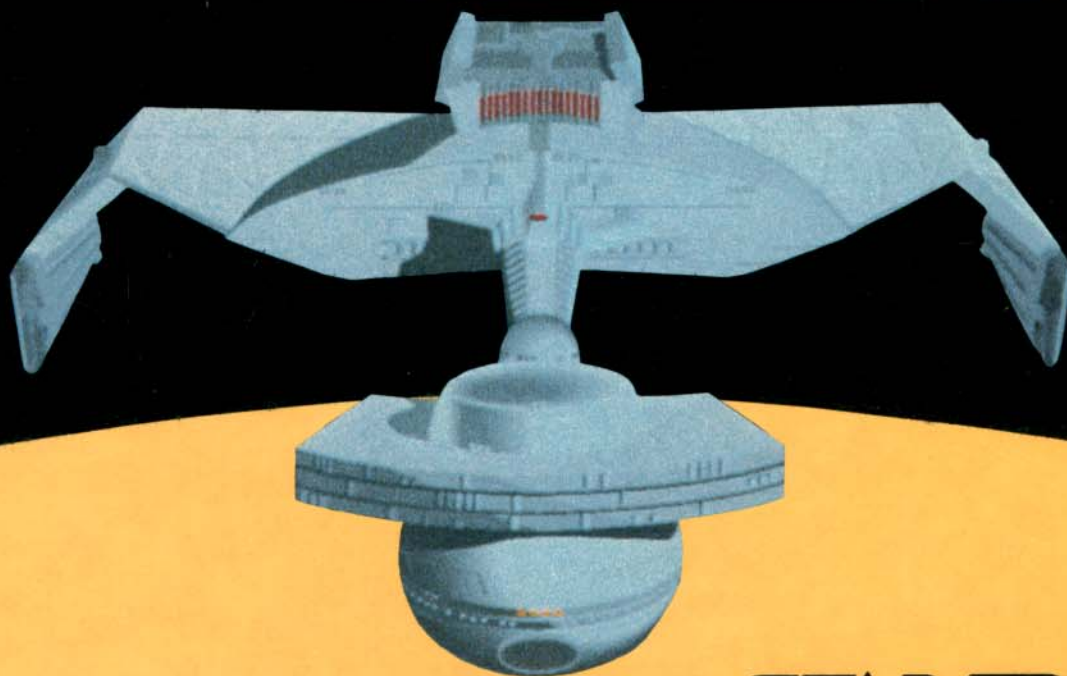


GAME MASTER'S SCREEN

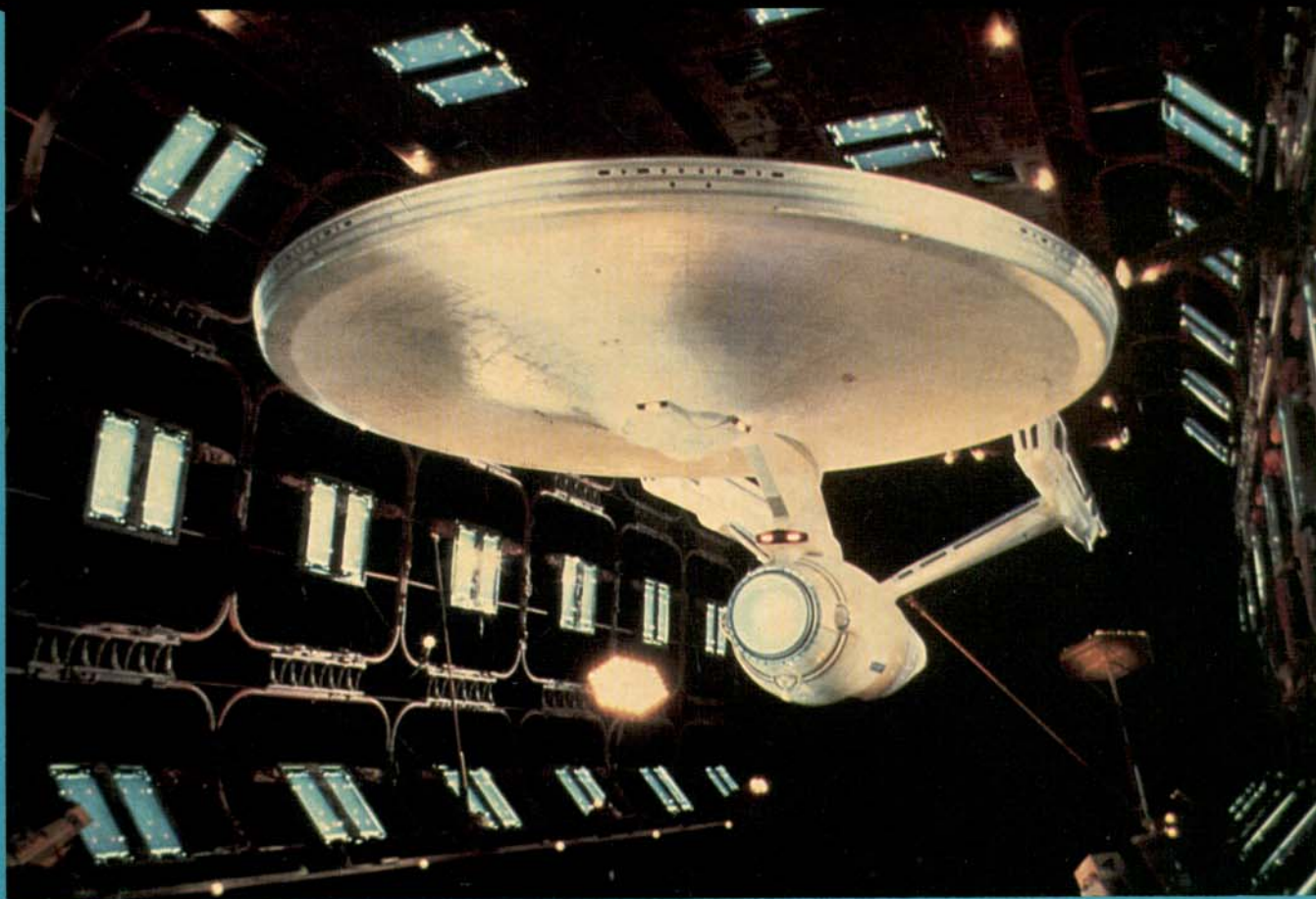


A supplement for use with

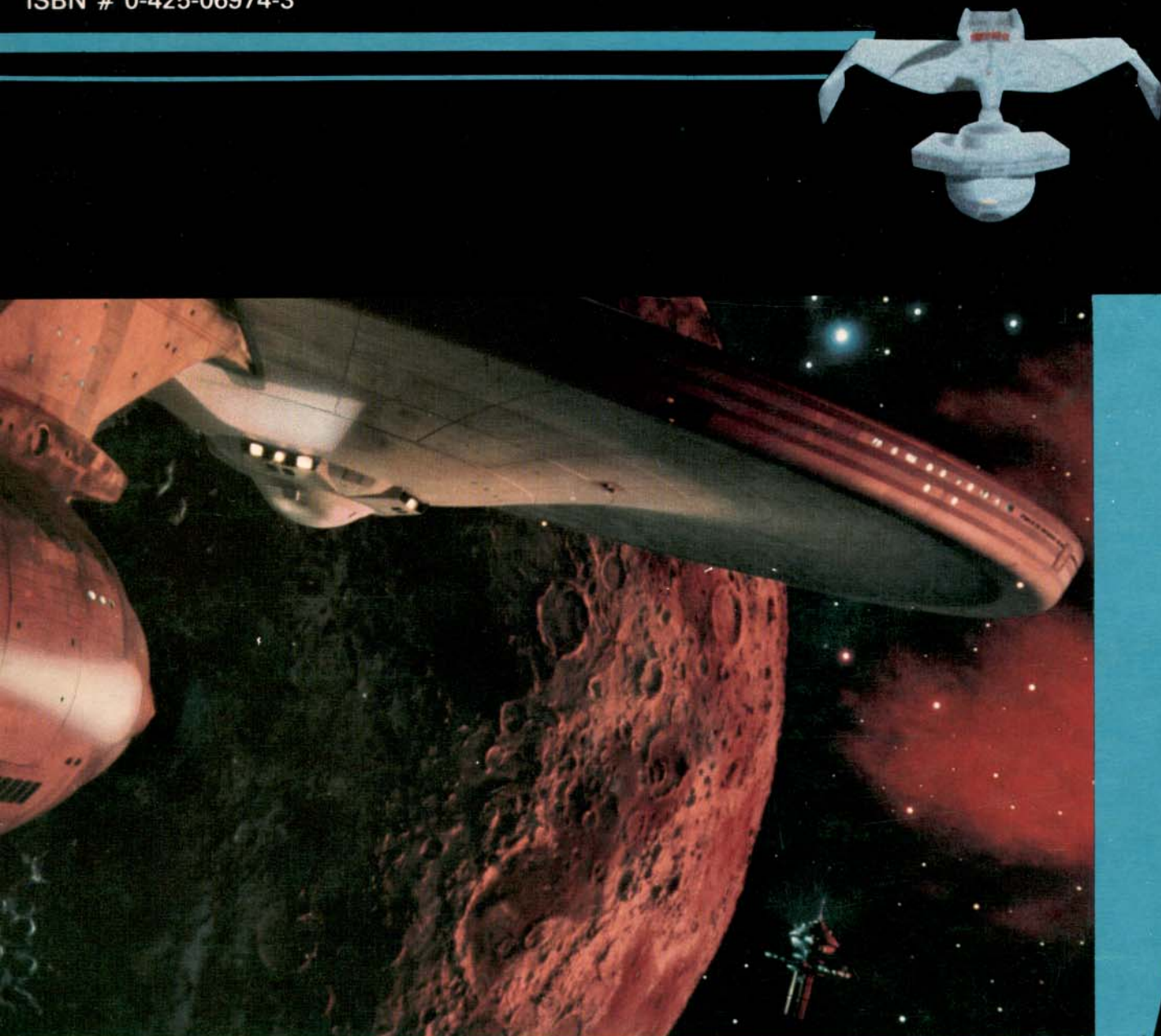
STAR TREK™
THE ROLE PLAYING GAME



STAR TREK® II
THE
WRATH
OF
KHAN



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The STAR TREK GAMEMASTER'S KIT includes the following:

- ** 3-panel Gamemaster's Screen displaying all important tables and charts;
- ** 16-page booklet of all the tables and charts needed by players and gamemasters, including character sheets for Star Fleet personnel, Klingons, merchant characters, and much more.

FATIGUE SAVES ON END REQUIRED FOR:

RUNNING full speed (using double AP for movement during a turn.)

EVADING full speed (using all available AP for move-and-evade — saving die roll at 20 point penalty.)

SWIMMING during full turn.

DIFFICULT TERRAIN (using over 1/2 available AP for movement over rugged terrain — steep hills, rocks, sand, snow, stairs, ladders, etc.)

COMBAT (after any combat involving hand-to-hand or hand weapons, if combat lasts more than 3 turns — roll after contact with enemy broken.)

Roll save vs. normal END. Failure expends 5 END points (as temporary damage). Gamemasters may require END save penalties or more frequent saves as conditions warrant.

OPTIONAL KLINGON DAMAGE ADJUSTMENTS

Projectile weapons: +1 pt/die Imperial Race only

Edged weapons: +2 pts/die Imperial Race

+1 pt/die Fusions

Neural drugs: +1 pt/die all Klingons

Inhaled drugs 10% faster effect

Agonizer: Saving roll for victim at -40 for all Klingons (instead of -50 for others).

Phaser stun:

Mk. I stun (graze)	60 (20) pts. Fusions
	50 (20) pts. Imperial Race
Mk. II stun (graze)	65 (25) pts. Fusions
	55 (25) pts. Imperial Race
Mk. I hvy stun (graze)	100 (35) pts. Fusions
	80 (30) pts. Imperial Race
Mk. II hvy stun (graze)	110 (45) pts. Fusions
	90 (40) pts. Imperial Race

EMERGENCY FIRST AID SAVING ROLLS

Make saving roll on appropriate Medicine skill, with the following modifiers to the number rolled:

- +0 if no medical equipment available
- 5 if using medical field kit/first aid kit only
- 15 if using Star Fleet/Klingon medical pouch (or equivalent)
