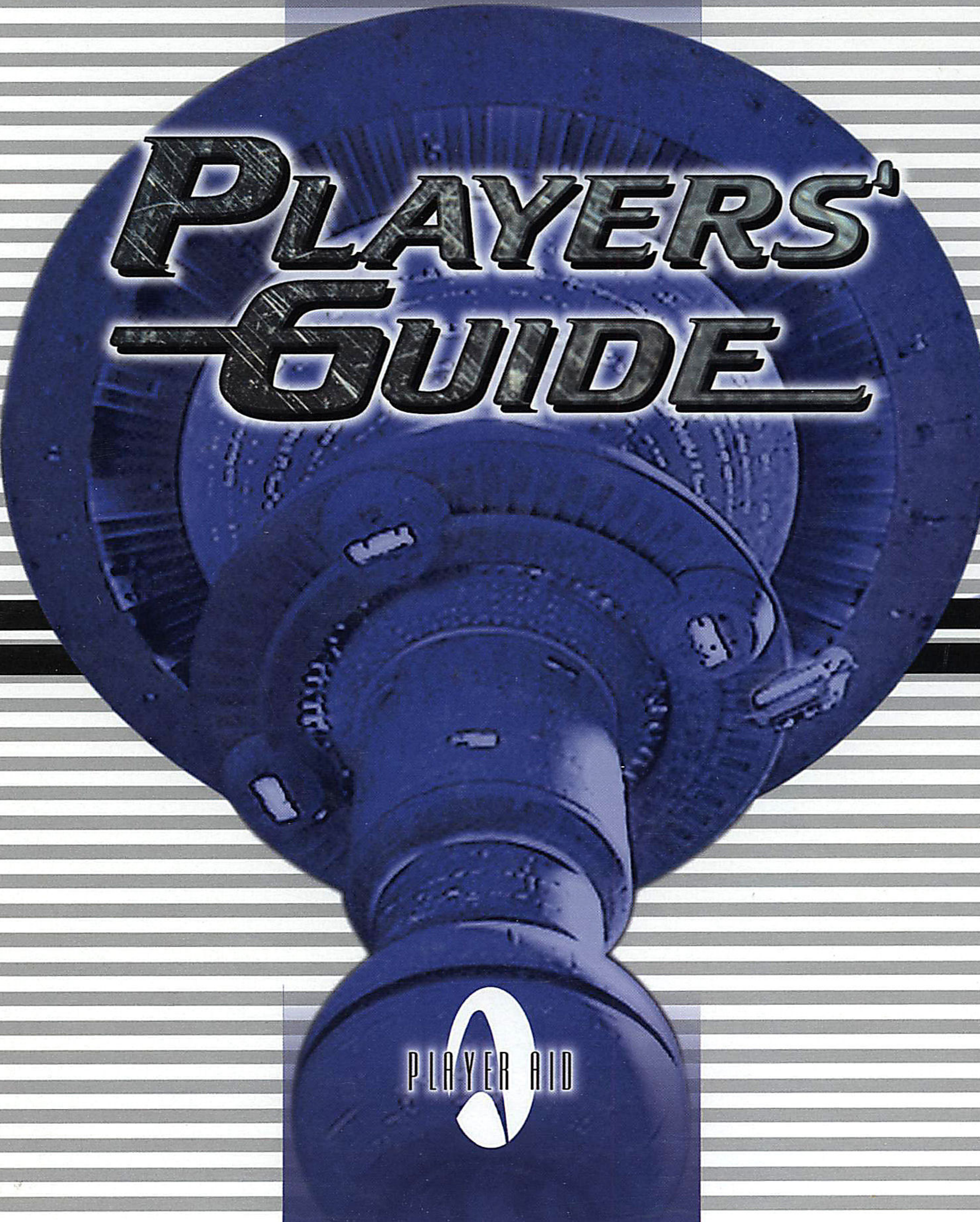
STAR TREK
THE NEXT GENERATION®
ROLEPLAYING GAME

PLAYERS' GUIDE



PLAYER AID

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DEDICATION: To our thousands of fans.

