divided into three TN 10 tests, each conducted as a full-round action). Regardless of the number of full-round actions performed, the difficulty for an individual test may never be reduced below TN 5 through an extended action.

DURATION/ENERGY: 300 charges + induction recharging

ENGINEERING EQUIPMENT

Engineering Kit

SPECIFICATIONS: 21 x 20 x 5 cm case, 1 kg

DESCRIPTION: A typical engineering kit includes an engineering tricorder, a pair of gravitic calipers, a hyperspanner, a magnetic probe, a PADD, two or more plasma torches, and common replacement parts (isolinear chips or rods, power cells, etc.).

RULES: See individual device descriptions.

DURATION/ENERGY: See individual device descriptions.

Gravitic Calipers

SPECIFICATIONS: 1 m long, 1.1 kg

DESCRIPTION: Engineers cannot always deactivate a system or take it off-line before making repairs. Gravitic calipers enable the engineer to reroute the plasma flow by generating a small graviton field, and then service the isolated component without disrupting power to the entire system.

RULES: Gravitic calipers confer a +2 bonus to all Engineering and Repair tests made to disable, service, or repair active systems, such as warp drives or security locks. A disastrous failure results in a dangerous power feedback causing 1 d6 damage to the engineer. A Quickness reaction test (TN 15) enables the user to avoid all damage.

DURATION/ENERGY: 150 hours + induction recharging

Hyperspanner

SPECIFICATIONS: 25 X 4 X 4cm, 0.25 **kg**

DESCRIPTION: A hyperspanner analyzes and modulates plasma flows within electroplasma systems (EPS), enabling engineers to gather information about impulse drives and make quick adjustments and repairs.

RULES: An engineer can use **a** hyperspanner to facilitate and expedite repairs to equipment associated with electroplasma power. The device confers a +5 skill test bonus to Propulsion Engineering (Warp Drive) tests (academic modifiers apply) made to gather information about warp drive anomalies and to diagnose malfunctions. The device also confers a +2 physical modifier to Propulsion Engineering repair tests and reduces the

time interval of extended Propulsion Engineering repair tests by 25%. The test modifier and time reduction are cumulative with use of a magnetic probe during repairs (see Magnetic Probe).

DURATION/ENERGY: 100 hours

Magnetic Probe

SPECIFICATIONS: 25 X 3 X 3 cm, 0.3kg

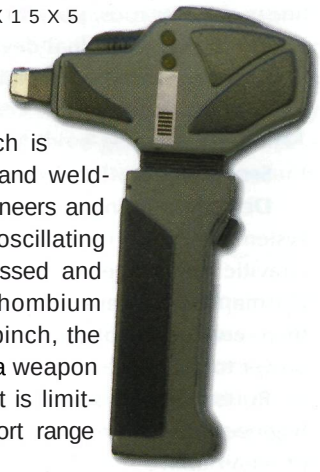
DESCRIPTION: A magnetic probe can regulate warp core antimatter flows and expedite repairs. When diagnosing and repairing warp drives, magnetic probes work well in conjunction with hyperspanners (see Hyperspanner).

RULES: When performing any Propulsion Engineering test to recalibrate, modify, or repair warp-core functions, the magnetic probe confers a +3 skill test modifier. It also reduces the time interval for extended tests by 25%. The test modifier and time reduction are cumulative with those of a hyperspanner.

DURATION/ENERGY: 100 hours

Plasma Torch

SPECIFICATIONS: 10 X 15 X 5 cm, 0.3 kg



DESCRIPTION: Resembling a laser scalpel, the plasma torch is an all-purpose cutting and welding device used by engineers and technicians. It emits an oscillating positron beam, compressed and shaped by nickel-rhombium ceramic magnets. In a pinch, the device may be used as a weapon (similar to a phaser), but is limited by the relatively short range of the beam (.5 m).

RULES: In five minutes, a character can bore a hole in duranium or tritanium .5 m deep, or make a .5 m long cut through a plate 1 cm thick. A character can weld (or cut through welding) at twice this rate. When making large-scale repairs (welding breached bulkheads, repairing containment piping, etc.) the plasma torch confers a +5 skill test bonus to corresponding Repair and Structural Engineering tests.

A plasma torch can be used like a phaser by making an Energy Weapon (Plasma Torch) test (see range below). If successful the torch inflicts 3d6+6 damage.

DURATION/ENERGY: 5 hours

RANGE: 0/0/.5/0/+0 m

Security & Surveillance Equipment

Security and surveillance equipment is popular among spies and rogues as well as law enforcement officers and security guards. The acquisition and possession of some equipment depends on local laws and the owner's intent. A civilian in possession of an anti-sensor belt and replicator lock pick, for example, is often a cause for suspicion and possible questioning by authorities. Starfleet officers, however, often use security equipment in the pursuit of their duties, such as wearing isolation suits while covertly observing a primitive culture.

Anti-sensor Belt

SPECIFICATIONS: 2-3 cm wide, variable length; .2 kg

DESCRIPTION: Anti-sensor belts outwardly resemble an ordinary part of any standard uniform. If the belt were cut open, an investigator would discover circuitry, a microprocessor, and a small power supply, revealing the belt's true purposes. The purpose of the belt cannot be determined by physical examination alone and requires a thorough forensic investigation.

An anti-sensor belt makes the wearer invisible to sensor scans of all varieties, enabling him to move about secure areas virtually undetected. It also prevents transporter lock and tricorder scans (including medical scans). The device may be activated or deactivated by depression of a concealed button on the clasp.

RULES: While activated, an anti-sensor belt completely nullifies the wearer's trace pattern as it would normally register on sensors. An anti-sensor belt effectively confers a -15 modifier to System Operation (Sensor) tests made to detect the presence of the wearer.

ENERGY/DURATION: 100 hours

Disguise Kit

SPECIFICATIONS: 50 x 30 x 7.5 cm case, 6 kg

DESCRIPTION: The disguise kit contains all of the components an entertainer, spy, or criminal needs to impersonate members of select species or organizations. The case contains a medical tricorder (for scanning a subject and gaining specific anatomical data), a biopattern duplicator (for simulating fingerprints), a voice-print implant (for mimicking speech), and multiple isolinear chips (for programming a replicator to produce cosmetic bioforms and fake uniforms, insignia, and so on). Disguise kits in the 23rd century contain program chips for synthesizers.

RULES: Given sufficient privacy and time, a character gains a +2 skill test bonus to all Impersonate (Disguise) tests when using the disguise kit. Because a replicator can automatically reproduce a uniform or badge, no test is needed to simply don the appropriate garb identifying one as a member of a particular organization. But if a character wishes to pass himself off as a member of another species or organization, he needs to apply the cosmetics properly and don the uniform appropriately (initiating an Impersonate test). By using the medical scanner and replicator to imitate a known individual, a character gains a +4 test to Impersonate (Disguise) tests.

Field Modulator

SPECIFICATIONS: 30 cm tall x 2 cm diameter cylinder, 1 kg

DESCRIPTION: Field modulators work in pairs to disable portions of a static force field barrier. The units must be positioned next to the force field at a distance no greater than 2 meters apart, where they work in conjunction to create a destructive interference pattern capable of negating the field between them. Via the control pad located on the master unit, the user can also set the device to activate or deactivate at chosen times or intervals (for example, activate for 5 minutes at a certain time each hour), thereby conserving energy and potentially preventing the device from being detected.

RULES: Setting up and activating a pair of field modulators is simple (Intellect attribute test, TN 5). Adjusting the interference harmonizers requires some degree of skill, training, and patience. The user must perform an Intellect attribute test (TN 10) to make the device function properly.

DURATION/ENERGY: 3 hours continual use

Gill Pack

SPECIFICATIONS: 1 5 X 2 0 X 8 cm face mask, 0.8 kg

DESCRIPTION: Resembling a full-face scuba mask, the gill pack enables the wearer to breathe underwater at pressure up to 3 atmospheres. The device splits oxygen atoms from water molecules, and therefore doesn't require the user to carry a portable air supply (like a scuba tank). The gill pack falters in high pressure and cannot be used effectively more than 1 00 feet (in Earth-like gravity) below the surface. It also does not work in liquids other than water.

RULES: Because the gill pack feeds pure oxygen to the wearer, the wearer cannot use the device safely near open flame (such as underwater magnesium torches or gas jets). In addition, many users become lightheaded after using the device for more than a half hour and suffer a -2 penalty to all tests (Stamina reaction test TN 5 +1 per additional 10 minutes, to avoid penalty).

DURATION/ENERGY:Indefinite

Isolation Suit

SPECIFICATIONS: humanoid dimensions, 12 kg

DESCRIPTION: Consisting of a one-piece jumpsuit, helm or hood, gloves, and boots, the isolation suit contains thousands of omnidirectional holodiodes dotting its high-density tripolymer-diselenide shell. Controlled by a computer built into the belt, the isolation suit reflects electromagnetic radiation and sensor emissions, thereby rendering its user invisible to the naked eye as well as to tricorders and ship sensors.

RULES: Isolation suits confer a +20 TN modifier to any System Operation (Sensors) test made to detect the wearer. The isolation suit is somewhat cumbersome and reduces the wearer's Agility modifier by 1.

DURATION/ENERGY: Indefinite within range of transmitter: The isolation suit is powered by a broadcast power support system maintained at a base camp (range 1,000 m) or orbital satellite station (range 25,000 m).

Night Glasses

SPECIFICATIONS: 1 3 X 5 cm folded, 0.1 kg

DESCRIPTION: Night glasses amplify ambient light a hundredfold or more, enabling the wearer to see clearly in near-total darkness. Some versions are also fitted with infrared sensors, allowing the wearer to switch modes and read the heat signatures of his environment, effectively enabling him to see in total darkness.

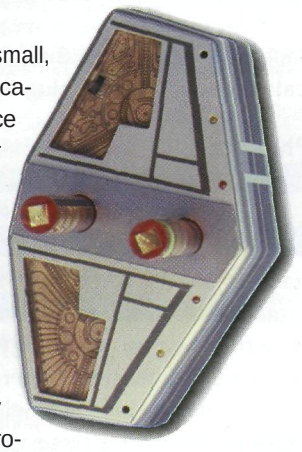
RULES: Most night glasses require some ambient light (such as that reflected by the moon, stars, or other faint source). In such conditions, a character wearing night glasses ignores all physical test modifiers resulting from darkness or low-light conditions. Infrared versions enable the wearer to see in total darkness, provided there's some amount of heat (the device won't discern objects that are all exactly the same temperature). In ideal conditions, the wearer can see as if "low light" conditions. This applies to all Observe, Investigate, and Ranged Combat tests.

DURATION/ENERGY: 1,000 hours

RANGE: Normal vision (tests not range-dependent)

Replicator Loch Pick

SPECIFICATIONS: 10 x 6 x 1 cm, 0.1 kg



DESCRIPTION: This small, flat device employs replicator technology to produce keys and key cards for any locking mechanism requiring a physical key. Within 5 seconds of pressing the back of the device against the lock, the replicators materialize a fully functional key. Unfortunately for spies, this device provides no mechanism for foiling the bio-imprint and voice-activated locks employed by Starfleet and most other advanced organizations.

RULES: Spies find this device quite easy to conceal on their persons. When attempting to conceal this small device, add +3 to the character's Conceal skill test. No test is required to use the device.

DURATION/ENERGY: 15 replications



WEAPONS

Weapons fall into one of two main categories: ranged weapons (including energy weapons, projectile weapons, and archaic weapons) and melee weapons. See Table 10.3 and *Chapter 6: Skills,* and the *Appendix* of this book for more information about using weapons in combat situations.

Energy Weapons

Among advanced societies such as the Federation and Klingon Empire, energy weapons are more prevalent than more primitive weapons. They are more versatile and dependable than weapons relying on chemical reactions (such as slug-throwers).

Phasers

SPECIFICATIONS: Varies (see below)

DESCRIPTION: The phaser (short for PHASed Energy Rectification) is the standard weapon issued by Starfleet to its personnel. Phasers employ a rapid nadion effect and superconducting crystals to emit powerful beams of energy. Depending upon the amount and intensity of energy released, a phaser can inflict damaging effects ranging from mildly stunning a target to destroying large volumes of matter via subatomic disruption. Because phasers can function as versatile tools (clearing vegetation, heating rocks to radiate heat, cutting through a bulkhead), Starfleet prefers them to disruptors, which are primarily useful only as weapons.

In the late 24th century, Starfleet uses five basic models of phaser, ranging from the small, handheld Type I phaser to the large Type III and IV phaser rifles. Starfleet equips each of its phasers with a subspace transceiver so the ship or station computer can monitor usage and limit the weapons to setting 3 (Heavy Stun). The captain or other authorized officer can countermand this safety protocol by issuing a voice command monitored by the computer voice print security system. Phasers also have bioelectric field sensors that prevent anyone but designated user(s) from firing the weapon.

RULES: Characters can fire phasers in one of four modes:

- STANDARD BEAM: The default setting, using the standard phaser damage ratings.
- PULSE: Firing in pulse mode creates shorter beams that inflict +1 point of damage at the cost of 2 additional charges from the power cell.
- CONTINUOUS BEAM: A continuous beam, maintained for a second or more, confers a +2 modifier to Energy Weapon skill tests at the cost of 2 additional charges.
- WIDE BEAM: Wide beam mode allows a character to hit several targets at once or to clear a large area of debris. Wide beam mode reduces the phaser range to 1 0 meters (considered long range for attack test TN) but affects all targets in a cone-shaped area 8 meters wide. Wide beam costs three times the charges of firing the weapon on standard mode and restricts the weapon to power settings 1-6.

A character can set a phaser to overload by making a successful Energy Weapon test (TN 5). The timer can be set to detonate at any time within 30 seconds, causing 1 point of damage per remaining charge to all persons within a 3 meter blast radius. Overriding the destruct sequence requires a Repair test (TN1 5).

SETTINGS: Phasers possess a number of power settings to adjust the destructive potential of the weapon.

TABLE 10.3 STAR TREK WEAPONS

MELEE WEAPONS

WEAPON	PARRY MOD.	DAMAGE*
Ahn-woon	n/a	1d3+grapple
Bot'ieth	+2	3d6+2
Club	−2	1d6+1
D'k tahg	−2(+1)	1d6+2
Knife	−3	1d6+2
Lirpa	+1	2d6+4 (blade)/2d6+2 (club)
Mace	−3	2d6 (2d6+2 if spiked)
Mek'leth	+1	2d6+3
Staff	+1	1d6+1
Stunrod	−2	1 + stun (power setting 1 to 3)
Sword	+0	2d6+3

* Add Strength modifier to Armed and Unarmed Combat damage rolls.

RANGED WEAPONS: ENERGY WEAPONS

WEAPON	RANGE	DAMAGE
24TH-CENTURY PHASERS		
Phaser I	5/10/25/50/+10	varies by power setting*
Phaser II	5/20/50/100/+20	varies by power setting*
Phaser III rifle	5/40/80/160/+40	varies by power setting*
Phaser III-B rifle	5/50/100/200/+50	varies by power setting*
Phaser III-C rifle	5/50/100/200/+50	varies by power setting*
23RD-CENTURY PHASERS		
Phaser I	5/10/20/30/+10	varies by power setting*
Phaser II	5/20/40/80/+20	varies by power setting*
22ND-CENTURY LASERS		
Laser Pistol	5/10/20/40/+10	3d6+4
Laser Rifle	5/30/60/120/+30	4d6+5
Heavy Laser Rifle	5/40/80/160/+40	5d6+6

RANGED WEAPONS: PROJECTILE WEAPONS

WEAPON	RANGE	DAMAGE
19TH-21ST-CENTURY PROJECTILE WEAPONS		
Pistol	2/5/10/20/+5	2d6+4
Rifle	10/50/100/200/+50	3d6+4
Shotgun	3/15/45/90/+15	2d6+3 (3d6+3 at PB)
Assault rifle	10/50/100/200/+50	4d6+2
Submachine gun	5/20/40/80/+20	2d6+4

RANGED WEAPONS: ARCHAIC WEAPONS

WEAPON	RANGE	DAMAGE
Bow & arrow	5/25/50/100/+25	2d6
Crossbow	5/20/50/100/+20	2d6+3
Javelin/spear	5/15/45/90/+15	2d6+5
Kligat	3/10/30/60/+10	1d6+3
Crossbow	5/20/50/100/+20	2d6+3
Throwing knife	3/10/30/60/+10	1d6+1

* See Table 10.4: Phaser and Disruptor Damage

Phaser settings range from level 1 through 16, with lower settings emitting weaker beams that consume fewer charges from the power cell. Not all phasers are equipped with all 16 settings; smaller Type I phasers, for example, possess 8 settings and cannot generate the power required to warrant additional settings. See Table 10.4 for more information about Phaser types and power settings.

DURATION/ENERGY: Phasers use sarium krellide power cells containing a number of charges depending on phaser type (see below). A phaser can be recharged by being inserted into a holding clamp that taps into the EPS of a starship. Phasers recharge at the rate of 1 0 charges per minute.

RANGE: Varies (see below)

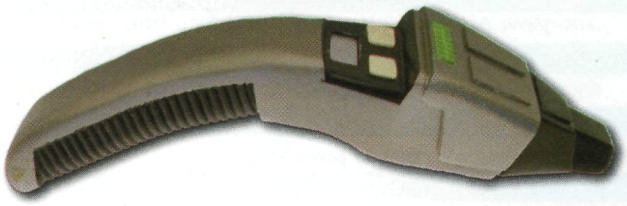
Type I Phaser

SPECIFICATIONS: 12 cm long, 0.3 L in volume; 0.2 kg

DESCRIPTION: The Type I phaser is a small model that fits easily in a pocket or up a sleeve, and is usually issued to away teams.

SETTINGS: 1-8

DURATION/ENERGY: 160 charges



RANGE: 5/1 0/25/50/+1 0 meters

Type II Phaser

SPECIFICATIONS: 25 cm long, 0.8 L in volume; 0.6 kg

DESCRIPTION: The pistol-sized Type II phaser is too large to fit in a jacket pocket and is often holstered at the hip. Starfleet issues Type II phasers for missions where significant threats or dangers are anticipated.

SETTINGS: 1-16

DURATION/ENERGY: 1,000 charges

RANGE: 5/20/50/100/+20 meters

Type III Phaser Rifle

SPECIFICATIONS: 55 cm long, 1.6 L in volume; 1.1 kg

DESCRIPTION: Starfleet usually reserves the Type III phaser rifle for security officers and Starfleet Ground Forces personnel.

SETTINGS: 1-16

DURATION/ENERGY: 1,500 charges

RANGE: 5/40/80/1 60/+40 meters

Type III-B and IV Compression Phaser Rifles

SPECIFICATIONS: 73 cm long, 2.5 L in volume; 2.0 kg

DESCRIPTION: Based on the Type III rifle, the Type III-B compression phaser rifle has more advanced technology, giving it greater range and power. The Type IV (also called the III-C) compression phaser rifle is the most advanced energy rifle used by Starfleet as of 2377. Its power exceeds the Type III-B, but otherwise the weapons are functionally similar.

SETTINGS: 1-16 (includes targeting module; see below)

DURATION/ENERGY: Type IIIB (3,000 charges), Type IV (3,500 charges)

RANGE: 5/50/1 00/200/+50 meters



23RD-CENTURY PHASERS

Although less technologically advanced, 23rd-century phasers remain potent weapons and tools. Their technological refinement keeps them from being quite as versatile (they possess fewer power settings), but their range of power is still quite effective.

Although 23rd-century phasers possess power settings similar to those of their 24th-century counterparts, their setting increments are cruder and reflect less versatility.

For example, a 23rd-century Phaser I has five power settings that discharge energy equal to 24th-century power levels 1, 2, 5, 6, and 8. Because the energy increments are fixed by the weapon, a 23rd-century Phaser I simply cannot generate a power setting 3 stun effect or power setting 7 light disrupt effect. See individual descriptions and Table 10.4 for more information.

PHASER I

SPECIFICATIONS: 11 cm long, 0.26 L in volume;, 0.2 kg

SETTINGS: 1, 2, 5, 6, and 8

DURATION/ENERGY: 100 charges

RANGE: 5/10/20/30/+1 meters

PHASER II

SPECIFICATIONS: 22 cm long, 0.71 L in volume; 0.5 kg

SETTINGS: 1, 2, 5, 6, 8, and 10

DURATION/ENERGY: 250 charges

RANGE: 5/20/40/80/+2 meters

PHASER III

SPECIFICATIONS: 70 cm long, 2.5 L in volume; 1.6 kg

SETTINGS: 1, 2, 5, 6, 8, 10, and 11

DURATION/ENERGY: 1,000 charges

RANGE: 5/50/100/200/+50 meters

Phaser Damage

Phasers can stun, damage, or vaporize an opponent depending on the power setting used. Increasing the power setting inflicts more damage at the cost of increased power consumption.

Settings 1–3 cause stun effects (see stun effects in *Appendix.* Settings 4-7 inflict damage causing wounds and injury. Settings 8 and above prove lethal to a humanoid target. When set to explode large areas of rock, however, the flying debris causes concussion damage equal to 3d6 + a number of points equal to the power level (power level 10 inflicts 3d6+10 concussion damage to all targets in the area of effect, for example). A character caught in this area can make a Quickness test (TN = power setting) to sustain only half damage (rounding up). See Table 10.4 for more information.

Disruptors

SPECIFICATIONS: Varies (see below)

DESCRIPTION: Favored by Klingons, Romulans, and a few other races, disruptors are functionally similar to phasers, but are more powerful and less versatile. They convert miniscule amounts of antimatter into highly charged plasma bolts. Bolts created at lower settings stun the target through concussion and neural shock; more powerful bolts cause lethal damage via thermal energy conduction. A disruptor bolt creates an antiproton residue that lingers for several hours in the area where the weapon was fired.

Disruptors possess fewer settings than phasers and can fire only in standard, pulse, and continuous modes. They also store more energy than comparable phaser types. When the user exhausts the antimatter power cartridge, he must remove it and insert a new one; he cannot recharge the weapon by inserting it into to a recharging cradle.

RULES: See *Appendix* and Table 10.4. Rules for setting disruptors to overload are the same as those for phasers, except that the damage applies over a 4-meter radius.

DURATION/ENERGY: Varies (see below)

RANGE: Varies (see below)



Disruptor (Pistol and Rifle) (24rh-Century)

SPECIFICATIONS: 20-30 cm long, 0.7-1.1 L in volume; 0.6-1.2 kg

SETTINGS: 1, 2, 5, 7, 10, and 16

DURATION/ENERGY: 1,200 charges

RANGE: (Pistol) 5/20/50/100+20 meters

(Rifle) 5/40/80/160/+40 meters

Disruptor (Pistol) (23rd-Century)

SPECIFICATIONS: 35 cm long, 1.2 L in volume; 1 kg

SETTINGS: 1, 2, and 5

DURATION/ENERGY: 300 charges

RANGE: 5/10/25/40+10 meters

TABLE 10.4 PHASER & DISRUPTOR EFFECTS

Power	Setting	Charges	Damage	Notes
1	Light Stun	1	stun*	Stun a Human for 5 minutes
2	Medium Stun	2	stun*	Stun a Human for 15 minutes or a Klingon for 5 minutes
3	Heavy Stun	3	1+stun*	Stun a Human for 1 hour or a Klingon for 1S minutes
4	Light Thermal	5	1d6+3	Cut a 1 m hole in 10 cm of wood in 3 minutes
5	Medium Thermal	8	2d6+6	Cut a 1 m hole in 10 cm of steel in 3 minutes
6	Heavy Thermal	12	3d6+12	Cut a 1 m hole in 10 cm of steel or rock in 30 seconds
7	Light Disrupt A	15	5d6+18	Kill a humanoid; cut a 1 m hole in a duranium bulkhead in 10 minutes
8	Light Disrupt B	20	10d6+36	Vaporize a humanoid
9	Light Disrupt C	30	Kill*	Vaporize resilient alloys (beam may ricochet)
10	Medium Disrupt A	40	Kill*	Vaporize any substance (energy rebound prior to vaporization common)
11	Medium Disrupt B	50	Kill*	Explode 10 cubic meters of rock into rubble
12	Medium Disrupt C	60	Kill*	Explode 50 cubic meters of rock into rubble
13	Heavy Disrupt A	70	Kill*	Explode 100 cubic meters of rock into rubble
14	Heavy Disrupt B	80	Kill*	Explode 160 cubic meters of rock into rubble
15	Heavy Disrupt C	90	Kill*	Explode 400 cubic meters of rock into rubble
16	Heavy Disrupt D	100	Kill*	Explode 600 cubic meters of rock into rubble

* See *Appendix,* "Stun Effects"

Targeting Module

SPECIFICATIONS: 1 2 X 8 X 4 cm; 0.04 kg

DESCRIPTION: Starfleet sometimes equips phaser rifles with targeting modules that use sensors and advanced gyroscopic stabilization to improve a shooter's aim. The module resembles a wedge-shaped scope that attaches to the top of the weapon.

RULES: It takes one action to acquire a specific target and achieve target lock. The lock lasts until the target moves behind an object that obstructs line of sight (such as a wall, large boulder, or force field). While tracking remains active, the shooter gains a +2 bonus to his Energy Weapon attack test.

DURATION/ENERGY: Each shot made using the targeting module costs +3 charges.

RANGE: Equal to that of weapon

22nd-cenrury Laser Weapons

SPECIFICATIONS: Varies by type (see 23rd-century disruptors)

DESCRIPTION: During the 22nd-century lasers were state of the art in weapon technology. Typical laser weapons of the day took the form of pistols, rifles, and heavy rifles, supported by internal power cells (except for the heavy laser rifle, which used an external power supply worn as a backpack). In appearance, these weapons resembled the early disruptors of the 23rd century.

RULES: See Table 10.3 for weapon damage.

DURATION/ENERGY: Pistol (50 charges), rifle (100 charges), heavy rifle (1 50 charges). Laser weapons consume 1 charge per shot.

RANGE: See Table 1 0.3 for weapon ranges.

19th- through 21st-century Projectile Weapons

SPECIFICATIONS: Varies by type

DESCRIPTION: Prior to acquiring laser technology, most early civilizations employ chemically powered slug-thrower projectile weapons, including pistols, rifles, assault rifles, and submachine guns. While varying somewhat in appearance and function depending on the era and species of manufacture, these weapons all function similarly.

RULES: See Table 10.3 for weapon damage.

DURATION/ENERGY: n/a; projectile weapons fire expendable ammunition (bullets/rounds). Typically, they store a number of rounds in clips: pistols (10), rifles (1 5), assault rifles (1 5), submachine guns (30-50).

RANGE: See Table 1 0.3 for weapon ranges.

Archaic Ranged Weapons

SPECIFICATIONS: Varies by type

DESCRIPTION: Prior to the advent of gunpowder, primitive civilizations rely on thrown and slung projectiles, including knives, spears, bows, and crossbows.

RULES: See Table 10.3 for weapon damage.

DURATION/ENERGY: n/a

RANGE: See Table 10.3 for weapon ranges.

CLOSE COMBAT WEAPONS

While Starfleet generally does not issue knives and clubs to its personnel, many species, particularly the Klingons, maintain a tradition of armed melee combat. Some of the close combat weapons characters might encounter include the Vulcan *lirpa* and Klingon *bat'leth.*

To use a close combat weapon effectively, a character must possess the appropriate weapon skill listed under the Armed Combat skill group. See *Chapter 6: Skills,* page 98, for more information.

Ahn-woon

SPECIFICATIONS: 2 meters long; 1 kg

DESCRIPTION: The *ahn-woon* is a single leather strip weighted on both ends, which can be used as both whip or noose.

PARRY MODIFIER: n/a—you cannot parry with this weapon.

DAMAGE: 1 d3 + grapple

RULES: If you score a complete success or better you manage to grab your opponent. Each round thereafter you can use the weapon to hold your opponent defenseless, force him to the ground, and so on by succeeding at an opposed Strength attribute test (you get +4 to your result). While held, the opponent is easier to hit; modify attack tests made to hit the opponent by +5.

Bat'leth

SPECIFICATIONS: 1 1 6 X 5 0 X 2 cm, 5.3 kg

DESCRIPTION: The *bat'leth,* or traditional Klingon "sword of honor," resembles a crescent-shaped blend of a sword and a shortened quarterstaff. Descended from a weapon wielded by Kahless himself, it features a bladed forward edge, two sharp tines on either end, and a blunt rear edge. Made of baakonite, a metal similar to tritanium, the *bat'leth* is a powerful, versatile weapon in the hands of a properly trained user (untrained users usually just end up hurting themselves).

PARRY MODIFIER: +2

DAMAGE: 3d6+2

RULES: Upon scoring a complete success during a parry action, the user may perform a free attack action against the same opponent. The free action must be performed during the same round in which the parry was made.

Club

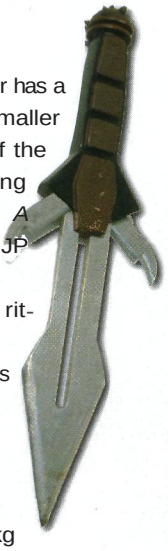
SPECIFICATIONS: 40-60 cm long, 0.5-1.5 kg

DESCRIPTION: Any moderate-sized blunt object—from a carved stick of wood to bottles, stools, chair legs, and the like—can function as a club.

PARRY MODIFIER: -2

DAMAGE: 1d6+1

D'k tahg



SPECIFICATIONS: 50 cm long, 1 kg

DESCRIPTION: This Klingon combat dagger has a large central straight blade, with two smaller curved blades that pop out to either side of the main blade at the press of a button (conferring a +1 parry modifier). The pommel has small spikes and can function as a fist-load. Klingon warriors also use this weapon as a ceremonial knife, especially for committing ritual suicide.

PARRY MODIFIER: -2 (+1 with hilt blades extended)

DAMAGE: 1d6+2

Knife

SPECIFICATIONS: 15-30 cm long, 0.2-0.4 kg

DESCRIPTION: A basic tool and weapon found in virtually every humanoid society in myriad forms, a knife consists of a short, single- or double-edged blade attached to a hilt. Some knives are balanced for use as a throwing weapon. Such use requires a Ranged Combat (Archaic Weapons) test.

PARRY MODIFIER: -3

DAMAGE: 1 d6+2

Lirpa

SPECIFICATIONS: 1 60 x 30 x 20 cm, 5.6 kg

DESCRIPTION: This ancient Vulcan ritual weapon resembles a polearm with a crescent-shaped blade on one end and a large club on the other. Vulcans use it in martial arts training and in the *koon-ut-kal-if-fee* mating duel during *Pon farr.*

PARRY MODIFIER: +1

DAMAGE: 2d6+4 (blade)/2d6+2 (club)

RULES: After scoring an extraordinary success when attacking with either end, the user can perform a free attack or parry action using the other end. This free action must be performed in the same combat round as that in which the parry was made.

Mace

SPECIFICATIONS: 40-60 cm long, 1.5-2.5 kg

DESCRIPTION: A mace resembles a short baton fitted with a weighted metal head to deliver powerful crushing blows. Sometimes, mace heads are equipped with studs or spikes to inflict extra damage (+2 wounds).

PARRY MODIFIER: -3

DAMACE: 2d6 (2d6+2 if spiked)

Meh'leth

SPECIFICATIONS: 70 cm long, 2.5 kg

DESCRIPTION: A Klingon "short sword" with a forward-curving blade, the *mek'leth* has a heavy tip for raw shearing power. The weapon's guard is sharp along the outer edge and can injure a foe as easily as the larger blade.

PARRY MODIFIER: +1

DAMAGE: 2d6+3

RULES: Upon scoring a complete success during a parry action, the user may perform an attack as a free action (TN standard +4) against the same opponent. The free action must be performed during the same round in which the parry was made.

Staff

SPECIFICATIONS: 1.5-2 m long, 3-5 cm diameter; 2-3 kg

DESCRIPTION: Staves are common to primitive cultures, especially those demonstrating high regard for martial arts. Any long pole made of wood or similar material can be considered a staff.

PARRY MODIFIER: +1

DAMAGE: 1d6+1

RULES: When a character performs a parry action in excess of his allowance, reduce the multiple action penalty by half (+5 TN rather than the standard +10 TN).

Sfunrod

SPECIFICATIONS: 50 cm long, 3 cm in diameter; 0.5 kg

DESCRIPTION: Found in most advanced civilizations throughout the galaxy, a stunrod consists of a padded club with a built-in stunning device. Security forces use it to capture and restrain dangerous persons without causing them serious injury.

PARRY MODIFIER: -2

DAMAGE: 1 + stun (power settings 1 to 3)

RULES: The user selects the power setting (1 to 3) via a control panel in the handle.

DURATION/ENERGY: 200 charges

Sword

SPECIFICATIONS: 1 m long, 2 to 3 kg

DESCRIPTION: A sword represents any variety of long bladed weapon, such as a rapier, saber, or cutlass. Many are fitted with cross guards, bell guards, or basket hilts to protect the wearer's hand during parries.

PARRY MODIFIER: +0

DAMAGE: 2d6+3

CREATING ORIGINAL WEAPONS

If you'd like to introduce new weapons for alien species other than those listed here, simply name the weapon and determine its specification, description, and rules using the other weapons as guidelines. When introducing original weapons into your series, be sure to create appropriate Armed Combat skills to go along with them.



STARSHIPS

The amazing personal technology of the 23rd and 24th centuries pales in comparison to the technological wonders found on starships. Able to traverse the galaxy at many times the speed of light, starships play a crucial role in most *Star Trek Roleplaying Came* series. Crews use them not only for traveling great distances but also for performing critical aspects of their assigned missions. For example, ship sensors can detect minute particles and energy fluctuations from light-years away, enabling the crew to study stellar phenomena and planetary anomalies from a safe distance. In most series, the crew's starship stands out as the most important mission resource; it not only provides the means of transport to far-off galaxies, but also serves as the crew's base of operations and place of sanctuary while they're there.

For game rules regarding ship systems, ship operation tests, and combat rules, please refer to the *Star Trek Roleplaying Came Narrator's Guide.*

TECHNOLOGY

Although every starship differs from the others in the fleet, they all share certain technologies and systems in common. Every ship has transporters, replicators, shields, and other useful types of technology. While a system on one ship may have greater power or versatility than the same system on another ship, both systems function similarly, use the same components, and depend on the same scientific principles.

OPERATIONS SYSTEMS

Starfleet refers to the main systems aboard starships as *operations systems.* Operations systems help the crewmembers perform basic functions such as piloting the ship, detecting other ships, commanding the crew, and going on away missions.

The Bridge

The *bridge* serves as the center of operations aboard every starship. From the bridge the captain commands the vessel and oversees every aspect of its operations. Assisting the captain, chief officers—called the *bridge crew*—help keep the vessel operating smoothly and efficiently.

Depending on the size and purpose of a starship, its bridge can range in size from a small cockpit to a large command center. Regardless of size, the bridge houses the instrumentation to control virtually all of the ship's functions. A typical bridge has the following instruments and controls.

Captain's Chair

The central feature of the bridge is the captain's chair, also known as the command station. When on duty, the captain (or other commanding officer) sits here, receiving reports from his staff and issuing appropriate orders. On some bridges, such as that of the Ga/axy-class explorer, other important officers such as the First Officer, Second Officer, and ship's counselor occupy seats near the captain's chair, but the captain's chair stands out as the largest and most prominent. The arms of the captain's chair contain the command station—miniaturized control panels and displays that allow the captain to monitor and assume control of any system on the ship. The First Officer may also have access to the command station on some ships, or use an auxiliary station of his own.

Duty Stations

Complementing the command station, several duty stations are located at other points around the bridge. The bridge crew occupy these stations and control various operations of the ship. Each station has a control panel (see sidebar next page) specialized for its particular function. The number and nature of duty stations on a ship depends on the type of ship and its primary mission profile. The most common ones include flight control, communications, engineering, environmental control, operations management, science, and tactical.

COMMUNICATIONS: On 23rd-century ships, communications systems merit their own station. The Communications Officer uses this station to broadcast and receive transmissions, translate alien languages with the universal translator, transmit through interference, and so forth. In the 24th century, the Operations Manager or other officers perform this duty from their own stations.

ENGINEERING: The Chief Engineer usually oversees his department from the Engineering section of the ship, but sometimes the captain requires his presence on the bridge. In those situations, he uses the Engineering station on the bridge to monitor the performance of the propulsion systems, calibrate systems, evaluate the ship's status, and so forth.