- 25 if using modern Star Fleet/Klingon sick bay facilities (or equivalent)
- 5 if any skilled attempt at first aid has been made already (even if such attempt did not save the patient at that time...)

ADD time in minutes since zero END reached

ADD damage in END points beyond zero level

If roll succeeds, patient is stabilized at END of 1.

ACTION POINTS TABLE

MOVEMENT

Move 1 square orthogonally (straight)	1
Move 1 square diagonally	1 1/2
Move and evade 1 square orthogonally	2
Move and evade 1 square diagonally	3
*Turn in place (only)	1
Crawl 1 square orthogonally	2
Crawl 1 square diagonally	3
*Roll sideways (in prone position)	2

SPECIAL MOVEMENT NOTES

Swimming - twice normal AP - no other actions

Climbing stairs - twice normal AP

Climbing ladder - twice normal AP - DEX save for other actions

Climbing rope - 3x normal AP - DEX save for other actions

If running full speed (no other action for turn), DOUBLE available AP for the turn for movement only. If running 2 turns in a row (and each subsequent uninterrupted turn), make a fatigue saving roll.

POSITION CHANGE

*Stand to kneel (and reverse)	1
*Kneel to prone (and reverse)	1
*Dive to prone	2
*Dive roll (evade—from stand to kneel or from kneel to prone).	4
Stand to sit (and reverse)	1

WEAPON AND EQUIPMENT USE

Draw weapon (or device) and ready	2
*Fire ready weapon/throw weapon	1
Reset weapon settings	2
Reload weapon	2
*Short communication (one sentence)	1
*Operate familiar device	2
Aim weapon	2

PERSONAL COMBAT

*Parry blow	2
*Duck thrown weapon/object (not missiles)	2
*Personal combat attack (with ready weapon or hand-to hand)	all remaining (at least 3)

Flying tackle (must move 3 sq. directly toward opponent) all remaining (at least 4)

* = possible opportunity action

RACIAL MODIFIERS / ATTRIBUTES

	STR	END	INT	DEX	CHA	LUC	PSI
Human	---	---	---	---	---	---	-30
Andorian	+10	+5	---	---	---	-20	-20
Caitian	---	-5	---	+20	+5	-10	-30
Edoan	-5	---	---	+15	---	-15	-35
Tellarite	+5	+5	---	---	-10	-20	-40
Vulcan	+20	+10	+10	---	---	-40	---
Orion	+10	---	---	---	-10	-25	-30
Imperial Race Klingon	+10	---	---	+5	-30	-40	-60
Klingon/Human Fusion	+10	+5	---	---	-20	-40	-50
Klingon/Romulan Fusion	+10	+10	---	---	-10	-40	-40