"One of the most important things in a person's life is to feel useful."
"Relics" [TNG]

DISCLAIMER: While Last Unicorn Games has researched extensively to make this the most authentic *STAR TREK: THE NEXT GENERATION*® 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 *ST: TNG*, some liberties have been taken 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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Reflections of the Past

Lieutenant Commander Tendal listened to the archeologist blather on as they rode down in the turbolift to the dig site below the planet's crust. Tendal was a bit annoyed for being called here. The scientists from the starbase made regular trips out here, to check on the archeologists, and transport artifacts back for further study, but another trip wasn't scheduled for another two months.

Something precipitated an emergency call from the science colony on the planet—Heret IV—and, as usual, Doctor Maxwell was taking his time getting to the point. Instead, he began running down events at the colony since Tendal's last visit. The turbolift stopped, and the two men got out.

Starfleet's Corps of Engineers had tunneled out a small alcove at the bottom of the shaft—and built the turbolift—to make the excavations easier. From here, the archeologists had to dig for themselves.

Maxwell led him to a more prosaic ladder for the rest of their trip. Maxwell was telling him about how they had discovered the new level. Tendal half-listened; he'd read the Doctor's log for the last week, and knew about the new excavations.

"...Let me show you what we found."

With that, Tendal's attention snapped back into focus. Doctor Maxwell led him down a narrow passageway, and stopped at a dark doorway. Cold air seeped out of the expanse beyond. Maxwell turned on portable lights positioned around the room, which cast a spectral glow.

Lieutenant Commander Tendal didn't know what to make of what he saw. Row upon row of some sort of canister, two and a half meters tall, crystalline in nature, stood in the room.

"We discovered the cavern a few days ago after clearing away rubble from the collapsed ceiling. We shored up the roof with portable forcefield generators, and started to examine the room. We initially thought the equipment was some sort of power generator, when we picked up minimal energy readings."

"That's interesting."

"That's not what's interesting." Maxwell said. Tendal looked at him sideways. "As I said, we began examining the room. Technology far and away like nothing we'd ever seen. No circuitry to speak of. Total crystalline conversion, like our isolinear chips, but more sophisticated."

By now, Maxwell had moved into the room, indicating the columns. He seemed entranced now, lost in conjecture and the thrill of discovery. Lieutenant Commander Tendal was becoming frustrated, a step behind Maxwell's presentation.

"Doctor—what is it you're trying to tell me?"

"We picked up life signs from inside the crystal." Maxwell said, bluntly.

"Life signs..."

"There's something alive inside, barely. What's more, when we entered the room, the—whatever they are—activated. We suspect they're some form of stasis device, but if the age matches the age of the ruins above, that would put them at..."

Lieutenant Commander Tendal was no longer listening, instead circumnavigating one of the crystal pillars. If there are lifeforms inside, he wondered, who were they, and where did they come from? He'd have to make a report to Starbase 315.

Introduction

You hold in your hands the ***Star Trek: The Next Generation Roleplaying Game Player's Guide***. If you're not familiar with player's guides, they are perennial favorites among players and Narrators, because they give you new options to include in your games. As such, this book represents a sort of companion to the core rulebook. Since the release of the first *Star Trek RPG* book, we at Last Unicorn Games have expanded on the Icon System, and found new ways to elaborate on the *Star Trek* setting. Whether your character is a overly helpful Benzite who attended Starfleet's Advanced Medical Training program, or a human gifted with psionic abilities, you'll find material to help you create the kind of character you want.

While much of the material is useful for players, this book is for Narrators, too. Inside, you will find rules covering a variety of situations. When a control panel explodes from a circuit overload, what kind of damage does it cause? How many people are affected? Using the explosion rules, now you can figure this out. Want to know the proper dosage for cordrazine, and its effects? The rules for medications cover this. Need to know how many Development Points to use to create an enlisted person? Use the rules in chapter five. In the ***Player's Guide***, we tried to find situations typical to *Star Trek*, or to roleplaying games in general, and to give you the tools you need to include them in your game.