ENVIRONMENTAL: Although life support and other environmental controls are highly automated, with multiple redundant backups to prevent failure and withstand sabotage, environmental systems occasionally require crew maintenance and manual control. A crewmember manning the environmental station can reroute energy to the life support systems, shut down life support in key areas of the ship, isolate contaminants within certain locations, and vent radiation or other toxins from the starship.

OPERATIONS MANAGEMENT: Usually referred to simply as "Ops." this station allows the Ops Officer to manage and allocate the ship's resources, particularly power. During crises, the Ops officer evaluates power requirements for different systems and functions and allocates power to them according to the captain's orders and the mission priorities. When necessary, the Ops station also allows the manager to schedule the use of other limited resources, such as laboratory and holodeck time, and to perform other minor duties such as communications.

SCIENCE: More common on 23rd-century ships than on later vessels, the Science station controls the sensors and access to the library computer. The science station also allows the Science Officer to gather and correlate data from the ship's laboratories. In combat or crisis situations, the Science station provides backup for Flight Control and Tactical.

TACTICAL: The largest duty station on many ships, Tactical controls the ship's defensive and offensive systems. With its controls the Tactical Officer (often also the Chief Security Officer) can detect, identify, and track other starships and external threats. The station also enables the Tactical Officer to raise, lower, and monitor the shields; and configure and fire weapons. The Tactical station uses a sophisticated computer and sensor suite known as the Threat Assessmeni/Tracking/Targeting System (TA/T/TS) to assist the Tactical Officer with these duties and if necessary can tie into other sensors and communications systems. The Tactical station also allows the Tactical and/or Chief Security Officer to monitor internal sensors, dispatch security teams to handle on-board threats, and regulate other aspects of the ship's internal security.

Other Bridge Features

Most bridges also include the following features:

VIEWSCREEN: While small ships, such as Danube-class runabouts, get by with a simple viewport over the cockpit, larger vessels usually mount a viewscreen. Any bridge officer can display data, transmissions, or an external view from any angle around the ship on the viewscreen. Under normal circumstances, the viewscreen shows a forward view so the crew can see where the ship is heading.

CAPTAIN'S READY ROOM: On many ships the captain can use a special office, called a "ready room," located next to the bridge. The ready room provides a secure environment for holding meetings, conducting research, receiving fleet orders, formulating strategies, or simply finding a moment to rest.

CONFERENCE ROOM: Many ships also have a conference or meeting room opposite the ready room. The captain meets with the crew and visiting dignitaries here to plan operations and discuss the ship's missions.

Computer Systems

Every starship maintains one or more computer cores, each able to handle the vessel's entire computational needs. A computer core contains hundreds or thousands of *isolinear chips* (or, in the 23rd century, duotronic circuits). One isolinear chip can store 2.15 kiloquads of data, enabling the ship's computer to contain trillions of pages of text and data. As crewmembers gather data via the sensors and other systems, the computer automatically adds more information to its records, increasing its database every nanosecond.

Powerful and sophisticated, a ship's computers can almost run the ship by themselves in noncrisis situations. But they are neither artificially intelligent nor infallible. The ship's computers can only do what the crew programs them to do and thus cannot exercise reliable judgment in complex situations involving ethical matters or priority evaluations.

A computer cannot anticipate the wants and desires of the crew or individual crewmembers. For example, the computer does not automatically alert the captain about unauthorized use of the transporter; if someone wants that information, he has to specifically request it from the computer (though he may request the computer to make periodic reports). Starfleet engineers do program computers to alert the crew to some situations, such as failure of life support or the approach of obviously dangerous external phenomena. But since crewmembers can always check the computer to gain the information they want, there's no need to inundate them with myriad reports about routine functions. That's the purpose of the computer—to monitor systems and log reports so the crewmembers can look at this information if it becomes important.

Crewmembers interface with the computer via the Library Computer Access and Retrieval System (LCARS). LCARS allows them to access the computer by speech—a simple spoken command prompts the appropriate response from the computer—or via control panels (see sidebar).

CONTROL PANELS

At every duty station, and in most corridors, quarters, and other rooms aboard a starship, there are control panels for crewmembers' use in accessing the computer and performing their duties. Consisting of multilayer flat-screen technology, a control panel uses sophisticated data management tools to provide information and controls to the user in a graphical format. Crewmembers use control panels by pressing the appropriate areas on the panel. A user can customize almost all control panels, arranging the graphical interface to suit his individual preferences. After programming a configuration into the computer, a crewmember can call it up at any time with a spoken command.

The computer transmits data between duty stations, control panels, and its cores via the *optical data network* (ODN). This network of multiply redundant, multiplexed optical monocrystal microfibers is one of the ship's most important systems. If attacks damage or destroy the ODN, the crew may have difficulty accessing the computer (and thus controlling the ship).

Flight Control Systems

The primary purpose of a starship is to carry its crew and passengers from one destination to the next. Flight control systems exist to make sure the ship gets to where it's going via the safest and quickest routes.

Flight Control Station

The Flight Control Officer uses the Flight Control station on the bridge (also referred to as the "conn") to pilot the ship and control the ship's sensors. In the 23rd century, Starfleet divided these functions between a helmsman's station and a navigator's station. Linked to the ship's sophisticated navigation computer and navigational sensors, the conn allows the Flight Control Officer to chart a course from one point to another, access the propulsion systems, engage in offensive or evasive maneuvers, and configure sensors and review the collected data. In routine situations, the navigational computer actually does most of the piloting, but there's no substitute for a human pilot when crises arise.

Navigational Deflector

Colliding with space debris when traveling at warp speeds can prove catastrophic to a starship and its crew. To avoid such mishaps, all warp-capable ships carry one or more navigational deflectors. A *navigational deflector* emits a series of shieldlike waves of energy which "push" small objects out of the ship's path. The deflector works in conjunction with the long-range sensors and is mounted directly in front of them so it doesn't interfere with their functions.

A ship's crew can also use the navigational deflector to project a wide variety of electromagnetic and subspace energies, such as verteron particles or tachyon streams. Using the navigational deflector in this manner has saved ships from destruction and provided tactical advantages on numerous occasions.

Inerfial Damping Field

The inertial forces generated by accelerating to impulse or warp speeds would destroy everyone and everything aboard a ship were it not for the *inertial damping fields* (IDFs) generated aboard starships. The IDF generates a counterforce that keeps the occupants of the ship safe during hazardous maneuvering or sudden impacts. But some changes in speed, vector, or acceleration (such as those occurring in combat situations) occur too quickly for the IDF to neutralize completely.

Sensors

Starships come equipped with dozens of different types of sensors that function as its "eyes and ears." They detect thousands of substances and phenomena, ranging from subspace variations to asteroid fields and approaching starships. As such they are crucial to almost all mission profiles, particularly those focusing on scientific or military pursuits. But sensors cannot detect everything at once; that would require too much computing power. For example, sensors used by Starfleet do not routinely monitor some 15,000 known substances and phenomena, but the crew can reprogram the sensors to detect and monitor these whenever the necessity arises. Sensors come in three basic types: long-range, lateral, and navigational.

U.S.S. ENTERPRISE (CONSTITUTION-CLASS) NCC-1701

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736 468 001 498 548 876 223 676 224 146 387 937
224 146 937 333 757 159 970
767 040 767 916 761
085 321 988 555 077 087 151

N45 001 749854

R22 387 6223
L82 249 194426
H76 224 146367

411 00812 9823
927 03473 6732
372 31057 8242
919 89190 1310
858 11394 9129

- ASTRO NAV 3
- REC 37 4N
- EARTH 4-19
- FIX AST-9SOL
- OSO STD 13-1

224 146 643
757
114 876
390 224 040
937 333 761

224 146 937
937 757 767
548 876 223 676
555 077
343 151 737 146

00812
03473
31057
89190
11394



568210

CQniSTITUTIOm-CLASS SPECIFICATIONS (ENTERPRISE)

CRUISE VELOCITY:	WARP 6 (UNDER 'OLD' SCALE, PHASED OUT IN 2312)
PRIMARY POWER:	ONE MARK VI WARP CORE FEEDING TWO NACELLES; ONE IMPULSE SYSTEM IN SAUCER SECTION
DIMENSIONS	LENGTH: 288.6 METERS
	REAM: 127.1 METERS
	HEIGHT: 72.6 METERS
	DECKS: 23
ACCOMODATIOn	430 OFFICERS AND CREW
MASS:	100,000 METRIC TONS
ARMAMENT:	TWO TYPE VIIPHASERS (ONE FORWARD, ONE AFT)
	ONE PRIMARY PHOTON TORPEDO LAUNCHER (FORWARD)

First **commissioned** in 2245 alter more than a decade of innovative development, the Constitution-class was the premiere vessel ot M e e t during the mid-23rd century. The vessel was equipped with powerful Type VII phasers, Type I photon torpedoes, duotronic computers based on the innovative work oi Dr. Richard Daystrom, and a state-of-the-art warp propulsion system designed by Dr. Lawrence Marvick. Over years of service the Constitution-class demonstrated that it could travel farther and taster, and cope with a greater range of threats anil situations, than any ship built by the Federation up to that time.

01 all the Constitutions fielded by M e e t, the most notable by far wes the U.S.S. Enterprise, **IUCC-1701.** Precedes! by Captain Robert April (2245-2250) and Captain Christopher Pike (2251-2263), Captain James I Kirk gained command of the Enterprise in 2263 and became one of M e e t's most renowned officers. During his famed live-year mission (2264-2269), the Enterprise and her crew (including Commander Spock, Dr. Leonard "Bones" McCoy, Lieutenant Hikaru Suiu, Ensign Pavel Chekov, and Chief Engineer Mongomery Scott) participated in many remarkable adventures. They saved many planets, and indeed the entire galaxy, from catastrophe on more than one occasion. In 2270, the Enterprise underwent substantial **upgrading** and refitting with other Federation vessels, gaining many new and improved systems. Although Kirk destroyed the ship in 2285 to prevent it from being captured by the Klingons, the Enterprise is among a lineage of ships with a record unmatched in the annals ol M e e t.

Compared to earlier ships, such as the Daedalus and Ranger classes, the Constitution-class was roomy and comfortable, with advanced food processors, wide corridors, and several recreation areas. Still, most of its 430 crew members slept in barracks or multiple-bunk quarters and often spent months in space without leaving the ship. Fortunately, the men and women who served aboard the Enterprise and her sister ships were a **hardy** breed, ready and willing to tolerate the discomforts of shipboard life for the chance to see the galaxy and improve the Federation.

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587 SLE

U.S.S. ENTERPRISE NCC-1701-D GALAXY-CLASS

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32PLAY

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STR 02984

11 TR3K

A century later the U.S.S. Enterprise **NCG-1701-0,** under the command of Captain Jean-Luc Picartf, established an equally remarkable record lor the heroism and valor of her crew. The flagship of the Federation from 2363 to 2371, the Enterprise D was the second of the Galaxy-class explorers built by Starfleet. The culmination of a design process begun in 2343, the Galaxy-class featured hundreds of technological innovations (many of which were **developed** specifically for it) and carried a crew ot 1,012. With its large Type X Phaser arrays, Type II photon torpedoes, powerful sensors, and versatile navigational deflector, it **served** the Federation admirably during its eight-year **com**mission.

Designed primarily for purposes ot exploration and diplomacy, the Enterprises bone the same commander and **chief** officers for most of its career, Notable crewmembers included Lieutenant Wort (the only Klingon ever to serve in Starfleet), Lieutenant Commander Geordi La Forge (one of StarJet's most skilled engineers), and the sentient android Lieutenant Commander Data. With Captain Picard at the helm, the Enterprise-D traversed the Alpha and Beta Quadrants, played a significant role in Klingon politics (including influencing the outcome of the 2367-2368 civil war), and combated both the Romulans and the Borg. The Enterprise-D was destroyed in 2371 by the treacherous attack of the Duras sisters.

Crewmembers on the Enterprise-D and other Galaxy-class explorers enjoy a standard of life not markedly different from most Federation citizens. The ship is large, comfortable, and well appointed. Each crewmember has his own quarters, and in fact many families live aboard the ship, creating a small "city in space," which the **officers** ol Kirk's day would find fascinating. Thanks to its replicators and holodecks, crewmembers can participate in any sort of hobby or leisure activity they desire. Because postings on Galaxy-class explorers are quite competitive, the crewmembers serving on them are the best Starfleet has to offer. Their display of competence, professionalism, and courage give the entire ship an air of confidence and capability envied even by other Starfleet commanders.

U.S.S. Enterpnise-E (Sovereign-class)

Following the destruction ol the Enterprise-D, Starfleet introduced a new ship design as its flagship vessel. The Enterprise E, second ship of the Sovereign-class to he commissioned, was given to Captain Picard and his crew. Designed after the Wolf 359 disaster, it has a sleek, dangerous look and a more military locus than most Starfleet vessels. It possesses Type XII phasers, quantum torpedoes, hioneural computers, and every other advanced system Starfleet designed. Unlike the Enterprise-D, it does not board families and cannot separate its saucer section.



U.S.S. ENTERPRISE-D, CIRCA 2363

GALAXY-CLASS SPECIFICATIONS

CRUISE VELOCITY:	WARP 6
PRIMARY POWER:	ONE 1500 PLUS COCHRANE WARP CORE FEEDING TWO NACELLES; OWE IMPULSE SYSTEM IN STARDRIVE SECTION, TWO IMPULSE SYSTEMS IN SAUCER SECTION
DIMENSIONS :	LENGTH, 641 METERS REAM, 467.1 METERS HEIGHT, 137.5 METERS DECKS: 42
ACCOMODATION:	1,012 OFFICERS AND CREW
MASS:	4,500,000 METRIC TONS
ARMAMENT:	ELEVEN TYPE-X PHASERS TWO PRIMARY/ONE SECONDARY PHOTON TORPEDO LAUNCHERS

Long-range sensors work at a range of five light-years (for high-resolution scans) or approximately 12-17 light-years (for medium- to low-resolution scans). They cover a 45° arc forward of the ship. Long-range sensors function at superluminal speed, propagating at warp 9.9997 (slightly slower than subspace radio). They can detect solid objects, gravimetric and energy phenomena, subspace emissions, thermal images, neutrino images, and variations or fluctuations within any occurrence.

Lateral sensors are located along the sides of a ship in multiple "pallets." They detect objects in all directions around a vessel, but only up to a range of approximately one light-year. As such, they are of little use when traveling at warp velocities. At impulse speeds, lateral sensors facilitate scientific research; during combat situations, they allow the ship to locate and track enemy vessels. The standard Starfleet lateral sensor pallet includes EM scanners, subspace imagers, thermal sensors, and several other detectors. If needed, a crewmember can replace a standard pallet with a more specialized version for a specific mission.

Navigational sensors link with the navigational computer and conn station to chart a starship's course through space. Optimized to detect navigational markers such as chronometric relays, navigation beacons, pulsars, quasars, and other objects programmed into the ship's computer, nav sensors make it easy for the Flight Control Officer to stay on course and monitor the ship's progress.

PROBES

Sometimes sensors malfunction or prove otherwise incapable of fulfilling all of a ship's data requirements. In these situations, ships can deploy probes-automated sensor platforms-to study an area or phenomena. Ships often employ probes to perform standard surveys of planets and sectors, approach hazardous objects or energy fields, or simply extend the ship's sensory capacity.

Probes fly and maneuver independently of the ship, using microfusion reactor engines (for impulse speeds) or warp sustainer engines (to maintain a warp field if the ship deploys them moving at warp speed). A ship can control a probe remotely. Ships deploy probes using torpedo launchers, so most probes resemble standard torpedoes in size and shape (typically about 2 meters long, .75 meters wide).

Starfleet uses nine standard classes of probe, and other species employ similar types. These include short-range EM scanning probes, planetary probes able to orbit a body for up to three months, and warp-capable long-range probes.

Separation Systems

Some starships have the ability to separate a part of themselves from the main body of the ship. On Starfleet vessels, separation usually occurs between saucer and body. By disengaging a complex, redundant series of locks, the crew can separate the saucer from the engineering hull. The crew remaining in the hull uses an auxiliary or "battle" bridge to control that part of the ship. The saucer uses its own impulse engines to move; but lacking a warp propulsion system, it does not have the power to travel at warp speeds or operate many power-intensive systems, including shields.

Tractor Beams

Starships use *tractor beams*—superimposed subspace/graviton force beams—to manipulate objects outside of the ship (most commonly done to assist shuttlecraft landings). By creating and manipulating spatial stress around an object, a tractor beam can pull it closer, push it away, hold it in place, tow it along, or sometimes even tear it apart. The beam's effective range depends on the distance and mass of the target object. Although normally considered an operations system, a tractor beam has many combat applications, so the Tactical Officer usually controls it during battle.

Transporters

A ship's *transporters* allow the crew to "beam" persons or objects from place to place by converting their matter to energy, then rematerializing them at the destination point. A subspace carrier wave transmits the energy stream and ensures the proper reassembly. The wave also carries a transporter ID trace, a computer log of the entire process, in case anything goes wrong during the process.

Transporting something takes about five seconds using Federation technology or similar systems. A transporter cannot beam through deflector shields, cloaks, or high levels of matter or energy interference.

Transporters come in three types: personnel, emergency, and cargo. Personnel transporters demonstrate a range of 40,000 kilometers and function at a quantum resolution, allowing them to transport living beings safely. Emergency transporters have a range of 15,000 kilometers and can only transport personnel from a ship. Cargo transporters work at a molecular level and cannot transport living beings. They have an effective range of 40,000 kilometers. The ranges for 23rd-century transporters show greater limitations: 26,000, 13,000, and 26,000 kilometers, respectively.

Regardless of its type, a transporter contains five main subsystems in addition to the control station used to operate and monitor the system. When the transport begins, the *molecular imaging scanners* in the transport pad analyze the transportee and tie in with the ship's

sensors to locate the destination or target. Next, the *energizing and transition coils* dematerialize the transportee and later reconstitute him at the destination point, using an annular confinement beam (ACB) to create the spatial matrix for dematerialization. Other fields keep the transportee's energy pattern locked inside the ACB.

The transporter holds the transportee's energy pattern in the *pattern buffer,* a magnetic holding tank, until beam-out begins (microseconds after the Doppler compensators adjust for relative motion between ship and destination). A Federation transporter can hold a pattern in the buffer for up to seven minutes before degradation (with resulting harm to the subject) occurs; some other species' buffers reveal a shorter safety margin. Degradation can range from transporter psychosis (a treatable condition causing hallucinations and delusions) to bodily harm to the subject.

While the pattern is in the buffer, the transporter *biofilters* scan it for all known bacteriological and viral agents and eliminate them from the pattern if detected. Because the biofilters cannot detect unknown agents, transporters cannot always prevent accidental contamination of the ship. Other filters prevent the ship from transporting dangerous objects, such as primed explosives, aboard. Once the filters complete their task, the *emitter and receiver arrays* on the ship's hull complete the process by transmitting (or receiving) the energy stream.

Most transports represent routine affairs posing minimal danger to the subject (especially when beaming between two transporter pads). But interference, sabotage, and any number of other situations can risk malfunctions and jeopardize transport. Transporter mishaps can result in failure to rematerialize the subject fully or properly, possibly killing the subject or destroying the cargo. Other errors include rematerializing at the wrong destination (possibly inside a solid object, also fatal to the subject), fusing transported individuals or components, and creating temporal and/or dimensional shifts.

Replicators

Closely related to transporters, *replicators* allow the crew to instantly create food, spare parts, and other useful objects such as clothing and tools. Their technology has revolutionized starship and colony life, allowing Starfleet to undertake longer and deeper missions without worrying about supply and logistical problems. Most ships carry industrial replicators (small and large) as well as food replicators, which are located throughout the ship.

Replicators dematerialize a sterilized, organic particulate suspension supplemented by recycled waste products and transform it into the desired food or object via established materialization patterns. Since they depend on preprogrammed patterns, they cannot vary what they create; every plate of potatoes a food replicator creates looks and tastes identical. Crewmembers can program new patterns if necessary.

Replicators suffer from four other significant limitations. Because of data capacity, they function only at the molecular level. This means they can't produce living things, and single-bit reproduction errors sometimes occur. Second, the replicator requires greater amounts of energy to replicate large and complex objects. Third, replicators possess safety interlocks preventing the creation of dangerous objects such as explosives (though in an emergency this feature can be overridden). Fourth, replicators cannot create certain objects, or cannot create them safely. The most prominent example of this occurrence involves latinum, which explains why many civilizations use it as a medium of exchange. Similarly, some medicines and complex compounds defy replication; the single-bit errors occurring at quantum levels render them inert or similarly useless.

Power and Propulsion Systems

Starships contain several systems designed to propel them through space at superluminal speed. These systems also generate the massive amounts of power needed to operate their drives and other shipboard systems. Most ships include both warp and impulse drives.

Warp Propulsion System

The main propulsion and power generation system for most starships is called the *warp propulsion system,* or warp drive. The warp drive works by combining matter and antimatter under controlled conditions, allowing the system to tap the annihilation reaction for energy. A warp drive includes three primary subsystems: the matter/antimatter reaction assembly, the power transfer conduits, and the warp nacelles.

The matter/antimatter reaction assembly, or warp core, typically arranged as a column (or, in the 23rd century, a horizontal structure), uses reactant injectors to inject matter (deuterium) in one end and antimatter (antideuterium) in the other end. Magnetic suspension keeps the antimatter and matter from contacting each other until the proper moment. Magnetic constriction segments align the matter and antimatter streams, forcing them into the matter/antimatter reaction chamber (M/ARC).

The M/ARC contains a crystal of *dilithium,* the only substance known to science which does not react with antimatter when exposed to a high-frequency electromagnetic field. In the 23rd century, dilithium crystals degraded with use, thus requiring periodic replacement. Scientists developed recrystalization techniques in 2286 and greatly extended the usable life of dilithium crystals.

U.S.S. DEFIANT • DEFIANT-CLASS

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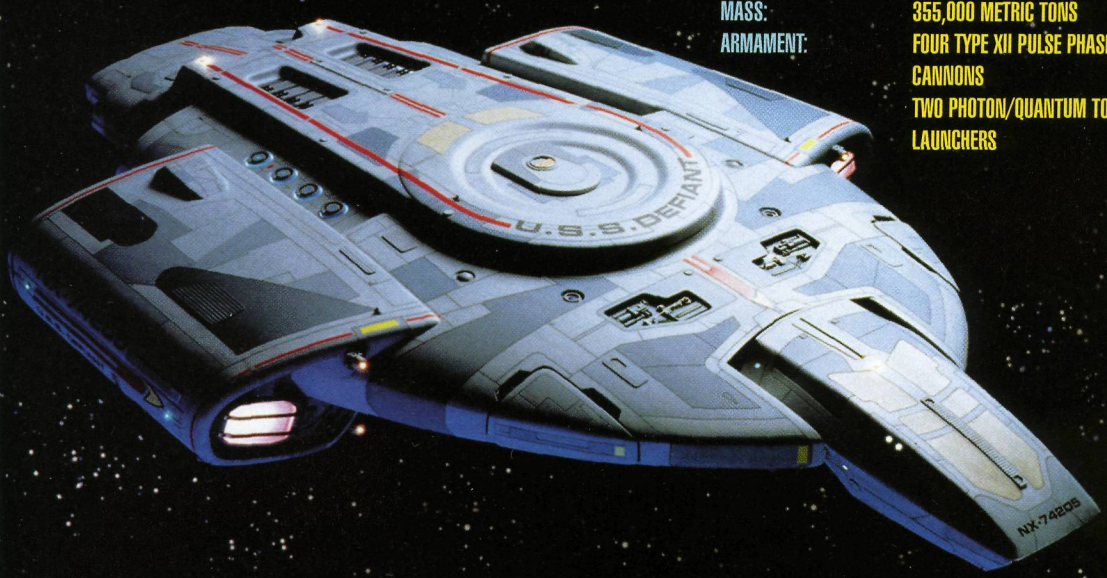
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DEFIANT-CLASS SPECIFICATIONS

CRUISE VELOCITY:	WARP 6	DIMENSIONS :	LENGTH, 119.5 METERS
PRIMARY POWER:	ONE CLASS 7/M WARP CORE FEEDING TWO NACELLES; ONE IMPULSE SYSTEM		BEAM, 90.3 METERS
			HEIGHT, 25.5 METERS
			DECKS: 4
		ACCOMODATION:	40
		MASS:	355,000 METRIC TONS
		ARMAMENT:	FOUR TYPE XII PULSE PHASER CANNONS
			TWO PHOTON/QUANTUM TORPEDO LAUNCHERS



568210

In 2366, following initial contact with the Borg, M e e t began designing its first "warship"—the first vessel created primarily with military/defense missions in mind. Initial development stalled due to technical and political **difficulties.** But in 2371, when the Dominion threat arose, le prototype ship, le U.S.S. Defiant, NX-74205, was assigned to Captain Benjamin Sisko and the crew of space station Deep Space 9.

The Defiant-class bears l i e resemblance to any other M e e t vessel. Its short, squat body lacks the traditional saucer-pylon-nacelle configuration. Instead, the designers pulled the warp nacelles in right next to the main hull and installed the bridge in the center of le main hull tor greater protection. Many new tactical systems were installed, including powerful pulse phaser cannons, quantum torpedo launchers, and ablative armor. Compared to even much larger ships such as the Galaxy-class, the Defiant-class packs a powerful offensive punch. The Defiant prototype also included a cloaking device, on loan from the Romulan Star Empire, which gave it even more **tactical** options and power.

The U.S.S. Defiant performed remarkably well for M e e t after Chief Engineer Miles O'Brien overcame many of the ship's technical problems. It fought in major battles of the Dominion War, including Operation Return and the first assault on Chin'toka, and accounted for dozens of enemy casualties. The Defiant was destroyed by the Breen during the Chin'toka counteroffensive, but the U.S.S São Paulo was renamed Defiant to honor its predecessor's valorous service history.

Given their military emphasis and special tactical systems, Defiant-class vessels lack some of the creature comforts common to most other 241-ceiiry ships. Their quarters are spartan rooms shared by two crewmemhers, they have no holodecks or other recreation facilities to speak of, and liieir corridors seem dark and cramped. Crewmembers on a Defiant serve military agendas, and they disregard such inconveniences with a singleness ofpurpose.

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DATA ANALYSIS • INDEX NX-74205

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DEEP SPACE 9

ACCOMODATIONS
200 OFFICERS AND CREW

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002

ARMAMENT
THREE TYPE XI PHASERS
SIX TYPE X PHASERS
TWELVE IX PHASERS
TWELVE PRIMARY TORPEDO LAUNCHERS

DIMENSIONS (IN METERS)

DIAMETER OF DOCKING RING	1,451.82
DIAMETER OF HABITAT RING	579.12
DIAMETER OF CORE (WIDEST POINT, UPPER CORE)	285.90
DIAMETER OF OPS (MAXIMUM)	59.43
HEIGHT OF CORE (OPS TO FUSION EXHAUST CONE)	368.80
HEIGHT OF INDIVIDUAL DOCKING PYLONS	969.26
HEIGHT OF WEAPON SAIL TOWERS	192.02

PRIMARY POWER
FUSION REACTOR CONSISTING OF SIX FUSION REACTION CHAMBERS

SPECIFICATIONS

879

Beginning in 2343, the Cardassians built an ore-processing station, Terok Nor, orbiting the planet Bajor to refine the uridium ore mined by the captive Bajoran people. The station quickly developed a reputation as a place of hard labor and harsh conditions. In 2369, when the Cardassians vacated Bajor, the Bajorans, realizing they could not maintain their independence without assistance, asked Starfleet to take over the operation of the station subject to Bajoran authority.

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Shortly after arriving at the station, Commander (later Captain) Benjamin Sisko discovered the Bajoran wormhole, gateway to the Gamma Quadrant, in the nearby Denorios Belt. To ensure Bajoran sovereignty over the wormhole, his crew moved the station to a position near its mouth, about three hours' travel from Bajor itself. During the next six years, Deep Space 9 became a major center for interstellar commerce, a place where hundreds of species and people from all walks of life commingled. It brought great wealth to Bajor and made that world a focus of galactic politics.

Unfortunately, it also became ooe ol the major Ironts [hiring the Dominion War, a two-near-long conflict with a powerful race from the Gamma Quadrant. With Captain Sisko ami the crew ol DS9 holding the trout line, Slarfleet ami its allies woo the war, hot at a terrible cost in ships anil personnel. With the war concluded, the station once again stands poised to make Bajor the huh of the galaxy's most important trade routes.

Deep Space 9 reveals a carious mishmash af technologies. Built according to traditional Cardassian aesthetic and engineering principles, it consists ol a central core, inner and outer rings, and three pairs ol inward curving docking pylons, resembling a large wheel in space. Some of its systems are of original Cardassian design, while others evidence Starfleet and Bajoran innovation, and some a strange combination of the three.

Although considerably more comfortable than in the days of the Cardassian occupation, DS9 quarters are generally dark, cramped, and austere. Individual accommodations tor its 7,000 permanent and transient residents range from stark to plush, depending on the amount of latinum in one's pocket. While legitimate commerce is the station's lifeblood, many illegal transactions take place here as well. Starfleet officers stationed at DS9 find life markedly different from that aboard an installation or ship owned and operated wholly by Starfleet.

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Inside the crystal, matter and antimatter streams collide and annihilate each other. The crystal channels the resulting plasma, directing it into power transfer conduits (PTCs). The PTCs carry the plasma to the warp nacelles, where a plasma injector system feeds it into the warp field coils. The coils create nested subspace fields. By shifting the fields' frequencies, the nacelles generate propulsion at speeds faster than light. As of 2377, Starfleet vessels can achieve maximum speeds of Warp 9.982.

Because the warp propulsion system is so crucial to the functioning of a starship and so potentially dangerous, it includes numerous safety features. The engineering crew performs routine maintenance on it every day and can shut it down for major repairs or to replace the dilithium crystal. An extensive network of access tubes and conduits honeycombs the sections of the ship containing the warp propulsion system, allowing the crew to reach any problem area easily. In the event of a warp core breach, the engineers can eject the core and save the ship from deadly radiation.

Ships rarely engage in combat at warp speed. Not only is maneuvering at such high velocities dangerous, but only warp-propelled torpedoes function properly at translight speeds. Instead, ships usually drop to impulse speeds when engaging in combat.

ALTERNATE SUPERLUMIIUAL PROPULSION

While Starfleet and similar organizations rely on warp propulsion, other species have developed more advanced forms of faster-than-light travel. Some of the advanced propulsion drives include the following:

TRANSWARP DRIVE: Used by the Borg, a transwarp drive allows a ship to attain the otherwise impossible velocity of warp 10 by creating "transwarp corridors." A ship with transwarp drive travels at least 20 times faster than a ship with warp drive. The Federation has experimented with transwarp technology for nearly a century, but has so far failed in its attempts.

QUANTUM SLIPSTREAM DRIVE: A QSD propels a ship at speeds approaching warp 9.999 by using the navigational deflector to create a "quantum slipstream" with the drive's energy. Creating and maintaining a slipstream poses many difficulties and can tear a ship apart. Only one Starfleet vessel, the *U.S.S. Voyager,* has ever attempted to use a QSD, and it was unsuccessful in its attempt.

COAXIAL WARP DRIVE: This drive creates a warp field to "fold" space, thereby propelling a ship across vast distances much faster. The Federation has not yet experimented with this drive.

Impulse Drive

Starships don't always need to travel at warp speeds. When conditions warrant—when passing through a solar system or engaging in combat, for example—they use *impulse* drives. Impulse drives employ large fusion reactors to propel the ship forward. Like the warp drive, impulse drives can also supply power to the rest of the ship, but in lesser amounts.

Ships calculate impulse speeds as a percentage of c (the speed of light). Most impulse drives allow speeds of .1 to .75 c, but the most advanced models can propel a ship at speeds up to .95 c. Starfleet refers to .25 c as "full impulse," since faster rates usually warrant traveling at warp speed instead. Only emergencies prompt captains to order higher impulse velocities.

Auxiliary and Emergency Power

Most ships maintain two backup power systems: *auxiliary* and *emergency* power. The crew uses these systems to counteract losses of power from the warp and impulse engines, or to improve the performance of shields and other systems during combat. Additionally, some systems, such as phasers and cloaking devices, rely on individual power supplies called *batteries* to provide enough power for short-term use in the event of shipwide power failure.

Electroplasrna System

An extensive network of microwave power transmission guides, called the electroplasma system (EPS), connects to the warp and impulse drives. The EPS taps the engines for the power needed to run the rest of the ship; if it suffers damage or interference, some or all of the ship's systems may lose power.

TACTICAL SYSTEMS

Ship designers include *tactical* systems, such as shields and torpedoes, aboard most vessels, included those designated for civilian use. Though few vessels require as much armament as an explorer or battle cruiser, most ships need shields and at least one small beam weapon for self-defense or utilitarian purposes.

Beam Weapons

In most battles, starships rely primarily on beam weapons for offense. Beam weapons such as phasers and disruptors create powerful bolts of energy with great destructive potential. Although they have greater physical limitations than missiles (shorter range and the inability to be used at warp speed), beam weapons offer more tactical options and greater precision than torpedoes.

Phasers

Starfleet vessels mount *phasers* as their primary beam weapons. Although phasers lack the raw power

of disrupters, they can fire in multiple modes and are far more versatile, making them perfect for an organization devoted to exploration and discovery rather than warfare. Phasers channel energy through *emitters* organized into *arrays* (or, in the 23rd century, into banks). These generate the energy beam and use an *autophaser interlock* linked to the targeting systems to ensure accurate firing. Phasers typically range in type from I to X, though recent breakthroughs have allowed Starfleet to install Type XI and XII phasers on its starships. In the 23rd century, the most powerful phaser is the Type VII, or the Type VIII as of 2284.

Disruptors

The Klingons, Romulans, and Cardassians, among others, prefer *disruptors* to phasers. Disruptors use microscopic quantities of antimatter to generate powerful bolts of plasma. They cause more damage than a similar model of phaser but lack the phaser's versatility and utility as a tool. Disruptors reveal distinct energy signatures, making it easy to distinguish them from phasers in most circumstances.

Missiles

Most capital ships also carry missile weapons, called *torpedoes.* Starfleet and similar agencies normally employ two different types of torpedoes. The *photon torpedo,* which is the most common, creates a controlled matter/antimatter explosion to inflict tremendous damage to the target. The *quantum torpedo,* which is relatively new and much rarer, releases energy from a zero-point vacuum domain to create an explosion roughly twice as powerful as that of a photon torpedo. Several other types of torpedoes, such as the devastating plasma torpedo fielded by the Romulans, also exist in the *Star Trek* universe.

All torpedoes have much longer ranges than beam weapons; and they cause more damage than most ship-based beams. On the other hand, crews cannot fire torpedoes with as much precision, and enemy ships can evade or counteract them more easily than energy beams.

Deflector Shields

Deflector shields provide a ship's primary defense. Every ship maintains four shields: forward, starboard, aft, and port. When a crew activates a ship's shields, the *shield generators* create fields of highly focused spatial distortion, which the external *shield grid* conforms to the hull. The field concentrates at points of impact to repel damaging force. But even when a shield functions properly, the impact of the blast may jolt the vessel and cause minor structural damage. When a shield deflects attacks of excessive force, it eventually collapses and leaves the ship vulnerable to further attack.

Besides strength, shields demonstrate five additional properties: appearance, geometry, harmonics, modulation frequency, and polarity. By altering, modulating, or reconfiguring these properties, the crew can create a wide range of effects, such as temporarily strengthening the shields, hiding the ship from primitive sensors, or breaking tractor beams.

Personnel Systems

Starships contain many different systems to ensure the comfort and safety of their crews. Keeping the crew active, healthy, and in good morale improves the ship's performance.

Quarters

Starfleet vessels contain large and relatively luxurious quarters for even the lowest-ranking crewmen (23rd-century ships maintain cruder, more utilitarian accommodations). Typical quarters include a living area, sleeping area, bathroom/shower facility, and a food replicator. Crewmembers can configure and decorate their quarters as they like.

Life Support

Life support systems perform the crucial task of maintaining a habitable environment aboard ship. Life support functions stabilize not only pressure and atmosphere, but also temperature, humidity, and gravity. Ships have multiple redundant life support systems, including emergency life support modules and shelters that allow time for evacuation when all other systems fail.