MODERN WEAPONS

OVERLOAD

WEAPON TYPE	PARRY	DAMAGE	SHORT	MEDIUM	LONG	EXTREME	AMMO/POWER	GRAZE	DRAIN	RADIUS
PHASER I (mk. I)	-		1-5	6-12	13-30	31-50	20			30 squares
stun		75*						25*	1	
wide angle stun		75*						25*	4	
heavy stun		120*						40*	2	
heat		40						20	1	
disrupt		150						50	2	
disintegrate		DESTROYED						50	4	
PHASER II (mk. I)	-		1-10	11-24	25-60	61-100	35			100 squares
stun		75*						25*	1	
wide angle stun		75*						25*	4	
heavy stun		120*						40*	2	
heat		40						20	1	
disrupt		150						50	2	
disintegrate		DESTROYED						50	4	
PHASER RIFLE (mk. I)	-		1-15	16-35	36-90	91-150	50			125 squares
stun		75*						25*	1	
wide angle stun		75*						25*	4	
heavy stun		120*						40*	2	
heat		40						20*	1	
disrupt		150						50	2	
disintegrate		DESTROYED						50	4	
PHASER I (mk. II)	-		1-6	7-15	16-30	31-60	20			30 squares
stun		80*						30*	1	
wide angle stun		80*						30*	4	
heavy stun		130*						50*	2	
heat		40						20	1	
disrupt		160						60	2	
disintegrate		DESTROYED						60	4	
PHASER II (mk. II)	-		1-12	13-30	31-60	61-100	40			110 squares
stun		80*						30*	1	
wide angle stun		80*						30*	4	
heavy stun		130*						50*	2	
heat		40						20	1	
disrupt		160						60	2	
disintegrate		DESTROYED						60	4	
HAND DISRUPTOR (mk. I)	-	75	1-4	5-10	11-20	21-35	20	25	2	
DISRUPTOR RIFLE (mk. I)	P	75	1-10	11-25	26-40	41-100	50	25	2	
HAND DISRUPTOR (mk. II)	-						20			
standard shot		75	1-4	5-10	11-25	26-45		25	2	
high-power shot		DESTROYED	1-4	5-10	11-25	NONE		50	6	
HAND DISRUPTOR (mk. III)	-						25			
standard shot		75	1-5	6-15	16-35	36-50		25	2	
high-power shot		DESTROYED	1-5	6-15	16-35	NONE		50	6	
DISRUPTOR (mk. III)	P						65			
standard shot		75	1-10	11-20	21-60	61-90		25	2	
high-power shot		DESTROYED	1-10	11-20	21-60	NONE		50	8	
HAND LASER (old-style)	-	80	1-6	7-15	16-30	31-60	20	20	1	
LASER RIFLE (old-style)	-	80	1-15	16-40	41-100	100-200	40	20	1	
POLICE STUNNER	-	75*	1-5	6-12	13-30	31-50	20	25*	1	
STUNCLUB	P	40*	---	---	---	---	---	---	---	
GORN BLASTER	-	50	1-4	5-8	9-20	21-40	25	20	1	

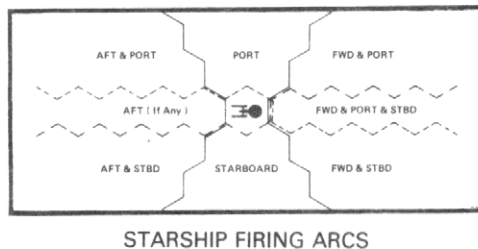
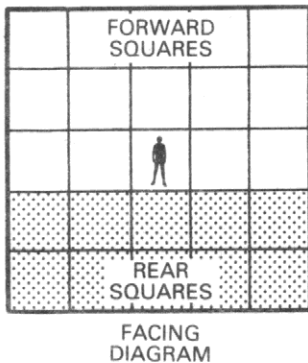
*Non-permanent damage

Phaser I, II and rifle stun effects last 2D10 + 10 minutes.

Heavy stun effects last 3D10 + 20 minutes.

ARCHAIC WEAPONS

WEAPON TYPE	PARRY	DAMAGE	SHORT	MEDIUM	LONG	EXTREME	AMMO/POWER
CLUB, or other similar	P	2D10	---	---	---	---	---
MACE/FLAIL/AXE	P	4D10 + 10	---	---	---	---	---
DAGGER/KNIFE	some	2D10	1-5	6-10	11-15	16-20	---
SWORD	P	4D10	---	---	---	---	---
POLE WEAPON	P	4D10 + 5	---	---	---	---	---
BOW (w. normal quiver)	P	4D10	1-20	21-60	61-130	131-190	20
CROSSBOW (w. quarrels)	P	4D10 + 10	1-12	13-35	36-60	61-90	20
PISTOL	-	4D10	1-10	11-25	26-40	41-75	6
CARBINE	P	4D10 + 10	1-15	16-50	51-100	101-170	15
RIFLE	P	4D10 + 5	1-30	31-100	101-200	201-300	30
SHOTGUN	P	4D10 + 10	1-10	11-25	26-50	51-100	2
SMG (submachine gun)	P	4D10 + 20	1-15	16-45	46-80	81-120	32
MG (machine gun)	-	4D10 + 30	1-50	51-150	151-300	301-500	50



BARE HAND DAMAGE BY STRENGTH

STR	DAMAGE
01-25	1D10 - 3
26-50	1D10
51-75	1D10 + 3
76-100	2D10
101-125	2D10 + 3
126-150	3D10
and so on ..	

"TO HIT" TABLE (with adjustments)

BASIC TO HIT NUMBER = $\frac{1}{2}$ (DEX + weapon skill)

S-P = ship-to-planet	P-S = planet to ship	SIZE:	small	- 15
S-S = ship-to-ship	(S) = beaming within same ship		man-size	0
			large	+ 15
S-P or P-S/bad atmospheric conditions or other local interference	+ 20	RANGE:	same/adjacent square	+ 15
S-P or P-S/transporter rooms on both ends operating	- 40		short	0
S-S/transporter only operating at one end	+ 10		medium	- 15
P-S or S-S/pickup or locking in using sensor readings only	+ 10		long	- 30
ANY beaming to location already used in last 24 hours	- 20		extreme	- 45
ANY beaming during low power situation (ship's power below half of normal)	+ 25	TARGET MOVEMENT:	stationary	+ 15
(S)/beaming inside same ship	+ 40		moving	0
ANY/using mass transporters (12 + persons)	+ 10		evading	- 15
ANY/using cargo transporters for living matter	+ 20	AIMED SHOT:		+ 10
ANY/using transporters through one lowered shield (when other shields in operation)	+ 30	TARGET CONCEALMENT:	2/3 or more	- 20
			1/3 to 2/3	- 10
		ATTACKER CONCEALMENT:	more than 2/3	- 30
		TARGET PRONE:		- 5
		WRONG HAND:		- 20
		TWO WEAPONS:		- 10 to each

HEALING RATES

Humans (and any unspecified race)	
Wound dmg. healed/day = Original END/20 (round down)	
Temp. dmg. healed/30 min. = Original END/10 (round normally)	
Imperial Race Klingons	
Wound dmg. healed/day = Original END/20 (round up)	
Temp. dmg. healed/30 min. = Original END/10 (round normally)	
Klingon Fusions (all)	
Wound dmg. healed/day = Original END/20 (round down)	
Temp. dmg. healed/30 min. = Original END/10 (round normally)	

"TO HIT" TABLE (with adjustments)

Basic "to hit" number = (DEX + weapon skill) divided by 2

SIZE:	small	- 15
	man-size	0
	large	+ 15
RANGE:	same/adjacent square	+ 15
	short	0
	medium	- 15
	long	- 30
	extreme	- 45
TARGET MOVEMENT:	stationary	+ 15
	moving	0
	evading	- 15
AIMED SHOT:		+ 10
TARGET CONCEALMENT:	2/3 or more	- 20
	1/3 to 2/3	- 10
ATTACKER CONCEALMENT:	more than 2/3	- 30
TARGET PRONE:		- 5
WRONG HAND:		- 20
TWO WEAPONS:		- 10 to each

FATIGUE SAVES ON *END* REQUIRED FOR:

RUNNING full speed (using double AP for movement during a turn.)

EVADING full speed (using all available AP for move-and-evade - saving die roll at 20 point penalty.)

DIFFICULT TERRAIN (using over 1/2 available AP for movement over rugged terrain - steep hills, rocks, sand, snow, stairs, ladders, etc.)

Combat (after any combat involving hand-to-hand or hand weapons, if combat lasts more than 3 turns - roll after contact with enemy broken.)

Roll save vs. normal *END*. Failure expends 5 *END* points (as temporary damage). Gamemasters may require *END* save penalties or more frequent saves as conditions warrant.

BARE HAND DAMAGE BY STR

STR	DAMAGE
01-25	1D10 - 3
26-50	1D10
51-75	1D10 + 3
76-100	2D10
101-125	2D10 + 3
126-150	3D10

ACTION POINTS TABLE

MOVEMENT

Move 1 square orthogonally (straight)	1
Move 1 square diagonally	1½
Move and evade 1 square orthogonally	2
Move and evade 1 square diagonally	3
*Turn in place (only)	1
Crawl 1 square orthogonally	2
Crawl 1 square diagonally	3
*Roll sideways (in prone position)	2

SPECIAL MOVEMENT NOTES

Swimming - twice normal AP - no other actions
 Climbing stairs - twice normal AP
 Climbing ladder - twice normal AP - DEX save for other actions
 Climbing rope - 3x normal AP - DEX save for other actions
 If running full speed (no other action for turn), **DOUBLE** available AP for the turn for movement only. If running 2 turns in a row (and each subsequent uninterrupted turn), make a fatigue saving roll.