How to Use This Book

Most of the material contained herein is considered optional, and you are not required to use it in your game sessions. But for those players who want more detailed guidelines or expanded options, this book provides you with a starting point. As always, consult with the Narrator on whether or not a particular rule applies to his series.

Part of the fun of a roleplaying game involves making up new rules and setting information. In fact, that's how many game designers got their start—devising rules to handle a specific situation, tweaking old rules to make them "better," and making up new aliens or devices to befuddle players. To these ends, the ***Star Trek: The Next Generation RPG Player's Guide*** gives you more information on how the Icon System works. If you need a rule to suit your game, and it's not included here, find a related rule and use a little ingenuity. After all, this is your game.

Contents

CHAPTER ONE: LIFE IN STARFLEET

Just what does a Starfleet officer do during the day, in between travels to new worlds and new adventures? What is a General Order? What is Starfleet's protocol when establishing first contact with a newly discovered civilization? This chapter answers those questions by providing more information covering how officers on a starship work.

CHAPTER TWO: EXPANDED CHARACTER CREATION

The rules for character creation in the *ST:TNG* core rulebook were written with simplicity in mind, and concentrated on creating typical Starfleet characters. In this chapter, we introduce expanded tables for use with the standard Background History system. The advanced training programs allow you to create characters in greater detail; you can also spend experience points to participate in the Advanced Tactical Training or Exocultural Relations programs, among others. Finally, you can create characters who join Starfleet late in life, but who possess considerable prior experience.

CHAPTER THREE: ALIENS

The United Federation of Planets has become a melting pot of different species and cultures from across the Alpha Quadrant. Besides the Vulcans, Betazoids, and Andorians, there are others. From Benzites to Zakdorn, this chapter details eight new alien species for you to play in your *Star Trek: The Next Generation* games, including setting information and Templates.

CHAPTER FOUR: SKILLS AND TRAITS

This chapter expands the list of skills, specializations, advantages, and disadvantages available to *Star Trek: The Next Generation RPG* characters. Provide your characters with new skills like Knowledge, Tracking, or Concealment. Use new specializations like gymnastics, hypnotism, fencing, or one of almost a dozen new unarmed fighting styles. New traits, such as Cultural Flexibility or Bad Reputation, allow you to create characters closer to your concept and with more detail than ever before.

CHAPTER FIVE: ENLISTED PERSONNEL

Officers aren't the only personnel in Starfleet. From repairing the gravity net to piloting shuttlecraft, many positions are filled by enlisted crewmen. These individuals handle the daily tasks of keeping a starship in peak operating condition, and perform a number of services vital to starship operation. This chapter describes the duties of enlisted personnel and provides a detailed system for creating these kinds of characters.

CHAPTER SIX: PSIONICS

Vulcans have the mind meld. Betazoids are well known for their telepathy. Species like the Napeans and Cairn possess their own unique abilties. But what about those humans, Andorians, and Zakdorn born with extraordinary powers? This chapter builds on the guidelines in the core rules, to support psionics in a Starfleet series. Here you will find information on psionics in Starfleet, as well as an expanded collection of new psionic powers for you to include in your games.

CHAPTER SEVEN: ARCHETYPES

Since the initial release of the *Star Trek: The Next Generation Roleplaying Game*, supplements published over the past year introduced many new character professions. In addition to playing a Starfleet officer, you can portray an officer in the Merchant Marine, a Starfleet Intelligence agent, a Federation diplomat, and any of a dozen other character types. In this chapter, we provide you with archetypes for some of these professions—such as the Rapid Response officer and the Federation scientist. These include detailed background information and completed character sheets. Narrators can also use these for typical Supporting Cast characters.

CHAPTER EIGHT: MINIATURES RULES

When the Cardassians surprise your characters on the surface of Altor III, where are they standing? Can they get a clear shot at you? In a ship-to-ship battle, how quickly can you get to the safety of the Mutara Nebula? Can your sensors detect the renegade Klingon battlecruiser hiding in an asteroid field? In any roleplaying game, it is sometimes hard to visualize a scene's set-up. This chapter provides some advice on using miniatures in your *TNG* games.