A ship carries large amounts of breathing gases needed for life support, replenishing them when it docks. Additionally, atmospheric processors throughout a vessel recycle waste gases (typically carbon dioxide) to supplement the supply of fresh oxygen. Parallel atmospheric processors operating on 96-hour duty cycles ensure the system never breaks down.

On most Starfleet ships, life support systems maintain an atmosphere similar to a Class M planet, with a nitrogen-oxygen mix of gases. The crew can isolate a small percentage of quarters to support other environments, such as Classes H, K, or L Outside of their quarters, nonoxygen breathers must use personal life support devices to keep from suffocating.

The life support systems also maintain gravity inside the ship via networks of graviton-emitting stators or emitter blocks. This system provides crewmembers with a definable "up" and "down", regardless of the position of the vessel relative to a planet or other large celestial body.

Medical Facilities (Sickbay)

Starfleet vessels equip and maintain one or more medical centers, often referred to as "sickbays." A typical sickbay includes a medical clinic for routine examinations and minor treatments, an intensive care unit,

U.S.S. VOYAGER • INTREPID-CLASS

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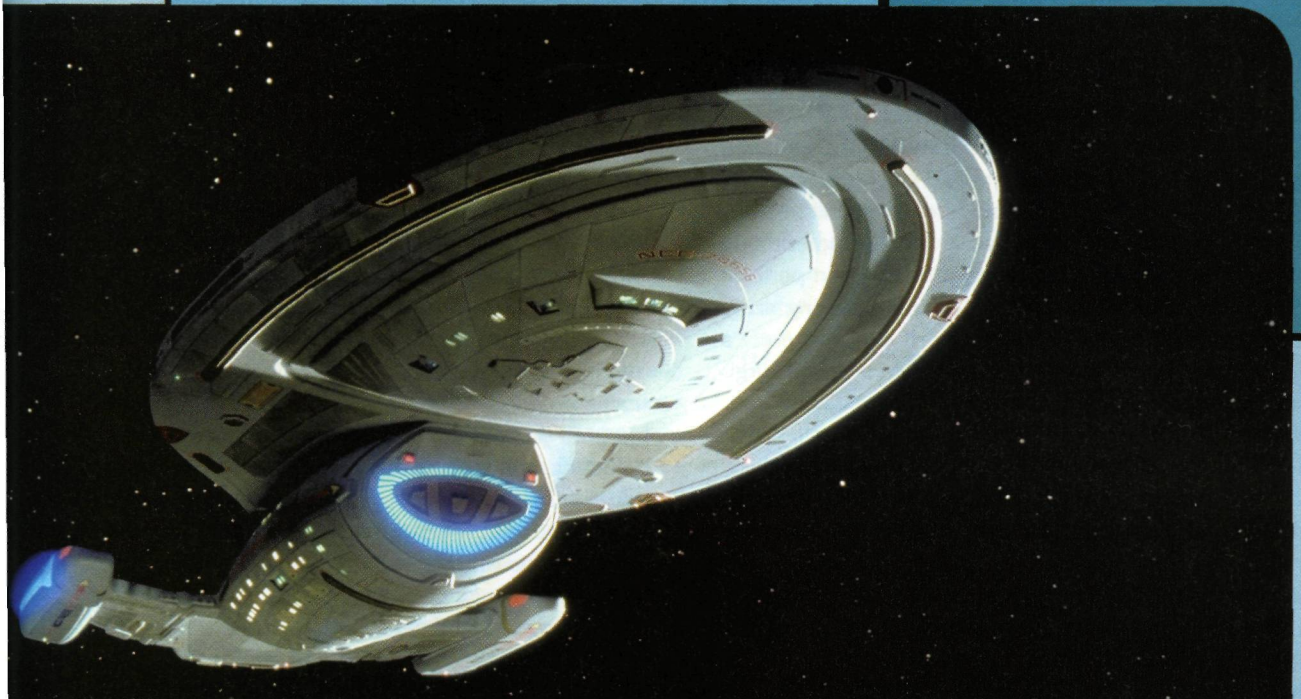
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INTREPID-CLASS SPECIFICATIONS

SUSTAINABLE CRUISE VELOCITY:	WARP 6	DIMENSIONS:	LENGTH, 344.5 METERS
PRIMARY POWER:	ONE CLASS 10/P WARP SYSTEM FEEDING TWO VARIABLE-CONFIGURATION WARP NACELLES; ONE IMPULSE SYSTEM		BEAM, 132.1 METERS
			HEIGHT, 64.4 METERS
		MASS:	700,000 METRIC TONS
		ARMAMENT:	ELEVEN TYPE X PHASERS
			FOUR PRIMARY PHOTON TORPEDO LAUNCHERS

In 2370, alter nearly a decade of design work, Starfleet launched one of its most sophisticated starships to date, the Intrepid-class light explorer. Considerably smaller than previous explorers (with a crew of 150 and 15 decks), the Intrepid-class made up for its lack of size with powerful, innovative systems. Equipped with a warp drive able to reach speeds of Warp 9.975, computers using bioneural circuitry, an Emergency Medical Hologram to assist or substitute for a living doctor, and landing systems allowing it to enter atmospheres and make planetfall, Intrepid-class vessels can perform many different types of missions. Their Type X phasers and Type II and VI photon torpedoes also enable them to deal with any threats they encounter.

0! all the Intrepids launched to date, the most famous by far is the li.SI Voyager, MCC-74056. In 2371 a powerful being known as the "Caretaker" propelled it, and a nearby Maquis ship, into the Delta Quadrant, 70,000 light-years from Earth. Realizing neither ship could make the dangerous journey home alone, Captain Katliryn Janeway recruited the Maquis leader, Chakotay, to serve as her First Officer and integrated the Maquis personnel into her own crew. After many harrowing adventures, including multiple confrontations with the Borg and equally as many wondrous encounters, Voyager finally returned home in 2377 after a seven-year journey during which it acquired crewmembers of several Delta Quadrant species.

Although a typical Intrepid is as comfortable as a Galaxy-class ship, Voyager found herself on very different footing. Stranded in the Delta Quadrant, thousands of light-years away from her normal sources of support and supply, she had to develop procedures for conserving food, replicator material, energy, and other resources. The crew often had to cope without amenities common to most Starfleet ships, especially replicator use. Captain Janeway and her crew devised many ingenious solutions to their difficulties, always finding ways to "do with or do without," such as using hits of Borg technology to repair the ship after deadly encounters with enemies such as the Kazon and Hirogen.

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DATA ANALYSIS • INDEX NX-74656

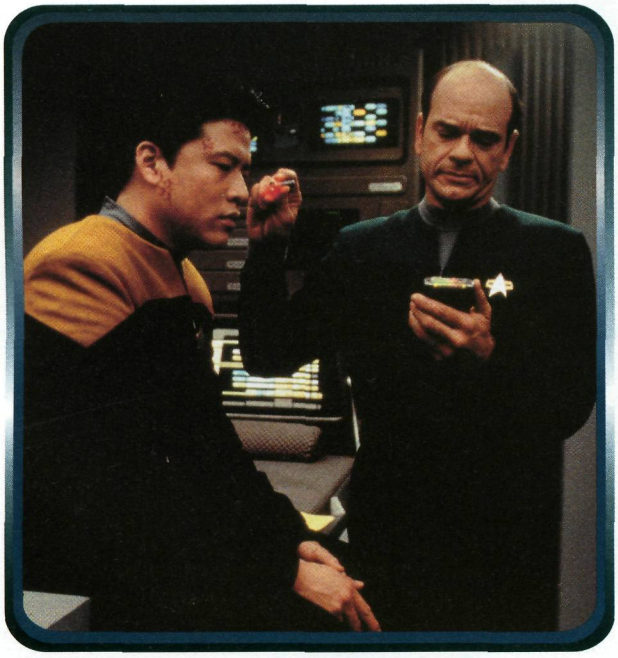
and one or more research laboratories. The doctors and nurses in sickbay can treat minor illnesses and injuries, including broken bones, in just a few minutes using advanced medical technologies and treatments. More serious injuries or ailments may require surgery, drug or nanite therapy, or other sophisticated procedures.

A sickbay's ICU contains two or more *biobeds,* beds equipped with sophisticated sensors allowing medical personnel to obtain up-to-the-second data on a patient's condition. Larger ICUs may also contain one or more units doctors can seal off with force fields to create sterile environments.

If a crewmember requires surgery, doctors can attach a *surgical support frame* (SSF) to his biobed. An SSF contains advanced medical and biological sensors, a bioregenerative field generator, and equipment able to assist the doctor with surgery. The SSF can perform many routine procedures, such as administering drugs or anesthetics without supervision. It can also erect a force field around the biobed to create a sterile surgical environment.

Emergency Medical Holograms (EMHs)

In recent years, Starfleet has begun equipping many of its longer-range vessels with Emergency Medical Holograms. An EMH is a sophisticated hologram programmed with 50 million gigaquads of medical information from 3,000 cultures (including 2,000 medical texts, 47 physicians' personal experiences, and 5 million possible treatments). It can perform virtually any medical procedure, often with greater precision than a living doctor. However, the EMH lacks a sentient being's judgment and adaptability. For this reason it serves as a backup, not as the primary physician.



Recreation

There's more to life than work, even aboard a starship. Rest and recreation are essential for the crew to improve their efficiency and maintain high morale. But the crew of a starship can't go on shore leave every weekend, so starships provide many forms of recreation aboard ship, including lounges, rec halls, gymnasiums, and other facilities.

Holodecks

The most advanced recreation facility aboard Starfleet vessels is the holodeck. These special chambers are equipped with holoemitters, special sensors, miniaturized tractor beams, and replicators to simulate almost any environment, setting, or situation. Complicated scenarios require detailed holoprogramming, but crewmembers can recreate basic situations by issuing verbal commands.

With its tractor beams and replicators, a holodeck creates objects and people ("puppets") indistinguishable from the real thing. But because they are made of "holodeck matter," these simulacra disintegrate if removed from the confines of the holodeck. Creating a holographic representation of a specific person without permission constitutes both a crime and a breach of ethics in most societies.

Users interact with a holodeck simulation at all levels—they see it, hear it, touch it. They can get in fights with holodeck characters and end up bruised and battered, fall into a holographic sea and get wet, or encounter holographic people so realistic they might develop a passion for them. Though generally safe and reliable, holodecks occasionally malfunction. On at least one occasion, a malfunction is known to have created a sentient hologram, giving rise to various moral, ethical, and technical quandaries.

Crewmembers use holodecks not only for recreation but also for training, exercise, and many other purposes. Thanks to the holodeck, a crewmember can spend his shipboard free time learning to drive Altairan dune-skimmers, recreating great battles of history, or practicing *Mok'hara* against holographic opponents. Safety overrides prevent a holodeck user from suffering any real harm, but if the safety protocols are deactivated or damaged, a hologram can injure or kill.

Most species having sufficient technological advancement employ holodeck technology. Romulan ships have holodecks similar to those of Starfleet, while Klingons prefer to use their 'decks mainly for combat training and tactical simulations. The Ferengi make a healthy profit by selling or leasing holonovels ranging from intellectually stimulating to salaciously titillating.

SHIPBOARD LIFE

Although most starships feature the same basic systems, each presents a different *feel* than the others. Serving on a refurbished *Miranda-class* cruiser isn't the same as performing a tour of duty on a top-of-the-line *Intrepid-class* light explorer; each ship possesses its own rhythms, quirks, and atmosphere. Like its crew, every starship is unique.

NON-STARFLEET STARSHIPS

Cardassian Ships

Cardassian ships, such as the Gator-class battle cruiser, demonstrate a strange dichotomy between comfortable and utilitarian facilities. Whether a crewmember occupies austere quarters or lavish dwellings depends on the individual's *vesala* (influence within the Cardassians' castelike society). The typical crewmember, who holds low rank and low *vesala,* shares barracks with his fellows, or if he's lucky enjoys small quarters to himself. The corridors and rooms in their sections of the ship are cramped and often have low ceilings (especially in small vessels). The rank and file spend long hours on tedious duties but take comfort in the fact that they serve the glorious Cardassian state—something the "political observers" from the Obsidian Order constantly remind them of.

On the other hand, officers with high *vesala* live much better shipboard lives. Their quarters and offices are roomy and comfortable, often approaching luxurious. Cardassian officers want for nothing; they enjoy the best food, *kanar,* women, and unrestricted access to the ship's recreational facilities. They exemplify the promises of the Cardassian propaganda corps every day, and they know it.

Visitors to Cardassian ships find them hot and humid. Cardassians enjoy high temperatures and moist air, so their ships' environmental systems toil to dispel the icy touch of space.

Klingon Ships

From the small B're/-class "birds-of-prey" to the enormous *Negh'Var,* flagship of the Empire, Klingon vessels seem dark, dank, and uncomfortable to most other species. Klingons install few creature comforts on their ships—quarters are small, with flat metal shelves for beds; most corridors and rooms are lit with a garish red light that does little to alleviate the gloom; barren metal, girders, and conduits remain visible in most places; and recreation facilities are limited to combat practice rooms. The Klingons prefer these accommodations, though. They view creature comforts with disdain and don't need mattresses, holodecks, and lounges as other "soft" species do; a true Klingon warrior not only endures the hardships of shipboard life, he embraces them!

Consequently, Klingon ships devote an unusually high proportion of space to disruptors, tactical systems (including cloaking devices), and other armament as compared to Federation, Cardassian, or Romulan vessels. The Klingons think of their ships as weapons first and foremost and don't hesitate to take them into battle at the slightest provocation. To ensure that multiple bridge crew personnel are available for tactical duties at any given time, the Empire maintains the helm/navigator separation of duties Starfleet abandoned decades ago.

On a Klingon ship, the captain often has to fight to maintain his position. Any crewmember who thinks he could command the ship better can challenge the captain's decisions and provoke a duel for command. Similarly, fights often break out between crewmembers over insults (real or perceived) or as a way to assert dominance.

Rornulan Ships

Compared to Cardassian and Klingon vessels, Romulan ships bear a strong similarity to Starfleet vessels. Both governments possess roughly the same level of technology and outfit their ships with the same sorts of amenities (including holodecks, lounges, and other recreation facilities). Even for low-ranking crewmembers who live in barracks, duty aboard a Romulan ship is physically comfortable.

But Romulan service is not easy, especially social life. Romulan society is marked by incessant political maneuvering and partisan conspiracies. The state exercises a great deal of control and influence over the populace; and all of these things carry over to the vessels of the Star Navy. Every crewmember knows the Political Officer on board works for the feared *Tal Shiar,* but no one can ever be sure which of his fellows serves the spy corps covertly. Commanders must tread warily to ensure the crew remains loyal without taking actions that unnecessarily endanger the ship. They must also avoid actions that might cause underlings to file reports questioning their leadership with the High Command. These types of backbiting, favor-trading, secrecy, and counter-punching make themselves felt every day.

Every Romulan vessel comes equipped with a powerful cloaking device to hide it from enemy sensors. To ensure the actions of the crew don't accidentally reveal the location of the ship, the Star Navy uses many protocols and guidelines to govern crew behavior during "cloaked flight mode." Any crewmember deviating from these regulations can expect harsh punishment, even if his disobedience causes the ship no problems on its mission.



12 ADVENTURING

These are your voyages. Although your Narrator designs the specific adventures you'll experience, including the story arcs and galactic events spanning your entire series, without character, nothing happens. *Star Trek Roleplaying Came* adventures revolve around your character and his Crew. This gives you the leverage to have the kind of fun you want to have along with the responsibility to work with your Narrator and fellow players to create the kinds of stories everyone enjoys.

VOYAGES

Your series will undoubtedly cover a broad range of stories over time. Some characters fit better into some stories, and there's nothing wrong with that. If you've rolled up a Vulcan Starfleet biochemist, you probably won't be the star of adventures involving interstellar piracy and Orion slave-trading. However, part of the *Star Trek* ethos is that *any* character might be the one to save the day, the hero of the episode. Perhaps your Vulcan is the spitting image of a Romulan pirate on the fringes of Ferengi space, or Starfleet is trying to contain a deadly contamination spread by Orion slave ships. In short, don't dismiss anything out of hand. The following entries present a few of the basic story types you'll experience as well as the kinds of characters who might flourish therein.

ACTION AND DANGER

These are stories of immediate conflict: war stories, pirate tales, tense showdowns with criminal gangs, and fleet actions against the Borg. Any starship officer will be called on to perform at his peak in such stories, although command and security types typically carry the action. Rogues and soldiers also figure in such stories. Among species, both Klingons and Humans tend to thrive on action, and Bajorans and Cardassians give each other plenty of danger to think about. The thing about danger, however, is that it doesn't come only to violent people. A peaceful Ocampan colony may have to fight off deadly Kazon raids, or a Vulcan survey ship protect both a deadly alien creature and a nervous atomic-level planet from each other!

EXPLORATION AND DISCOVERY

In these stories, players who like puzzles and figuring things out will thrive, as will those who enjoy learning or seeing cool stuff. In a *Star Trek* series, Vulcans and Humans seem to have the greatest propensity for exploration for exploration's sake. In addition to characters posted to Starfleet (or similar organizations), pure scientists exist for just such concerns. And don't forget sociologists, anthropologists, archaeologists, and historians—they all seek to understand the unknown elements of alien societies and strange new worlds. Merchants also wind up making more than their share of new discoveries while seeking new markets and new trade goods.

Introspection and Emotion

Players with a zest for drama, emotional discovery, and personal change will enjoy these stories. Any character with a true love, parents, or a homeland he loves can become the center of emotional episodes or be affected by the trials of another character's life. Betazoids have the edge in such tales, given their empathic natures; Talaxians, Bajorans, and Ocampans all have the strong emotion that comes from a devastated, endangered homeland. The Trill, of course, have three or four lifetimes of emotional developments to think back on—or to have suddenly recur in their new lives. Any character should have some "hook" to a possible story of introspection and emotion—even an emotionless Vulcan may have an aloof parent or a bride back home awaiting *Pon fan.*

Mystery and Espionage

These puzzles resemble exploration and discovery stories in their intellectual bases, but they can always take a deadly turn into action. Whether it's tracking down Jack the Ripper or launching a disinformation operation against the Romulans, mystery and espionage stories seldom stay safely in the briefing room. Diplomat characters flourish here, as do any characters with odd or unsavory connections—rogues, merchants, and Ferengi.

Message and Morality

Some stories act as "thought experiments" about moral issues. A planet may present problems similar to those of our more familiar Earth or face an opportunity Earth never had. The best such stories force the Crew into making hard choices, rather than smugly wading in on the side of Decent Goodness. (If things are that obvious, it's just an action story with delusions of grandeur.) Perhaps two moral principles (liberty and equality, for example) clash on a grand galactic scale, or a single crewman must decide between love and duty. By thinking and reacting as your character would, rather than as a modern Earthling, you learn something about your character—which is why any player can benefit from a well told moral message story.

Selecting a Setting

It's important to note that any of these stories can take place anywhere. The Dominion War sounds like a natural focal point of both action and espionage—but as *Deep Space Nine* proves, war stories make great tales of introspection and emotion, and great ways to explore moral issues in message stories. Weapons research, scouting missions through the Bajoran wormhole, and any number of other exploration and discovery stories can easily fit within the Dominion War framework. With a little thought, you can find all these stories in any other background in the *Star Trek* universe, from Ferengi merchant adventures to Klingon political machinations to Vulcan scientific surveys. Picking a setting doesn't mean closing the door to any story type.

It does, however, close off some paths to certain story types and cast similar stories in wildly divergent contexts. For example, both the original series episode "Obsession" and the movie *Star Trek: First Contact* draw heavily on *Moby Dick* for their story concept and characterization, but the two stories indisputably maintain the "feel" of the original series and *Star Trek: the Next Generation,* respectively. Likewise, an espionage story portrayed as a single covert operation in a starship's five-year mission is going to feel different from one unfolding slowly on a specific planet or space-station where the action occurs over a period of several months. In short, the "feel" and plot of your stories depend on the setting: Where you decide you put your characters in time and space has a pronounced effect on the type of series you play, even though individual episodes may lead you and your fellow crewmates to a variety of locations.

Which Star Trek Series?

Each series has its own flavor, its own kind of storytelling, and its own rhythm. You might want to tell your Narrator which series you're most familiar with or which one you most enjoyed watching. Even if she's planning to run a different series, she may try to add some of your favorite elements to the series she has on the boil. Your character choices can help, as can your attitude toward the game. Toss a dash of original-series *Star Trek* derring-do into the grim Dominion War era of *Star Trek: Deep Space Nine,* or put some of the isolation and psychological exploration of *Voyager* into the civilized, scientific Starfleet of *Star Trek: The Next Generation.*

A series can happen anywhere; you can tell gritty stories of compromise and shadowplay in the corridors of Starfleet Command on Earth just as easily as on the dusty worlds of the Klingon frontier. A Ferengi marauder can have swashbuckling adventures—no reward without risk, after all—and an Imperial Klingon ship on detached duty along the Romulan border might find thought, diplomacy, and emotional truth more useful than jumping for the disruptors. You can mix and match eras in one game, perhaps by playing a time-traveling extravaganza or a generational saga in which your characters' children and grandchildren become central characters in their own right and voyage through space in their own stories and starships. Finally, of course, your 24th-century characters can always climb into the holodeck for stories of any flavor they wish. Your character, in short, may be influenced by his era, but he needn't be imprisoned by it.



The Original Scries

If there's one word that describes the original series feel, it's "swashbuckling." Seduce the alien beauty, punch the alien gladiator, blow up the alien computer, and fix the alien society. In its first, optimistic incarnation, *Star Trek* was a story of larger-than-life heroes and their larger-than-life heroics. Swordfights are common, as are bench-clearing brawls and ominous monsters. *Star Trek's* original series romps at the edge of space opera, and even when it tells stories of wrenching, personal loss they involve superrobots and lost immortals, or time-traveling back to the 1930s through a billion-year-old alien artifact. Some series with an original-series flavor might include:

- A ragtag team of Talaxian fighter pilots (with a few other species) fighting a hit-and-run war against all aggressors, from the Haakonian Order to the Kazon to the almighty Borg.
- A bold crew of Klingons thrusting and parrying along the Organian Neutral Zone in the 23rd century, blowing up computers and defeating alien illusions to expand the Empire.
- A mixed group of Betazoid and Vulcan scientists using risky experimental psionic technology to battle an unknown invasion of mental-energy creatures through a "psychic wormhole."
- A **small** Federation scout ship under a maverick captain, assigned to the unexplored borders during the Dominion War, cut off from regular contact by the war and relying on its own guts and ingenuity.

The Next Generation

The parallel descriptor for *Star Trek: The Next Generation* is "thoughtful." Although it presents its share of tense dramas and fast-paced action stories, in this series most problems are solved with discussion rather than concussion. Last-minute alterations to the ship's technology, powerful orations from its diplomat-captain, and intensely felt attempts to understand opponents save the day. The *Enterprise-D* holds children and psychological counselors, and by a hundred other little signs shows that the age of bold (even maniacal) risk and adventure has given way to a mature, permanent, and above all civilized way of life. Some other civilized options include:

- Working to establish a peace planet—a joint Federation-Klingon colony established at the dawn of the Khitomer Accords that slowly grows into a new world of its own.
- An all-Vulcan exploratory team based on Bajor to study the wormhole and Bajoran culture.
- The mixed crew of a Ferengi merchantman that relies on market research, customer satisfaction, and a few technological edges to keep its clients happy.
- An fxp/orer-class starship sent into the Delta Quadrant through a recurring wormhole on a five-year mission to search for traces of Voyager's passage—and to open the area up for possible Federation contact.





Deep Space Nine

This series is the "gritty" one. On the frontier, where the Federation has abandoned its own people to the desperately poor—and brutal—Cardassians, and where generations of terrorism rather than negotiations finally free Bajor from the Cardassian yoke, the issues aren't so clear. The Federation must compromise, but so must its enemies and partners, from Romulus to Bajor to the Klingon Empire. This series draws complexity from character development and from a lengthy examination of involved frontier politics. Also, of course, it's hard to stay civilized—or even swashbuckling—in the middle of a war for survival. Other gritty, gray-area games might feature:

- The Federation embassy staff on Rigel VII in the 2250s, forced to deal with unsavory Orion smugglers, Nausicaan assassins, and dubious Klingon "diplomats" while somehow protecting the Federation without getting their hands too dirty.
- The garrison of a Klingon colony world deep in Romulan space right after the Khitomer Accords and the collapse of the Romulan-Klingon alliance.
- The crew of a Talaxian space station under Haakonian Order control, forced to toe the line overtly but using any angle or option to incrementally improve Talax's situation.
- A mixed-species mercenary ship selling its services at each planet it encounters—and dealing with the fallout from earlier contracts as old enemies recover.

THE EDGE OF NIGHT

Playing a character on a frontier space station in any era means facing many of the same challenges the crew of Deep Space 9 face. Wildly divergent cultures come together on frontier stations where the minimized impact of the Federation makes things possible that otherwise might not be. In many ways, a *Deep Space Nine* series is a frontier series. Your character might not in any way be affiliated with the Federation. You may choose to play a Bolian restaurateur on a frontier space station in *The Next Generation* era, in a series with only one or two Starfleet officers. This presents a wealth of different roleplaying opportunities that can't be had in other series.

Similarly, any series with powers threatening Federation sovereignty shares similarities with *Deep Space Nine.* Exploration necessarily takes a back seat to defending the Federation and its member worlds. As a result, a *Deep Space Nine* series is "grittier." The TV show treated politics and social strife with careful complexity, as you might in your series. As a player, you'll benefit from a more in-depth knowledge of the species you deal with and the issues at hand then you might in another series. The crew of Deep Space 9 carefully consider the pressures, both from the Federation and the governments of Bajor and Cardassia, when dealing with these three powers.

In general, a frontier series allows you to move outside the notions of the Federation and Starfleet, or whatever your home civilization may be. Garak, the Cardassian tailor/spy on *DS9,* is only minimally interested in Federation culture, smoothly confident he could capitalize on the strengths and weaknesses of any government running the station. Your character might also dismiss the Federation's mores and folkways, possessing an entirely different set of priorities. On the frontier, you can mix and match the species and professions in this book in more ways than in any other setting. Take advantage of it!





Voyager

This series is about "isolation." The *Voyager* is abandoned to its own devices when it is thrown into the Delta Quadrant. The ship can't even rely on Starfleet in the abstract—many of its personnel aren't Starfleet officers. Deep in Borg territory, in a ship not meant or equipped for deep-space travel, the crew must use its fierce dedication to get home. Characters in a series with a *Voyager* feel must reach deeply within their inner resources, defeat their own demons, and fly on—nobody else can do it for them. You can reach for a similar feeling with adventure series like these:

- The crew of a 23rd-century Klingon D7 somehow thrown a hundred years forward in time. Rather than live in dishonorable peace with the Federation, these warriors decide to travel to the core of the galaxy and use the "white holes" there to fly back in time to their true era.

- An Ocampan exploratory colony ship seeking out a new world—without enough supplies to return home should they fail.

- Officers on a Betazoid space station at the edge of Tholian interphasic space, withstanding the nightmares and madness that its unstable energies create in order to provide needed therapy to castaways and lost ships.

- A Federation starship crew marooned on an uncharted world in the Romulan Neutral Zone, forced to build a civilization with their bare hands but unable to signal for recovery without starting an interstellar war.

LOST IN THE GALAXY

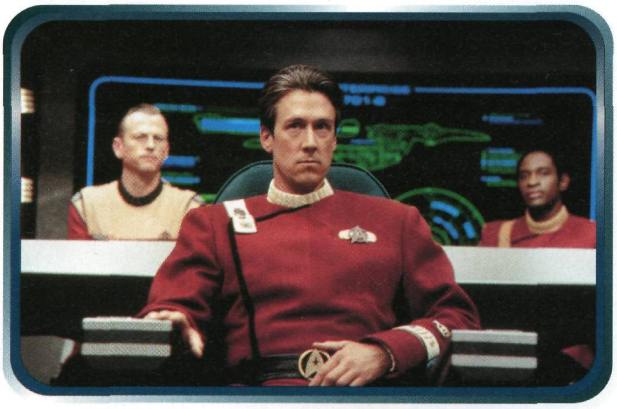
This setting takes the characters from somewhere and puts them and their ship somewhere else, far away. There's even less support from home base than in Captain Pike's early voyages—you may not even know where "home base" is any more. From within the ship, such a series might seem much like a *Star Trek: The Next Generation* series: Starfleet officers, on a Starfleet ship, exploring the galaxy. The difference lies in what's going on outside the ship. Outside, the galaxy is a strange, unknown, unexplored place. It takes the known quantities of Starfleet and wipes the rest of the slate clean. If your Narrator opts to run such a series, she may hurl your ship to a different galaxy, a different time period in our own galaxy, a parallel universe, or any one of many unknown, unexplored quantities.

You'll need to keep in mind the original setting when playing a character in this type of series. Where did you start off? Characters like B'Elanna Torres or Seven of Nine may be possible only in 24th-century stories—but a half-Human from a Klingon colony world trying to prove his worthiness to the Empire, or a robot from Exo III somehow awakened to sentience, might give you some interesting parallels.

Which era you begin in determines what types of characters you can play and how you get along with the rest of the crew. On *Star Trek: Voyager,* members of the Maquis are stranded in the Delta Quadrant along with their Starfleet rivals. Your character may experience the same problems if you're playing a Romulan character from the 23rd century stuck with a Federation or Klingon crew in the Andromeda galaxy or the Mirror Universe. In either case, you may wish to expend a lot of roleplaying energy merging the Crew into a cohesive unit.

Meanwhile, outside the ship, the *Voyager* encounters new races, new empires, and new technologies. Normally, new species present diplomatic opportunities. A species' hostility or benevolence and its technological level are relevant to Captain Picard, for instance, because he evaluates each new race on its merits as a possible new ally or member of the Federation.

Your crew, like the *Voyager* crew, may have to evaluate each new species based on its usefulness in getting you closer to home. What are your goals as a crew? The *Voyager* crew began its experience in the Delta Quadrant 70 years away from home. They decided to point the ship in the right direction and travel toward home at full warp. This is not possible if you and your fellow players are stranded in another galaxy or some other dimension. You'll need a technological solution, and each new species you encounter could hold the key to returning home. This has a direct impact on how you deal with each new race. All these things should be kept in mind when playing in a series far from home.



DRAMATIS PERSONAE

Of course, it's not necessary to decide on the mix of episodes, or the kind of series, you want to play before selecting your character. You may, in fact, have chosen a character specifically to enjoy or explore one type of *Star Trek* storytelling: your Human commander will explore strange new worlds and punch out alien thugs; your Klingon soldier will fight honorable duels and fly daring bird-of-prey raids on Romulan outposts; your Vulcan counselor will explore emotions from the outside with his healing psionic powers. Make sure you communicate your vision to your Narrator. On the other hand, change makes characters real; don't immediately tune out if your Human commander discovers ancient ruins and must turn archaeologist to explore them—he may still have to punch out alien tomb raiders! If your Klingon soldier's house is disgraced in political infighting, he may have to take service as a guard on a merchant vessel and hope to raise enough money, arms, and influence to set things right at home. How does the outbreak of the Dominion War challenge your Vulcan counselor's message of peace and calm—especially if he must become a combat medic to a team of rough-and-ready Starfleet security officers?

COMING OF AGE

So, you've selected a character. Some players prefer to begin as fresh-eyed ensigns. Others prefer to play seasoned Vulcan diplomats, Trill mercenaries, or Betazoid starship captains at the peak of their powers and abilities. The "default" character creation system in the *Star Trek Roleplaying Came* starts you out young and full of possibilities; it's designed to let you grow your character over time, perhaps even over whole five-year missions of roleplaying. However, you can start out as heroic Kang- or Sisko-level characters with the first handful of dice, if that's what you and your Narrator want to do. Use the character advancement system given on pages 152-153 and the sample character paths and other guidelines in the same chapter to "age" your character through his glorious career in the Klingon Defense Force, the Ferengi Commerce Authority, Starfleet, or what have you. Your Narrator will be able to craft her story arcs around the enemies you make, the challenges you overcome, and the history you build for yourself—so make sure you do it well and that you can play what you wind up with. A young character can always change direction in midcareer; a decorated Starfleet captain will look pretty strange if he takes off to run a fur-trading station on Polaris XII.

Of course, between brash new Wesleys and Nogs and the empyrean heights of a Picard, there are plenty of Sulus, O'Briens, and Trois—the officers with a mission or two under their belts—just as there are mercenaries with a few wars behind them, or diplomats looking to convert alien prestige into political power. Beginning with a "mid-level" character can be a good compromise, starting your game off with enough skills and background to be fully rounded, but without all the myriad doors of your future closed off forever. Just as Sulu switched from botany to the helm, and Worf went from Starfleet to Klingon service and back again, your character might be on the verge of the kind of change that leads to really interesting stories.

BUILDING A CREW

None of these changes occur in a vacuum. You and the Narrator need to agree about the kind of game you plan to play together. In addition, work with all the other players to create a series you can all enjoy as regulars. This can be tough; some games (Federation starship patrolling the Neutral Zone) require Starfleet Crews, others (mercenary cruiser picking up contracts across the Delta Quadrant) rather the opposite. Be ready to compromise—perhaps your character is a rare Ferengi Starfleet recruit, or a Starfleet officer rescued from a space warp by mercenaries. As the careers of Worf and Seven of Nine demonstrate, almost anything can be justified in the name of Crew unity.

If two players want *TOS* action, and three would rather play taut diplomatic chess on Deep Space 9, try to determine who really wants what. If the two *TOS* fans just prefer the 23rd century, perhaps you can set your series on a dangerous frontier space station like K-7 between the Federation and the Klingons and still play a game of diplomacy and espionage. A willingness to work together is required when you're building your Crew; if none of you wants to play science officers, building a starship complement will be more difficult. If all of you do, then you may want to alter the series to suit—now you're the (multispecies) crew of a Vulcan Science Academy surveyor. The important thing is to decide what's most important to you and to make sure that you respect the same choices of other players. Even if you all wind up playing your second choices, that's likely to make a better game than one in which two players are stuck with characters they hate.



HELPING THE NARRATOR

Unlike chess, baseball, board games or wargames, roleplaying games are essentially cooperative ventures. The Narrator presents a fun, well rounded night of adventure, filled with interesting puzzles, balanced encounters, and a coherent story, while players promise to "play along"—by paying attention, playing fair, and cooperating with the Narrator. Players and Narrators work together to tell a story in a roleplaying game, just as actors, writers, directors, and a hundred other people work together to create a television show.

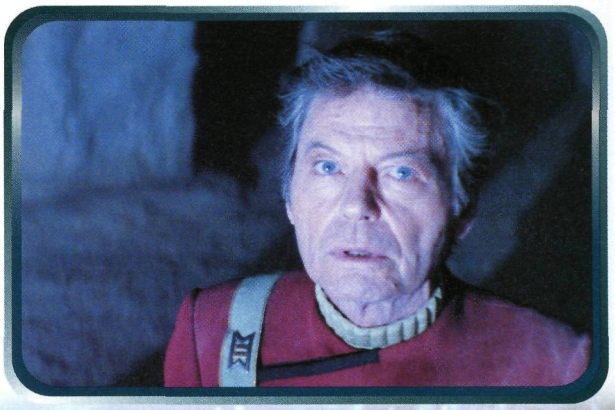
Act the Role

You've rolled your attributes, picked your skills, maybe even plotted out a few years of your background history. You know your character's species, what planet he grew up on, and what job he holds today. Now you have to concentrate on bringing those facts and numbers to life by acting in accordance with what your character would do in that job. Try to think like a Starfleet officer, or a Ferengi smuggler, or an Ocampan castaway. That means you cannot just analyze whatever situation the Narrator concocts as you yourself would. Instead, you should approach it *in character.* While *you* might flee from an unknown menace, that's hardly likely behavior for a Klingon warrior. You may very well know something about the Gorn from watching *Star Trek* on TV, but how informed is your character, the Bajoran mystic?

Part of the enjoyment of roleplaying is to become the character for the length of the game. Whatever method you prefer to put yourself in such a frame of mind is helpful. Whether you adopt a different posture, use a more technical vocabulary, or affect a colorful accent, the idea is to place yourself in the proper mood to act according to your character's motives and goals. Good roleplaying asks you to do what your character would do, not necessarily to make the smartest move (unless it's appropriate for your character to do so). A good rule of thumb: if you're playing a Vulcan and Spock wouldn't laugh at it, neither should you. Use that benchmark to help you visualize what your own character would do. As you build your character's responses, you may come to find yourself learning things about your own character you hadn't suspected—and that can be part of the fun of roleplaying.