POSITION CHANGE

*Stand to kneel (and reverse)	1
*Kneel to prone (and reverse)	1
*Dive to prone	2
*Dive roll (evade—from stand to kneel or from kneel to prone...)	4
Stand to sit (and reverse)	1

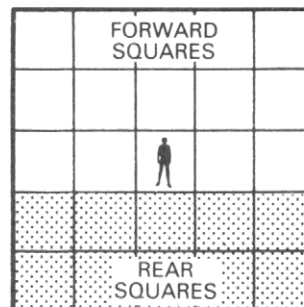
WEAPON AND EQUIPMENT USE

Draw weapon (or device) and ready	2
*Fire ready weapon/throw weapon	1
Reset weapon settings	2
Reload weapon	2
*Short communication (one sentence)	1
*Operate familiar device	2
Aim weapon	2

PERSONAL COMBAT

*Parry blow	2
*Duck thrown weapon/object (not missiles)	2
Personal combat attack (with ready weapon or	
* hand-to hand)	all remaining (at least 3)
Flying tackle (must move 3 sq. directly toward	all remaining (at least 4)
opponent)	

* = possible opportunity action



FACING DIAGRAM

A supplement for use with
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SERVICE EXPERIENCE

Command School?

SERVICE EXPERIENCE

1st Term
2nd Term
3rd Term
4th Term
5th Term
6th Term
7th Term
8th Term
9th Term

```
graph TD; A[Starship Const. class] --> B[Exploration Division]; A --> C[Military Division]; B --> D[Colonization Division]; B --> E[Merchant Marine Division]; C --> F[Starbase Duty]; C --> G[Academy Instructor]; D --> H[Passed]; E --> I[Honors]; F --> J[High Honors]
```

Term Length

Bare Hand
Damage

CHARACTER	AP
PLAYER	18
RANK	AGE
RACE	SEX
CURRENT ASSIGNMENT	16
	15
SPECIALIZATION AREA	14
Marksmanship (modern)	13
To Hit Modern	12
Personal Combat (unarmed)	11
To Hit H-T-H	

STR	END	INT	DEX	CHA	LUC	PSI
-----	-----	-----	-----	-----	-----	-----

Administration _____
 Artistic Ability _____
 Astron./Astroph _____
 Atm. Craft Pilot _____
 Botany _____
 Carousing _____
 Commun. Sys. Tech . . _____
 Comp. Arch _____
 Computer Operation . _____
 Computer Tech _____
 Def. Shield Tech _____
 Electronics Tech _____
 Env. Suit Operations . _____
 Federation History . . . _____
 Federation Law _____
 Gaming _____
 Geology _____
 Grnd. Veh. Operation . _____
 Instruction _____
 Inst. Music _____
 Lang _____
 Leadership _____
 Life Sup. Tech _____

Marks (Arch.) _____
 Mechanical Eng _____
 Medicine _____
 Negot./Diplomacy _____
 Personal Wpn. Tech _____
 Prs. Comb. (Ar.) _____
 Physical Chem _____
 Physics _____
 Planetary Ecology _____
 Planetary Survival _____
 Psych _____
 Rac. Clt./Hist. _____
 Ship's Wpn. Tech _____
 Shuttlecraft Pilot _____
 Shtt. Sys. Tech _____
 Sm. Eqpt. Sys. Tech _____
 Small Unit Tactics _____
 Stshp. Comb. Tac./Str _____
 Stshp. Comm. Proc _____
 Stshp. Engr. (Gen.) _____
 Starship Helm Op _____
 Starship Navigation _____
 Starship Security _____

[illegible]

UNC
LVL

UNC
SAVE

1

MERCHANT/TRADER CHARACTER DATA RECORD



MERCHANT ACADEMY

Yes _____ No _____

Academy Specialty _____

SERVICE EXPERIENCE

Term	Term Length
1st	_____
2nd	_____
3rd	_____
4th	_____
5th	_____
6th	_____
7th	_____
8th	_____
9th	_____

Total Years in Service _____

Bare Hand
Damage

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CHARACTER	AP
PLAYER	18
Star Fleet AGE	17
RACE SEX	16
SHIP	15
Class: Name: Data: Leased Paid For Buying	14
POSITION	13
Marksmanship (modern)	12
To Hit Modern	11
Personal Combat (unarmed)	10
To Hit H-T-H	9
	8
	7
	6
	5
	4
	3
	2
	1

STR	END	INT	DEX	CHA	LUC	PSI
Administration			Leadership		Stshp. Comm. Proc ..	
Artistic Ability			Life Sup. Tech		Stshp. Engr. (Gen.) ...	
Astron./Astroph			Marks (Arch.)		Starship Helm Op	
Atm. Craft Pilot			Mechanical Eng		Starship Navigation ..	
Botany			Medicine		Starship Security	
Bribery			Mining		Starship Sensors	
Carousing			Negot./Diplomacy		Starship Services	
Commun. Sys. Tech ..			Personal Wpn. Tech ..		Streetwise	
Comp. Archeol.			Prs. Comb. (Ar.)		Swimming/Diving	
Computer Operation ..			Physical Chem		Trade & Commerce ..	
Computer Tech			Physics		Trans. Op. Proc	
Def. Shield Tech			Planetary Ecology		Trans. System Tech ..	
Electronics Tech			Planetary Survival ...		Trivia	
Env. Suit Operations ..			Psych		Value Estimation	
Federation History ...			Rac. Clt./Hist.		Vocal Music	
Federation Law			Ship's Wpn. Tech		Warp Drive Tech	
Forgery			Shuttlecraft Pilot		Water Vehicle Op	
Gaming			Shtt. Sys. Tech		Zero-G Operations ...	
Geology			Sm. Eqpt. Sys. Tech ..		Zoology	
Grnd. Veh. Operation ..			Small Unit Tactics ...			
Instruction			Small Vessel Engr			
Inst. Music			Small Vessel Piloting ..			
Lang			Stshp. Cmbt. Tac./Str ..			

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Klingon Empire Character Data Record

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Imp. Klingon Expeditionary Forces
Imperial Navy
Sector Naval Garrison
Explor./Coloniz. Fleet
Merchant/Courier Fleet
Imp. Starbase Duty
Security Risk Notation
Passed
Favorable Sec. Not.
Imp. Commend.

CADET CRUISE

1st Cruise									
2nd Cruise									
3rd Cruise									
4th Cruise									
5th Cruise									
6th Cruise									
Command School?	Y	N							

SERVICE EXPERIENCE

1st Term									
2nd Term									
3rd Term									
4th Term									
5th Term									
6th Term									
7th Term									
8th Term									
9th Term									

Term Length

Bare Hand
Damage

CHARACTER	AP	
PLAYER	18	
RANK	AGE	17
RACE	SEX	16
TITLE	15	
LINENAME	14	
LINE STATUS INFORMATION	13	
SPECIALIZATION AREA	12	
CURRENT ASSIGNMENT	11	
Marksmanship (modern)	10	
To Hit Modern	9	
Personal Combat (unarmed)	8	
To Hit H-T-H	7	

STR	END	INT	DEX	CHA	LUC	PSI
-----	-----	-----	-----	-----	-----	-----

Administration	Interrogation	Stshp Cmbt. Tac./Str
Artistic Ability	Klingon History	Stshp. Comm. Proc
Astron./Astroph	Klingon Law	Stshp. Engr. (Gen.)
Atm. Craft Pilot	Lang	Starship Helm Op
Botany	Leadership	Starship Helm Op
Bribery	Life Sup. Tech	Starship Navigation
Carousing	Marks (Arch.)	Starship Security
Clandestine Ops	Mechanical Eng	Starship Sensors
Commun. Sys. Tech	Medicine	Starship Services
Comp. Archeol.	Negot./Diplomacy	Streetwise
Computer Operation ..	Personal Wpn. Tech ..	Surveillance
Computer Tech	Prs. Comb. (Ar.)	Swimming/Diving
Def. Shield Tech	Physical Chem	Trade & Commerce ..
Electronics Tech	Physics	Trans. Op. Proc
Env. Suit Operations ..	Planetary Ecology	Trans. System Tech ..
Federation History ...	Planetary Survival ...	Trivia
Federation Law	Psych	Value Estimation
Forgery	Rac. Clt./Hist.	Vocal Music
Gaming	Ship's Wpn. Tech	Warp Drive Tech
Geology	Shuttlecraft Pilot	Water Vehicle Op
Grnd. Veh. Operation .	Shtt. Sys. Tech	Zero-G Operations ...
Instruction	Sm. Eqpt. Sys. Tech ..	Zoology
Inst. Music	Small Unit Tactics ...	