CHAPTER NINE: NEW RULES

This chapter is full of new rules to include in your *Star Trek: The Next Generation* games. Using these, Narrators and players alike can vary their play style as they see fit. These include rules for explosives, medications, starship renown, and new combat options, to name a few. This chapter also includes a brief essay on using the Icon System to create high-ranking officers, like captains and first officers.

CHAPTER TEN: STARBASE 315

In honor of Last Unicorn's release of the *Star Trek: Deep Space Nine RPG*, this chapter describes a new campaign environment set on a starbase. Unlike Deep Space Nine—built by another species, set on the Federation's frontier, and simply managed by Starfleet—Starbase 315 represents a more traditional Starfleet starbase. Danger lurks in the BeTau sector, and adventure takes many forms. Narrators can either set their series on Starbase 315, with the players taking the roles of the station personnel, or play the crew of a starship assigned to the starbase.

THE ICON LINK

The symbol appearing behind this sentence indicates that additional information about the subject in question can be found at the Last Unicorn Games website. Visit us at ***www.lastunicorngames.com***!

Life in Starfleet

Officers and crew in Starfleet have varied duties and responsibilities, from serving at their stations to routine maintenance to departmental meetings. To give players and Narrators a better understanding of the daily life on board a starship or starbase, this chapter details the responsibilities of serving in Starfleet, and the operations in which characters become involved. By taking the information from this chapter you should have a clearer idea of what your characters do during and between episodes, and the duties for which they are responsible.

General Orders and Regulations

Species from across the Federation commit to working together in harmony toward a common goal. Upon entering Starfleet all personnel swear to uphold and honor, to the best of their ability, the Articles of the Federation. These Articles form the foundation upon which the Federation exists: the Grand Experiment. Upholding these ideals requires more than a devotion to duty, but also a set of guiding principles from which Starfleet personnel can find direction.

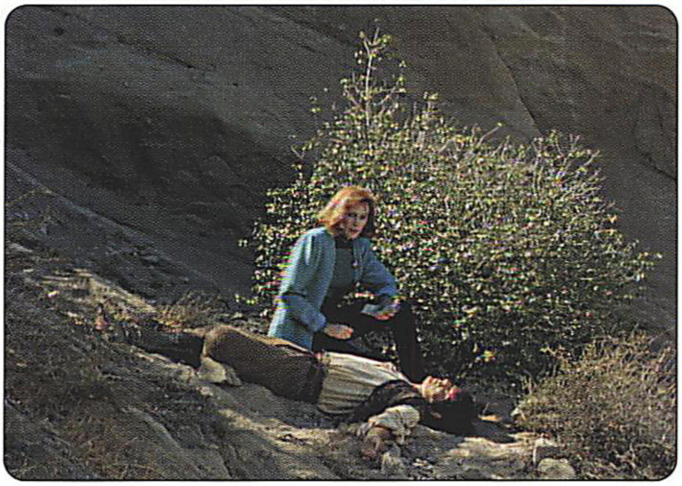
To this end, Starfleet Command instituted a set of General Orders, regulations, directives, and guidelines for officers to follow in the execution of their duties.

GENERAL ORDERS

The Starfleet General Orders represent fleet-wide commands, detailing the firm guidelines all personnel must follow in the performance of their duties. The General Orders are the most important, primary guidelines in Starfleet. They supercede all other regulations and orders issued in the field. Failure to obey a General Order is typically a court martial offense, though Starfleet courts weigh any mitigating circumstances preventing their implementation. No commanding officer, no matter his rank, can issue an order instructing crew members to violate a General Order. Such commands are seen as illegitimate, and simply following orders contrary to a General Order is no defense. The office of the Judge Advocate General scrutinizes violations of General Orders, and prosecutes flagrant breaches of Starfleet doctrine.

Since their initial implementation, the number and nature of the General Orders has varied over time. Starfleet Command, when called for and appropriate, reviews the General Orders, updating them, or, in some cases, rescinding them due to changes in policy. In the 23rd century, Starfleet General Order 24 mandated the destruction of a planet's surface unless a countermand order was issued within a specified time period. Starfleet Command, deeming this order too draconian, rescinded it in the early 24th century.