Suspend Your Disbelief

One of the most important actions you can take to enjoy the game is to suspend your disbelief. Your *character* may search for the reasons why some odd alien junk dealer *can* fly when gravity shouldn't allow such a thing, but you as the player must be willing to accept that the being is indeed flying and that it can do so. Perhaps you won't discover why it is able to fly, but if you insist on adhering strictly to "late 20th-century thinking", you'll diminish your own—and maybe everyone else's—enjoyment. Allow the Narrator some leeway to tell an exciting story in the *Star Trek* universe. One might observe that, if you're playing *Star Trek* characters, you've already accepted faster-than-light warp drives, shape-shifting aliens, and transporter beams as "real." Of course, you should also cut the Narrator some slack if her story contradicts some minor part of previous *Star Trek* continuity. It can be fun to nitpick your favorite *Star Trek* episodes, but not your friend's adventure (especially while she's trying to entertain you). If you plan to nitpick, try playing a pedantic Vulcan who knows everything about everything, or a well-traveled Ferengi who delights in getting the last word—then, at least, you can stay in character.





Keep the Mood

One of the best ways to remain in character is to help the Narrator establish and maintain the mood or feel of the game. If the situation calls for serious speech and actions, refraining from out-of-game comments, puns, or levity helps everyone else stay within the spirit of the game. If you must crack wise, figure out how to say it in character—adding in-character byplay to the game actually enhances the mood rather than detracting from it and helps further define your character's personality.

During a tense negotiation or a planetary survey, listening carefully and responding as your character would instead of leaving the room, rattling dice, looking through papers, or munching on snacks can help you focus on the game and on your character's place within the adventure. Even if your character isn't in the spotlight during a particular scene, acting as a concerned member of the Crew and showing respect for the other players and the Narrator will help you keep the game on track. Who knows? While the captain and medical officer are busy with negotiations, your engineer might just spot a vital clue because he was paying attention—and those with vital clues tend to become the focus of subsequent scenes.

Copilot the Story

In any given scene, actively try to figure out what's going on and help move the story forward. If you suspect you're wasting time on meaningless action, you probably are. There's a reason we never see the away team meticulously search every inch of the alien prison for secret doors, or see the captain and chief officers take three hours to plan a boarding action in the middle of a firefight.

Just lie back, keep your eyes and ears open, and go with the flow—surf the story's wave and get ready to get your feet wet. Take opportunities to tie your character into the story; offer little bits of backstory if you have a neat idea. If Orion pirates board your merchant ship, and your smuggler was born on Rigel IV, try asking the pirate captain if he knows your relatives back in the Argus River country. Often, your Narrator is looking for just that kind of hint to involve you directly or to move the story forward in her own direction.

Sometimes, a really excited, involved, and organized group of players can drive an entire series in the direction they want. If you want to see more episodes of ship combat and gritty action, sign up your little mercenary band in the Dominion War. If you want to try an old-fashioned game of exploring the final frontier, send a request up through Starfleet channels to get your ship reassigned to the rimward edge of the Federation. If you think you've got a brilliant plan to break Sherman's Planet out of the Federation, call in some favors and convince the Klingon High Council to task your team with that glorious mission. Any Narrator worth her salt will jump at the chance to write episodes and story arcs that she knows her players are excited enough to request. It's your series—don't be afraid to add some stories of your own to it.





13 THE GALAXY

The Milky Way Galaxy spans 100,000 light-years and contains hundreds of billions of stars. The five *Star Trek* series and nine feature films provide an unparalleled level of detail for any game series. Because it would be impossible to cover everything known about the galaxy in one chapter, we have chosen to present an overview of the galaxy's history in the form of a detailed timeline. Much of what follows represents data any first year Starfleet Academy cadet would learn in his required history class.

THE FINAL FRONTIER

In *Star Trek* the galaxy is divided into four equal sections, called quadrants. Earth lies in the Alpha Quadrant, near the dividing line separating the Alpha and Beta Quadrants. Since the following history is necessarily presented from the point of view of the UFP, most of the events that follow occurred in the Alpha Quadrant or in nearby regions of the Beta Quadrant. Take some time to review the map provided. Connecting specific events to regions or worlds will give you an overall "sense of place" and should lay the groundwork for a better understanding of the scope of galactic history.

While the galaxy is large, certainly large enough for hundreds of races to explore for thousands of years without running out of "frontier", there *are* other galaxies. The Federation has already made contact with the Kelvans from the Andromeda Galaxy, for instance. We should not presume that the Milky Way represents the only opportunities for adventure in the *Star Trek* universe, only that it represents more opportunities for adventure than a normal character could exhaust in a thousand lifetimes.

The following timeline covers all of the major events in the Alpha and Beta Quadrants. You should use it regardless of what race you're playing or in what era your Narrator sets her series. Anyone playing a Cardassian, for instance, can learn from this timeline the present state of Cardassia and its current and former allies, and—using the map—easily see where Cardassia lies and what species and interstellar powers it borders. The timeline is not simply a list of things that happened; it's a guide to how the various political entities and species in the galaxy behave. Players and Narrators alike should use it as a guide when creating characters, episodes, and series.

WHAT HAS GONE BEFORE

10 Billion Years Ago: Formation of the Galaxy

Our galaxy is roughly 10 billion years old. Because Class-M planets are composed of heavy elements such as iron and nickel that can be created only in supernova explosions, life in the traditional carbon- or silicon-based sense could form only after the first stars died. Interestingly, life on the planets surrounding these second-generation stars tends to form

USING THE TIMELINE

The entries in this chapter represent events important to both the history of the galaxy and its current state of affairs. By necessity, the information is presented from the UFP viewpoint. Most players will already know about many of the events presented here. We recommend that Narrators deny players access to this chapter during play unless they research it using a PADD or access it through a computer data bank. Of course, if the player can recall what he has read here, he can assume his character remembers the same knowledge and can use the information during play.

You can assume that all of the entries (except those marked "Classified") can be found in any PADD with a relatively quick search. Make an Intellect test (TN 10) to find the required information as a full-round action. If you fail the test, you may retry as an extented test until you locate the information. Each subsequent attempt gives you a +1 modifier to your roll and takes another full round. Once you've located the desired information, you can refer to its entry in this chapter.

In some cases—where indicated—specific information may be classified. Classified information requires some Narrator-approved explanation for why your character is familiar with the subject. We include the Guardian of Forever, for instance, because it's a tool your character might think to use in an extreme situation. Of course, access to the Guardian is heavily controlled by Starfleet, and most people don't even know it exists. But if your character faces a temporal dilemma and needs to find a solution, the Guardian offers an excellent possibility.

Classified entries are not accessible on a normal PADD without the proper security clearance. If a character possesses the required clearance, he may access classified information as if it were general information. If a character tries to access classified information and does not possess the necessary clearance, he must make a successful Computer Use (Hacking) test in order to break into the system.

EXAMPLE: Dave's Vulcan Science Officer, Tevas, did his graduate work in the Academy's Temporal Physics Department. Part of the course introduction covered a history of time travel, beginning with the significance of the Guardian of Forever. Dave suggests his character has some basic knowledge of the Guardian, as well as the required security clearance to access the information. The Narrator agrees; Tevas is familiar with the existence of the Guardian and what it can do, although without additional clearance he does not know where it is or how to use it.

Tevas, facing some sort of temporal crisis, would naturally think of finding a way to use the Guardian. Even if this proves unworkable, the fact that Dave referenced it adds immeasurably to the feeling that you're playing *Star Trek*. The Organian entry, to use another example, can both serve as a source of historical data (the Organian Peace Treaty) and give your character some framework or precedent for dealing with other higher forms of life, such as the Q Continuum.

as rapidly as possible. If the proper conditions exist, life will almost always gain a foothold and begin to evolve. One of the basic tenets of the *Star Trek* universe is that the galaxy teems with life!

8 Billion Years Ago: Creation of the Guardian of Forever (Classified)

Various advanced dating techniques estimate the Guardian of Forever was created 8 billion years ago. First encountered by the crew of the *Enterprise* under the command of Captain James Kirk in 2267, the exact circumstances surrounding the Guardian's creation remain a mystery. The Guardian is sapient, describing itself as "my own beginning and my own end." Since the Guardian's purpose is to allow those who pass though it to journey instantly through time and space, it's possible the Guardian was sent into the past from a future civilization.

4 Billion Years Ago: Humanoid Life Is Seeded throughout the Galaxy

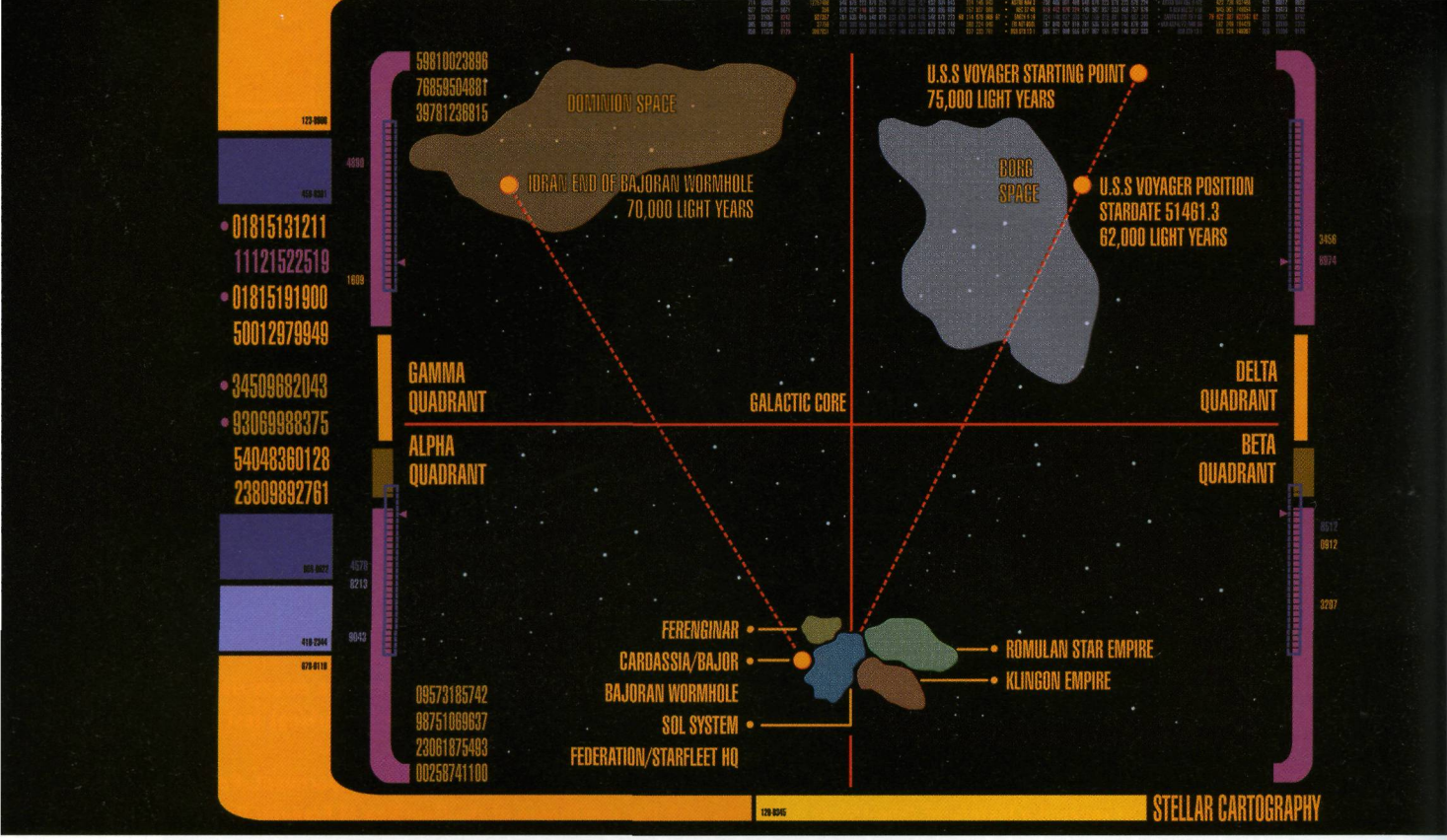
The Preservers, one of the oldest and most advanced races in the universe, travel through our galaxy, visiting Class-M planets and seeding their oceans with the DNA necessary for the formation of humanoid life. They express their intent—to give future intelligent life in the galaxy a common heritage from which peaceful relations naturally arise—by inserting a message to their creations into this primordial DNA. This message was finally decoded billions of years later when a multi-species archaeological expedition led by Jean-Luc Picard assembled the message fragments stored in the DNA of all humanoid life in the galaxy.

22 Million Years Ago: The Organians Evolve into Pure Energy

After shedding their corporeal bodies, the Organians evolve into beings of tremendous power and influence. When, 22 million years later, the UFP and Klingon Empire enter into a dispute over an Organian world, the energy beings not only stop the skirmish over the planet, but force a peace treaty on both governments.

200,000 Years Ago: The Iconian Empire Collapses (Classified)

The Iconians, ruling a vast interstellar empire, fall victim to a consortium of enemies fearing the advance of their near-limitless technology. The exact boundaries



of their empire remain undiscovered and may reach beyond our galaxy. They abandoned the use of starships after developing the Iconian Gateway, capable of instantaneous transportation of matter across interstellar distances. Several, perhaps hundreds, of gateways remain 200 millennia later when the Federation invades the Romulan Neutral Zone to prevent this ancient technology from falling into Romulan hands.

150,000 Years Ago: The Medusans Become a Spacefaring People

A noncorporeal life form, the Medusans are one of the oldest member races of the Federation and the first to develop warp technology. With bodies made of pure energy extruding into subspace itself, the Medusan mind intuitively grasps the fundamental workings of the universe, making their advancement from a primitive to an advanced civilization one of the fastest in the galaxy.



25,000 years ago: The Trill/Syrnbiont Union

The first humanoid Trill join with the sluglike symbionts, creating a symbiotic life-form greater than the sum of its parts. As a result of the symbiont's extremely long life span, Trill society develops quickly, scientifically as well as culturally.

12,700 years ago: The Borg Collective Forms

The Borg become a hive mind and begin assimilating other life-forms. Soon after this, the Borg become one of the most dominant and feared races in the Delta Quadrant. The chilling warning they issue when encountering another species—"Your technological and cultural distinctiveness will be added to our own"—belies the Collective's policy of removing all distinctiveness from its member species. Some cultural exoanthropologists suspect the phrase is a relic of a long-forgotten democratic and Utopian age.

7,500 years ago: Rules of Acquisition Drafted

The Ferengi Alliance abandons its previous form of government and adopts capitalism, an economic theory, as a basis for rule. Gint, the first Grand Nagus, drafts the Rules of Acquisition. The first rule neatly describes much of Ferengi history: "Once you have their money, you never give it back."

279: The Birth of Surah

Surak, the father of Vulcan philosophy, is born during a time of war and suffering on Vulcan. 33 years later, Surak banishes emotion from his thoughts, adopt-

ing a philosophy of pure logic. He and his teachings lead the Vulcan people out of their terrible cycle of war and death into a peaceful new age lasting to the present day. Virtually every living Vulcan studies Surak's teachings and follows his example.

369: The Romulan Diaspora

A core population of Vulcans rejects the philosophy of Surak, refusing to suppress their emotions. Vastly outnumbered, thousands of expatriate Vulcans board impulse vessels and follow their leader, Tellus, on an epic journey across the quadrant. Eventually a wormhole swallows their fleet, depositing it hundreds of light-years away. Tellus and his followers found a new homeworld there, Rom'lass. In Federation Standard, the planet is known as Romulus.

372: The Dominion Is Founded

A changeling species later known as the Founders, fleeing genocidal persecution for their alien physiology, establishes a new homeworld hidden in the Omarian Nebula. From this secret location, the Founders begin an aggressive campaign of colonial expansion as a means to protect themselves from further genocide. The Dominion eventually become the dominant force in the Gamma Quadrant.

579: The Gorn Develop Warp Travel

The Gorn, a violent reptilian race, develop warp travel and begin expanding their empire. They first prove fearsome enemies, then uneasy allies, of the Federation. Their alien psychology makes diplomatic initiatives with them difficult, even after hundreds of years.

801: Birth of Kahless the Unforgettable

The first Klingon emperor, Kahless, is born. He sweeps across *Qo'noS,* conquering the Klingon homeworld, forming the first Klingon Empire, which lasts for 1,200 years. Kahless later represents the embodiment of Klingon virtue. Honor and courage through noble combat take root as the ultimate expressions of Klingon philosophy.

938: Founding of the Romulan Senate

Following the first meeting of the Romulan Senate, the Romulan Star Empire is formed. Afterword, the Romulan people and their government become recognizably modern, possessing the same culture and holding the same views as modern Romulans.

1270-1370: Romulan-Vulcan Wars

The reemergence of the wormhole that took them trf Romulus allows the Romulan people to return to Vulcan in impulse ships armed with atomic weapons. Their assault on their original homeworld ends only when the wormhole closes for the last time. Over the course of the war, Vulcan strategy and tactics prove superior to Romulan aggression.



1284: Andoria Unites under Krotus

Embarking on a planetary conquest armed only with swords and spears, the armies of Krotus the Conqueror rage across Andoria. The armies discover gunpowder over the course of the campaign, and cannons push Krotus' legions to victory. Andoria is united under a single ruler and a single language—Graalen—which is still spoken today.

1411: Romulans Invent the Singularity Drive

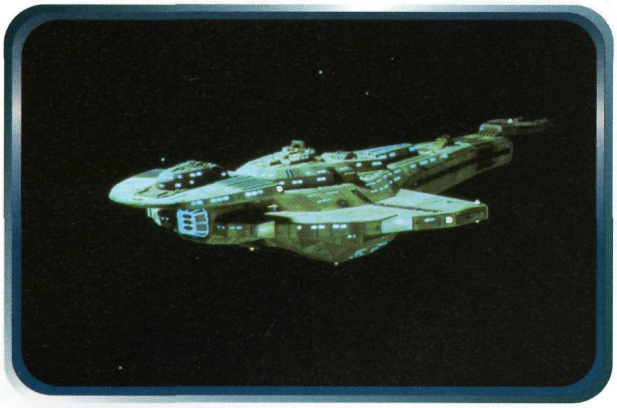
Romulan scientists working for the Tal Diann—the Romulan military intelligence service—discover a way to isolate the singularity at the heart of a black hole. By containing the singularity in a magnetic "bottle", Romulan starships can fling themselves across great distances at speeds faster than light. While not a true "warp" drive, this engine later powers both the Romulan cloaking device and—once they acquire it—true warp technology.

1440: Vulcans Develop Warp Technology

Following 70 years of scientific discovery after the end of the Romulan-Vulcan Wars, T'vran of Vulcan develops and tests Vulcan's first warp engine. T'vran herself pilots the first manned warp-driven probes. Vulcan begins an age of exploration as warp-driven ships peacefully explore the galaxy, preferring to observe developing species rather than make contact with them.

1670: Cardassians Develop Warp Travel

A crew of Bajorans journeying in solar sail vessels makes first contact with Cardassia, and the subsequent exchange of information teaches the Cardassian government that not all worlds are as resource-poor as their own. Filled with a passionate desire to climb out of the desolate poverty their planet imposes on them, Cardassian technology advances at a remarkable rate. In less than sixty years, Cardassians develop chemical rockets, then impulse vessels, and finally break the warp barrier. Liberated from their oppressive existence, the Cardassian government begins an aggressive colonization campaign.



1696: Praetor Rule Established on Romulus

Tired of grappling with emperors desiring power beyond their station, the Romulan Senate officially abolishes the position of Emperor, replacing it with a Praetor. As the supreme executive of the Star Empire, the Praetor commands the military and serves as an ideological example to all Romulans. The Senate carefully restricts the Praetor's power, keeping the position subservient to them in all important policy areas.

1670: Detapa Council forms on Cardassia

After two centuries of domination by the military, the *Detapa* Council is formed to govern Cardassia Prime and its client states. A civilian body established to ensure the fair distribution of spoils from military conquest, the Council embarks on a wholesale restructuring of the Cardassian government, forming the Cardassian Union.

1967: Tcllarites Develop Warp Travel

Working independently, Garas of Tellar develops warp technology. Using impulse-driven ships, the Tellarites had already explored and colonized most of their solar system. While still a relatively young race, Tellarite engineering develops quickly, leading to some of the most significant technological breakthroughs of the next four centuries.

1992-1996: The Eugenics Wars on Earth

Misguided scientists breed a group of genetically engineered "supermen" on Earth. Believing their enhanced strength and intelligence grants them the right to rule, these enhanced Humans take over the governments of 40 countries. A series of terrible wars follows in which the feudal nation-states attempt to annihilate each other, pushing Earth to the brink of a new dark age. An alliance of nations, under the banner of the U.N., opposes and eventually defeats the "supermen." Khan Noonien Singh, one of the most charismatic and successful supermen—having ruled one quarter of Earth—escapes.

2041-2069: Rornulan-Klingon Wars

Romulan expansion ends as the fiercely warlike Klingons ravage the Romulan fleets patrolling Klingon borders. While Romulan technology proves in all ways superior to that of their more primitive foe, Klingon aggression carries the day. Neither species possesses true warp travel.

2053: World War III on Earth

Although most records of the events leading up to this last war on Earth have been lost, it's known that failed American presidential candidate Colonel Green leads the first wave of attacks. Having stockpiled nuclear and biological weapons, Green attempts to solve Earth's population problems by launching strikes at South America, Asia, and Africa. The wars that follow leave over 600 million people dead. War ends only after the imminent threat of widespread nuclear holocaust makes pressing the war impossible.

Phoenix Rising

This era—beginning in 2063 with first contact between Earth and Vulcan and ending in 2253 with the Axanar rebellion—represents a time of phenomenal growth and prosperity in the Alpha Quadrant. Many of the familiar *Star Trek* organizations and technologies develop during this period, and many species break the warp barrier, allowing for true interstellar exploration and commerce. In keeping with the abundant nature of life in *Star Trek's* galaxy, the first warp flights for many species coincide with first contact. Often, as soon as a race breaks the light barrier, it finds other races waiting for it. Many of these encounters end in friendship and

WARP TRAVEL: BRIDGING THE STARS

Each spacefilling race in *Star Trek* eventually breaks the light barrier. How a species acquires warp technology and what is done with it can be seen as a snapshot of the species' philosophical approach to interstellar relations. Humans break the light barrier, and a species on the verge of extinction gains a new and lasting purpose—exploration. The Klingons steal warp technology in order to further their aggression. The Romulans develop a completely different technology for achieving faster-than-light travel. These facts reflect the fundamental underpinnings of each species. Humans are curious, Klingons are aggressive, and, even among the varied species of the galaxy, the Romulan mind seems particularly alien.

Many interspecies relationships also hearken back to this era. Much as in our world, understanding current conflicts and attitudes requires an examination of the past. Any complete explanation of the conflict between Bajor and Cardassia, for instance, must necessarily begin, "When the Bajorans first developed warp technology ...."

discovery, but sometimes conflict and hardship ensue. It is an exciting time to be a citizen of the burgeoning interstellar community.

2063: First Contact between Humans and Vulcans

A second dark age of man is prevented only through the preservation of Earth's cultures in small, isolated pockets of humanity. From one of these bastions of civilization, Zefram Cochrane launches the *Phoenix,* mankind's first warp-capable ship. Constructed in Montana from a modified Titan V rocket, the *Phoenix's* warp signature alerts Vulcan exosociologist Sevak to mankind's development of warp travel, leading immediately to first contact.

2069: Death of the Last Klingon Emperor

The Klingon High Council assumes control of the government after the death of Koth, the last Klingon emperor. This second Klingon empire, led by the Chancellor of the Council, seizes power quickly, preventing a civil war.

2112: Bajorans Develop Warp Travel

Hundreds of thousands of years after the cultural height of their civilization, Bajorans develop warp travel, spanning the short distance between each species' homeworld in the Bajor Sector to make contact once again with their closest neighbors, the Cardassians.

2118: Andorians Develop Warp Travel

After several catastrophic failures over the previous 200 years, Andoria launches the *Lor'Vela,* its first warp-capable ship. Over the next several decades Andorian explorers reestablish contact with former outposts established during the impulse era and begin their role as leaders in the larger interstellar community.

2139: Betazoids Develop Warp Travel

The *Avandar,* Betazed's first warp-capable ship, breaks the light barrier. Its crew explores nearby solar systems, making first contact with their neighbors, the Terabians, four light-years away. An initial period of peace and commerce lapses into war as the nontelepathic Terabians begin to mistrust their mind-reading neighbors. Betazoids living on Terabia are jailed in internment camps, and a seven-year war erupts between the two species. The war ends after Terabia surrenders. The conflict prompts the religious Betazoids to establish their first secular government.

2149: Transporter Technology Invented

Earth's scientists invent the the first practical transporter device. Though initially rated for transporting supplies and equipment, they later perfect the technology, enhancing its ability to transport living creatures by 2151.

ROLEPLAYING DURING THE NX-01 ERA

We call this period the NX-01 Era because, at this point in history. Humans begin to explore the galaxy for the first time, as represented by Captain Archer's *Enterprise.* Explorers of this era take few things for granted. Humanity has not traveled far beyond their own solar system, and there is much for them to learn. The frontier is limitless. Virtually anything can happen. You can play a Starfleet officer on one of the first Starfleet ships ever. You can play Klingon or Romulan soldiers bound for glorious conquest. Every journey during this era brings new and unexpected discoveries.

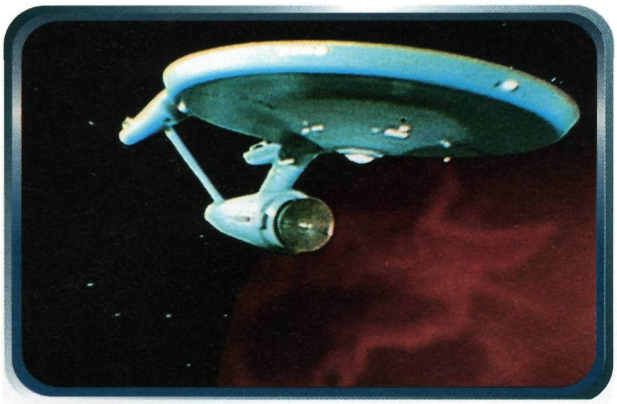
2151 Launch of Enterprise NX-01

Earth launches the Enterprise NX-01, a test vessel capable of traveling at the then-astounding speed of warp 5, over the objections of the Vulcan High Command. Commanded by Captain Jonathan Archer, assisted by Vulcan SubcommanderT'Pol, the Enterprise's first mission is to return a stranded Klingon courier to *Qo'noS.* With the stellar completion of this mission, Earth's nascent Starfleet orders Archer and his crew to continue to boldly go where no man has gone before....

2156-2160: Romulan-Earth Wars

A brief conflict between a Romulan vessel and the *U.S.S. Endeavor* near Cheron IV results in the retreat of the Human ship and a new understanding between the two races—war is inevitable. Romulan warships, far deadlier than their Terran counterparts, take months to cross the distance to Human space. The war that erupts swings immediately in the Romulans' favor, but as Terran ship production increases, the Romulan lack of faster-than-light technology ultimately prevents rapid response and reinforcement, costing them the war. The Cheron Treaty negotiated via radio establishes the Romulan Neutral Zone. During the war and throughout the subsequent negotiations, Humans never see a single Romulan. Romulan appearance remains a mystery for another 110 years.





2161: Founding of the UFP

Following hard on the heels of the Cheron Treaty, delegates from Andoria, Vulcan, Tellar, Earth, and Alpha Centauri draft the Articles of Federation on Epsilon Eridani. Talks break down once, but further meetings succeed in drafting a constitution acceptable to all. Its language focuses on individual rights and freedoms, granting each world the right to self-determination. Suvok of Vulcan suggests Earth assume the role of capital of the UFP. A representative government is formed, the Federation credit is established, and Starfleet receives its mandate as a multispecies defense force, while protection of the sovereignty of each world is secured by allowing each race its own space fleet. The Tellarites ratify the Articles of Federation first, with the other four races rapidly following suit.

2230: Spock of Vulcan Is born

Son of Sarek, the great diplomat, Spock becomes the first Vulcan to join Starfleet. In a distinguished career spanning over 100 years, Spock first serves as a science officer aboard the legendary *Enterprise* under three captains. In his later years, his duties become diplomatic rather than scientific, as he participates in the Khitomer Accords and later engineers the defection of Vice-Proconsul M'ret from Romulus to Vulcan. Toward the end of his life, Spock works diligently to establish Vulcan-Romulan relations.

2233: Jarnes Tiberius Kirk Is born

As legendary captain of the *U.S.S. Enterprise,* Kirk's tours of duty include some of the greatest adventures, battles, and discoveries the Federation will ever know. In later years, Kirk's tours of duty come to symbolize the spirit of the age for the Federation.

2245: U.S.S. Enterprise I70I Is Launched

The *Constitution-ciass U.S.S. Enterprise* is launched under the command of Robert April. The flagship of Starfleet, the *Enterprise*—in its various incarnations—is present at most of the important military and diplomatic events of the next 125 years.

2252: First Contact with the Bolians

After decades spent torn between two warring neighbors—the Uzor and the Iren—Bolarus IX makes first contact with the Federation. Bolian antigravity technology and metallurgy rivals that of the Federation, and the Bolian people prepare their first warp-drive tests. The Federation extends the offer of membership, but the three governments ruling Bolarus IX are too fractured to agree.

2252: Axanar Demands Federation Membership

The Axanari, an aggressive interstellar culture on the verge of developing warp technology, demand admittance to the Federation. The request, from an oppressive and rigidly hierarchical society, meets with division in the Federation Council. The Axanari take the ensuing debate over their admittance as rejection, quickly conquering several neighboring planets and offering them to the Federation as tribute. The Council disapproves of this action, and many member worlds threaten to secede unless something is done. The Council sends a fleet of *Constitution-class* ships to force the Axanari to retreat from their newly conquered worlds. The brief conflict ends with Axanari compliance, but the entire situation—specifically the passionate division in the Federation Council over Axanar's membership—proves one of the first significant challenges to the UFP's form of government.

The Cold War (Original Series Era)

Punctuated by constant skirmishes and posturing between the Federation, Romulan Star Empire, Second Klingon Empire, Gorn Empire, and Tholian Assembly among others, this period proves a time of great unease in the Alpha and Beta Quadrants. Beginning after the Axanar Rebellion and ending with the Khitomer Accords, the Cold War period marks the end of limitless expansion for the dominant races of the galaxy. While often seeming on the brink of open war, this period is exemplified by courageous individuals and a continued spirit of exploration and discovery.

2264: Kirk Takes Command of Enterprise

Captain James T. Kirk, already decorated for foiling an assassination against the leaders of the new Axanari government, takes command of the *Enterprise.*

2265: Axanar Admitted to the Federation

In the wake of the disastrous Axanar Rebellion, the Axanari abolish their old caste system and form a new world government. This new government, after several years spent undoing the mistakes of the past, succeeds in gaining admittance to the Federation.

ROLEPLAYIIUG DURING THE COLO WAR

Your Narrator may opt to set her series during the Cold War period, during the original series of Star Trek, shortly before. You may play a Starfleet officer, an Orion pirate, or a Romulan senator—that's up to you and your Narrator. But anyone taking on a role in this time period should keep the spirit and conventions of this era in mind.

This is an age of heightened tension. Almost every spacefaring race is ready to go to war at the smallest provocation. Even the Federation, with its devotion to peace and understanding, is willing to go to war if left no other option. While "tension" best describes the outlooks of the governments in this era, "swashbuckling" best describes the individual. Kirk is not an aberration. There are lots of Klingon captains out there ready to throw a haymaker and plenty of well meaning Starfleet captains ready to contaminate a culture.

Things *look* different in this era as well. Costumes are different and, let's face it, the budget for makeup goes quickly and buys little. Uniforms tend toward bright, primary colors, unless worn by a female NPC, in which case expect to see pastel nightgowns. Your Narrator paid for Technicolor and by god he's going to use it.

In short, don't be afraid to shoot someone, punch someone, or otherwise Get In Over Your Head. The repercussions of violence in this era are minor; you'll usually get away with nothing more than a little blood at the corner of your mouth. Although there is the off-chance a race of beautiful alien women in thigh boots will steal your brain. This can't be helped.

The El-Aurians, a long-lived humanoid species located on the edge of the Delta Quadrant, scatter throughout the galaxy after the Borg smash their homeworld. Few El-Aurians escape.

2267: First Contact with the Qorn

Gorn warships destroy a Federation outpost on Cestus III. The Metrons, an advanced, apparently humanoid species, prevent a large-scale war by forcing the Gorn commander and Captain Kirk to resolve their conflict in single combat. The combat results in a cessation of hostilities between the Federation and the Gorn, although years must pass before the two races establish a treaty.

2267: Rornulan-Klingon Alliance Formed

The expanding Second Klingon Empire, preparing for conflicts with both the Romulan Star Empire and the United Federation of Planets, signs a treaty with the Romulans in order to avoid a two-front war. More a nonaggression pact than a workable alliance, both sides initially benefit from the treaty, and the Klingons prepare for war with the Federation.

2267: Khan Revived

Captain James Kirk revives Khan Noonien Singh, warlord and escaped genetic "superman", when the *Enterprise* encounters the *S.S. Botany Bay.* Khan and his followers attempt to take over the *Enterprise* and begin their conquest anew, but fail. Kirk strands Khan and his followers on Ceti Alpha V.

2267: Organian Peace Treaty Established

The Organians, beings of near-limitless power, impose the Organian Peace Treaty. The Klingons, now forcibly prohibited from conflict with the Humans, begin to chafe at the confines of the Romulan treaty.

2268: Polaric Test Ban Treaty Signed

Though initial evidence suggests polaric ion energy might provide clean power on a planetwide scale, research into the technology is halted when a Romulan outpost is destroyed after discovering polaric ion energy can cause widespread chain reactions in subspace. The Romulans, Federation, and other races in the Alpha and Beta Quadrants sign the Polaric Test Ban Treaty to prevent further use of polaric energy as an unstoppable, uncontrollable weapon.

2266: First Contact with the Tholians

After gathering scant pieces of data from other cultures on the enigmatic species, the Federation makes first contact with the Tholian Assembly. The Tholians prove aggressive and intractable. Their territory, perhaps as a result of the manner in which they perceive space-time, is noncontiguous, resulting in several inadvertent incursions into their space. More than 100 years pass before the Federation officially establishes diplomatic relations with the Tholians.

2268: Federation Steals Cloaking Technology (Classified)

The Federation, fearing its use as a first-strike weapon, steals cloaking technology from a Romulan battle cruiser. Research indicates that, with its current technology, the Federation cannot outfit its vessels with cloaks unless the ships are heavy cruisers specifically designed for war. The Federation Council opts not to build such vessels, instead relying on proven strategy and tactics to compensate for the advantage cloaks give their opponents.

2271: The Battle of Dumok'azen

Dumok'azen, a small, mineral-rich world on the border of the Romulan and Klingon Empires, becomes the site of a bloody battle between the two allied races. The Klingons claim glorious victory while the Romulans retreat, increase productivity of warp-capable ships, and bide their time as the Klingon Empire stretches itself thinner.



2275: First Contact with the Breen

The *U.S.S. Eagle,* an all-Andorian Const/tut/on-class ship with the most decorated crew in Starfleet, makes contact with the enigmatic Breen. Captain Igrilan Kor beams over to the Breen ship and, although language barriers impede productive diplomatic negotiations, reports the Breen are a peaceful, if somewhat withdrawn, species. This contributes a great deal to future confusion over the Breen's attitude when they inexplicably become hostile.

2277: Enterprise Emblem Adopted as the Universal Symbol of Starflect

After the promotion of James Kirk to Chief of Starfleet Operations and the retirement of many of his crew, Starfleet adopts the *Enterprise* emblem as its symbol. Previously, each ship in the fleet had its own emblem, worn by each crewmember over the left breast.