UNC
LVL
SAVE

1

WEAPON TYPE	PARRY	DAMAGE	SHORT	MEDIUM	LONG	EXTREME	AMMO/POWER	GRAZE	DRAIN	OVERLOAD
										RADIUS
CLUB, other similar	P	2D10	---	---	---	---	---	---	---	
MACE/FLAIL/AXE	P	4D10 + 10	---	---	---	---	---	---	---	
DAGGER/KNIFE	some	2D10	1-5	6-10	11-15	16-20	---	---	---	
SWORD	P	4D10	---	---	---	---	---	---	---	
POLE WEAPON	P	4D10 + 5	---	---	---	---	---	---	---	
BOW (w. normal quiver)	P	4D10	1-20	21-60	61-130	131-190	20	---	---	
CROSSBOW (w. quarrels)	P	4D10 + 10	1-12	13-35	36-60	61-90	20	---	---	
PISTOL	-	4D10	1-10	11-25	26-40	41-75	6	---	---	
CARBINE	P	4D10 + 10	1-15	16-50	51-100	101-170	15	---	---	
RIFLE	P	4D10 + 5	1-30	31-100	101-200	201-300	30	---	---	
SHOTGUN	P	4D10 + 10	1-10	11-25	26-50	51-100	2	---	---	
SMG (submachine gun)	P	4D10 + 20	1-15	16-45	46-80	81-120	32	---	---	
MG (machine gun)	---	4D10 + 30	1-50	51-150	151-300	301-500	50	---	---	
PHASER I (mk. I)	---		1-5	6-12	13-30	31-50	20			30 squares
stun		75*						25*	1	
wide angle stun		75*	(1-5)					25*	4	
heavy stun		120*						40*	2	
heat		40						20	1	
disrupt		150						50	2	
disintegrate		DESTROYED						50	4	
PHASER II (mk. I)	-		1-10	11-24	25-60	61-100	35			100 squares
stun		75*						25*	1	
wide angle stun		75*	(1-10)					25*	4	
heavy stun		120*						40*	2	
heat		40						20	1	
disrupt		150						50	2	
disintegrate		DESTROYED						50	4	
PHASER RIFLE (mk. I)	-		1-15	16-35	36-90	91-150	50			125 squares
stun		75*						25*	1	
wide angle stun		75*	(1-15)					25*	4	
heavy stun		120*						40*	2	
heat		40						20*	1	
disrupt		150						50	2	
disintegrate		DESTROYED						50	4	
PHASER I (mk. II)	-		1-6	7-15	16-30	31-60	20			30 squares
stun		80*						30*	1	
wide angle stun		80*	(1-6)					30*	4	
heavy stun		130*						50*	2	
heat		40						20	1	
disrupt		160						60	2	
disintegrate		DESTROYED						60	4	
PHASER II (mk. II)	-		1-12	13-30	31-60	61-100	40			110 squares
stun		80*						30*	1	
wide angle stun		80*	(1-12)					30*	4	
heavy stun		130*						50*	2	
heat		40						20	1	
disrupt		160						60	2	
disintegrate		DESTROYED						60	4	
HAND DISRUPTOR (mk. I)	-	75	1-4	5-10	11-20	21-35	20	25	2	
DISRUPTOR RIFLE (mk. I)	P	75	1-10	11-25	26-40	41-100	50	25	2	
HAND DISRUPTOR (mk. II)	-						20			
standard shot		75	1-4	5-10	11-25	26-45		25	2	
high-power shot		DESTROYED	1-4	5-10	11-25	NONE		50	6	
HAND DISRUPTOR (mk. III)	-						25			
standard shot		75	1-5	6-15	16-35	36-50		25	2	
high-power shot		DESTROYED	1-5	6-15	16-35	NONE		50	6	
DISRUPTOR (mk. III)	P						65			
standard shot		75	1-10	11-20	21-60	61-90		25	2	
high-power shot		DESTROYED	1-10	11-20	21-60	NONE		50	8	
HAND LASER (old-style)	-	80	1-6	7-15	16-30	31-60	20	20	1	
LASER RIFLE (old-style)	-	80	1-15	16-40	41-100	101-200	40	20	1	
POLICE STUNNER	-	75*	1-5	6-12	13-30	31-50	20	25*	1	
STUNCLUB	P	40*	---	---	---	---	---	---	---	
GORN BLASTER	-	50	1-4	5-8	9-20	21-40	25	20	1	

*Non-permanent damage Phaser I, II and rifle stun effects last 2D10 + 10 minutes.
Heavy stun effects last 3D10 + 20 minutes.

New rule — Wide Angle Stun

A wide angle stun shot affects all targets in three connected squares (any pattern chosen by the attacker), as shown in the tables above. A clear line of sight must be drawn to each target square, and no target square may be outside the weapon's normal short range area.

A separate "to hit" roll must still be made for all affected targets. If the "to hit" roll fails, the target is missed (or at least unaffected), even though targets on either side, or in the same square, may be hit. A 20 point bonus is applied to all "to hit" rolls using wide angle stun. Only phaser energy weapons (not disruptors, police stunners, blasters, etc.) have this setting. Resetting a weapon for wide angle stun requires performing a "reset weapon settings" action, as does returning the angle setting to normal. No other type of phaser fire (heat, disrupt, etc.) can be accomplished with the weapon at a wide angle setting.

There is no "wide angle heavy stun" setting.

TRANSPORTER SAVING ROLLS

No save required for routine beaming. For other situations, make standard save on *Trans. Op. Proc.* skill, with the following modifications, where appropriate:

S-P = ship-to-planet P-S = planet to ship
S-S = ship-to-ship (S) = beaming within same ship

S-P or P-S/bad atmospheric conditions or other local interference	+ 20
S-P or P-S/transporter rooms on both ends operating	-40
S-S/transporter only operating at one end	+ 10
P-S or S-S/pickup or locking in using reading sensors only	+ 10
ANY/beaming to location already used once in last 24 hours	-20
ANY/beaming during low power situation (ship's power) below half of normal)	+ 25
(S)/beaming inside same ship	+ 40
ANY/using mass transporters (12 + persons)	+ 10
ANY/using cargo transporters for living matter	+ 20
ANY/using transporters through one lowered shield (when other shields in operation)	+ 30

RACIAL MODIFIERS / ATTRIBUTES

	STR	END	INT	DEX	CHA	LUC	PSI
Human	---	---	---	---	---	---	-30
Andorian	+ 10	+ 5	---	---	---	-20	-20
Caitian	---	- 5	---	+ 20	+ 5	-10	-30
Edoan	- 5	---	---	+ 15	---	-15	-35
Tellarite	+ 5	+ 5	---	---	-10	-20	-40
Vulcan	+ 20	+ 10	+ 10	---	---	-40	---
Orion	+ 10	---	---	---	-10	-25	-30
Imperial Race Klingon	+ 10	---	---	+ 5	-30	-40	-60
Klingon/Human Fusion	+ 10	+ 5	---	---	-20	-40	-50
Klingon/Romulan Fusion	+ 10	+ 10	---	---	-10	-40	-40

HEALING RATES

Humans (and any unspecified race)
Wound dmg. healed/day = Original END/20 (round down)
Temp. dmg. healed/30 min. = Original END/10 (round normally)
Imperial Race Klingons
Wound dmg. healed/day = Original END/20 (round up)
Temp. dmg. healed/30 min. = Original END/10 (round normally)
Klingon Fusions (all)
Wound dmg. healed/day = Original END/20 (round down)
Temp. dmg. healed/30 min. = Original END/10 (round normally)

OPTIONAL KLINGON DAMAGE ADJUSTMENT

Projectile weapons: + 1 pt/die Imperial Race only
Edged weapons: + 2 pt/die Fusions
Neural drugs: + 1 pt/die all Klingons
Inhaled drugs 10% faster

Agonizer: Saving roll for victim at - 40
for all Klingons (instead of
- 50 for others)

Phaser stun:	
Mk. I stun (graze)	60 (20) pts. Fusions 50 (20) pts. Imp. Race
Mk II stun (graze)	65 (25) pts. Fusions 55 (25) pts. Imp. Race
Mk. I hvy stun (graze)	100 (35) pts. Fusions 80 (30) pts. Imp. Race
Mk.II hvy stun (graze)	110 (45) pts. Fusions 90 (40) pts. Imp. Race

EMERGENCY FIRST AID SAVING ROLLS

Make saving roll on appropriate Medicine skill, with the following modifiers to the number rolled:

- + 0 if no medical equipment available
- 5 if using medical field kit/first aid kit only
- 15 if using Star Fleet/Klingon medical pouch (or equivalent)
- 25 if using modern Star Fleet/Klingon sick bay facilities (or equivalent)
- 5 if any skilled attempt at first aid has been made already, (even if such attempt did not save the patient at that time.)