For the first fifty seven years, Starfleet issued General Orders in an ad hoc fashion, so consequently they do not follow a hierarchy of importance.



General Order Six is not considered more important then General Order Thirteen. Instead, each is considered equal in magnitude. The Prime Directive, General Order One, represents the sole exception. After the unfortunate first contact debacle with the Klingons in 2218, Starfleet Command established the Prime Directive as the first, and thus most important, General Order. When any General Order, regulation, or standing order conflicts with General Order One, the Prime Directive takes precedence.

Sometimes, in the pursuit of Starfleet's objectives the General Orders conflict with one another. The interpretation and application of the General Orders lies with the commanding officer, and this is perhaps the most burdensome responsibility of command; often, there is no "right" answer. A captain faced with a ship in distress inside the Neutral Zone—a clash of General Orders Six and Eleven—must make a judgment call on which General Order takes precedence.

Though many other General Orders exist, only the first thirteen are listed below. For more information on Starfleet's General Orders, see the *Star Trek: The Next Generation Roleplaying Game* Core Rulebook.

GENERAL ORDER ONE

No officer of Starfleet shall interfere in the natural evolution of a sapient species, nor shall any officer permit a Federation citizen to interfere in the natural course of development of a sapient species.

The most important tenet of Starfleet, this General Order has come to be known as the Prime Directive. Enacted as a result of the disastrous first contact with the Klingons in 2218, the Prime Directive supercedes all other General Orders, regulations, or standing orders.

This General Order safeguards the normal evolution and ongoing cultural development of planetary societies. In particular, the Prime Directive applies to less-developed civilizations, where contact with extraterrestrials and beings with advanced technology would significantly affect the culture. Commanding officers may not undertake any action that would violate the Prime Directive and Starfleet personnel are expendable to prevent violations of this essential rule.

GENERAL ORDER TWO

Starfleet officers and agents shall at all times protect the life and liberty of the citizens of the United Federation of Planets.

Starfleet officers swear to protect Federation citizens from harm or loss of liberty. Invoking General Order Two, an officer declares he is abandoning or altering his current mission in order to counteract an immediate threat to Federation citizens. A starship captain with orders to patrol a sector of space, for example, would invoke General Order Two to answer a distress call from a Federation colony.

GENERAL ORDER THREE

In the event of catastrophe, the commanding officer is authorized to order the destruction of the ship.

General Order Three allows the current commanding officer to initiate the self-destruct sequence in the event of the hostile occupation of the ship. In practice, current Starfleet protocols call for the commanding officer to do so only during situations where the threat to the Federation justifies the loss of a ship.

GENERAL ORDER FOUR

Starfleet authorizes any and all commanding officers to countermand Starfleet regulations in the event of an extreme threat to Federation security.

Officers can, by invoking this protocol, issue mission objectives that cannot be countermanded by any other regulation or standing order. Commanding officers use this protocol only for missions so sensitive that their failure would threaten the survival of the Federation itself, or put thousands of lives at risk. As interpreted in the 24th century, the invocation of General Order Four may not be used to issue an order countermanding Starfleet's General Orders.

GENERAL ORDER FIVE

Commanding officers shall safeguard the safety and liberty of crew members and civilians under their command.

Commanding officers swear to ensure the safety of those under their command. While not fundamentally different from General Order Two, this order emphasizes that commanding officers should not take actions that would unduly jeopardize the people under their jurisdiction.

Note that these guidelines do not require a starship captain to avoid danger altogether (danger goes part and parcel with the life of a Starfleet officer), just not take unreasonable risks. Should a starship crew find itself in danger, the commanding officer has a responsibility to exercise all measures at his disposal to safeguard the crew and passengers.

General Order Six

Starfleet personnel must aid and assist any spacefaring vessel signaling a distress call.

This General Order harks back to the ancient Earth tradition of the sea requiring all ships to come immediately to the aid of another ship in distress, no matter either ship's registry. This Federation propensity to aid even enemy vessels confuses species lacking a similar doctrine. Commanding officers typically invoke General Order Six to interrupt an ongoing mission upon the receipt of a distress call.