2285: Khan Steals Genesis Technology (Classified)

The *U.S.S. Reliant,* dispatched on a survey mission, stumbles upon Khan Noonien Singh on Ceti Alpha V. Given a second chance to conquer the galaxy, Khan quickly takes control of the *Reliant* and steals the data and technology surrounding Project Genesis. Armed with the Genesis Device—miraculous when used for terraforming, devastating when used as a weapon—Khan sets out to build a new empire. Thwarted only through the efforts of Admiral James T. Kirk, Khan and his followers are killed in the Mutara Nebula when he detonates the Genesis Device aboard the *Reliant.*

2286: Cardassian First Contact with Klingons

Cardassian troops, expanding into the Betreka Nebula, make contact with the Klingon Empire. Initially considering the Klingons a race of incompetent barbarians, the Cardassian Union ignores their aggressive posturing. The Klingons eventually goad **the** Cardassians into open battle, resulting in eighteen years of border conflicts. While the Cardassian Union and Klingon Empire eventually enter into a truce, the Cardassians consider the agreement a humiliating failure.

2292: Klingon-Romulan Alliance Dissolves

After 21 years of worsening relations following the Battle of Dumok'azen, the Romulan Senate dissolves the Romulan-Klingon alliance. Klingon ships are ordered to quit Romulan space, and Romulus withdraws its ambassadors. This marks the beginning of a protracted open hostility between the two races that lasts several decades.

2293: Khitomer Accords

Praxis, moon of the Klingon homeworld and source of much of the Empire's energy reserves, explodes after overmining destabilizes the moon's core. The Klingon Empire, fearing attacks of opportunity from the Romulans, approaches the Federation for aid. The two governments meet at Khitomer, a Class-M planet near the Romulan/Klingon border, and hammer out the Khitomer Accords, enabling the Federation to aid the weakened Klingon Empire and making the two powers uneasy allies. With the exception of a one-year abrogation of the accords almost 100 years later, the alliance proves stable and prompts the development of a more diplomatically sophisticated Klingon Empire.

ROLEPLAYING DURING THE AGE OF DIPLOMACY

The UFP that we see in *Star Trek: The Next Generation,* following the missions of the Enterprise-D under Captain Picard, is often described as a "kinder, gentler Federation." This is not the case. The Federation is devoted to peace just as passionately during this era as it was during the period of the Cold War. The difference is simply that the member worlds of the previous era did not know if their reliance on diplomacy would carry the day. By this era, the Federation is confident in its diplomatic skills, and many believe that new conflicts with the Tholians and Cardassians can be settled peacefully.

This era represents not a kinder, gentler Federation, but one that has scored many triumphs in the diplomatic arena. Ships, while still powerhouses of offensive and defensive capability, now carry thousands of crewmembers, including families. These ships embark on longer missions, are more committed to exploration, and are better outfitted for a wide array of scientific, archaeological, and cultural tasks than their predecessors. If your Narrator sets her series in this era, you may still find yourself in the middle of heated battle, but most people now believe war is avoidable. Your character may seem less swashbuckling than those on the original series, but he's replaced swashbuckling with sophistication.

The Age of Diplomacy (TNG Era)

Beginning shortly after the Khitomer Accords and stretching to Commander Benjamin Sisko's discovery of a stable wormhole near Bajor, this era marks a long period of relative peace between the Federation and the rest of the galaxy. While many races—particularly theTholians and Cardassians—engage in hostile activities, peace with the Klingons and the withdrawal of the Romulans encourage many in the Alpha and Beta Quadrants to believe the specter of war has been left behind. Diplomacy rather than military posturing carries the day, at least for a brief time.

2294: Betazed Joins the Federation

After over a century of peace, Betazed applies for membership in the Federation. The Federation quickly accepts, and Betazoid diplomats and counselors become common advisors on Starfleet first contact missions. Betazed itself becomes host to the Federation's biannual Trade Agreement Conference.

2309: Cardassia Begins Diplomatic Relations with Bajor

The technologically more advanced Cardassian Union extends the diplomatic hand of friendship to Bajor. The Bajorans welcome Cardassian technological assistance and bureaucratic aid. Soon, Cardassians advise Bajorans at every level of government.

2311: The Tomed Incident

As Federation technology advances, Romulan intelligence suspects that Starfleet is now capable of building cloaking devices into their exploratory vessels. The Federation denies these claims. Acting on reports from the Romulan Senate's intelligence directorate, theTal Shiar, a Romulan incursion fleet attacks Starbase 247 in the Tomed system. The battle results in thousands of Federation casualties. The Romulans retreat only after Federation ships decloak and join the conflict. Romulan diplomats threaten war after the UFP duplicity. Federation officials claim the cloaking technology was developed by Starfleet Intelligence without the Federation Council's knowledge or approval. The two species, committed to solving their differences, draft the Treaty of Algeron. The treaty specifically prohibits Federation use of cloaking technology. This satisfies the Romulan Senate, but negotiations after this point are irregular, and the Romulan Empire abandons its interests in the Alpha Quadrant.

2313: The Taurhai Attack the Romulan Empire (Classified)

A previously unknown threat from the far side of the Romulan Empire reveals itself. The Taurhai, an aggressive, expansionist, technologically sophisticated race, employ artificially constructed subspace funnels to propel their ships. The Romulan Star Empire is weakened, losing battle after battle over the next 30 years.

2320: Bolarus IX Joins the Federation

After internal debates come dangerously close to open war, Bolarus IX adopts a single government—the World Council—and applies again for Federation membership. Though the new government is young, the Federation Council is impressed and admits Bolarus IX into the UFP. The Bolian government proves stable, and Bolian service in Starfleet is typified by near-tireless, hard-working men and women devoted to Federation principles.

2328: Cardassians Occupy Bajor

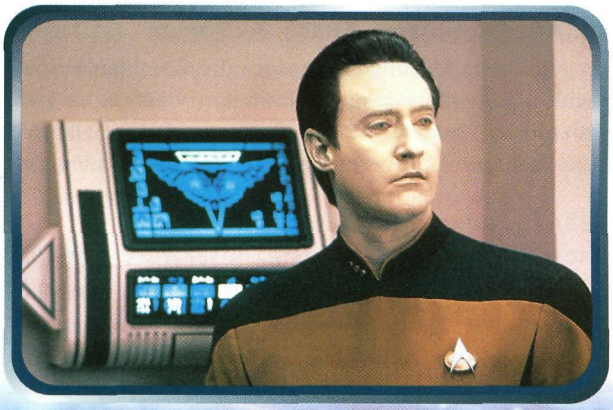
Cardassians across Bajor throw off the cloak of friendly neighbor and, in one swift insurgency, take over the planet. Mining camps are built to strip the planet of its natural resources, and millions of Bajorans are pressed into service as slave labor. The Vedek Assembly goes into hiding. Its first act of resistance is the abolition of the *D'jarra* caste system. The now casteless Bajorans are free to bear arms, and the Bajoran resistance forms. Eleven years later, the Detapa Council officially annexes Bajor in order to funnel more troops onto the planet.

2335: First Contact between the Federation and Cardassian Union

The Cardassian Third Order makes contact with a Federation exploratory vessel, and the Federation gains a new, aggressive neighbor. A series of border conflicts follow during which the Cardassian Central Command, a military body, slowly gains control of the government.

2335: Development of the Posifronic Brain

Dr. Noonian Soong and his wife Juliana develop the first functional positronic brain while on the Omicron Theta colony. After four unsuccessful attempts, the fifth—named Data—proves initially successful. After its activation, Soong programs the android with social and creative subroutines to compensate for its lack of emotion. Dr. Soong becomes disappointed with Data's social development and deactivates him, abandoning his research.





2343: Romulans AttacK the Taurhai Homeworld (Classified)

Fighting a desperate, losing battle, the Romulan Senate changes tactics. Mounting a suicide assault on the Taurhai homeworld of Chi'tai, the battered remnants of the Romulan fleet win for the day and defeat their opponents in one swift battle. With the Taurhai no longer a threat, the Senate prepares for renewed expansion.

2344 Romulans Attach Narendra III

Filled with renewed vigor after the decisive battle of Chi'tai, the Romulan Senate turns its attention to the Klingon Empire, whose opportunistic border raids went unchecked during the lengthy Taurhai assault. The Senate resolves to wipe out the Klingon Empire once and for all. When Romulan warbirds attack the Klingon outpost at Narendra **III,** the Federation comes to the aid of its Klingon allies. The *Enterprise-C* is destroyed in the conflict, but the outpost is saved. This marks the beginning of a true alliance between the Federation and Klingons. The Romulans, unwilling to face the Federation head-on after the long Taurhai siege, withdraw.

2345: Data Graduates from Starfleet Academy

After being discovered on Omicron Theta and reactivated by the crew of the *U.S.S. Tripoli,* Data joins Starfleet and graduates with honors. He is posted to the *U.S.S. Trieste.*

2346: Romulans Attach Khitomer

A renegade Klingon provides the Romulan Empire with codes permitting a Romulan fleet to assault Khitomer, slaughtering 4,000 Klingons. Once again, the Federation comes to the aid of the Klingon Empire.

2347: Federation-Cardassian War

Viewing Federation build-up on the Cardassian border as a sign of future aggression, the Obsidian Order—the Cardassian intelligence directorate—convinces the Cardassian Central Command to preemptively attack the Federation outpost at Setlik III. Even though the Obsidian Order learns the outpost is a civilian installation, the Central Command refuses to back down, following the attack with a series of skirmishes over the next several years. During this time, the Central Command gains additional power and begins to subvert the authority of the Detapa Council.

2351: Tholian Invasion Averted

Bolian Admiral Taneko, his fleet beaten and his ship crippled, attempts to retreat more deeply into Federation space after an assault by a Tholian fleet. When it becomes clear that reinforcements will not arrive in time, he detonates his ship's warp core, decimating the Tholian vessels and forcing the remainder to withdraw.

2352: Treaty of Alliance Signed

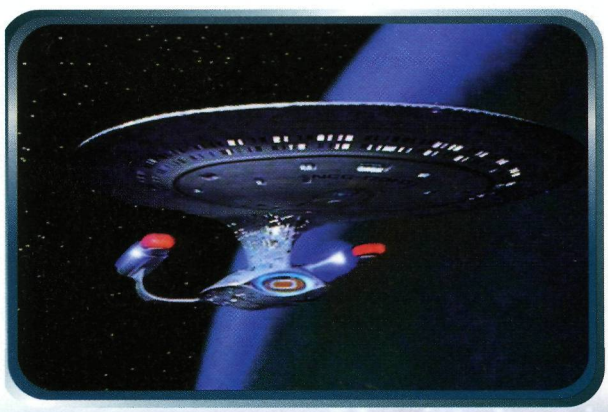
Operating openly as allies for several years outside the bounds of the Khitomer Accords, the Federation and Klingon Empire sign theTreaty of Alliance, formally uniting the two powers in diplomatic allegiance.

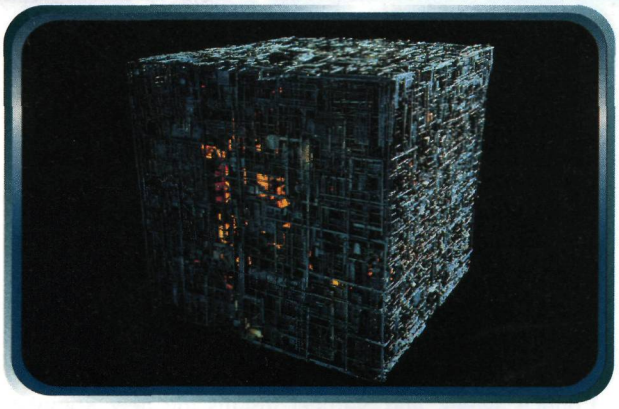
2353-2360: Federation-Tholian War

Starbase 277, constructed on the Federation-Tholian border to monitor ongoing Tholian activity, is attacked almost immediately upon completion. There is only one survivor—civilian mathematician Kyle Riker. The attack provokes a response by the Federation, and the two cultures engage in open warfare for the next seven years. The war ends in 2360 when diplomatic representatives from Betazed negotiate a truce.

2363: U.S.S. Gnterprise-D is Launched

Devoted equally to space exploration, science, and diplomacy, Jean-Luc Picard is given command of Starfleet's flagship, the newly commissioned *U.S.S. Enterprise-D.* This vessel and its captain prove instrumental in later negotiations with the Romulans, Klingons, and Cardassians.





2365: First Contact with the Borg

When a powerful intelligence known only as Q hurls the *Enterprise-D* into the Delta Quadrant, the Federation inadvertently makes first contact with the Borg. The Borg assess the strengths of the *Enterprise* and, finding them lacking, sets out to conquer the Alpha Quadrant.

2367: The Battle of Wolf 359

A lone Borg cube enters Federation space and heads for Earth, destroying everything in its path. Starfleet, caught unprepared, dispatches a fleet of forty ships to stop the Borg assault. Thirty-nine of the ships are destroyed and Captain Jean-Luc Picard is captured in a Borg attempt to gain access to Starfleet information and strategy. This tactic ultimately backfires when the crew of the *Enterprise-D* recaptures Captain Picard and debriefs him. The crucial understanding of the Borg they gain allows them to turn the tide of battle and repel the invaders.

2367: Klingon Civil War

Before his death, K'mpec, Chancellor of the Klingon Empire, selects Captain Picard as Arbiter of Succession. Picard refuses to accept the illegitimate son of the Duras family as the next Chancellor of the Klingon High Council, instead backing Gowron's bid in an attempt to install a Chancellor friendly to the Federation. The Empire erupts in civil war as the great houses choose sides. Picard roots out a Romulan conspiracy behind the Duras family's attempt at succession and advises the Federation to blockade the Romulans rather than enter the Klingon conflict. Without Romulan support, the Duras faction crumbles and Gowron becomes the new Chancellor.

2366: Romulan Invasion of Vulcan Foiled (Classified)

Ambassador Spock travels to Romulus to meet with the leaders of the Romulan Reunification Movement, who seek reconciliation with Vulcan. While the movement is real, Spock's invitation and presence are part of an elaborate ruse on the part of the Tal Shiar. Captain Picard, on Romulus in disguise, aids Ambassador Spock. The two men discover the Tal Shiar's involvement and foil the Romulan invasion of Vulcan.

2369: Tholian-Federation Truce

In a stunning and unexpected move on the part of the Tholian Assembly, representatives from the enigmatic species approach the Federation and propose a truce. The Federation agrees, and the two governments exchange ambassadors. The Tholians give no explanation for the change in outlook.

2369: Cardassia Withdraws From Bajor

After 60 years of Cardassian occupation, the Bajoran Resistance capitalizes on internal pressures within the Central Command and forces the Cardassians to leave the world. With their economy smashed as a result of Cardassian resource exploitation, the Bajorans petition the Federation for aid.

The Federation establishes a presence on Bajor by managing the former Cardassian mining facility at Terok Nor. Renaming the facility *Deep Space 9,* Starfleet posts Commander Benjamin Sisko to the station. Sisko is chosen for his skill at managing complex station-based activities such as the development of the top-secret, anti-Borg *Defiant* project.

The Age of War (DS9 Era)

The Federation faced many challenges throughout its history. Internal, external, political, and military threats emerge time and again, and the members of the UFP overcome them by standing together. Until now. The Dominion War represents the greatest conflict the Federation has ever known. The Dominion, a vast coalition of species ruled by the shapeshifting Founders, presents the first real threat to the fundamental political landscape of the Alpha and Beta Quadrants. To face these new enemies and the allies they recruit in the Alpha Quadrant, the Federation must form its own coalition.

At the center of this maelstrom sit the Bajoran wormhole and the man who discovered it. Just as James Kirk personified an era of high adventure, and Jean-Luc Picard represented the triumph of diplomacy over war, so does Benjamin Sisko represent this age of desperate conflict. A complex, sophisticated man, Commander Sisko proves equally adept at handling the subtle social dynamics surrounding the Bajor affair, dealing with internal conflicts from within the Federation, negotiating alliances with former enemies, and ultimately leading the Federation to war.

2369: Discovery of the Wormhole at Bajor

Commander Benjamin Sisko and science officer Jadzia Dax discover an artificial wormhole in the Denorios Belt, in the Bajor star system, which facilitates safe and regular passage to the Gamma Quadrant. The Bajoran people

ROLEPLAYIRie IIU THE AGE OF WAR

Your Narrator decides to set your series during this era. Consider that few species in the Alpha and Beta Quadrants remained unaffected by the Dominion War. Regardless of what character you're playing, the war affects you to some extent. The Dominion threatens your homeworld and your way of life, and there's the very good chance the Dominion might win, enslaving you and everyone you know. How you and your fellow crewmates choose to deal with this is up to you and your Narrator. If you're playing Federation or Starfleet characters, expect to see a lot of combat. Even the Klingon and Romulan Empires join the war against incredible odds to preserve their own cultures and territories.

War affects civilian characters as well as military personnel. Will your characters choose to ignore the war, hoping for business as usual? Will you attempt to persuade your governments to join the fight, or remain neutral? Rogue and merchant characters can exploit the war for their own benefit. As the Ferengi say, "War is good for business." The Dominion War provides an excellent backdrop for a series detailing Starfleet Intelligence or *Tal Shiar* missions. More advice for your Narrator on how to run this type of series appears in the Narrator's Guide.

ascribe deep spiritual significance to the wormhole and the aliens who reside within. They consider Commander Sisko a religious figure—the Emissary—whose arrival was foretold in their holy texts. Though uncomfortable with the notion, Sisko respects the Bajoran belief system, carefully walking a line between spiritual leader and secular authority.

Access to the Gamma Quadrant draws the attention of the Dominion, the dominant force in that distant region of the galaxy. Led by the Founders, the Dominion seeks nothing less than the conquest and subjugation of all species and cultures in the galaxy.

2370: First Contact with the Jem'Hadar

The Jem'Hadar, the Dominion's elite shock troops, destroy the *U.S.S. Odyssey,* a Ca/axy-class ship exploring the Gamma Quadrant. The Jem'Hadar are literally bred for war. With an average lifespan of less **than** 15 years, the Jem'Hadar require neither food nor sleep, and worship the Founders as gods.



2371: Destruction of New Bajor

A small but successful Bajoran outpost colony in the Gamma Quadrant is destroyed by the Jem'Hadar. This marks the end of any foreign power's presence in the Gamma Quadrant.

2371: Romulans Trade Cloaking Device for Dominion Intelligence (Classified)

The Romulan Senate authorizes an exchange with the Federation: a cloaking device for all of the Starfleet Intelligence data on the Dominion. The Federation Council agrees, and Starfleet installs the new Romulan cloaking device on the *Defiant.* A gunboat once designed for use as part of an anti-Borg assault fleet, Starfleet assigns the *Defiant* to Deep Space 9 for use against the Dominion threat. Production on the *Defiant* class—previously halted when the Borg threat was reassessed—resumes.

2372: Detapa Council Overthrows the Cardassian Central Command

The Detapa Council, long a powerless figurehead, overthrows the rule of the Cardassian Central Command. Reports of this reach the Klingon High Council, which interprets the coup as evidence that shapeshifting Founders have replaced key members of the Detapa Council. An assault on Cardassia Prime is planned.

2372: Klingons Attach Cardassian Outposts

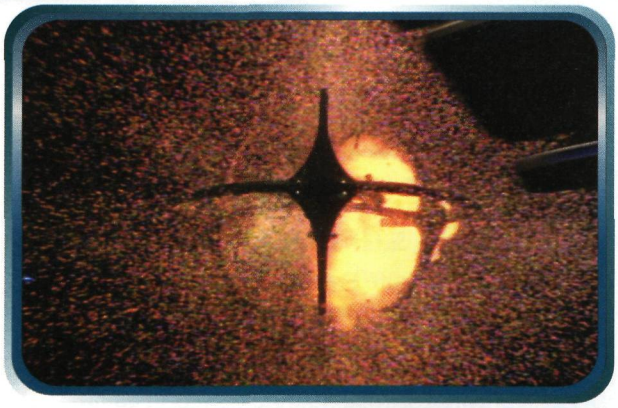
The Federation Council refuses to back the hawkish policies of Chancellor Gowron and instead supports the new Detapa Council. Gowron proceeds with his invasion plans and, when Federation officers help the members of the Detapa Council escape to Deep Space 9, he officially breaks the Treaty of Alliance, calls for the withdrawal of his ambassadors, and assaults the space station. Klingon troops lay siege to Deep Space 9, standing down only when a Federation fleet arrives. Klingon raids of key Cardassian worlds continue.

2373: Klingon Empire Breaks the Treaty of Alliance

A team of undercover Starfleet officers led by Captain Sisko identifies a key aide of Gowron's as a Founder spy. This revelation allows Gowron to understand the Founders' role in the anti-Cardassian movement, and he calls off the attacks on Cardassian outposts.

2373: Cardassia Joins the Dominion

With much of their industrial capacity destroyed by the Klingons, the Detapa Council finds itself ruling a battered Cardassian Union. Gul Dukat negotiates an alliance with the Dominion, hoping it will restore his people to their previous strength. The new allies assault Deep Space 9, taking it from the Federation. This marks the official beginning of the Dominion War.



2373: Deep Space 9 taken by Dominion

At the recommendation of Captain Sisko, Bajor negotiates a nonaggression pact with the Dominion, and Cardassian soldiers once more administer Deep Space 9.

2374: Federation-Klingon Alliance Retakes Deep Space 9

The Dominion presence on Deep Space 9 proves short-lived when Cowron reinstates the Federation-Klingon alliance. The subsequent battle to retake Deep Space 9 becomes the first decisive Federation victory in the war. After providing aid in the assault, Cowron leaves a contingent of Klingon troops on Deep Space 9, led by the brilliant General Martok. Martok and Sisko work together as joint military advisors to both Starfleet and the Klingon High Council, coordinating the war effort.

2374: Befazed Falls to the Dominion

The tide of war appears to turn after Captain Sisko convinces the wormhole aliens to collapse the wormhole, destroying a fleet of 2,800 Jem'Hadar ships en route to Deep Space 9. The loss of such a significant portion of their fleet does not deter the Dominion, and Cardassian-Jem'Hadar forces take Betazed.

2374: Rornulan Star £rnpire Joins the Federation-Klingon Alliance

With the war once again turning in favor of the Dominion, Captain Sisko—acting against his personal convictions—tricks the Romulan Senate into believing the Dominion plans to take and hold the entire Alpha and Beta Quadrants, including Romulus. The Senate agrees to join the Klingon-Federation alliance, and the tripartite power now opposes the Dominion with equal force.

2375: Breen Join the Dominion

Seeking to shore up the perceived deficiencies in Cardassia's contribution to the war, the Dominion enlists the aid of the Breen. The Breen prove potent allies as their energy-dissipater weapons shut down entire starships with a single blast. The Breen strike swiftly, carrying the battle to Earth.

The Breen assault on Earth destroys much of San Francisco and Starfleet Headquarters before the First Fleet, under the command of Admiral David Miles, can respond and force the Breen to withdraw.

Following the First Fleet's victory, the Federation develops a defense against the Breen energy dissipater and takes the offensive. Several decisive victories lead the Alliance to press the attack toward Cardassia, the center of Dominion command in the Alpha Quadrant.

2375: Cardassians Join the Federation-Rornulan-Klingon Alliance; the Dominion Falls, End of the Dominion War

The Alliance decides to attack Cardassia after learning of Cardassian rebel Legate Damar's attempts to lead his people out from under the oppressive rule of the Dominion. When the final assault on Cardassia begins, the Cardassian fleet, under the order of Legate Damar, turns against the Dominion and joins the Alliance attack. The leaders of the Dominion, upon learning of this treachery, order the destruction of all life on Cardassia. Over 800 million people are slaughtered before the Alliance can force the Dominion to sue for peace. This marks the first Dominion surrender in its history.

AFTER THE WAR

What happens to the Cardassian-Klingon-Romulan-Federation alliance in the wake of the Dominion War is up to your Narrator. If she chooses to set her series in the Alpha Quadrant after the events detailed here, you and your fellow players can influence the further development of the Alliance, for good or ill, and write your own entries into this history!



Current Affairs

CURRENT AFFAIRS

In the following sections you'll find brief descriptions of the current outlook for the major powers in the Alpha and Beta Quadrants.

The United Federation of Planets

The Federation remains a rich, prosperous alliance of worlds that rebuilds swiftly after the staggering losses incurred during the Dominion War. The only thing that might prevent the Federation from reestablishing its dominance over the Alpha and Beta Quadrants is another, as yet unseen, threat from the stars.

Many Federation diplomats see Cardassia as a potentially strong ally. Cardassian history is littered with conquests, since the seizure of resources was viewed as a necessity to compensate for the notoriously poor resources of Cardassia Prime. The benefits of membership in the Federation precisely match the Cardassians' long-standing plan for prosperity and cultural development. The only stumbling block: Cardassian stubbornness and pride. Cardassians, to put it bluntly, are not "joiners." Careful diplomacy, the UFP's greatest strength, will be necessary to soothe Cardassian fears as their sovereignty diminishes.

While the Federation rebuilds it will likely rely on its Klingon allies, but the Federation has other, as yet untapped resources at its disposal. Vulcan, Bolarus IX, and Andoria have vast populations devoted to UFP principles, only small fragments of which participate in Starfleet. If the need arises, expect to see huge influxes of Vulcans, Bolians, and Andorians into Starfleet, to protect the Federation they helped to build.

The Second Klingon Empire

Led by Chancellor Martok, the Klingon Empire has emerged as a strong and stable ally of the UFP. Martok understands the virtues of the Federation, and while the Federation Council continues to respect the sovereignty of the Empire, the Empire's citizens count on Martok to serve their best interests and decide the fate of the Alliance.

During the Dominion War, the Federation took the brunt of civilian as well as military losses. More Federation starships were destroyed and planets assaulted than any other faction in the Alpha and Beta Quadrants. Expect the Federation to rely upon the Klingon Empire to make up for the deficiencies in Starfleet's capabilities until the fleet is rebuilt.

It's no mistake that the Klingon ambassador to the Federation is former Starfleet officer Worf. Martok chose him because of his dual heritage, as well as for the personal debt Martok owes him. Born Klingon and raised by Humans, Worf understands the two peoples better than anyone. If war breaks out between the Federation and another race, Klingons would suffer high casualties as a result of Starfleet's dependence on the Klingon armada. If members of the Klingon High Council recommend breaking the Treaty of Alliance to spare Klingon lives, Worf would almost certainly advise against it. The two powers' fates are now inextricably intertwined.

The Romulan Star Empire

Like the Klingon Empire, the Romulans suffered comparatively few losses during the course of the Dominion War. As in virtually every other instance they have worked closely with another race, the Romulan alliance with the Federation and Klingons was built purely out of self-interest. Expect the Star Empire to continue to act in this manner.

Some believe the Romulan alliance with the Federation will dissolve after the cessation of the Dominion War. This is not necessarily the case. The Federation has skilled diplomats who, realizing Romulans ally only with those they feel they can exploit, may maneuver the Federation into a position to provide the Romulans with something they need in order to maintain the alliance.

If the Romulans return to conquest, it makes sense they would strike while the Federation remains weak. Considering the UFP's weakness with its necessary dependence on the Klingon Empire, whom the Romulans have tried to eradicate more than once in the past, and the Romulan notion of manifest destiny, known as *D'era,* and you're left with a Romulan Empire that might seize the opportunity war provides.

The Cardassian Union

The Cardassians, led once more by the Detapa Council, face many of the same problems the Second Klingon Empire did in 2293. Their population decimated, their industrial machine destroyed, the Cardassians almost certainly require the aid of a powerful neighbor in order to rebuild. The new leaders of Cardassia, inspired by the transformation of Legate Damar from militaristic opportunist to contrite reformist, may take advantage of Federation aid, at least for the present.

It's difficult to predict how a beaten foe will behave, and many other powers in the galaxy could approach the Cardassians, offering aid in exchange for support against the Federation or any of the other governments in the area. Past history has proven that Cardassia will attend to its own interests and needs above all else.

Finally, analysts must consider the unlikely notion that the Cardassian people could suddenly reject aid from *any* foreign power and attempt to rebuild on their own. The fact that the proud Klingons accepted aid from the Federation does not mean the Cardassians will do the same. Many outsiders view Cardassians as stubborn, and such a policy of isolationism at this time remains a possibility.

The Ferengi

The Ferengi, like the Cardassians, have emerged as a species in flux in the post-war era. Once passionately devoted to the principles of exploitative capitalism, the Ferengi under new Grand Nagus Rom have entered a period of increased political sophistication. Formerly, the Ferengi were simply a race of merchants and scoundrels. Now, with a new leader less convinced of the virtues of the classic Ferengi economic model of government, we may finally see a new era of Ferengi diplomacy. Already we've seen a Ferengi in Starfleet, and, when observed under pressure, individual Ferengi have exhibited strong, if somewhat underdeveloped, instincts for valor and courage.

While the Ferengi wouldn't subject themselves to the yoke of Klingon or Romulan rule, Ferenginar might ally itself with the Federation. While this prospect was inconceivable a few years past, the new political landscape of the Alpha Quadrant presents many new opportunities.

The Borg Collective

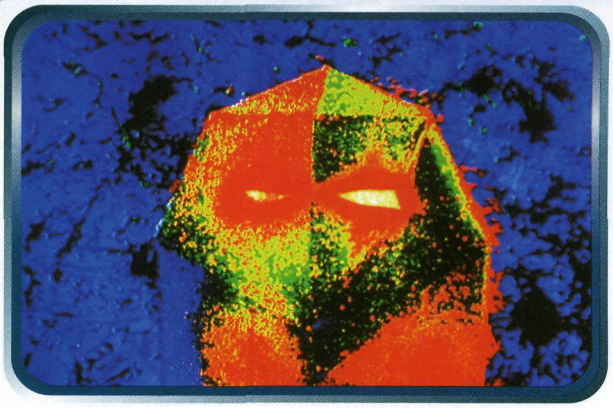
Reports from the recently returned *U.S.S. Voyager* are both promising and frightening. The Borg threat to the Alpha and Beta Quadrants has apparently decreased since the Battle of Wolf 359. This is in no way a result of any change in the Borg obsession with integrating every species in the galaxy into their collective. Instead, the Borg face their own threat on the home front. Species 8472, a powerful and violent race from fluidic space, hunt the Borg across their own territory. While *Voyager* Captain Janeway entered into brief negotiations with representatives from Species 8472, Federation xenobiologists fear the race may, as yet, prove a significantly more serious threat than the Borg.

Negotiation and diplomacy are meaningless when dealing with the Borg. As with the Dominion War, the races of the Alpha and Beta Quadrants may find their alliance tested once more if the Borg decide to invade Romulan and Klingon space. This ongoing threat, replacing the former threat of the Dominion, could result in an even stronger alliance among the Federation, Klingons, and Romulans. If significantly threatened, other species such as the Corn and Tholians could also join a new alliance.

The Tholian Assembly

The Tholians, currently coexisting in relative peace with the other species of the galaxy, represent a race as potent as they are enigmatic. The Tholians alternately attacked, made war with, then made peace with the Federation over a period of several decades. Nobody can accurately predict how they will behave from one moment to another.

The one constant of Tholian diplomacy is their unswerving intolerance for any intrusion into those



areas of space classified as "territorial annexes." This fierce territoriality extends beyond political policy, instead appearing to be almost an innate racial trait. In all instances, the Tholians have responded to any incursion with force.

The Tholians played no part in the Dominion War and currently remain in a state of quiet neutrality toward the rest of the species in the Alpha and Beta Quadrants. No race has yet enlisted the Tholians in any conflict, although—considering their unpredictable nature—this should not be discounted as a possibility.

Just as unpredictably, the Tholians could suddenly declare war on any of their neighbors, or on a distant species, for no easily discernable reason. Intelligence analysts can presume almost nothing about the Tholian Assembly.

The Gorn

The Gorn, a strong and powerful empire unto themselves, have yet to see their star rise to a position of eminence on the galactic stage. While aggressive and combative, the Gorn understand the notion of diplomacy, and Gorn ambassadors reside on many planets in the Alpha and Beta Quadrants. They are not as intractable a species as the Tholians; while their psychology remains distinctly alien, they seem to grasp the underpinnings of galactic politics and diplomacy.

Gorn space, like that governed by the Federation, Cardassians, or Tholians, includes a considerable number of worlds. Many cultural experts believe the Gorn have spent the last several hundred years carefully exploring world after world in their own domain. The expansion of borders seen during the Cold War meant many races, especially the Federation, Romulans, and Klingons, could explore only a small percentage of the systems encompassed by their new frontiers.

Others believe that the Gorn, a reptilian race not well adapted to many worlds, have extensively researched terraforming, ultimately perfecting it as a science. If the Gorn can transform a world to suit their needs in years rather than decades, a Gorn empire, distributed across thousands of terraformed worlds, could suddenly emerge as a major power in the Quadrant.



14 THE FEDERATION

In the previous chapter, we presented a history of the galaxy, necessarily from a Federation-centered point of view, but nonetheless covering a great deal of non-Federation history. We did this to encourage players and Narrators alike to run series set outside the bounds of the Federation. A Klingon pirate series, or a Romulan *Tal Shiar* series, can be every bit as fun as a traditional *Star Trek* game set on a starship.

A non-Starfleet Federation series can also be fun. Any Federation series, Starfleet-based or otherwise, requires at least a cursory knowledge of the nature of the UFP. In the first half of this chapter, we cover the structure and function of the Federation. Following that, we examine Starfleet itself.

THE FEDERATION

Two hundred years after its founding, the Federation stands at 150 member worlds, with dozens of planets under consideration for membership at any time. Ideally, the UFP would like all species in the galaxy to benefit from working together.

Benefits of Membership

There is strength in unity. With the thousands of inhabited worlds and dozens of alien species present in the galaxy, a forum where differing opinions can be peacefully resolved is valuable. Membership in the Federation offers mutual aid, protection, and political benefits. Governments can share their resources, sending medicine to a planet in need or relieving the burdens of famine. They can offer a united front against potentially hostile members. The Federation offers a forum where members can discuss their differences and find common ground on matters of galactic import. Moreover, members, by working together, can advance the cause of knowledge through shared research and exploration (best embodied by Starfleet).

INSTANT RECOGNITION: Once the Federation Council accepts a petitioning world into the UFP, that world instantly gains recognition as a full member, along with all associated rights. The planet earns a seat on the Federation Council and an equal vote just as Earth, Vulcan, and the other founding worlds do. This means the evaluation period is necessarily long—at least a few months, often a year or more—to ensure the prospective world is mature enough to shoulder this responsibility. Instant recognition and the voting equality of all members represent two of the strongest lures to membership for prospective worlds.

ECONOMIC SUPPORT: Worlds with economic difficulties need more than influxes of capital to solve their problems. Fortunately, the Federation has both vast experience in these matters and powerful technological solutions to most issues. The world of Bajor, though not a member world, represents an excellent example. After decades of exploitation at the

hands of the Cardassian Union, the Federation—as a sign of goodwill—provided industrial replicators capable of producing large agricultural equipment and the technology necessary to turn one of Bajor's moons into a limitless energy source.

MILITARY SUPPORT: The need for defense on the part of member worlds is of paramount significance, especially for those worlds near the border of a hostile or potentially unfriendly neighbor like the Romulans. Many potential members cite protection from more powerful aggressor species as a major reason for requesting admittance to the UFP. Once a world joins the Federation, Starfleet dispatches special tactical advisors along with the normal contingent of Federation ambassadors and diplomats to evaluate the extent of Starfleet's future presence in the system. In those cases where the new member world is under imminent threat, the Council postpones this requirement, tasking Starfleet Command with the responsibility of securing the planet's safety immediately.

Responsibilities of Membership

Membership in the Federation has its responsibilities; it is not a free ride at the expense of other members. The Council expects each world to contribute material or financial resources to maintain Starfleet, fund research by the Science Council, and provide emergency services for any Federation members in the area. Local officials must regulate local trade and protect the freedom of interstellar commerce, and provide facilities, either on the planet or in orbit around the planet, for Federation administrators. Finally, members agree to uphold Federation laws ensuring individual freedoms as well as those safeguarding due process.

So far, each Federation world admirably meets these expectations, and requirements are intentionally kept low enough for every world to fulfill its responsibility.

Joining

New worlds join the UFP in one of two manners. Either they and the UFP have a history of past relations and the world opts to petition for membership, or the world is unknown to the UFP and joins after first contact has been made. In both cases, the requirements for joining are the same.