ADD time in minutes since zero END reached
ADD damage in END points beyond zero level

If roll succeeds, patient is stabilized at END of 1.

CHARACTER AGING

Human	Critical age - 50
Andorian	Critical age - 85
Caitian	Critical age - 45
Edoan	Critical age - 75
Tellarite	Critical age - 50
Vulcan	Critical age - 110
Orion	Critical age - 60
Imperial Race Klingon	Critical age - 40
Klingon/Human Fusion	Critical age - 45
Klingon/Romulan Fusion	Critical age - 60

SKILL AREAS — COMPREHENSIVE ALPHABETICAL LISTING

Administration
 Artistic Ability (form)
 Astronomy/Astrophysics
 Atmosphere Craft Pilot
 Botany
Bribery * # †
 Carousing
 Clandestine Operations @ #
 Communications Systems Technology
 Comparative Archeology (race)
 Computer Operation
 Computer Technology
Courtesan †
 Deflector Shield Technology
 Electronics Technology
 Environmental Suit Operations
 Federation History
 Federation Law
Forgery * # †
 Gaming
 Geology
 Ground Vehicle Operation
 Instruction
 Instrumental Music (instrument)
Interrogation #
Klingon History #
Klingon Law #
 Languages (language)
 Leadership
 Life Support Systems Technology
 Marksmanship, Archaic (weapon)
 Marksmanship, Modern
 Mechanical Engineering
 Medicine (race)
Mining * †
 Negotiation/Diplomacy
 Personal Combat (unarmed)
 Personal Combat, Armed, Archaic (weapon)
 Personal Weapons Technology
 Physical Chemistry
 Physics
 Planetary Ecology
 Planetary Survival

Psychology [race]
 Racial Culture/History [race]
 Ship's Weaponry Technology
 Shuttlecraft Pilot
 Shuttlecraft Systems Technology
 Small Equipment Systems Technology
 Small Unit Tactics
Small Vessel Piloting * †
 Small Vessel Engineering * †
 Starship Combat Tactics/Strategy
 Starship Communications Procedures
 Starship Engineering (general)
 Starship Helm Operation
 Starship Navigation
 Starship Security
 Starship Sensors
 Starship Services
 Streetwise
Surveillance # †
 Swimming and Diving
Trade and Commerce # †
 Transporter Operational Procedures
 Transporter Systems Technology
 Trivia [category]
Value Estimation #†
 Vocal Music
 Water Vehicle Operation
 Warp Drive Technology
 Zero-G Operations
 Zoology

KEY

Italics – Not normally available to Star Fleet player characters (GM option)

* – Available to merchant characters only

– Available to Klingon characters only

@ – Available under special circumstances

† – Available to Federation NPCs only

Other skills may be created at Gamemaster's option for special NPCs or other uses, either as variants of the Trivia skill, or as separate skill categories.

TRAVEL TIME CONVERSIONS

TRAVEL TIME (Known Warp Speed) X MULTIPLIER (table below) = TRAVEL TIME (New Warp Speed)

To convert decimal remainders (days) to hours, multiply by 24.

To convert decimal remainders (hours) to minutes, multiply by 60.

...Find the multiplier for travel time (in days) for these warp speeds!

If you know travel time at this warp speed...

	Warp 1 1C	Warp 2 2C	Warp 3 3C	Warp 4 4C	Warp 5 5C	Warp 6 6C	Warp 7 7C	Warp 8 8c	Warp 9 9C	Warp 10 10C	Subspace Ratio Warp 15-3375c)
Warp 1 1C	1	.125	.037	.0156	.008	.0046	.0029	.002	.0014	.001	.0002
Warp 2 8C	8	1	.2963	.125	.064	.037	.0233	.0156	.011	.008	.0024
Warp 3 27C	27	3.375	1	.4219	.216	.125	.0787	.0527	.037	.027	.008
Warp 4 64C	64	8	2.3704	1	.512	.2963	.1866	.125	.0878	.064	.019
Warp 5 125C	125	15.625	4.6296	1.9531	1	.5787	.3644	.2441	.1715	.125	.037
Warp 6 216C	216	27	8	3.375	1.728	1	.6297	.4219	.2963	.216	.064
Warp 7 343C	343	42.875	12.7037	5.3594	2.744	1.588	1	.6699	.4705	.343	.1016
Warp 8 512C	512	64	18.963	8	4.096	2.3704	1.4927	1	.7023	.512	.1517
Warp 9 729C	729	91.125	27	11.3906	5.832	3.375	2.1254	1.4238	1	.729	.216
Warp 10 1000C	1000	125	37.037	15.625	4.6296	2.9155	1.9531	1.3717	1	.2963	

STARSHIP EXPLOSIONS

Ship explodes when superstructure point total drops below zero IF saving roll (1D10) is equal to or less than number of damage points taken beyond zero point on superstructure. (Self-destruct also possible.)

Damage taken by nearby vessels varies according to range between exploding ship and target ship.

Damage is taken off the hexside facing the exploding ship, as with a normal attack.

RANGE

1 hex
2 hexes
3 hexes
4 hexes
5 hexes
6 hexes
7-10 hexes

AMOUNT OF DAMAGE

full amount of all remaining engine points of exploding ship
1/2 remaining engine points
1/4 remaining engine points
1/8 remaining engine points
1/16 remaining engine points
1/32 remaining engine points
1 point of damage

SHIP COMBAT SAVING ROLLS

CAPTAIN

1) *Starship Combat Tactics/Strategy*, at beginning of turn—no roll is made, but skill of opposing commanders compared to determine initiative.

ENGINEER

Only one roll may be made per turn - player's choice

1) *Warp Drive Technology*, at beginning of turn - success gains 1 extra pt. of power to be applied to TOTAL POWER AVAILABLE track. (2 pts. if roll is 01-05...)

2) *Starship Engineering (general)*, at beginning of turn - success reduces stress/damage to one engine by one point. (2 pts. on one engine or 1 pt. each on two engines. if roll is 01-05...)

3) *Warp Drive Technology*, at beginning of turn - success allows helm to change overall warp speed by 2 steps instead of 1 in one turn.

NAVIGATOR

1) *Deflector Shield Technology*, at beginning of turn - success allows helm to change overall warp speed by 2 steps instead of 1 in one turn.

HELMSMAN

1) *Starship Helm Operation*, any time needed - success allows stress chart rolls to be made one step higher on chart than normal.

HELMSMAN (Early Star Fleet, most other races)
or WEAPONS OFFICER (Late Star Fleet, Klingon)

1) *Ship's Weaponry Technology*, made when firing (may roll twice/turn) - success gains a -1 on "to hit" rolls of weaponry.

SCIENCE OFFICER

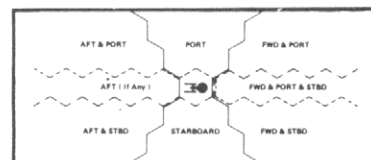
1) *Ship's Sensors*, at beginning of turn - success gains sensor lock for information scan. (Lock not necessary for weapons fire, but no weapons fire possible if sensors inoperative.)

COMMUNICATIONS OFFICER


1) *Starship Communications Procedures*, anytime - success allows special functions to be performed (unscrambling special codes, penetrating interference, etc.).