FIRST CONTACT: Prior to considering a world for membership, the Federation Council must first make contact with the prospective civilization. Often, this first contact results from Starfleet's normal course of business—exploring the galaxy. Any time Starfleet discovers an intelligent species, it dispatches a first-contact team. The team reports directly to the First Contact Division, based on Vulcan, under the Director of Exosocial Relations. If the newly encountered species does not possess warp technology the team covertly observes the culture, evaluating its social and technological status. The contact team files its report along with a recommendation for further study, without the culture's knowledge. If the species possesses warp drive technology, the rules are somewhat looser. First contact can be made directly via subspace radio or direct intervention. Optimally, this occurs after a period of observation, but warp-capable cultures can usually detect such covert activities and often dislike the notion of being observed. As a result, any starship exploring the galaxy has the potential to make first contact with other beings. Almost every ship has at least one first-contact specialist aboard, often—in the case of *Galaxy*- or *Sovereign-class* ships—a whole division.



Both situations are delicate. First contact teams make mistakes, sometimes revealing themselves to the prewarp culture. Seemingly primitive cultures sometimes show surprising aptitude in detecting and ferreting out hidden observers. The team must rely heavily on technology as well as its own scientific training to remain hidden. Some officers operate within the culture itself. Known as heavy integration operatives, these agents spend months studying a society so they can insert themselves into it as seamlessly as possible.

Similarly, warp-capable cultures often represent their own coalition of worlds or single, very aggressive worlds. First contact with these cultures can not only damage the culture if not handled properly, but also damage the Federation if misunderstanding causes war. In all cases, a well rounded first contact team relies on psychology, sociology, diplomacy, and technology to get the job done.

REQUIREMENTS FOR M€MB6RSH!P: The requirements for acceptance into the Federation are kept intentionally simple. The Council considers complex requirements difficult to explain, difficult to meet, difficult to evaluate, and difficult to navigate. In every case, the Council appoints a cultural attaché, described below, to examine the issue.

Before being accepted, potential worlds must:

- POSSESS TRUE FASTER-THAN-LIGHT TRAVEL. This does not necessarily mean warp travel, although so far this has exclusively been the case. If the world developed FTL travel through means other than research and development—stealing it, trading for it, discovering it archaeologically, or through some other manner—the review process becomes more complex. The cultural attaché must spend more time evaluating FTL travel's impact on the developing cultures of the world. Societies acquiring warp travel through outside means—as with the Klingon Empire—often experience developmental problems as sudden access to other planets puts unnatural pressures on the indigenous society.

The Federation experienced first-hand the way in which exposure to an advanced race can corrupt the development of a younger race. The UFP believes each species has a right to develop on its own, even if this means risking the self-destruction of the society. The Council selected the milestone of warp travel, building it into the Prime Directive to protect developing cultures from this kind of shock.

- BENEFIT FROM ONE GOVERNMENT. The Council considers factionalism a sign of immaturity. The world must speak with a single voice. Furthermore, this global government must have a proven track record of internal stability and adherence to the principles of Federation.
- EXIST PEACEFULLY WITH ITS NEIGHBORS. In most cases, if a petitioning species meets the faster-than-light requirement, it dominates its local area technologically. How it uses or exploits this superiority is an excellent test of the planet's worth as a potential member race.

If a potential member is at war with its neighbor, the Federation often extends the opportunity for peaceful negotiation to both warring members. Responses to these overtures go a long way toward providing the Council some notion of the participants' demeanor. The Federation, in all cases, prefers any warring cultures to resolve their grievances peacefully. It is possible, however, for a potential world to impress the Council with its sincerity while at the same time the opposing race impresses the Council with its belligerence. In these cases a treaty with the potential member world is signed, aid is given, and the war usually comes to a peaceful end. Then the petitioning race is reevaluated.

- ACCEPT THE PRINCIPLES OF FEDERATION. This, the most obvious requirement, demands the most rigorous evaluation. The principles of Federation allow many fine interpretations, some of which result in behavior subtly contrary to the Federation's goals. The cultural attaché spends most of his time studying the potential world, trying to understand as precisely as possible the mores and folkways of the planet's cultures to make sure they understand and agree with the principles found in the Federation Constitution.

TH6 Review BOARD: The Review Board, a permanent subcommittee of the Council, has all first contact and diplomatic data at its fingertips, and often sends board members on fact-finding missions as well. Once the request is made the Board assigns a cultural attaché, with a team to aid him, to the culture in question.

The cultural attaché must be a skilled and highly experienced diplomat. The job requires nothing short of an extensive tour of the planet (or planets, in cases involving world- or system-spanning cultures) and an exhaustive review of the culture's society, economy, science, religion, government, and resources. The importance of attention to detail in these matters cannot be overstated. A cultural attaché might have no notion that, for instance, a society considers its children slaves belonging to the parents, usable for debt payment or as collateral on a loan. Such an attitude, contrary to Federation principles, could pass unnoticed until a review of the world's educational system took place. This makes the attaché's team necessarily large and the review period long.

When the review period ends, the attaché files the report with the Review Board, which returns a verdict usually within a few weeks. The verdict is rarely a sur-

prise to the potential member, since one of the attaché's duties is to explain the Federation Constitution to the culture and ensure the prospective species understands these principles.

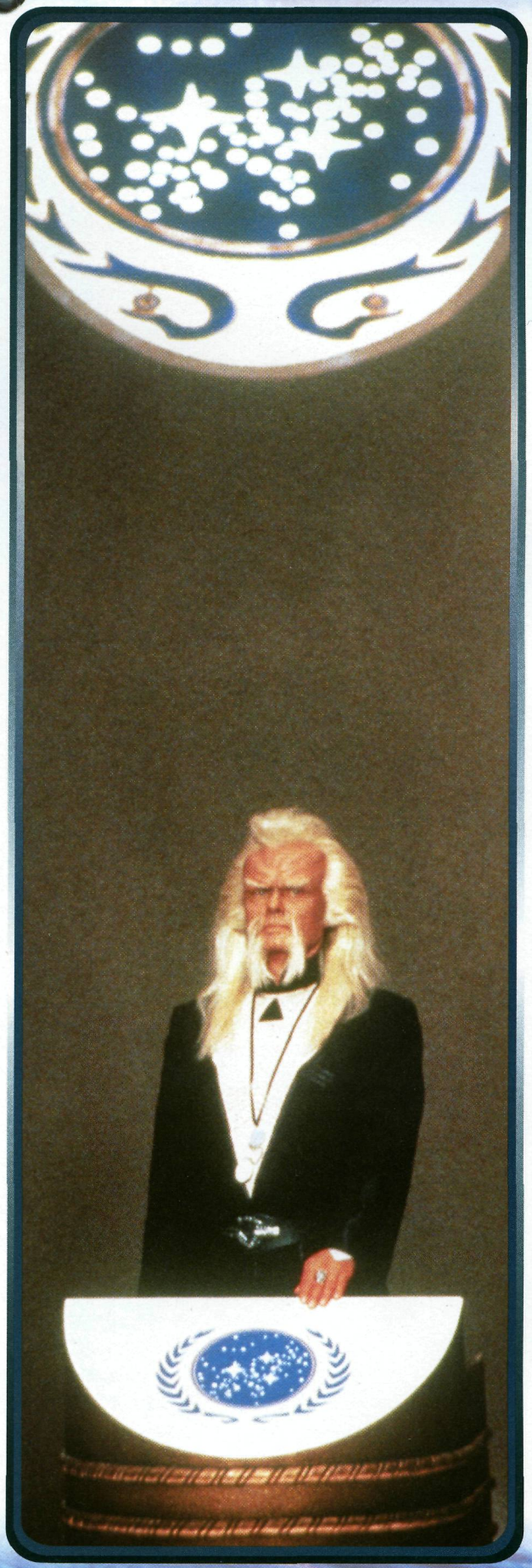
REJECTION: Those applicants who pass the review gain UFP membership and all associated benefits. For those worlds rejected, the reasons are usually obvious and fall into one of three categories: the culture is too belligerent, does not respect the personal liberty of its citizens, or does not respect the right of each citizen to achieve his full potential. While these last two may seem like the same thing, many cultures believe in personal liberty—the right of the individual to live free from fear or exploitation—while at the same time confining the individual's development to a given "caste" or other socio-economic subclass. Caste systems, for instance, often protect the rights of the individual and grant all members of every caste representation in the government, but do not permit members of one caste to rise beyond the limits of the caste into which they were born. These cultures often have a difficult time understanding why the Federation would reject them. These notions are covered in great detail in the Federation Constitution.

Rule of the Council

The Council is the Federation's legislative branch and as a result has the greatest impact on the daily lives of Federation citizens. Each member world sends a contingent of up to five representatives, formally known as "Councilors", to sit on the Council. Each world receives a single vote, regardless of how many representatives it sends, and the leader of each delegation—the individual who actually casts the vote—is that world's ambassador. Some worlds intentionally send three or five representatives to the Council, so each representative can weigh the issues, then vote on how to vote. The final vote represents a poll of the representatives, with the majority opinion holding sway. Other governments send only one ambassador with no fellow councilors and no staff. Still others maintain large offices in the buildings surrounding Federation Hall, from which hourly communications between delegation and homeworld dictate how the ambassador votes.

Voice of the Council

Every three years, the Council votes on a new speaker (though there is no restriction on the number of consecutive terms an individual may hold). The Speaker of the Federation Council has no legislative power, instead wielding considerable organizational power. First among equals, the speaker schedules debates, decides when a representative has spoken for his allotted time, and delays debates for given allotments of time. In most cases, the speaker's decisions



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THE CONSTITUTION OF THE UNITED FEDERATION OF PLANETS

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When the leaders of the live founding worlds met on Epsilon Eridani in 2161, they set about drafting a series of articles to define the structure of their new Federation. These articles, once ratified, became the Constitution of tlieOFP.

The Constitution both establishes the power and function of the government and guarantees the rights of the individual, as well as those of each member world. The entire governmental structure of the Federation is diagrammed in this document. There are twenty-seven original Articles:

- ARTICLES 01 AND TOO: Set forth the basic goals o! the Federation: to establish a coalition of worlds each relying upon the other to further the peace, prosperity, and continued expansion of knowledge of the whole.

- ARTICLE THREE: Establishes l e rights of the individoal. As the Constitution explains, these rights do not come from the Constitution, they come from the simple fact of individual existence. These rights cannot be given or taken away, but they can be oppressed or violated. The third article exists to ensure the Federation does not have the right to take its citizen's rights away. Article Three is similar in many ways to the United States of America's Bill ol Rights.

- ARTICLE FOUR: Ensures the right of each world to govern itself. The greatest fear of many non-Federation cultures is that joining the **Federation** means giving up the culture's current sovereignty over itself, submitting, in essence, to the government of a foreign power. While a certain degree of this is, by nature, necessary, the Federation goes to great lengths to minimize this at all times. If a world meets the eligibility requirements and agrees with the principles of the Constitution, it is free to employ any form of government it wants. Arguably, some forms of government are better suited to the principles of the Federation than others; so far no member worlds employ autocratic dictatorships, and most worlds use some form of democratic representation. Some planets, after analyzing the Federation Constitution, adopt it as their own governmental form.

- ARTICLE FIVE: Permits all member worlds to petition le Federation Council for arbitration in matters of dispute. These must occur between member worlds; internal legal matters must be resolved by the governing world's own judiciary system. The **Federation** Council only makes recommendations; it has no judiciary power over the member worlds. II either party in a dispute rejects the recommendations of the Council, it may appeal to the Federation Judiciary Board. Appeals to the Board may ultimately result in review by the Federation Supreme Court, the **ultimate** judiciary authority in the Federation.

- ARTICLES SIX THROUGH FIFTEEN: Describe the function and power ot the Federation Council and its legislative powers. These ten articles form the meat of the Constitution, setting forth voting powers of council members and establishing the different permanent cabinets. Article Thirteen, for example, establishes Earth as the seat of Federation government.

- ARTICLES SIXTEEN THROOGH NINETEEN: **Establish the office of** President of the Federation, as well as his bureaucratic undercabinet, the Secretariat. The President serves as chief diplomat, establishes foreign policy, and functions as commander-in-chief of Starfleet. This necessarily requires thousands of man-hours of work every day. The offices of the Secretariat perform this work, reporting directly to the President.

- ARTICLE TWENTY: Establishes Starfleet as the Federation's defense force and exploration fleet. This article names San Francisco as Starfleet Headquarters and establishes a subcabinet of fleet admirals to serve as Starfleet Command, reporting directly to the President.

- ARTICLES TWENTY-ONE THROUGH TWENTY-THREE: Set forth the powers of the judiciary branch. Article Twenty-two, foi instance, establishes the Federation Supreme Court as ultimate legal authority.

- ARTICLES TWENTY-FOUR AND TWENTY-FIVE: Set **forth** the rules for membership in the Federation, as detailed above.

- ARTICLE TWENTY-SIX: Delineates the process by which a member world or some subgroup of its population can establish a colony. The Colonial Rights article, as it is known, explains in great detail the limited authority the Federation has over its colonies and the aid to which colonies have a right. It also states that colonies must undergo the same rigorous review period and criteria established in the previous two articles if they wish to become full members.

- ARTICLE TWENTY-SEVEN: Explains the processes necessary to amend the Constitution. It explicitly forbids any alteration ol Articles Three and Four.

Influenced by several historic documents, including the Statutes of Alpha III and the concise Vulcan Theorems of Governance, the Federation Constitution shares many qualities with the Constitution of the United States of America. Unlike the American Constitution, however, the Federation Constitution intentionally grants the greatest power to the **Federation Council.**

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can be overridden by a two-thirds majority vote by the Council. This prevents the Speaker from abusing his power. It is possible for a Speaker to be removed from office after a vote of no confidence is called.

Powers of the Federation Council

The Council is the primary governing body of the Federation, with broad and sweeping powers. These powers can be expanded only by amending the Constitution, an arduous and lengthy process that prevents the Council from suddenly overstepping its bounds. The Council's responsibilities can be divided into several broad categories:

- PASS LEGISLATION: Any citizen may propose a law. This usually occurs at the planetary level, where the local legislative body debates the merit of the bill. If the planetary government considers the bill worthy, the planet's ambassador makes a formal proposition in Council. The President usually creates a subcommittee to evaluate the pros and cons of the law. The subcommittee researches the subject and presents its report to the Council, and the Council formally votes. As with most acts of the Council, a two-thirds majority is required for a bill to become a law. Legislation passed by the Council affects the entire Federation. Laws addressing a single planet's needs must be passed in that society's own legislative body.

- ELECT THE PRESIDENT: Every six years the Council elects a new President, by secret ballot, from among its ranks. Each President may serve only one term. Only members of the Council may vote, and only for another Council member. Any voting member can be nominated for the position, with no limit on the number of nominees possible. Voting takes place in a series of rounds, with each round eliminating roughly half of the nominees, until finally only two remain in the final round.

- RESOURCE ALLOCATION: Each year the Council receives an annual report from the Economics Council, detailing exactly what resources the Federation has available. The Federation Council then spends roughly one month working on the next yearly budget. Because the Federation's operation is neatly divided—between the various permanent subcommittees of the Council, Starfleet, and the Secretariat—into about 100 different departments, the process of determining which department gets how many resources is far less complex than might be expected.

- OVERSIGHT AND FACT-FINDING: Of the many other functions of the Council, only two more bear mentioning here. The Presidential Oversight

THE FEDERATION ECONOMY

The economy of the future is vastly different from that of previous centuries. The Federation meets the basic needs of the majority of its citizens, and few want for anything. Homelessness and starvation are horrors of the past. Greed is only a memory.

In earlier ages people worked for monetary gain, using the money they earned to buy goods and services. Disparate incomes led to a wide gap between what were called the "haves" and the "have-nots," with money (and greed) skewing the allocation of even the most basic resources. Each citizen of the Federation receives goods each according to his needs and is encouraged to provide for the Federation each according to his abilities. Traders ply the trade routes, selling wares from across the galaxy. Colonies produce the raw materials and agricultural goods the Federation needs. Merchants throughout the Federation—from Vulcan shopkeepers to Terran restaurateurs—provide their unique services to the general public. People are productive for productivity's sake, not because they are paid.

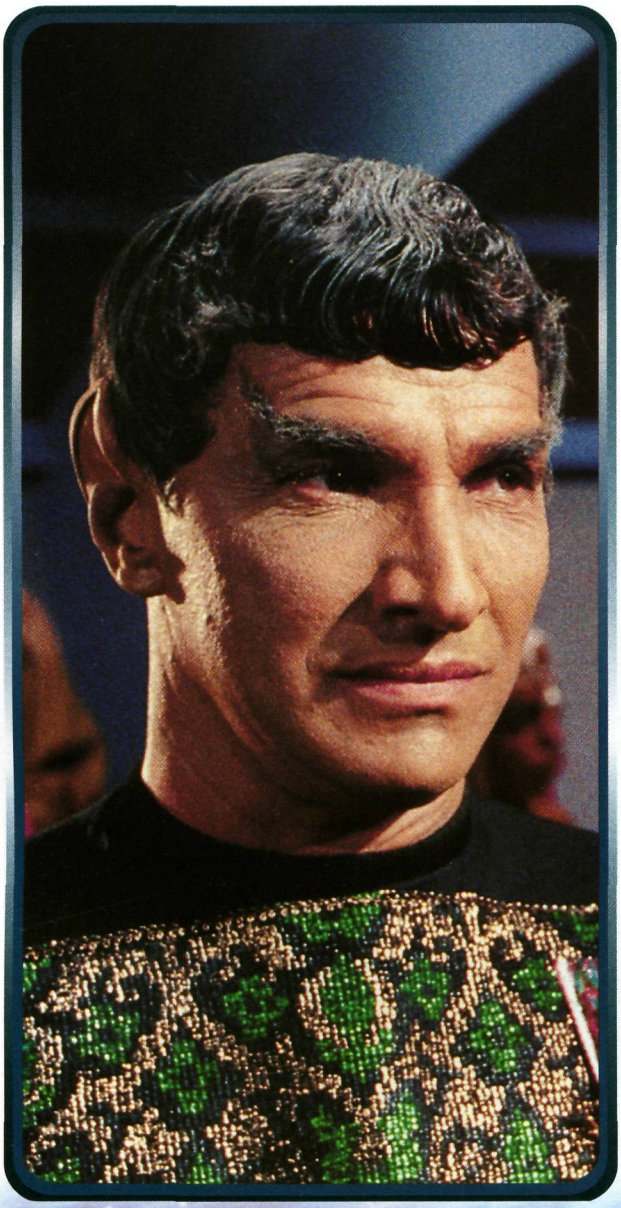
To handle interstellar trade, the Federation Constitution established the credit as the unit of exchange within the UFP, to determine the relative value of planetary economies and as a means of trading with other, non-Federation cultures. Most often, inside the Federation the credit simplifies the equation of the value of, for example, grain produced on Alpha Centauri and dilithium it imports. In this way, the credit serves as a stable unit of measure, allowing resources to move between worlds efficiently. Credits normally have a value tied to the local currency, set by the Federation Council. For example, on Vulcan the credit is worth 100 Vulcan *rials*.

Though intended for interstellar trade, there are times when Federation citizens require currency, and the credit fills that void. Although society provides for many basic needs, such as housing, food, and clothing, sometimes individuals want to acquire a memento of their visit to Risa, buy a tribble, or sample some of the local cuisine. Often, local proprietors expect payment for their work, particularly on non-Federation worlds. Although many worlds still use some form of local or regional currency—either out of tradition or because they have recently joined the UFP—some have abandoned coinage entirely in favor of the credit.

Federation computers keep track of credits electronically, making fraud and counterfeiting extremely difficult on anything but the most limited basis. Most starfaring races inside the Federation recognize the credit as the most stable and viable form of exchange in the quadrant. In this vein, the credit sees its widest use along the frontier and on worlds outside the Federation sphere of influence and tends to be more popular among reputable traders.

Subcommittee monitors the professional activities of the President, ensuring he does not abuse his power. Activity on this committee is low, as most Federation Presidents have been entirely trustworthy men and women with the support of the Council behind them. No Federation President has ever been impeached. Many important agencies—such as Starfleet Intelligence and the Economics Council—have permanent oversight subcommittees on the Council as well, reviewing their performance to prevent abuse of power.

Lastly, the Council forms and dispatches hundreds of fact-finding committees throughout the year to worlds, colonies, outposts, stations, ships, and anywhere else something significant to a Council vote takes place. Each fact-finding committee reports directly to the Council.



Life in the Federation

For the majority of Federation citizens, the local planetary government has a greater impact on people's daily lives than the Council. While the Federation Council oversees the legislative agenda for the entire Federation, governance of individual worlds remains with local officials. For instance, on Andoria the Council of Clans regulates planetary trade, establishes food and drug safety regulations, enacts local laws and ordinances, and allocates resources to various committees, bureaucracies, and groups. If a visitor inadvertently insulted an Andorian and he demands retribution (in the traditional Andorian fashion—a duel), the visitor would appeal to the Council of Clans for immunity. Appeal to the Federation Council is possible, but in almost all instances it would defer to the local planetary authority. Of course, you could accept the duel! Unless local laws violate the Federation Constitution, the Council is reluctant to interfere.

Traveling in the Federation

One of the great benefits of Federation membership is free and unrestricted travel throughout all the UFP's member worlds.

If a Vulcan scientist wanted to journey from Vulcan to Andoria, he would have several options. He could usually charter passage on a Vulcan Science Academy vessel, if he worked for the Vulcan Science Academy, for instance. Alternatively, he could use one of the many Federation vessels that frequently travel from one world to another. The Federation Bureau of Tourism and Trade would sponsor his journey in this case. This vessel could be any one of a wide variety of ships—traders, science vessels, dedicated tourism ships. Very rarely, a Starfleet vessel might be made available, although in these cases there must be special circumstances.

While unlimited travel is a legal right of every Federation citizen, the Federation monitors visa applications and immigration. Some planets, such as Risa and some worlds in the Rigel system, carefully monitor the influx of tourists over the course of the year to prevent overloading their civilian infrastructure. A world can accommodate only so many visitors before strains on the public and private sector become too great.

Local planetary authorities supervise permanent immigration to their worlds, and some restrictions may apply (usually based on population density, environmental impact, and infrastructure capacity). Earth, to use a popular example, simply couldn't accommodate the sheer volume of citizens who would move there if they could. Some planets, such as those along the frontier, are less attractive as tourist destinations due to the unique problems these planets face.

The Frontier

The frontier lies at the extreme boundary of the Federation's influence. Supplies and aid take longer to get to the frontier than anywhere else in the Federation. The frontier also lies closest to the Federation's enemies. Those governments, such as the Romulan Star Empire and Cardassian Union, typically view established colonies as staging points for potential invasion and new colonies as attempts to redraw interstellar boundaries. Yet the frontier also contains a large number of unexplored, unpopulated, and possibly inhabitable worlds. Because of these basic facts, the frontier is a harsher, more dangerous place. Federation colonies are both more numerous and more vulnerable.

Colonies

Colonies result from a number of factors. At any point in a planet's history, including the review period for Federation membership, some subset of the planet's population may desire to break off from the planet's governmental authority and form their own society. For some, it is a chance to start anew, far from perceived restrictions—a new beginning on worlds such as Cestus III, Caldos, or Deneva. For others, it is the chance to participate in some kind of social experiment, such as living the less technological lifestyle of Dr. Sandoval's colony on Omicron Ceti III. For still others, opportunity attracts them to even the harshest colony worlds—dilithium miners to Rigel XII, farmers to Coltar IV, or scientists to Omicron Theta.

The Federation and other powers willingly sponsor colonies. At any time, there are hundreds of extant Federation colonies, with roughly 10% of applications for Federation membership in a given year coming from colonial outposts. The UFP provides supplies, resources, advisors, and Starfleet protection. The Federation Bureau of Colonization must approve all prospective colonies. The Bureau assigns a survey team to examine the site, ensuring it meets the Bureau's requirements. The new site must not be on an inhabited world, must have sufficient resources to support a stable population, and must be relatively free of threat. If a group wanted to colonize an uninhabited world on which an Iconian gateway existed, the Bureau would turn the application down because of the possible risk to colony safety and Federation security (not to mention the scientific value).

For some people colonial life represents the best of two worlds. They gain some of the benefits of Federation life while benefiting from a higher degree of cultural and governmental freedom than might otherwise be possible as a full member. Most colonies start on moons or planets near the founding culture's homeworld. Occasionally, colonists desire to start completely anew, moving as far away from the parent homeworld as possible. Thus are frontier colonies born.

Colonial Life

Some long-established colonies, such as those on Mars, Rigel, and Deneva, are essentially member worlds, and life on these older colonies is indistinguishable from life on a member world. They enjoy a high degree of technological sophistication, such as replicators, a large, stable population, and local industry. On the stereotypical "rugged" colonies along the frontier, however, life is markedly different.

Colonists typically work hard for many of the things most Federation citizens take for granted, including their survival. Science outposts are often isolated and depend on supply shipments from the Federation. On farming and mining colonies, people work long hours to maintain their precarious existence. On some colonial outposts, replicators may be unavailable because they require phenomenal amounts of energy, and such basic requirements as food and water must be acquired through farming or supply shipments. Buildings may either be prefabricated structures or constructed locally using primitive techniques. Some colonies, by their nature, may be located in hostile environments or inhospitable worlds—underground pergium mines or penal colonies on barren rocks—requiring sophisticated life support. Governments typically range from appointed colony administrators (since small colonies cannot support large bureaucracies) to various political and social systems—democracy, socialism, Luddism, and so forth. At any time, a colony could suffer utter catastrophe, from a Borg attack on the Jouret IV colony to radiation-induced hyperaccelerated aging on Gamma Hydra IV, from famine on Tarsus IV to government collapse on Turkana IV

Finally, life on a colony requires, more than anything else, reliance on oneself and one's fellow colonists. Colonies are often so remote that, it can take time for a starship to arrive. If a strange alien race shows up in orbit, it is often up to colonists to decide the best course of action, whether to negotiate or fight, then follow through. To participate in a colony a colonist needs the ability and willingness to stand on his own two feet.

The Frontier and Exploration

The frontier also provides limitless opportunities for exploration. Starfleet's mandate devotes fully half its resources to exploration. Federation starships, unlike their Romulan, Klingon, or Cardassian counterparts, are packed with exploratory technology. From advanced sensor arrays sophisticated enough to catalog a planet's flora and fauna to dozens of probes designed for everything from atmospheric survey to spectrographic isotope isolation, Starfleet's capacity for exploration is unrivalled in the galaxy.

But the "frontier" of exploration is not always the edge of the Federation. New discoveries await on even the oldest, best known Federation worlds. Where Starfleet concentrates its resources changes from era to era.

The Frontier in Star Trek

In the 23rd century, starships sped outward from the Federation's core worlds, boldly exploring new worlds and encountering new civilizations. The frontier was often "just around the corner." Planets that would one day join the Federation had yet to be discovered at this time—Betazed, Bolarus IX, the Trill homeworld. Starships, with their relatively primitive, early warp drives, spent years seeking out new worlds and new life-forms—the cloud dwellers of Ardana, the computer-controlled planet of Gamma Trianguli VI, Talos IV__ the galaxy was a limitless expanse of opportunity and adventure. That is, until Federation starships strayed into the territory of hostile neighbors. The Klingons, Romulans, Tholians, and Gorn curtailed ceaseless outward expansion.

Starships typically operated far from home and were often the only enforcement in the sector. As the instruments of Federation policy, they safeguarded remote colonies from attack, delivered medical supplies in an emergency, and "showed the flag" when needed. Because of the limitations of subspace radio and the astronomical distances involved, captains had wide latitude in dealing with new problems and unknown threats. Any response from Earth wouldn't reach the ship until long after an exchange would be over. As long as captain and crew followed Starfleet policy, Starfleet often endorsed the captain's decisions. Still, despite rigorous training and psychological testing, mistakes occurred (the Horizon's contamination of Sigma Iotia II, Captain Tracy's actions at Omega IV), and of 12 *Constitution-ciass* vessels only one—the *Enterprise*—returned intact.

The Frontier in Star Trek: The Next Generation

During the 24th century, Starfleet devoted itself to exploring more fully those planets merely surveyed in the previous century. The Federation couldn't simply continue forward, crossing political boundaries for the sake of exploration. With the Romulans and Klingons thwarting outward expansion in the Beta Quadrant, Starfleet at first changed direction, exploring spinward until it ran into the Cardassians and Ferengi. In effect, the major powers of the Alpha and Beta Quadrants "bumped up" against each other, making further outward exploration difficult.

As a result, exploration during this era meant detailed surveys of planets and systems only cursorily reported on previously, if at all. Ships in the previous century often expanded the Federation's frontiers by hundreds of light-years at a time, without stopping to catalog all the planetary systems and other stellar phenomena they passed. Starfleet concentrated on filling in the gaps on its star charts. It seemed the frontier—represented by new worlds to explore and new civilizations to study—could be anywhere: the next planet, system, or sector.

Additionally, contact between starship captains and Starfleet Command became, thanks to improved technology, much more frequent. Starfleet Command could advise on emerging situations, provide information more readily, and dispatch reinforcements more quickly and in greater numbers. As a result, starship crews became less isolated. Rather than as a group of individual, far-flung ships, Starfleet could act as a concerted whole.

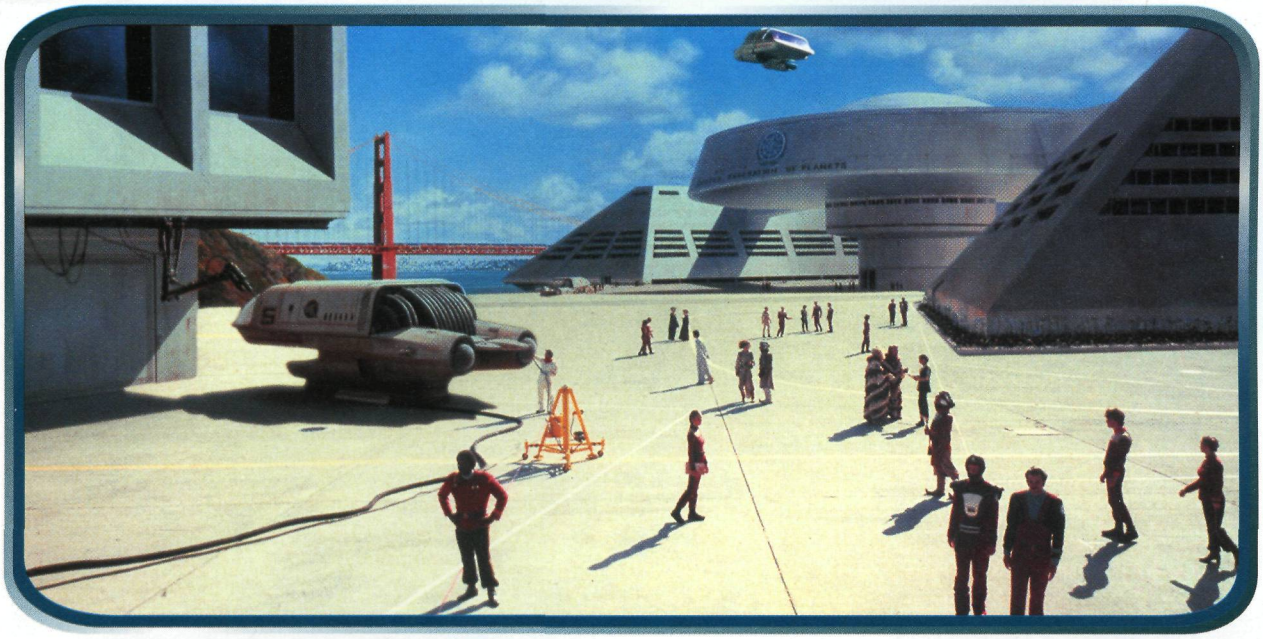
The Frontier in Star Trek: Deep Space Nine

By the time the Federation assumed nominal authority over Deep Space 9, the frontier had become a fixed boundary. Hemmed in by the Klingons and Romulans in the Beta Quadrant and the Cardassians and Ferengi in the Alpha Quadrant, it seemed as though Starfleet and the Federation had pushed as far outward as it could. Like American experiences in the Ancient West, the frontier became less about discovering new territory and more about settling the region. That is, until the discovery of a stable wormhole leading to the Gamma Quadrant.

With the discovery of the Bajoran wormhole came access to a new, unexplored quadrant of space and a way to peacefully circumvent old political boundaries. A new era of exploration seemed on the horizon. On the other side of the wormhole lay a whole new frontier, stretching thousands of light-years in every direction. Suddenly the Federation gained the opportunity to return to the previous age of near-limitless expansion and the challenges that came with it. Starships plunged through the wormhole, discovering new species such as the Hunters and Dosi... and the Dominion, a powerful alliance opposed to Alpha Quadrant incursions. The Dominion War put a halt to exploration along the frontier for several years.

The Frontier in Star Trek: Voyager

Pulled into the Delta Quadrant by a powerful being known as the Caretaker, the *U.S.S. Voyager* truly went where no one had gone before. Faced with a 70,000 light-year journey home, the crew of the *Voyager* took the opportunity to explore, in the best Starfleet tradition. They faced new political realities, as they crossed through Kazon and Borg space; faced new threats, from the plague-stricken Vidiians and the Hirogen; and encountered strange new life-forms, such as Species 8472. Moreover, they faced challenges few other starships had—maintaining their dedication under extreme circumstances, locating supplies like dilithium crystals and food, and finding ways to perform routine maintenance on their ship. The crew had no one to depend upon except themselves; there were no



Starfleet Corps of Engineers to repair the ship, no Starfleet Diplomatic Corps to back them up, no planetary survey reports from the Office of Planetary Exploration. Starfleet could not come to the rescue. *Voyager's* experiences demonstrate that exploration beyond Federation borders remains possible—including other times, dimensions, and galaxies.

STARFLEET
STARFL€€T

Starfleet serves as the instrument of policy for the Federation, as well as safeguarding its borders and expanding the boundaries of knowledge through exploration and research. No other organization in the UFP embodies its principles of brotherhood and peace as Starfleet does. Serving among Starfleet's ranks is one of the highest aspirations for citizens (and many noncitizens) of the UFP.

Control over the fleet is centralized at Starfleet Command, located in San Francisco near the Federation Council hall. Because of the vast distances involved in space exploration, starship crews answer to their captain, who in turn reports to a fleet admiral, in order to coordinate operations and maintain cohesion. The Chief-in-Command of Starfleet oversees a staff of fleet admirals charged with various responsibilities ranging from a specific region of space to a related set of operations (such as exploration and research, or intelligence gathering). The C-in-C answers directly to the Federation President, though he is also answerable to the Federation Council.

Each Starfleet officer, from a lowly cadet to a fleet admiral, is expected to follow Starfleet regulations. While a starship crew may find itself two weeks' journey from the nearest starbase and have wide latitude in dealing with unexpected circumstances, it does not have carte blanche. Starfleet's regulations are meant to ensure a standard code of conduct, and serve as guidelines for how a Starfleet officer is expected to behave. The *Starfleet Manual of General Orders and Regulations* contains rules governing virtually every facet of starship operation, from manual checks of warp core efficiency and dilithium crystal degeneration to the behavior of flag officers during diplomatic dinners. These rules come in three types: General Orders, Orders, and Regulations. General Orders are broad, sweeping rules of primary importance to the continued functioning and security of Starfleet, the most famous of which is the Prime Directive. Orders cover more mundane operational rules, such as outlining a vessel's chain of command and establishing officer responsibilities aboard ship. Regulations detail specific codes of conduct and procedures, such as mandating the ship go to yellow alert when detecting an unidentified ship or establishing a weekly check of deuterium tanks. Violations of the Regulations could be met with a simple reprimand (for neglecting a Regulation) to a court-martial (for violations of a General Order).

The Function of Starflect

Starfleet's two basic functions, defense and exploration, manifest themselves in a wide variety of mission types. A given ship may, over the course of the year, undertake several of each mission type. Other ships serve for long periods in one mission posting—threat alert or deep-space exploration, for instance. Indeed, entire fleets are sometimes posted to a narrow category of duties because of the specific strengths of the fleet's ships—Starfleet's Extended Exploration fleet, for example, comprised mostly of Nova-class science ships. The basic mission types are listed below.