ALL BRIDGE PERSONNEL


1) *DEX attribute*, when receiving a "bridge personnel out" combat result - success allows continued function of this station next turn. (If roll fails, all settings of this panel remain the same next turn - no modification allowed.)




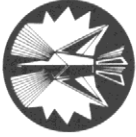
FIRING
ARC
CHART


	UNITED FEDERATION OF PLANETS STAR FLEET	
	NAME _____	RANK _____
	SERIAL # _____	
	DIVISION _____	POSITION _____
	ASSIGNMENT POST _____	


	UNITED FEDERATION OF PLANETS DIPLOMATIC CORPS	
	NAME _____	RANK _____
	DESIGNATION # _____	SECURITY CLEARANCE _____
	DIVISION & POSITION _____	
	ASSIGNED POST _____	


	KLINGON IMPERIAL NAVY	
	NAME/LINE _____	
	RANK _____	SERIAL # _____
	SPECIALTY AREA _____	
	POSITION _____	
	ASSIGNMENT _____	SECURITY INFORMATION _____

	KLINGON IMPERIAL MARINE CORPS	
	NAME/LINE _____	
	RANK _____	SERIAL # _____
	SPECIALTY AREA _____	
	POSITION _____	
	ASSIGNMENT _____	SECURITY INFORMATION _____

CONFEDERATION OF ROMULAN IMPERIAL STATES 	NAME _____	RANK/POSITION _____	SERIAL # _____	CURRENT ASSIGNMENT _____
---	------------	---------------------	----------------	--------------------------

	VULCAN ACADEMY OF SCIENCES	
	is recognized for accomplishments in scientific research and hereby named as a Fellow of the Vulcan Academy of Sciences.	
	FACILITY ACCESS CODE	_____ AUTHORIZED SIGNATURE

	KLINGON IMPERIAL SECURITY	
	NAME _____	
	RANK _____	SERIAL # _____
	SPECIALTY AREA _____	
	POSITION _____	
	ASSIGNMENT _____	SECURITY INFORMATION _____

UNITED FEDERATION OF PLANETS INDEPENDENT TRADERS' ASSOCIATION 	
Be it known that _____ is a member in good standing of the UFP ITA, and is entitled to the fellowship and good will of brother and sister traders throughout the galaxy.	
EXPIR. DATE _____	MEMBER
AUTHORIZED SIGNATURE _____	

Instructions: Permission is granted to photocopy these ID cards for personal use only. Photocopy onto heavy card stock (or onto paper, then glue to card stock). For added realism, UFP Star Fleet cards should be on gold paper for command divisions, light blue for sciences/medical, and light red for engineering/services; diplomatic card is white. Bottom shaded stripe on these card is a data recording strip; a scrap piece of recording tape can be glued here for added realism. Bottom of Romulan card is a metallic data contact; glue metal foil to contact strip for added realism. GMs are encouraged to issue appropriate cards to players!

NON-PLAYER CHARACTER RECORD SHEET

CHARACTER NAME

STR	END	INT	DEX	CHA	LUC	PSI
-----	-----	-----	-----	-----	-----	-----

RACE		SEX	AGE	HT.	WT.
RANK/POSITION/JOB/ASSIGNMENT					
ACTION PTS.(AP)		BARE HAND DMG.		UNC. SAVE	UNC. LEVEL
MARKSM.(modern)		TO HIT, MODERN	PERS. CMBT(unarmed)		TO HIT, H-T-H
SIGNIFICANT SKILLS			WEAPONS/SPECIAL ATTACKS		
			COMMENTS/DESCRIPTIONS		

PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY

BRIDGE ASSIGNMENT
CREW ROSTER SHEET

SHIP		DEX	ST CMBT TAC/STRAT
CAPTAIN		DEX	ST CMBT TAC/STRAT
FIRST OFFICER		DEX	ST CMBT TAC/STRAT
CHIEF ENGINEER	DEX	WARP DRIVE TECH	ST ENGINE (GEN.)
RELIEF ENGINEER	DEX	WARP DRIVE TECH	ST ENGINE (GEN.)
NAVIGATOR	DEX	ST NAVIG	DEF SHIELD TECH
NAVIGATOR	DEX	ST NAVIG	DEF SHIELD TECH
HELMSMAN	DEX	ST HELM OP.	SHIP'S WEAP TECH
HELMSMAN	DEX	ST HELM OP.	SHIP'S WEAP TECH
SCIENCE OFFICER		DEX	SHIP'S SENSORS
RELIEF SCIENCE OFFICER		DEX	SHIP'S SENSORS
COMMUNICATIONS OFFICER	DEX	ST COMM PROC	ST COMM TECH
RELIEF COMMUNICATIONS OFFICER	DEX	ST COMM PROC	ST COMM TECH
WEAPONS OFFICER		DEX	SHIP'S WEAP TECH
RELIEF WEAPONS OFFICER		DEX	SHIP'S WEAP TECH

PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY

WORLD AND CIVILIZATION LOG
(See PLANETSIDE ADVENTURES and
NEW LIFE AND NEW CIVILIZATIONS)

A supplement for use with
STAR TREK™
THE ROLE PLAYING GAME

WORLD NAME _____

NUMBER OF SATELLITES _____

1D10	1-3	None
	4-6	1 satellite
	7-8	2 satellites
	9	3 satellites
	10	4 satellites

PLANETARY GRAVITY ($\frac{1D10+5}{10}$) _____ G

PLANETARY ROTATION (2D10 + 14) _____ hours

ATMOSPHERIC DENSITY _____

1D10	1-2	Thin
	3-8	Normal
	9-10	Thick

AMOUNT OF SURFACE LAND (% DICE) _____

CLIMATE _____

%Dice	01-15	desert
	16-35	tropical
	36-60	temperature-warm
	61-85	temperature-cool
	86-00	arctic

MINERAL CONTENT (% DICE EACH)

NORMAL METALS _____ SPECIAL METALS _____

RADIOACTIVES _____ GEM STONES _____

INDUSTRIAL CRYSTALS _____

SPECIAL INFORMATION AND DATA

DOMINANT RACE _____

LIFE FORM _____

%DICE	01-03	microorganisms
	04-07	plants
	08-14	insects
	15-20	fish
	21-30	amphibians
	31-40	reptiles
	41-50	avians (birds)
	51-95	mammals
	96-00	special

STR _____ END _____ DEX _____

INT _____ CHA _____ LUC _____

PSI _____ INDEX # _____

SOCIO-POLITICAL INDEX _____

TECHNOLOGICAL LEVELS IN:

ENGINEERING _____

PHYSICS _____

CHEMISTRY _____

LIFE SCIENCES _____

SOCIAL SCIENCES _____

PSIONICS _____

SENTIENT? _____

RACIAL INFORMATION AND OTHER DATA

WORLD AND CIVILIZATION LOG

(See PLANETSIDE ADVENTURES and
NEW LIFE AND NEW CIVILIZATIONS)

STAR TREK™

THE ROLE PLAYING GAME

WORLD NAME Damal III

NUMBER OF SATELLITES 1

1D10	1-3	None
<u>5</u>	4-6	<u>1 satellite</u>
	7-8	2 satellites
	9	3 satellites
	10	4 satellites

PLANETARY GRAVITY ($\frac{1D10+5}{10}$) 1.4 G

PLANETARY ROTATION (2D10 + 14) 25 hours

ATMOSPHERIC DENSITY Thin

1D10	1-2	<u>Thin</u>
<u>2</u>	3-8	Normal
	9-10	Thick

AMOUNT OF SURFACE LAND (% DICE) 35 %

CLIMATE Arctic

%Dice	01-15	desert
	16-35	tropical
<u>89</u>	36-60	temperature-warm
	61-85	temperature-cool
	86-00	<u>arctic</u>

MINERAL CONTENT (% DICE EACH)

NORMAL METALS 3 SPECIAL METALS 38

RADIOACTIVES 13 GEM STONES 71

INDUSTRIAL CRYSTALS 11

DOMINANT RACE Fianari

LIFE FORM Mammal

%DICE	01-03	microorganisms
	04-07	plants
	08-14	insects
<u>83</u>	15-20	fish
	21-30	amphibians
	31-40	reptiles
	41-50	avians (birds)
	51-95	<u>mammals</u>
	96-00	special

STR 15 END 82 DEX 64

INT - CHA - LUC -

PSI - INDEX # -

SOCIO-POLITICAL INDEX -

TECHNOLOGICAL LEVELS IN:

ENGINEERING -

PHYSICS -

CHEMISTRY -

LIFE SCIENCES -

SOCIAL SCIENCES -

PSIONICS -

SPECIAL INFORMATION AND DATA

Discovered by Andorian military survey party. 10 emergency shelters with provisions established equatorial area. All equipped with radar beacons and cleared areas for shuttle landings. Planet has no permanent colony. Mining concessions now in litigation.

SENTIENT? No

RACIAL INFORMATION AND OTHER DATA

See Animal Creation Sheet.

ANIMAL CREATION FORM

(see new life and new civilizations, animal creation)

	STR		END		DEX		MNT		AP +		DAMAGE BONUS		ARMOR	
BASE							1D10		1D10				1D10	
ANIMAL TYPE (1D10)					%D/2						1D10			
01-04 carnivore					+40		+1		-1		-4			
05-08 herbivore					+20		-1		+2		-6			
09-10 omnivore					+30		+2		+0		-5			
ANIMAL SIZE (2D10)														
02-03 tiny	1D10		1D10		x2								-4	
04-06 very small	2D10 +5		2D10 +5		x1.6								-3	
07-09 small	3D10 +10		3D10 +10		x1								-1	
10-12 medium	3D10 +30		3D10 +30		x1								-1	
13-15 large	3D10 +60		3D10 +60		x1								+0	
16-18 very large	3D10 +90		3D10 +90		x.7								+1	
19-20 huge	%D +100		%D +100		x.4								+2	
ANIMAL FORM (%D)														
01-05 amorphous	x.5		x1		x.5								-8	
06-20 insect/mollusk	x.5		x.8		x1.2								-4	
21-35 fish	x.8		x1.5		x1								-6	
36-50 amphibian	x1		x1		x1.2								-4	
51-65 reptile	x1		x1.5		x1.2								-3	
66-75 avian	x.6		x.8		x1.5								-6	
76-95 mammal	x1		x1		x1								-4	
96-00 special	?		?		?								?	
TOTALS														
DAMAGE BY STR STR ROLL 01-25 1D10-3 26-50 1D10 51-75 1D10+3 76-100 2D10 101-125 2D10+3 126-150 3D10 151-175 3D10+3 ETC.		AP = _____ (DEX) ÷ 10 = _____ + _____ (AP+) DAMAGE ROLL = _____ + _____ (bonus)				MENTATION (MNT) CLASS 1 or less reactant (1) 2-3 low (2) 4-6 moderate (3) 7-9 high (4) 10 or more very high (5)								
		STR _____ END _____ DEX _____ MNT CLASS _____ AP _____ DAMAGE DONE _____ ARMOR _____												

DESCRIPTIONS, NOTES, SKETCHES, ETC.

ANIMAL CREATION FORM

(see new life and new civilizations, animal creation)

	STR		END		DEX		MNT		AP +		DAMAGE BONUS		ARMOR																													
BASE							1D10	9	1D10	5			1D10	3																												
ANIMAL TYPE (1D10)																																										
01-04 <u>carnivore</u>					%D/2	24						1D10																														
05-08 herbivore					+40	+40	+1	+1	-1	-1	-4	-4																														
09-10 omnivore					+20		-1		+2		-6																															
					+30		+2		+0		-5																															
ANIMAL SIZE (2D10)																																										
02-03 tiny	1D10		1D10		x2								-4																													
04-06 very small	2D10		2D10		x1.6								-3																													
07-09 small	+5		+5										-1																													
10-12 medium	3D10		3D10		x1								-1																													
13-15 <u>large</u>	+10		+10		x1								+0	+0																												
16-18 very large	+30		+30		x1								+1																													
19-20 huge	3D10	75	3D10	82	x1	X1							+2																													
	+60		+60		x.7																																					
	+90		+90		x.4																																					
	%D		%D																																							
	+100		+100																																							
ANIMAL FORM (%D)																																										
01-05 amorphous	x.5		x1		x.5								-8																													
06-20 insect/mollusk	x.5		x.8		x1.2								-4																													
21-35 fish	x.8		x1.5		x1								-6																													
36-50 amphibian	x1		x1		x1.2								-4																													
51-65 reptile	x1		x1.5		x1.2								-3																													
66-75 avian	x.6		x.8		x1.5								-6																													
76-95 <u>mammal</u>	x1	X1	x1	X1	x1	X1							-4	-4																												
96-00 special	?		?		?								?																													
TOTALS	75		82		64		10		4		5		-1(0)																													
<div style="display: flex; justify-content: space-between;"> <div style="width: 30%;"> <p>DAMAGE BY STR</p> <table border="0"> <tr> <td>STR</td> <td>ROLL</td> </tr> <tr> <td>01-25</td> <td>1D10-3</td> </tr> <tr> <td>26-50</td> <td>1D10</td> </tr> <tr> <td><u>51-75</u></td> <td><u>1D10+3</u></td> </tr> <tr> <td>76-100</td> <td>2D10</td> </tr> <tr> <td>101-125</td> <td>2D10+3</td> </tr> <tr> <td>126-150</td> <td>3D10</td> </tr> <tr> <td>151-175</td> <td>3D10+3</td> </tr> <tr> <td colspan="2">ETC</td> </tr> </table> </div> <div style="width: 35%;"> <p>AP = <u>64</u> (DEX) ÷ 10 = <u>6</u> + <u>4</u> (AP+)</p> <p>DAMAGE ROLL = <u>1D10+3</u> + <u>5</u> (bonus)</p> </div> <div style="width: 30%;"> <p>MENTATION (MNT) CLASS</p> <table border="0"> <tr> <td>1 or less</td> <td>reactant (1)</td> </tr> <tr> <td>2-3</td> <td>low (2)</td> </tr> <tr> <td>4-6</td> <td>moderate (3)</td> </tr> <tr> <td>7-9</td> <td>high (4)</td> </tr> <tr> <td>10 or more</td> <td><u>very high (5)</u></td> </tr> </table> </div> </div> <div style="display: flex; justify-content: space-between; margin-top: 10px;"> <div>STR <u>72</u> END <u>82</u> DEX <u>64</u> MNT CLASS <u>5</u></div> <div>AP <u>10</u> DAMAGE DONE <u>1D10+8</u> ARMOR <u>0</u></div> </div>															STR	ROLL	01-25	1D10-3	26-50	1D10	<u>51-75</u>	<u>1D10+3</u>	76-100	2D10	101-125	2D10+3	126-150	3D10	151-175	3D10+3	ETC		1 or less	reactant (1)	2-3	low (2)	4-6	moderate (3)	7-9	high (4)	10 or more	<u>very high (5)</u>
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F'lanari: 8 foot tall upright bipeds, on the edge of sapience. Slim and fairly agile, with golden brown fur. Lives in mountainous terrain. Highly territorial. Nasty tempered. Native to Damal III.

STAR VESSEL DATA RECORD

VESSEL CLASS	VESSEL NAME
VESSEL TYPE	HULL NUMBER
DESIGNER	CONTRACTOR
DATE DESIGNED	COST
DATE HULL LAID DOWN	
DATE OF CONSTRUCTION COMPLETION	

DIMENSIONS

OVERALL LENGTH
OVERALL WIDTH
OVERALL HEIGHT
DECK CEILING HEIGHT
CARGO UNITS
METRIC TONNAGE (EMPTY)

MOBILITY DATA

WARP ENGINES

MANEUVER POINT RATIO
POWER UNITS
STRESS CHARTS
MAX SAFE CRUISING SPEED
EMERGENCY SPEED

DEFLECTORS

TYPE
POWER RATIO

IMPULSE ENGINE

TYPE
POWER UNITS

ARMAMENTS

TYPE														
LOCATION														
FIRING CHART														
POWER RANGES														

OTHER FEATURES

TRANSPORTERS	DAMAGE CHART
SHUTTLECRAFT	
TRACTOR BEAMS	
CREW REQUIREMENTS	
PASSENGER FACILITIES	

VESSEL HULL NUMBERS AND NAMES