STARFLEET GENERAL ORDERS

Over 24 General Orders form M e e t ' s guiding principles. Below is an abbreviated list covering those orders of most interest to players.

GENERAL ORDER ONE: THE PRIME DIRECTIVE: Prohibits interference in the normal development of any society and mandates that any M e e t vessel or crew member is expendable to prevent violation ot this rule. In most cases, this rule applies to civilizations that have not yet developed warp drive. Even learning of the existence of other life-forms can damage a developing culture, so great care must be taken io ensure first contact teams remain well hidden.

GENERAL ORDER TWO: PROTECT FEDERATION CITIZENS: One Of StarJet's two mandates is the defense of the Federation. This order allows Starfleet officers to violate orders or duty requirements in order to assist Federation citizens in need. For instance, the captain of a Starfleet vessel en route to a starbase for a regulation inspection invokes General Order Two to break off and assist a Federation colony under attack from the Tholians. Usually this order need not be referenced. Simply noting the incident in the captain's log is sufficient.

GENERAL ORDER THREE: OESTRUCT SEQUENCE: Starships are unbelievably potent and sophisticated devices, arguably the most sophisticated machines man has ever built. The danger should a ship fall into the wrong hands is not merely that the enemy may gain vital technologies to improve his own fleet, but that the enemy gains a new weapon of powerful destructive force. To prevent this, the third General Order permits the captain to enable the ship's destruct systems when capture of the vessel appears imminent or the ship constitutes a danger to Federation security. If the captain is dead or unable to evaluate the situation, the acting captain is authorized to do so.

GENERAL ORDER FOOR: NOTWITHSTANDING PROTOCOL: This order allows commanding officers to countermand Starfleet regulations in the event ol extreme threat to Federation security (though not General Orders).

GENERAL ORDER FIVE: WELFARE OF THE CREW: This Order allows a captain to disregard regulations and mission priorities in order to save the lives of a crewman or crewmen. It also prevents commanding officers from taking actions that would unnecessarily jeopardize the lives of those under their command. General Orders One and Four supercede this order.

The regular Orders are more general, governing the behavior ot most Starfleet officers.

ORDER 104.R: CHAIN OF COMMAND: This section describes Starfleet's rank structure, establishing the requirements of junior officers to respond promptly to the commands of senior officers.

ORDER 104 C: FITNESS FOR DOTY: Section 1O4.C grants to the Chief Medical Officer the right to relieve the commander on duty if the CMO can demonstrate the commanding officer is physically or mentally unfit. The C i i must log in his medical records the test results that led to this conclusion.

ORDER 118: MISSION PRIORITIES: Section 118 categorizes all mission types by priority, enabling commanding officers to determine which mission requirements supercede other mission requirements. Order 118 allows a commander to break off a routine mission (type D) to undertake an urgent mission (type B.) The four mission types are:

- CATEGORY A: VITAL MISSIONS: AEso known as a Priority One command, a Category A mission supercedes all other mission types and overrides all orders and regulations under General Order Four. The fate of the Federation rests on this mission, and all Starfleet lives are considered expendable for its completion.
- CATEGORY 0: OfiGENT MISSIONS: Urgent missions usually involve rescuing or protecting the lives of thousands, if not millions, of Federation citizens. A ship carrying the cure for a plague threatening to wipe out large populations undertakes an urgent mission. Typically, only vital missions supercede these.
- CATEGORY C: STRATEGIC MISSIONS: These missions usually involve securing or defending resources or Starfleet outposts. Missions of high threat factor during peacetime, such as patrolling the Romulan Neutral Zone, are Category C missions because of the high probability of danger, as are escort duties.
- CATEGORY 0: ROUTINE MISSIONS: Encompassing the majority ot Starfleet missions, a starship crew may undertake dozens ol routine assignments at the same time: categorizing gaseous anomalies, measuring pulsar fluctuations, researching le life cycle of the Gamelan root beast, conducting soil analyses, and putting in an appearance at Caldos Colony, for example. Routine missions include most patrols, exploration, and research duties.

Gxploration

In every era, exploration comprises the bulk of ship missions. Every ship in the fleet, in every era, over the course of a five-year tour of duty, adds immeasurably to the sum total of Federation knowledge of its own space and that of the frontier. Consider the discoveries made by the *Enterprise* over the course of two TV series. TheTholians, the Gorn, the Borg, the Iconians, the Cardassians, and over a dozen more races and countless planets and systems were encountered and explored by the *Enterprise.* Multiply that by the hundreds of ships in Starfleet, and you gain some notion of the role of exploration in Starfleet. Each ship is responsible for volumes of new information every year, yet at the same time Starfleet has explored only a tiny fraction of the galaxy. There are two broadly defined types of exploration mission:

DEEP-SPACE EXPLORATION: These missions involve cataloguing planetary systems, nebulae, black holes, and other stellar phenomena. A deep-space exploration mission might catalog the location of a planetary solar system. The number of planets, their types, locations, and number of moons, and any comets or asteroids would be filed for examination by Starfleet's Department of Astronomical Phenomena.

PLANETARY GXPLORATION: Starfleet's primary goal is the search for new worlds, life-forms, and civilizations. Once a noteworthy planet has been discovered, Starfleet dispatches a ship to explore its surface. Planetary missions begin with extensive sensor scans of the surface, cataloguing atmosphere, hydrosphere, geology, and abundance of plant life. Modern sensors can accumulate a wealth of information before an away team beams down. Often, after the sensor scans are completed and the planet's surface is fully mapped, survey teams are sent to examine the world more closely. This might mean traveling through the upper atmospheric layers of a gas giant in a shuttlecraft, or actually setting foot on the planet's soil.

Most observation of intelligent life occurs during planetary missions. Extensively trained first contact teams can spend weeks studying a new species without their subjects' awareness. Warp-capable cultures, however, are usually contacted by the deep-space survey crews, since most warp-capable cultures are able to detect Starfleet warp signatures.

Defense

The second half of Starfleet's mission statement as set forth in the Federation Constitution, defense missions fall into one of four basic categories:

PATROL MISSIONS: These form the bulk of all nonexploration missions. Some areas of space contain known threats, others contain recently discovered species who may pose a threat. Patrol missions intentionally give Starfleet a high profile in these areas, to ensure hostile and potentially hostile species understand Starfleet's commitment to defense, and to maintain a ready defense force should any potentially hostile species attack.

THREAT ALERT MISSIONS: Patrols along currently hostile borders, such as the Romulan Neutral Zone or, in some eras, the Klingon border, and responses to acts of aggression against the Federation constitute threat alert missions. If a starbase or colony is attacked, a ship is dispatched on threat alert to respond.

TACTICAL MISSIONS: These missions almost always involve combat or the threat of combat. Federation lives or the lives of its allies are at stake and ships are required to defend against the aggressors. These include everything from the incursion of alien probes intentionally or unintentionally threatening the Federation to full-fledged war.

CONVOY AND €SCORT: Universally considered the most uneventful of defense missions, convoy and escort missions require a starship to follow along with a fleet of freighters or serve as hosts to important dignitaries on their way to an important diplomatic function. Despite the "babysitting" aspect of these kinds of mission, their completion is often vital, and starship crews remain on alert for potential threats. In the event of trouble, a starship's primary duty is to avoid danger and get its charges through safely.



Diplomacy

As instruments of Federation policy, starships and their crews are often called upon to handle diplomatic affairs, from attending state ceremonies such as the inauguration of a new leader to representing the Federation's position at an intergalactic conference, from negotiating peace treaties to simply demonstrating the Federation's concern. In this capacity, every starship serves as a floating embassy and every crewmember represents Starfleet.

FIRST CONTACT: Starfleet officers, in their capacity as explorers, are often the first to establish contact with a previously unknown species. In the case of pre-warp societies, a first contact mission is meant to evaluate the culture secretly, so as not to contaminate the society's natural evolution. While this may seem a facet of exploration missions, because of the delicacy of such missions Starfleet considers it a matter of diplomacy. In the case of species already possessing warp drive capability, a first contact mission is intended to reveal the existence of life on other planets and welcome them into the interstellar family of nations.

INT6RGALACT1C AFFAIRS: The bulk of diplomatic missions fall under this category—negotiating trade agreements, arbitrating local disputes, participating in diplomatic conferences, and demonstrating the Federation's interest as a neutral observer. These missions involve tact, courtesy, and a fine understanding of interstellar politics. Starship crews are often the first on the scene of emerging diplomatic situations and can be dispatched much more quickly than a mission from Earth. Starship captains often have wide latitude to represent the Federation's interests and are authorized to speak on behalf of the Federation.

Emergencies and Natural Disasters

Whenever a planet or system undergoes a cataclysmic upheaval—giant solar flares, geological or meteorological disturbances, potential asteroid impacts, outbreaks of disease or famine—Starfleet is called in. These kinds of mission include:

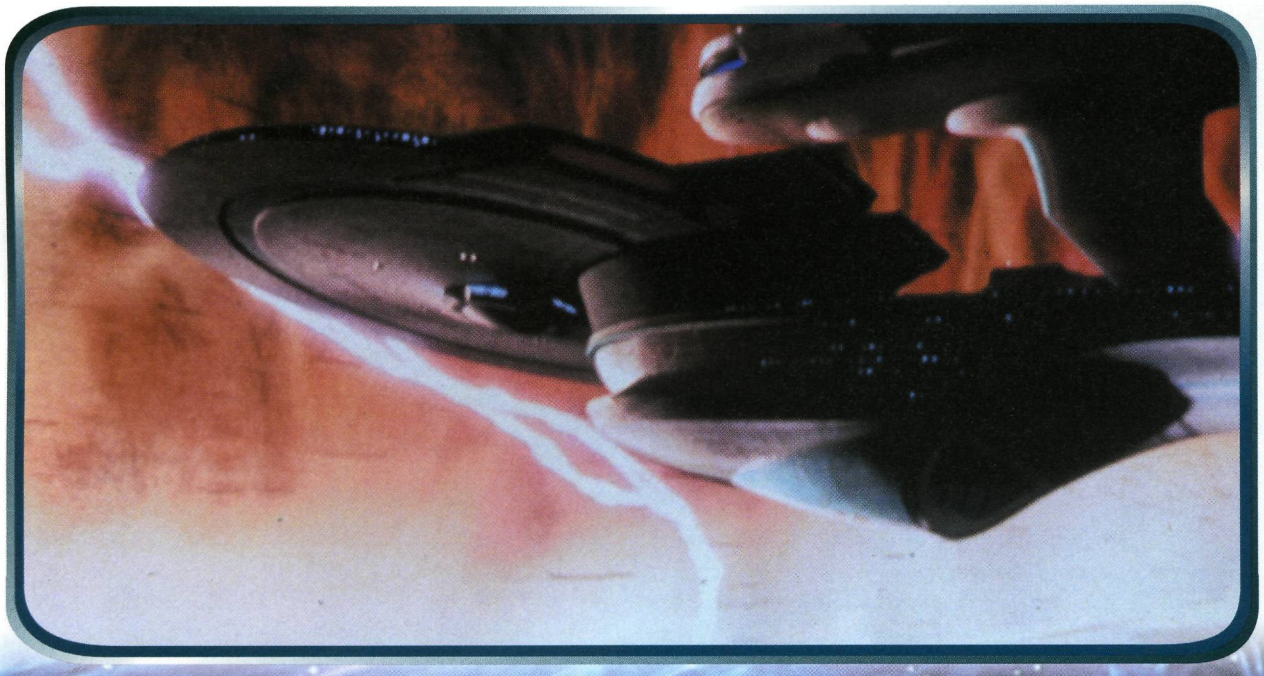
A I D AND R€U€F: This mission profile involves any of a number of related solutions to planetwide disaster, such as transporting critical medical supplies to a world engulfed by plague, ferrying food to a world affected by famine, destroying approaching asteroids, and relieving tectonic stress using the ship's phasers.

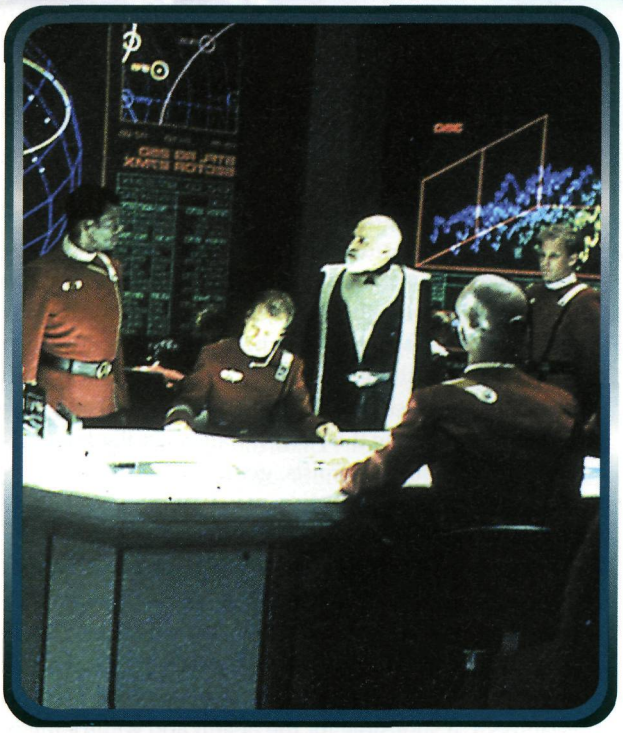
EVACUATION: When a mission to provide relief fails or nothing can be done to save a planet, starships are called upon to evacuate as much of the population as possible. A flotilla of Starfleet's largest spaceships takes on hundreds or thousands of people and transports them to the nearest starbase or refugee world.

Scientific

Scientific missions are often considered as going hand in hand with exploration missions. What good is it to discover a new world if nothing is learned from its unique environment? What good is identifying a new class of pulsar without performing a spectrographic analysis? Scientific missions include:

€:XP£RIM€NTATION: These missions involve testing new theories or new equipment. The starship and her crew host a visiting scientific team with the intention of putting their work to the test—trying a new warp field geometry, observing the collapse of a red giant star. Alternatively, the starship pays a call on a research station and serves as witness to a scientific experiment.





INVESTIGATION: At any given time, the many laboratories on board a starship engage in various inquiries related to the phenomena they encounter over their operational lifetime. A starship, by virtue of its extensive travels, encounters a wide variety of specimens (sometimes never before seen) and can gather a wealth of information across a broad spectrum, from a comparative study of primitive cultures to a detailed investigation into supernovae.

Divisions of Starfieef

Just as a starship, Starfleet Command is organized into various departments. Officers posted to a starship technically serve within the Department of Fleet Operations. Some departments serve in a purely organizational role, as with the Office of Fleet Operations, while others oversee various operations, such as Starfleet Intelligence and the Office of Planetary Exploration. Often, a mission objective transmitted from Starfleet Command originates from one of these departments. A starship dispatched to escort the Dolmen of Elas to a conference comes from the Starfleet Diplomatic Corps, while a mission to defend a mining colony from possible Ferengi attack comes from the Office of Strategic Operations.

THE JOINT CHIEFS: With its far-flung operations across vast distances of space, Starfleet is too large to be overseen by one person. The Joint Chiefs—comprised of the Chief-in-Command, Chief of Fleet Operations, Chief of Research and Exploration, Chief of Strategic Operations, and Chief of Interplanetary Affairs—represent the five major departments in Starfleet Command. Chosen from among Starfleet's most capable admirals, the Joint Chiefs are collectively responsible for setting policy and guiding operations.

FLEET OPERATIONS: The office of the chief of Fleet Operations manages the deployment and mission rosters of all ships in the fleet. Other departments task Fleet Operations with mission profiles, with Fleet Operations selecting the best ships for the missions. Starfleet organizes its ships into 27 separate fleets, with each assigned to a particular region of space and with its own numerical designation. The First Fleet, for instance, stationed at and around Alpha Centauri, protects Earth, Vulcan, Andoria, and the rest of sector 001. Each fleet is commanded by a fleet admiral, who oversees the ships under his command and serves as the linchpin between the fleet and Fleet Operations. Fleet Operations keeps track of the present locations of every ship in the fleet and can quickly ascertain which ship is available to respond to emergencies. Departments under the Office of Fleet Operations include Starbase Operations, the Judge Advocate General's office, and the Corps of Engineers.

STRATEGIC OPERATIONS: while Fleet Operations manages the routine deployment of ships in large areas, Strategic Operations manages the planning of strategic defense. One of the smallest divisions of Starfleet, Strategic Operations is nonetheless the most vital in maintaining the defense of the Federation. This division draws up Starfleet's battle plans, conducts threat assessments, and reviews the fleet's preparedness for defense. It monitors emerging threats and, through the Strategic Planning Council, devises new tactics and strategies. Defense missions originate with the Strategic Operations office. Departments under the Office of Strategic Operations include the Strategic Planning Council and Starfleet Intelligence.

RESEARCH AND EXPLORATION: One of the most important divisions within Starfleet Command, this office supervises and coordinates the fleet's exploration efforts—from surveying newly discovered planets to studying the effects of warp fields on chroniton particles. Missions to explore a sector, survey a planet's surface, or study a black hole come from this department. It collates incoming information, reviews various discoveries, and prioritizes scientific endeavors. Departments under this office include Starfleet Medical, Planetary Science Operations, and Astronomical Science Operations.

INTERPLANETARY AFFAIRS: Responsible for coordinating Starfleet's diplomatic efforts, the Office of Interplanetary Affairs oversees first contact efforts, colonization programs, and interplanetary affairs. This office dispatches experts to attend diplomatic conferences, evaluates species for possible contact, instructs starship captains in negotiating strategies, and coordinates diplomatic responses with the Federation Council. Diplomatic missions ranging from establish-

ing contact with the Malcorians to ferrying diplomats to Babel typically originate here. The office of Colonial Affairs, First Contact Division, and Starfleet's Diplomatic Corps fall under this division.

Tours of Duty: Serving in Starfleet

The most sought-after posting in Starfleet is an assignment to a starship. What more glamorous image is there than traveling the galaxy (even in the smallest class of starship), seeing what no one else has seen, going where no one has gone before? Yet Starfleet is more than state-of-the art spacecraft, and includes postings to starbases, Starfleet Command, scientific outposts, sensor arrays, and more. No matter where an officer is destined, he selects a particular branch, which loosely describes his duties.

Branches and Duties

Starfleet divides its operations into three basic categories—command, operations, and science. Members of Starfleet enjoy some latitude when moving between its branches. It is not unusual for an officer to transfer from the science division to command, or for a command officer to move into operations. Starfleet in the 23rd century identified these branches by a particular service uniform color—yellow for command, red for operations, and blue for science—though this changed sometime in the 24th century (switching the duty colors between command and operations).

Command

Command personnel are responsible for the smooth operation and administration of people under their command, from science labs to management of the entire crew. While starship captains and starbase commanders are the most apparent members of this branch, command officers can be found throughout a facility's ranks. Officers involved in flight control (navigators, helmsmen) are also counted among the command ranks, because of their importance in guiding a starship, for example, while command officers in various departments coordinate activities and supervise smaller teams. Junior command officers report to the First Officer on matters related to the ship's smooth operation and coordinate with various department heads. For example, a command officer might supervise repairs on the main deflector array, contributing his organizational talents and reporting to both the First Officer and the Chief Engineer. Command personnel are trained in crisis management, diplomacy, leadership, and tactics. Positions include such well known areas as helm, navigation, flight control, first officer, and captain, along with lesser-known jobs such as quartermaster, strategic operations, and shuttlecraft pilot.

Science

From the science officer on the bridge to the lab technician belowdecks, Starfleet facilities are heavily staffed with science personnel. Every ship maintains several laboratories (and even the smallest vessel has at least one multipurpose lab) where vital experiments and investigations take place. In orbit over a newly discovered planet, for instance, plant surveys are handled by the botany lab, weather studies are conducted by the meteorology department, the chemistry lab conducts an analysis of everything from soil composition to atmospheric gas composition, and so forth. Starships and starbases include among their crews experts in the hard sciences (astronomers, chemists, geologists) and "soft" sciences (like the ship's historian and A&A [archaeology and anthropology] officer). The Chief Science Officer supervises all scientific efforts on board, prioritizes tasks, and interprets data for the captain. Individual scientists are often called in to advise the command staff on particular matters, as when an astrometrics officer advises on a wormhole's potential threats. The medical department, responsible for the health and well-being of the ship's crew, falls under the Chief Medical Officer, who holds equal rank with the Chief Science Officer. Science personnel are trained in at least one science, sensor use, computers, and deductive reasoning.

Operations

Responsible for the daily operation of the starship or starbase, members of the Ops branch repair and maintain equipment, provide security for ship and crew, and operate various critical systems. Operations is a catch-all for a wide range of duties.

ENGINEERS maintain the physical operation of ship or starbase. From the environmental controls to the warp core itself, the engineering crew diagnoses, maintains, and repairs every piece of equipment on board, making sure everything is ship-shape in Bristol fashion. Engineering duties range from structural engineering (maintaining the integrity of the hull) and servo systems (maintaining the operation of the ship's moving parts, such as the doors) to propulsion engineering (monitoring and operating the ship's warp and impulse drives) and various systems engineering (transporter, phaser, computer, and sensor specialists). Each engineer is assigned to a team, related to his area of expertise, and teams either collectively tackle complex problems or make repair calls where needed. The Chief Engineer, who reports directly to the commanding officer, supervises the engineering department.

SECURITY personnel guard the ship from threats both internal and external. Internal security includes responding to altercations on board, answering intruder alerts and boarding actions, beaming into potentially hostile landing zones, protecting dignitaries, and guarding pris-

oners in the brig. Security officers charged with defending against external threats man the ship's tactical systems—the phasers, photon torpedo bays, and deflector grids. While this function is traditionally thought of as the sole responsibility of the Chief Security Officer on the bridge, tactical experts staff each phaser array and deflector emitter, supervising and coordinating the ship's tactical response. The Chief Security Officer supervises both types of security officer.

Crew collectively known as OPERATIONS officers handle additional operation duties not included above. While an engineer keeps the transporters in tip-top working condition, transporter specialists actually operate the equipment. Each operations officer receives extensive training in one area of expertise, though they are capable of serving anywhere in a pinch. In the 24th century, an important position was added to the bridge crew—the Operations Manager. This position is responsible for monitoring a vessel's resources, as well as nominally overseeing all operations personnel on board. Positions generally relate to specific systems, such as computer ops, environmental ops, and transporter ops.

Rank and Responsibility

The chain of command establishes clear lines of authority and responsibility. Each level in the chain of command answers to the level above it. Because of the unexpected situations a Starfleet crew may encounter, Starfleet encourages flexibility in the chain of command. What does that mean? Ideas or solutions can come from any quarter, and even the most junior officer may find himself handling a vital assignment.

RANKS IN STARFLEET

Flag officers administer the larger operations of Starfleet. Their duties stretch beyond the running of a single ship. Commodores, for instance, often work from starbases in areas with large local contingents of Starfleet vessels, serving somewhat as regional commanders. Fleet captains, vice admirals, and admirals direct the various branches of Starfleet. Some direct the operations of entire fleets, usually doing so from the command chair of a given ship. Fleet admirals run Starfleet itself from positions within Starfleet Command.

FLAG OFFICERS

- Fleet Admiral
- Admiral
- Vice Admiral
- Fleet Captain*
- Commodore**

Line officers carry out the orders of the flag officers. They direct the daily operation of starships, starbases, and other Starfleet facilities.

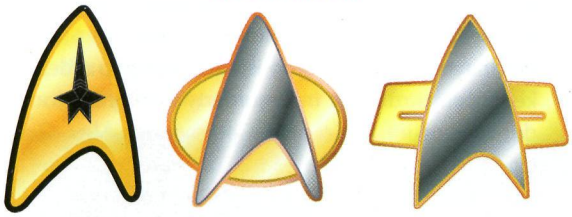
LINE OFFICERS

- Captain
- Commander
- Lieutenant Commander
- Lieutenant
- Lieutenant Junior Grade (J.G.)
- Ensign

*Sometimes referred to as Rear Admiral.

**Starfleet dropped this rank in the 24th century.

STARFLEET INSIGNIA

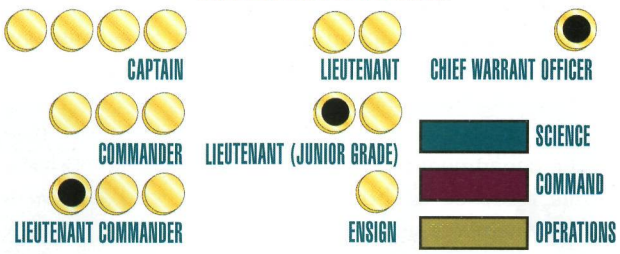


COMMAND BADGE U.S.S. ENTERPRISE STAR TREK: THE ORIGINAL SERIES

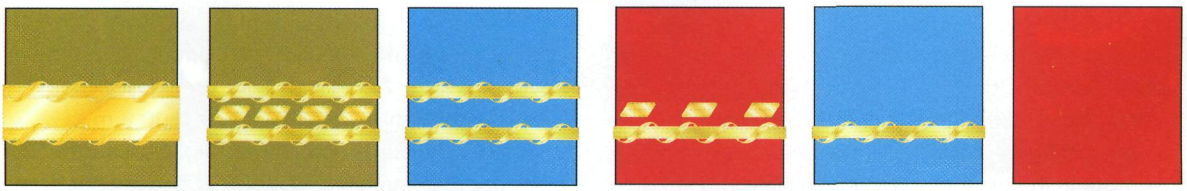
COMMUNICATOR PIN STAR TREK: THE NEXT GENERATION

COMMUNICATOR PIN STAR TREK: DEEP SPACE NINE STAR TREK: VOYAGER

OFFICERS' RANK PIN-ON DEVICES (WORN ON RIGHT COLLAR)
STAR TREK: THE NEXT GENERATION



STARFLEET OFFICERS SLEEVE STRIPE RANKS
STAR TREK: THE ORIGINAL SERIES



COMMODORE COMMAND DIVISION

CAPTAIN COMMAND DIVISION

COMMANDER SCIENCE DIVISION

LIEUTENANT COMMANDER ENGINEERING AND SECURITY DIVISION

LIEUTENANT SCIENCE DIVISION

ENSIGN ENGINEERING AND SECURITY DIVISION



Commanding Officer

On a starship, starbase, or other Starfleet installation, the commanding officer is the person in charge. This person often holds the rank of commander or higher, though on smaller installations the commanding officer can rank as low as lieutenant. On starships, no matter their size, the commanding officer is traditionally called Captain, no matter his true rank. The commanding officer takes responsibility for the operation of his starship or starbase and the behavior and performance of his crew.

First Officer

The First Officer, also known as the Executive Officer, is the commanding officer's right hand. When the captain leaves the bridge, the First Officer takes over command in his absence. First Officers often accompany the captain on important away missions, though to safeguard the captain they usually lead missions off-ship. Typically responsible for routine operations such as maintaining duty rosters and supervising the department heads, the XO maintains the most visible presence on board a starship or starbase. Many crewmembers never see the captain in a given week, but often see their department heads conferring with the First Officer. First Officers usually hold the rank of commander, though there have been instances of captains serving as executive officers to other captains.

Senior Officers

Senior officers supervise various departments and include positions such as Chief Medical Officer, Chief Engineer, and Chief Science Officer. These officers oversee activities falling within their departments, determining things such as duty rosters and mission assignments. These department heads report directly to the commanding officer and first officer, and ensure that orders are carried out efficiently.

PULLING RANK

Any series set in a hierarchical organization, such as Starfleet or the Klingon Defense Force, poses a challenge to players—how to deal with players of higher and lower rank. The ability to tell another character what to do, with the in-game legal authority to make him to do it, is a power to be used with caution. No one likes to have a character ordered to his death, or bossed around into sitting at the communications station all night.

Remember that you can communicate with the other players in character and out of character. If a decision needs to be made by a senior-ranking character, debate the issue out of character, come to a decision as a group, then have the senior officer give the order as though his character had made the decision. Alternatively, especially in Starfleet, officers in *Star Trek* often come to a consensus before acting. While "in character," have the group meet in a ready room or a hastily convened conference over a console and discuss various options. This is a good way for a captain to gauge the mood of his crew and look for options he may not have thought of.

In addition, as any real officer will say, the key to leading others is getting them to follow. Those under your command must believe in you, be willing to follow your orders, must be on your side. Bossing the rest of the group around leads to dissension in the ranks; remember to treat others as you would like to be treated.

A Day in the Life

Life on board a starship or starbase involves routine. Everyone, from the captain to the ensign on deck 34, has a schedule outlining his duties for the day. Starfleet officers have tasks to accomplish according to a deadline, to keep things running in an orderly fashion. A look at the duty roster for Lieutenant Commander Alex Gonzalez, Chief Engineer on the *U.S.S. Resolute,* provides a good idea of a day in the life of a Starfleet officer.

This is essentially a "to do" list for Alex Gonzalez, a list of things Alex must do on this particular stardate. The duty roster is regimented to manage his time effectively and ensure that he gets to everything on his list. The language is a bit formal because each officer's daily schedule is part of his daily report and the ship's log. It is a combination of elements both personal and professional, set by Alex and his superior officer.

For example, Lieutenant Commander Gonzalez's day begins at 7:00 a.m., with breakfast scheduled for 7:30. Although his schedule lists 7:00 a.m. as his time to wake up, this is something Alex chooses for himself (it's not as though the first officer cares what time Alex wakes up); this is the time he chooses to awaken, and when he likes breakfast. While his schedule says "0730 Breakfast", it's not a *rule.* He doesn't sit alone in his

quarters with a knife and fork waiting for a bell to ring so he can start eating. He can eat and get ready in any order; the entry simply denotes how he spent his time during that hour. Similarly, although his schedule lists 2300 hours as his bed time, this is simply the time Alex generally goes to bed. He also chooses to review sensor performance logs in his off-duty time and schedules dinner for himself with Lieutenant Commander Ivari.

His professional day is less about his personal choices and more about the responsibilities of his job. After breakfast, Alex reports for his duty shift at 0800 hours. This is the time when he begins his work day, established by the crew's duty roster. The duty roster is usually developed by Alex's supervisor, the First Officer, who logs the report. Work on a starship is broken down into three shifts, each eight hours long, referred to as Alpha, Beta, and Gamma watches. During extended periods of critical performance, the shifts are usually shortened to four six-hour shifts to relieve stress on the crew.

Alex begins his duty shift by spending an hour reviewing the ship's status and answering questions or handling problems. Afterward (0900 hours) he holds a staff meeting in which he debriefs everyone in his department on the ship's status and their duties. This is typically brief, since everyone usually knows what their jobs for the day are, but if someone's going to be assigned a new task, he learns about it at this meeting. This is also the place where any unforeseen difficulties can be discussed and clarifications can be made. At 0930 hours Alex supervises an inspection of the *Resolute's* ablative armor, something mandated by Starfleet regulations. Afterward, at 1 000 hours, he meets with the other senior staff members, where they discuss issues that might impact the other departments. Alex, for instance, informs everyone that his crew plans on performing the monthly warp drive maintenance, which means running on impulse power for a few hours.

DAILY SCHEDULE, STARDATE 51265

0700	End Sleep Period
0730	Breakfast
0800	Begin Duty—Alpha Watch
0900	Daily Departmental Review
0930	Scheduled Servicing: Ablative Armor
1000	Senior Staff Meeting: Warp Drive Maintenance Schedule
1130	Tactical Defense Division: Review Phaser Enhancements
1200	Meal Break (Captain MacKenzie)
1300	Prepare Maintenance Schedule: Stardate 51266
1400	Supervise Shuttlecraft Maintenance: Ensigns J. Vittetow and Z. Vittetow
1600	End Alpha Watch
1615	Review: Sensor Performance
1800	Evening Meal (Lt. Cmdr. Ivari)
2300	Begin Sleep Period

After the meeting, Alex talks with one of the many teams on his staff, the Tactical Defense Division. These junior officers are responsible for the maintenance and repair of the *Resolute's* shipboard weapons systems. Alex has made a note to talk to them about the performance of the phasers and projected modifications to enhance their effectiveness. Afterward, he'll have lunch with the *Resolute's* captain, Matthew MacKenzie (scheduled by Captain MacKenzie).

And so on through the day until the end of Alex's duty roster and a return to his personal schedule.





APPENDIX

When your character tries to scan a planet for alien life-forms, fix a burnt-out flux capacitor in the warp coil, or stun a charging *targ* with a phaser, the game rules dictate how the Narrator determines the outcome of your action.

Sometimes these actions can be described over the normal course of play as part of an overall scene. Saying "Negotiate with the Nekrit merchant" or "I scan the planet" during the Narrator's description of your ship's approach are good examples of performing actions as part of a running narrative.

At other times, it is important to know precisely where your character stands, how long it takes to get from point A to point B, or whether or not you can fix the warp drive before the star explodes. In these cases, the Narrator may break things down into action time.

This chapter sets forth the rules for keeping track of your character's actions when it's really important, beginning with the structuring of game time and character actions, followed by movement, and ending with perhaps the most important kind of tactical operation—combat resolution. Combined with the information on attribute tests (page 83), reaction tests (page 146), and skill tests (page 102), the material in this section covers everything you need to know in order to undertake the actions and confront the situations that emerge during *Star Trek* game episodes.

CALL TO ACTION

During a *Star Trek RPC* game, the Narrator and players together establish the pace at which events transpire. At first, the Narrator sets the pace by describing events that have already occurred and presenting the current circumstances to which the your characters can respond. Depending on what you do, the Narrator may handle each action one by one, calling for dice tests now and then, or she may simply jump forward in time to describe the eventual outcome of your characters' actions. These two different modes of handling the story action call for distinct methods of handling action in game time: namely, breaking events down into "action time" or maintaining more fluid pacing in "narrative time," respectively.

Action Time

Action rounds are useful for determining whether one character can initiate an action before another, as well as for determining whether someone can finish a task before another event begins. Although action time moves swiftly round after round, it takes longer to play through a short period of an episode using action time because the Narrator must describe what transpires during every 6 second round. Action rounds represent the default manner for handling combat scenarios, vehicle chase scenes, and other fast-paced action sequences.

Narrative Time

In contrast, narrative time advances the story line much more rapidly by enabling the narrator to jump ahead to important events and gloss over the intervening "down time." Narrative time is the default method for recounting

most events that occur in a scene or episode, as well as for resolving game tests made to perform extended actions lasting minutes, hours, or days (such as repairing a malfunctioning impulse drive).

Actions

Characters accomplish things by performing "actions." An action represents a single feat such as running down a corridor, using a Vulcan nerve pinch, or requesting information from the ship's computer. Many of the actions a character attempts can be assumed to be automatically successful; in other words, they do not require any type of dice test to determine success. Walking, conversation, picking up an object—characters can automatically do these sorts of things in most circumstances without worrying about failing in their attempts.

Other actions require tests. Traversing a narrow ledge, explaining a scientific theory in an alien language, lifting a fallen bulkhead to unpin an injured companion—these actions challenge the average character and require specific dice tests to determine his success or failure. Moreover, these feats represent actions preventing the character from performing other activities at the same time. While a Starfleet officer can explore a strange environment and communicate through his combadge simultaneously, he might not have sufficient focus to issue commands in an alien language while trying to deactivate an overloading phaser.

Many of the efforts *Star Trek* characters attempt translate into a series of sequential actions, such as drawing, aiming, and firing a phaser. While seeming to be a fluid motion on screen, these three acts represent separate actions in the *ST:RPC.* In order to handle such feats, the Narrator needs to break them down into manageable actions which occur one after another in sequential action rounds. Determining what a character can and cannot do in a round, then deciding what the character will do, is what makes the *ST:RPC* so fun and challenging to play.

The rest of this section presents an assortment of actions that characters commonly perform during an episode of the game. These actions fall into one of several categories, including movement actions (running or diving), combat actions (aiming or firing), free actions (dropping an object or issuing a command), and full-round actions (searching for a concealed object or deciphering an alien glyph). Within each category, the action descriptions present the intended effects, the type of dice test required (if any), and the action cost of performing the deed.

Movement Actions

During a round, a character may perform any of the movement actions listed on Table A.1. Each movement option requires the character to spend 1 action to achieve the desired effect.

Combat Actions

During a round, a character may perform any of the combat actions listed in Table A.2. Some actions a character may wish to perform during combat (administering first aid, repairing a weapon malfunction) are treated as full-round actions (see "Full-round Actions"). For more information on combat and actions, see "Combat", page 247.

Free Actions

During a round, a character may perform the free actions listed in Table A.3. Free actions do not cost any actions and may be conducted simultaneously with other actions.

Full-round Actions

During a round, a character may perform a single full-round action instead of multiple combat and move-

TABLE: A.1: MOVEMENT ACTIONS

Action	Cost	Effect	Test
Crawl/Step	1	move 2 m	no test
Walk	1	move 6 m	no test
Jog	1	12 m per round	no test
Run	1	move 18 m	Run (TN: 5+)*
Sprint	1	move 40 m	Run (TN: 10+)*
Swim	1	move 2 m	Swim (TN: 5+)
Jump	1	move 1 m V, 2 m H	Jump (TN: 5+)*
Climb	1	move 1 m V	Climb (TN: 5+)*
Drop Prone	1	become prone	no test
Stand Up	1	stand from prone	Agility (TN: 5+)*

*A test is required only if the character is engaged in combat or if the character attempts to move farther than normally allowed by the action. If the moving character is involved in a combat situation, test TNs normally increase by +5.

merit actions. Full-round actions include any number of deeds or feats the Narrator believes to be accomplishable within the span of 6 seconds, such as using a tricorder to scan for life-forms or powering up a shuttlecraft for flight. See Table A.4 for sample full-round actions. Generally, noncombat skill tests should be treated as full-round actions. Skill-based actions that require several full rounds to complete should be conducted as extended tests (see "Extended Tests", page 105).

Performing Actions

Most characters can perform two actions per round without suffering penalties for trying to do too much. Full-round actions are the exception: each full-round action consumes all of a character's action allowance for the round. If a character tries to perform multiple actions in excess of his allowance, he suffers a test penalty to any test equal to -5 times the number of actions attempted in excess of the allowance. See Table A.5.

- EXAMPLE: If a Starfleet officer with an allowance of 2 actions attempts to draw, aim, and fire his phaser in a single round, the attack test for firing the phaser (third action) incurs a -5 dice roll penalty (-5 x 1, for the first action beyond his allowance). If the officer were to try to fire a second time in the same round, the second attack test would be at -10 (-5 x 2, for the second action beyond his allowance). Although the accumulation of test penalties makes succeeding at three additional actions Challenging (see Table A.5), the Narrator can forbid characters from attempting more actions than twice their allowance per round.

Movement

Before you can explore the ancient alien ruins of Risa or see the vast White Sands on Tellar, you need to get there. Sometimes it's important to know how' long it takes your character to get somewhere. The Narrator determines whether to measure movement for a particular scene and how precisely. If the characters simply wander through the streets of an alien city to "get a feel for the place," you probably won't need to track movement too carefully. If they're racing a group of Nausicaan thugs through a wasteland in an attempt to reach a remote starport before their pursuers, the Narrator will need to track each group's movement carefully.

There are three types of movement:

- **TACTICAL:** Tactical movement is measured in meters per action round and is always used for combat, other forms of conflict, and when characters are engaged or adjacent to other characters.
- CASUAL: Casual movement is measured in meters per minute and is used for completing tasks when every second isn't critical (for example, when negotiating a treaty or exploring an abandoned starship).
- **TRAVEL:** Travel movement is used for long journeys or marches and is measured in kilometers per hour.

TABLE A.2: COMBAT ACTIONS

Action	Cost	Effect	Test
Aim	1	+1 or +3 to attack test	no test (see Table A.12)
Dodge	1	dodge incoming attack	Quickness reaction test (TN: opposed)
Draw	1	draw weapon	no test
Armed Attack	1	attack with melee weapon	attack test (TN 10+)
Ranged Attack	1	attack with ranged weapon	attack test (TN: range)
Reload	1	change ammunition/setting	no test
Recover	1	pick up dropped weapon	no test
Unarmed Attack	1	punch, kick, grapple	attack test (TN 10+)
Parry	1	block incoming attack	attack test (TN: opposed)

TABLE A.3: FREE ACTIONS

Action	Cost	Effect	Test
Target	0	acquire a new target in combat	no test*
Observe	0	notice something	Observation (TN: variable)
Command	0	issue a several word command	no test*
Drop Object	0	drop item/weapon to ground	no test*
Warn/Alert	0	shout warning/sound alert	no test*
Ride Mount	0	stay mounted, guide steed	no test*

*Specific environmental (actors such as obscuring haze, choking smoke, or loud din may warrant tests (or specific actions.

TABLE A.4: FULL-ROUND ACTIONS

Action	Cost	Effect	Test
Hide	F/R	hide in cover/shadows	Stealth (TN: variable)
Search	F/R	search 1m x 1m area	Search (TN: variable)
Computer Work	F/R	perform computer function	Computer (TN: variable)
Read Thoughts	F/R	perform Telepathy test	Telepathy (TN: variable)
Set Explosive	F/R	prepare explosive charge	Demolitions (TN: variable)

Extended Full-round Actions

Action	Cost	Effect	Test
First Aid	F/R ext.	give first aid	First Aid (TN: variable)
Repair Weapon	F/R ext.	fix malfunction	Repair (TN: variable)
Deactivate Explosive	F/R ext.	disable detonation device	Demolitions (TN: variable)
Disarm Alarm	F/R ext.	disable trigger/terminate alarm	System Engineering (TN: variable)

Pace

Regardless of whether your Narrator is using tactical, casual, or travel movement, your character always moves at one of the following *paces.* Table A.6 lists movement rates by pace and movement type.

WALK: A normal brisk walk (approximately 5 km/hour) requires a single movement action.

JOG: A jog (approximately 10 km/hour) normally requires two movement actions.

RUN: A run (approximately 15 km/hour) normally constitutes a full-round action and may require a test if the character is engaged in combat.

SPRINT: A sprint (approximately 25 km/hour) normally constitutes a full-round action and may require a test if the character is engaged in combat. Encumbered characters cannot sprint.

TABLE A.5: ADDITIONAL ACTIONS

Action Allowance	2–5 actions*
1st Add'l Action	–5
2nd Add'l Action	–10
3rd Add'l Action	–15

* A character's action allowance = 2 (plus any from traits and professional abilities).

Obstacles

The pace rates listed on Table A.6 assume characters move over flat, unobstructed surfaces, such as starship corridors, floors, roads, and so on. Numerous obstacles and obstructions hinder a character's movement. The Narrator decides what obstacles, if any, impede character movement.

TABLE A.6: PACE

Pace	Tactical	Casual	Travel
Walk	6 m per round	60 m per minute	5 km per hour
Jog	12 m per round	120 m per minute	10 km per hour
Run	18 m per round	180 m per minute	15 km per hour
Sprint	40 m per round	400 m per minute	25 km per hour

*If using action time, the distance covered is per action spent. See "Movement Actions," page 243.

TABLE A.7: OBSTACLE

Obstacle	Movement Penalty	Example
Uneven/moderately obstructed terrain	3/4 normal pace	scrub-covered hillside; swampy ground
Broken/heavily obstructed terrain	1/2 normal pace	dense forest or jungle; mud flats or marsh
Slick surface/uncertain footing	1/2 normal pace	muddy or sandy ground; moderate slope
Slippery surface/poor footing	1/4 normal pace	wet rock or oily surface; steep slope
Poor visibility	1/2 normal pace	Dense fog or smoke

If the characters use casual or travel movement to journey from one place to another or to conduct an extended search, Table A.7 provides a list of penalties for obstructed movement over longer periods of time. These penalties are cumulative; a character moving through dense foliage (1/2 normal pace) in a hilly region (1/2 normal pace) would move at only 1/4 his normal pace.

Movement and Fatigue

Certain types of forced or prolonged movement can fatigue or exhaust characters. The following guidelines apply for characters moving at the various paces.

FATIGUE

Sustained activity leads to fatigue. Characters typically grow tired from sustained movement, prolonged activity (such as computer programming), and lost sleep.

Your character makes Stamina reaction tests to resist fatigue depending on the type of action in which he or she engages, as described on Table A.9: Fatigue Rates.

LEVEL: Refers to the level of activity in which your character is engaged. Manning a bridge station during **a** normal eight-hour shift is considered Relaxed, while climbing Mount Seleya is considered Demanding. Thus, climbing a mountain prompts fatigue-related Stamina tests more frequently than operating a duty station.

BASE TIME: The amount of time in which a character can engage in a particular level of activity before prompting the first Stamina reaction test.

INTERVAL: Defines the amount of time your character can sustain activity before making an additional Stamina test. This test is made as soon as the time interval passes, with modifiers resulting from failed tests applying immediately.

EXTREME: Actions requiring rigorous activity, such as combat, psionic use, and sprinting. Some physical skill tests are considered Extreme, such as Athletic tests made to run a foot race or Demolitions tests to defuse a bomb. All combat-related skills (Armed, Unarmed, and Ranged) are considered Extreme activities.

DEMANDING: Actions requiring rigorous, sustained activity or attention to detail, such as most sports, heavy manual labor, searching a house, and mountain climbing. Academic skills tests performed under pressure or used in a physical test, and many non-combat physical skills, are considered Demanding.

STANDARD: Actions requiring an average amount of activity, such as jogging, administering first aid, searching a room, and routine uses of most physical skills. Most social tests are considered Standard.

RELAXED: Actions requiring minimal physical activity, such as walking at an easy pace, performing research, and simple uses of most physical skills. Most academic tests are considered Relaxed.

TABLE A.8: FATIGUE

FATIGUE LEVEL	PENALTY
Energetic (normal)	none
Winded	−1 to all tests
Tired	−2 to all tests
Fatigued	−4 to all tests
Exhausted	−8 to all tests
Collapse	character collapses from exhaustion; no tests possible

TABLE A.9: FATIGUE RATES

LEVEL	BASE TIME	INTERVAL
Extreme	10 minutes	5 minutes
Demanding	1 hour	30 minutes
Standard	2 hours	1 hour
Relaxed	4 hours	2 hours

The difficulty for fatigue-related Stamina tests isTN 10. Characters progress through six stages of fatigue, from Energetic to Collapse. Table A.8: Fatigue illustrates the fatigue levels and associated penalties. If a character fails a Stamina test to resist fatigue, he becomes "Winded" and suffers a penalty. If he fails another Stamina test, he becomes "Tired" and suffers additional penalties. If the character continues to push himself and fails his Stamina tests, he becomes more fatigued and the penalties increase accordingly. These penalties are cumulative with injury penalties. For example, a character who is both Injured (-2 to all tests) and Tired (-2 to all tests) suffers a cumulative -4 penalty. These penalties apply to future Stamina tests to resist fatigue. Should a character continue to push himself while Exhausted, he collapses if he fails another Stamina test.

EXAMPLE: Lieutenant Ward attempts to decipher ancient Debrune glyphs on an obelisk, which the Narrator considers to be a Computer Use test. After four hours of research, the Narrator calls for a Stamina test to resist fatigue and determines it to be a Relaxed activity. Ward's first Stamina test has a TN 10, which she fails with a test result of 7, and suffers -1 to all future tests. Ward continues the job, and after two more hours makes a second TN 10 Stamina test. This time the test is modified by - 1 , and she rolls an 11. She succeeds with a modified test result of 10. After another two hours of uninterrupted study, Lieutenant Ward attempts another test, and so on until she either rests or collapses.

A character can remain awake and active for a number of hours equal to (1 6 + Vitality modifier) without suffering from fatigue. Thus, a character with a +2 Vitality modifier can remain awake for 18 hours. Beyond this point, a character must make a Stamina test (TN 10+1 per additional hour) every hour to avoid accumulating fatigue. Whenever the character fails a test he accumulates fatigue levels and will eventually reach the level of Collapse (see Table A.8: Fatigue for more information).

These conditions are cumulative. A character (+2 Vit mod.) remaining awake for 19 hours and then engaging in a Demanding physical test for 1 hour makes a total of three Stamina tests—the first for loss of sleep, the second to perform an hour-long Demanding test, the third for remaining awake for another hour. Should the character fail the first test, he suffers a -1 penalty to all tests. Failing the second test (for the Demanding activity), he drops to Tired (-2). Finally, failing his second test for remaining awake, he drops to Fatigued (-4).

A character must rest to recover a fatigue level, as described on Table A.9: Fatigue Rates. These rates are cumulative. An exhausted character who rests for four hours becomes Fatigued. After another two hours of rest, he is only Tired. The Narrator defines what constitutes "rest;" sleep obviously counts, but in many cases simply sitting, relaxing, and engaging in no strenuous activities may suffice (particularly for lower fatigue levels). Less than restful circumstances may prevent recovery of fatigue levels altogether.

Encumbrance and Carrying Capacity

A character can normally carry his Strength x 5 in kilograms without suffering any penalties or hindrances. Thus, a character with Strength 6 could carry 30 kg as a normal load. A character can carry up to twice his normal load (Str x 6 to10 kg) as a heavy load, and up to three times his normal load (Str x 11 to 1 5 kg) as a very heavy load. Characters suffer penalties to their movement rates when carrying heavy or very heavy loads. Heavier loads also fatigue characters more easily. Consult Table A.10 for specific fatigue modifiers. Both movement and fatigue modifiers are cumulative with other game modifiers, such as obstacle penalties or injury effects.



Combat

Of all the action sequences typical to a *Star Trek* adventure, combat scenarios generally create the most dramatic tension because of the potential for physical injury and death. Although combat-related actions are generally resolved as standard skill and attribute tests, combat tests are somewhat more involved in terms of the number and type of test modifiers and character options available.

Action Rounds

Whenever hostilities erupt into violence, the Narrator should begin describing events in terms of action rounds. Your character may take a number of actions equal to his action allowance each round. Although you describe what your character does in any amount of detail, the Narrator interprets the actions in terms of the rules options available to you.

Initiative

Initiative determines the order in which characters act during a round. Initiative must be determined at the start of a combat encounter, immediately prior to the first combat round. Narrators can use the initiative results to establish the action sequence for the entire combat, or permit a new test at the beginning of each new action round.

To determine initiative, every active participant makes a Quickness reaction test. Characters act in order from highest to lowest test results. When it is your character's turn to act, he performs a number of actions equal to his action allowance (see page 243), or more with the imposition of multiple action penalties (see page 245). Thus, a character with two actions per round performs both actions on his turn.

TABLE A.10: ENCUMBRANCE AND MOVEMENT

Load (in kg)	Movement penalty	Fatigue modifier
Normal (Sfr x 5)	N/A	N/A
Heavy (Str x 6-10)	3/4 normal pace	Stamina test to resist fatigue made at +10 TN
Very Heavy (Strx 11-15)	1/2 normal pace	Stamina test to resist fatigue made at +20 TN

TABLE A.11: COMBAT ACTIONS

ACTION	ACTION COST	TEST TYPE	COMMON MODIFIERS
Aim	1	none	+1/+3
Armed Attack	1	Armed Combat	Close Combat
Charge	2	Armed/Unarmed	Close Combat
Delay	0	none	none
Dodge	1	Quickness reaction	Close/Ranged Combat
Parry/Block	1	Opposed	Close Combat
Ranged Attack	1	Ranged Combat	Ranged Combat
Unarmed Attack	1	Unarmed Combat	Close Combat
Free Action	0	see Table A.3	none
Full-round Action	see Table A.4 for details; character must disengage from combat to perform		
Movement	see Table A.! for options, costs, tests, and modifiers as applicable		

Surprise

If a character is unaware of assailants or simply doesn't suspect violence, it is possible for one or more attackers to surprise him and automatically win initiative. To determine if your character is surprised, the Narrator might require you to make an Observe test (TN 1 0 plus any applicable modifiers). Characters who succeed at the test then make initiative checks, whereas characters failing the test automatically lose initiative and suffer the loss of one action during the upcoming round.

ACTIONS IN COMBAT

When it is your character's turn to act, you must describe what your character attempts to do. Typically characters perform one or more combat actions (see Table A.11 for options), but you might instead disengage from combat to perform noncombat actions such as making repairs, administering first aid, or hailing the ship.

Combat Actions

Table A.11 presents some of the more common actions performed during combat encounters. Narrators determine the costs and test factors for any variations on these actions.

Common Attack Actions

ATTACK: TO inflict damage with a weapon (including natural weapons such as fists and feet), a character performs an appropriate skill-based attack action (Armed, Unarmed, or Ranged Combat) and makes an attack test (see "Attack Tests," page 249). An attack costs one action. If successful, an attack inflicts damage based on weapon or attack type (see "Inflicting Damage", page 250).

AIM: An aim action gives the attacker a +1 modifier to Close Combat and a +3 modifier to Ranged Combat attack skill tests.

CHARGE: Charging permits a character to use his strength, mass, and momentum to deliver a particularly forceful attack after running a short distance. If successful, the character multiplies the damage inflicted by 1.5 (round up) and forces the target to make a Strength attribute test (TN = charging character's Strength +2) to avoid being knocked prone. Charging gives the attacking character a +1 bonus on his attack test roll, but also confers a -3 penalty to any dodge or parry test results he makes during the same round. In addition, the charging character's Defense is lowered by 1 for the remainder of the round.

To perform a charge, the character must be at least 5 meters, but no more than 12 meters, away from the target. Charging costs 2 actions (this combines the cost of moving plus a single attack). A character cannot split the movement and the attack into subsequent rounds and still receive the benefits of a charge.

DELAY: Instead of acting in order of initiative, a character may delay one or more of his actions until he sees what other combatants do. A character who has delayed one or more actions may interrupt any character acting in order of initiative and act before him. However, if two or more characters all have delayed actions and then try to act simultaneously, they must make new quickness reaction tests to determine who acts first. You cannot "carry over" delayed actions from one round to the next. Delayed actions not used by the end of the current round are lost. See "Dodge" and "Parry" for more information about delayed actions.

Common Defense Actions

DODGE: In response to any close combat or ranged attack, a character may dodge to avoid injury. Dodging costs 1 action, and you must declare your dodge action prior to the attacker rolling his skill test. The attacker then makes the appropriate skill test. If successful, the attacker's modified test result becomes the target number

for the target's dodge action, conducted as a Quickness reaction test. With a successful Quickness test, the character dodges out of the way and avoids all damage. If the attacker's attack test fails, no Quickness reaction test need be made; the character defers the **roll until** he is successfully hit within the same combat round. Declared dodges that remain unused—either because remaining attackers fail to successfully hit or no further attacks are made—are lost.

Once a dodge action has been declared, the action applies to all attack tests made in the current round. Thus, a character who declares a dodge, but does not make a Quickness reaction test (because the first attacker failed his test), still gains the benefit of the declared dodge for attack tests made later in the round. If the dodge action is successful, this test result becomes the new Defense rating for the character for the rest of the round. Finally, the defender can use additional dodge actions in a single round, to improve his chances of being missed.

EXAMPLE: Kor rolls a Ranged Combat test to shoot Lieutenant Ward. Ward's player declares a dodge action. Kor fails his attack test, rolling under Ward's Defense. Koloth makes a Ranged Combat test and successfully hits with an 11 test result. Ward's player now makes a Quickness reaction test for her previously declared dodge action, rolling a 12. She dodges out of the way. Ward's test result (12) becomes the TN to hit her when Kang attacks her later in the round.

A character **may** use delayed actions to perform a dodge action, and may dodge even if he has already used up his action allowance (but suffers a cumulative —5 test penalty per additional action required). Your character can declare a dodge action prior to his turn in response to an attack, though this counts toward your action allowance for the round. See "Actions" and "Action Allowance" for more information.

PARRY/BLOCK: In close combat, your character may attempt to block an unarmed attack or parry an armed attack to avoid injury. Resolving a parry or block action works just as resolving a dodge action. Blocking or parrying costs 1 action, and you must declare your action in response to the attacker rolling the skill test. The attacker then makes the appropriate skill test. If successful, the attacker's modified test result becomes the target number for either an Armed or Unarmed Combat test (parry or block respectively). With a successful Armed or Unarmed Combat test, the character thwarts the incoming attack and avoids all damage. Unlike dodge actions, however, parrying or blocking only applies to a single incoming attack.

Resolving a parry or block action works just as resolving a dodge; the player makes an opposed Armed Combat or Unarmed Combat test against his opponent's attack test result. Parrying and blocking each cost one action, and you must declare the action prior to the attack test. If the block or parry succeeds, it entirely thwarts the incoming attack and prevents the attacker from making a damage roll.

NONCOMBAT ACTIONS: If your character attempts noncombat actions in combat, you conduct the tests normally, but must pay special attention to the amount of time (action rounds) taken to complete the intended actions. If you're disengaged from combat you might be interrupted by other combat participants depending on your character's proximity to the conflict. In such cases the Narrator determines whether injury, evasion, or any other type of distraction affects a noncombat action in progress, and if so to what extent.

TABLE A.12: CLOSE COMBAT MODIFIERS

SITUATION	TN MODIFIER
Defender prone	-5 TN
Attacker in advantageous position	-1 to - 3 TN*
Defender in advantageous position	+1 to +3 TN*
Defender behind cover	See Table A.I S
Off-hand penalty	+8 TN**

*Narrator must determine exact modifier based on her assessment of the situation.

**The off-hand penalty applies whenever a character relies on his nondominant hand to perform a close combat action (such as swinging a club or blocking a punch).

ATTACK TESTS

Attack tests are conducted as skill tests of the appropriate type (Armed Combat, Unarmed Combat, or Ranged Combat). See the skill descriptions in *Chapter 6: Skills* for more information about these skills.

Armed Attach Tests

When your character uses an Armed Combat skill to perform an attack with a weapon, make an Armed Combat skill test. The base difficulty of the attack test equals the target's Defense. Physical test modifiers and close combat test modifiers (see Tables 6.3 and A. 12) may apply to the test.

Scoring a marginal success or better (see p.104) indicates a successful attack. You roll the weapon's damage dice to determine the damage inflicted. If the attack test resulted in an extraordinary success, you inflict maximum damage for the weapon used (consider all dice rolled for damage to come up 6's). To try to avoid damage from an incoming attack, the target may perform a dodge or parry/block action and make any necessary tests.

Unarmed Attack Test

When your character uses his body (fists, elbows, feet) to make an unarmed attack, make an Unarmed Combat skill test. The base difficulty of the attack test equals the target's Defense. Physical test modifiers and



TABLE A.13: RANGED COMBAT MODIFIERS

RANGED COMBAT MODIFIERS

RANGE CATEGORY	TEST TN
Point Blank	-2
Short	0
Medium	+2
Long	+4
Extended	+2 TN/movement

SITUATION	TN MODIFIER
Defender prone	+5 TN
Attacker in advantageous position	-1 to - 5 TN*
Defender in advantageous position	+1 to +5 TN*
Defender behind cover	See Table A. 15

TARGET'S SIZE	
1/8 man-sized (.25 m height)	+9 TN
1 /4 man-sized (.5 m height)	+8 TN
1/2 man-sized (1 m height)	+6 TN
Man-sized (approx. 2 m height)	+0 TN
1.5 x man-sized (3 m height)	–4 TN
2 x man-sized (4 m height)	–6 TN
3 x man-sized (6 m height)	–8 TN
4 x man-sized (8 m height)	–12 TN

TARGET MOTION	
Moving 3 to 6 m per round (walk)	+2 TN
Moving 7-12 m per round (jog)	+4 TN
Moving 13-18 m per round (run)	+6 TN
Moving 19-40 m per round (sprint)	+9 TN
Moving 41-80 m per round	+12 TN
Moving 81-160 m per round	+15 TN
Moving 161+ m per round	+20 TN or more
Off-hand penalty	+8 TN"

'Narrator determines exact modifier based on her assessment of the situation

**The off-hand penalty applies whenever your character relies on his nondominant hand to perform a ranged attack (such as firing a phaser).

close combat test modifiers (see Tables 6.3 and A.I 2) may apply. A character can perform a dodge or parry/block action in response to an incoming attack.

Scoring a marginal success or better indicates a successful attack. The attacker rolls damage equal to 1 d3+STR modifier to determine the damage he inflicts. Complete success increases the damage of an unarmed attack by +2, extraordinary success by +4.

Ranged Attack Tests

Make a Ranged Combat skill test to successfully hit a target. The base difficulty of the test equals the opponent's Defense. Physical test modifiers and ranged combat test modifiers may apply. Stationary, inanimate objects are considered to have a Defense of 5 (modified by size and range). Each ranged weapon is assigned five range increments: point blank, short, medium, long, and extended range. Determine the physical distance from shooter to target and consult the weapon's range increment (see Table 10.3: *Star Trek* Weapons for weapon range increments). Apply the appropriate target number modifier for range listed on Table A.13: Ranged Combat Tests. If the distance doesn't match one of the range increments exactly, use the next highest range increment. A character can perform a dodge action as an opposed test in response to an incoming attack (See "Dodge," page 248).

GXAMPLG: Lieutenant Ward attempts to fire her Type I phaser at a Cardassian soldier 25 meters away. The range increments for her weapon are 5/10/25/5O/+10, so the Cardassian is at medium range. The base TN to hit the soldier equals his Defense (9), modified by range (medium: +2 TN) for a total attack TN of 11. Ward's player rolls an 8, and adds +4 (Energy Weapon skill) + 1 (Agility mod.) for a test result total of 13. She hits!

Scoring a marginal success or better indicates a successful attack. Roil the weapon's damage dice to determine the damage inflicted. If the attack test resulted in an extraordinary success, your weapon inflicts maximum damage (consider all dice rolled for damge come up 6's).

INFLICTING DAMAGE

Successful attacks inflict a certain amount of damage on the defender. The amount of damage varies by weapon or attack type. See Tables 10.3 and 10.4 in *Chapter Ten: Equipment.*

A character's Strength modifier applies to the damage tests made for all close combat attacks, but not to ranged weapons or ranged combat attacks.

The degree of success a character achieves on an attack also modifies the damage he causes. If he achieves an extraordinary success, the attack inflicts maximum damage to the target. Don't roll damage;

TABLE A.14: STUN EFFECTS

Setting and Power	Reaction TN	Duration	Effect (Failed/Successful*)
1 Light Stun	9	3d6x3 rounds	Unconscious/–5
2 Medium Stun	12	2d6+3 minutes	Unconscious/–9
3 Heavy Stun	15	1d6x10 minutes	Unconscious/–12

*The listed penalty applies to physical tests (including combat-related tests); for academic tests apply half the listed penalty.

instead, simply calculate the maximum damage (12 on 2d6, for example), and add the Strength modifier for close combat attacks.

If a character scores an extraordinary success when using a weapon set to stun, kill, or disintegrate the target, the degree of success doesn't inflict additional damage, but imposes a +5 TN increase on the target's reaction test to avoid or resist the damage.

Stun, Kill, and Disintegration Gffects

Certain weapons can stun, kill and/or disintegrate targets with a successful attack. When set to accomplish these affects, the weapon does not inflict damage normally, but instead initiates a reaction test to determine the final outcome of the attack. Refer to Tables 10.3 and 10.4 in *Chapter TO: Equipment.*

Characters can set many weapons in the *Star Trek* universe (phasers, disruptors, stunrods, and the like) to deliver nonlethal stun effects. Generally, these types of weapons possess variable power settings that amplify the potency of the attack at the expense of increased power consumption.

When struck by such weapons, characters must make a Stamina reaction test at a TN based on the weapon's setting (see Table A.14: Stun Effects) to minimize the stun effects. A character failing the test suffers the full stun effect and is knocked unconscious for a variable number of rounds. A character who succeeds at the test shakes off the worst of the effects and suffers dice test penalties similar to injury effects for the duration of the stun effect.

Cover

Your character can hide behind cover, such as a metal bulkhead or stone pillar, to deflect damage from an attack. Cover offers differing degrees of protection depending on the materials involved and attack type (and/or weapon type) being deflected.

Each time an attack inflicts damage to your character, his cover "absorbs" a number of points and reduces the amount that gets passed on as injury by the same amount. Cover can absorb only so much damage before attacks destroy it, leaving your character vulnerable to attack (unless there's more cover to hide behind). See Table A.15: Cover Protection for more information.

Of course, an attacker can try to shoot *around* cover by aiming specifically for the parts of the target's body that remain exposed (you can use the modifiers for target's size on Table A.13 to target specific parts of your opponent's body).

TABLE A.15: COVER PROTECTION

Cover Type	Damage Absorbed	Damage Sustainable
Thin wooden door	6 (all types)	5
Wooden door	8 (all types)	10
Thin metal door	10 (all types)	15
Reinforced metal door; large rocks	14 (all types)	25
Armored metal bulkhead	20 (all types)	40
Heavily armored security door	24 (all types)	50

Shooting Around Cover/Called Shots

Degree of Cover	TN Modifier
100% (nothing exposed)	Impossible to shoot around (+12)
75% (head, arm exposed)	+8 TN
50% (some or all of upper body exposed)	+6 TN
25% (all upper body, some lower body exposed)	+4 TN
10-24% (most of body exposed)	+2 TN

INJURY AND HEALING

Whenever your character sustains damage, he may be injured or killed depending on the total amount of damage he has accumulated. As characters suffer damage from attacks, they progress from Healthy to Injured, then Incapacitated to Near Death. Characters can also suffer damage from other sources, such as poison and radiation.

WOUND LEVEL

As your character suffers damage, he progresses through a number of *Wound Levels* describing his overall degree of injury. Starting with Healthy, the wound levels include Dazed, Injured, Wounded, Incapacitated, and Near Death. Surpassing Near Death indicates your character has died from sustained injuries. Within each wound level, your character can withstand an amount of damage equal to his Health (see page 146). Once a character has accumulated damage equal to this threshold, he begins accumulating damage in the next wound level and suffers action penalties as a result of greater injury (see Table 8.5: Effects of Injury). These penalties apply to your character's dice tests, such as skill and attribute tests. This process continues until either the damage ceases to accumulate and the character begins to heal, or the character dies from his injuries, whichever comes first.

Once a character has suffered damage equal to his Health, he drops to the next wound level and immediately incurs action penalties resulting from greater injury (see Table 8.5: Effects of Injury).

OTHER SOURCES OF DAMAGE

Aside from combat, characters can suffer damage and injury from a variety of sources, such as fire, falling, poison, and radiation. The *Star Trek RPC Narrator's Guide* has information on these other sources of damage.

HEALING

With medical attention and time, injuries heal as the body restores lost fluids and regenerates damaged tissue. There are two ways to heal—natural healing and medical attention.

TABLE A.16: NATURAL HEALING

SUBJECT'S WOUND LEVEL	STAMINA TN
Dazed	10
Injured	15
Wounded	20
Incapacitated	25
Near Death	30

Natural Healing

Injuries heal naturally over time, although First Aid, Medicine, and medical technology can speed the natural healing process dramatically. Without the benefit of medical attention, characters must rely on their innate vitality and Stamina to fight off infection, regenerate lost tissue, and recuperate lost fluids.

Natural healing requires substantial rest, decent nutrition, and a sanitary environment. Assuming a character sleeps at least six hours per day, maintains a sufficient diet, and keeps open wounds clean of infection, he recovers 1 wound point per day. In these conditions, a character can also make a Stamina test (see Table A.1 6) at the end of every week to recover a number of additional wound points equal to his Vitality modifier. If your character has received successful first aid, he may make a Stamina reaction test twice per week to recover a number of additional wound points equal to his Vitality modifier. Failed Stamina tests incur no **ill** consequences; your character just doesn't show remarkable progress in his healing.

If the Narrator determines that your character has not taken the proper precautions during a particular day, he may suspend the recovery of wound points for the day. Weekly Stamina tests can also be denied on the same grounds.

Recovering from Attribute Reductions

Some hazards, such as radiation and toxins, temporarily reduce attributes as they wreak havoc on your character's body. Should one or more of your character's attributes be reduced to zero (or lower) through such an attack, he remains alive but suffers reduced attribute modifiers until his attribute recovers.

Recovering from Stun Effects

Stun effects wear off naturally without the need for medical attention of any kind. Once the duration of a stun effect expires, your character regains consciousness (if unconscious) and returns to full functionality; any action penalty for being stunned ceases to affect the character.

Medical Attention

Medical attention enables characters to recover from damage even more rapidly. Advancements in 23rd- and 24th-century medical science permit medics and physicians to mend flesh and knit bone with miraculous results. The skill descriptions for First Aid (page 115) and Medicine (page 120) have information on healing damage through medical attention.

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Weaponmaster elite profession: 168-169.
Weapons: 180-185; archaic ranged weapons: 184; close combat weapons: 184-185; energy weapons: 180-184; game stats: 181; laser weapons: 184; projectile weapons: 184. See also Starships: tactical systems.
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Worlds. See Homeworlds.
Wound levels: 147, 252; wound points: 252. See also Health.
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STAR TREK
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CHARACTER RECORD SHEET

CHARACTER NAME
PROFESSION
ELITE PROFESSION
EXPERIENCE POINTS
ADVANCEMENTS

PLAYER NAME
CAMPAIGN
AGE
GENDER
SPECIES

HEIGHT
WEIGHT
EYES
HAIR

ATTRIBUTES

	SPECIES MODIFIER	NUMBER ROLLED	TOTAL	ATTRIBUTE MODIFIER
STRENGTH				
AGILITY				
INTELLECT				
VITALITY				
PRESENCE				
PERCEPTION				

REACTIONS

	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS			
SAVVY			
STAMINA			
WILLPOWER			

INITIATIVE

QUICKNESS	MISC. MODIFIER	TOTAL

DEFENSE

7+

AGILITY MODIFIER	MISC. MODIFIER	TOTAL

SKILL NAME	SPECIALTIES	TEST CATEGORY	ATTRIBUTE	ATTRIBUTE MODIFIER	LEVELS	MISC.	TOTAL
APPRAISE		ACAD	INT				
ARMED COMBAT •		PHYS	AGL				
ATHLETICS •		PHYS	STR				
COMPUTER USE		ACAD	INT				
CONCEAL •		PHYS	INT				
CONSTRUCT		PHYS	INT				
CRAFT		PHYS	AGL				
DEMOLITIONS		PHYS	INT				
ENGINEERING		ACAD	INT				
ENTERPRISE •		ACAD	INT				
ENTERTAIN •		SOC	PRS				
FIRST AID •		PHYS	INT				
FORGERY		PHYS	AGL				
GAMING •		SOC	INT				
GYMNASTICS •		PHYS	AGL				
IMPERSONATE •		SOC	PRS				
INDOCTRINATE		PHYS	INT				
INFLUENCE •		SOC	PRS				
INQUIRE •		SOC	PRS				
INVESTIGATE •		PHYS	PER				

SKILL NAME	SPECIALTIES	TEST CATEGORY	ATTRIBUTE	ATTRIBUTE MODIFIER	LEVELS	MISC.	TOTAL
KNOWLEDGE		ACAD	INT				
LANGUAGE		ACAD	INT				
MEDICINE		ACAD	INT				
NEGOTIATE •		SOC	INT				
OBSERVE •		PHYS	PER				
PERSUADE •		SOC	PRS				
RANGED COMBAT •		PHYS	AGL				
REPAIR		PHYS	INT				
SCIENCE		ACAD	INT				
SLEIGHT OF HAND		PHYS	AGL				
SPORT •		PHYS	AGL				
STEALTH •		PHYS	AGL				
SURVIVAL •		PHYS	PER				
SYSTEM OPS		PHYS	INT				
TACTICS		ACAD	INT				
UNARMED COMBAT •		PHYS	AGL				

• SKILL CAN BE USED UNTRAINED (0 SKILL LEVELS).

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CHARACTER RECORD SHEET

WOUND STAT

	MODIFIER
HEALTHY	
DAZED	
INJURED	
WOUNDED	
INCAPACITATED	
NEAR DEATH	

PSIONIC SKILL

PSIONIC SKILL	TEST CATEGORY	KEY ABILITY	ATTRIBUTE MODIFIER	LEVELS	MISC.	TOTAL
EMPATHY	PSIONIC	PSI				
MIND CONTROL	PSIONIC	PSI				
MIND SHIELD	PSIONIC	PSI				
TELEPATHY	PSIONIC	PSI				

	TOTAL	CURRENT
COURAGE		

	RENOWN MODIFIER	CURRENT
RENOWN		

TRAITS

EDGES

FLAWS

EQUIPMENT

	MASS

NOTES

WEAPONS

	RANGES	DAMAGE	CHARGE	SETTING	PARRY MOD	SPECIAL

101195

080698

9603 12

123 090

04980 72 04997

38221 11 38224

078-8

87446 89 87449

51

11551 88

38770 21 38778

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