General Order Seven

No Starfleet officer shall visit the planet Talos IV, nor shall he allow any Federation citizen to visit Talos IV.

Enacted following Captain Christopher Pike's imprisonment by the inhabitants of Talos IV, this General Order forbids all Starfleet personnel from visiting or even contacting Talos IV. The penalty for violating this order is death. Some admirals within Starfleet Command advocate one day reducing the penalty to life imprisonment.

General Order Eight

Starfleet personnel are required to investigate any and all instances of espionage on Starfleet facilities, and within the United Federation of Planets.

Known as the counter-espionage protocol, General Order Eight gives commanding officers the authority to cancel a routine mission in order to pursue evidence of espionage against the Federation or its allies. Starfleet expects officers to take all steps necessary to stop the flow of intelligence damaging to the Federation, excluding the violation of the General Orders.

General Order Nine

Starfleet personnel are required to protect and defend Federation property and territory.

The first of two General Orders stipulating Starfleet's tactical policies, this General Order requires commanding officers to abandon routine missions in order to protect Starfleet bases, shipyards, and vessels, as well as Federation member worlds and colonies, from imminent danger.

General Order Ten

Starfleet personnel shall take no hostile action unless responding to a hostile action.

This General Order enshrines a fundamental tenet of Starfleet and Federation tactical policies in the 24th century. Starfleet's mission has always been one of peace, and the Federation has always considered Starfleet's primary mission to be one of exploration and discovery.

Starfleet personnel are encouraged to practice nonviolent conflict resolution, and may only resort to the use of potentially lethal force when confronted with hostile force. A starship captain, for example, may not fire upon a Romulan vessel without provocation.

General Order Eleven

Starfleet personnel shall not enter the Romulan Neutral Zone or permit Federation citizens to enter the Neutral Zone without a direct order from Starfleet Command.

The Treaty of Cheron established the Neutral Zone with the Romulan Star Empire in 2160. General Order Eleven was one of the earliest fleetwide orders issued by Starfleet upon its founding in 2161. No matter the provocation, Starfleet vessels may not cross into the Romulan Neutral Zone without verified authorization from Starfleet Command. To do so would be considered by the Romulans as an act of war.

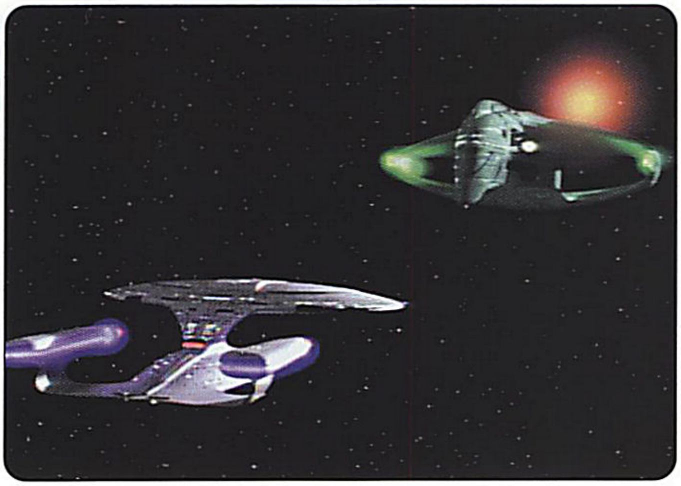
When this General Order conflicts with other General Orders, such as the rescue of a ship in distress or the protection of life and liberty, the Judge Advocate General's office has so far been unsuccessful in the prosecution of such violations.

A DAY IN THE LIFE OF...

Captain Bill Cross, Commanding Officer
U.S.S. Gallant

Daily Schedule, Stardate 51233

0530	End sleep period
0600	Workout period
0700	Breakfast
0730	Meeting with Commander Garrett—ship status/daily report
0900	Report to Admiral Necheyev—current mission status
0930	Engineering Division—scheduled servicing of matter injector
1000	Senior staff meeting
1130	Tactical update—Lt. Cless—current situation in Goren system
1300	Meal break
1400	Captain's Mast
1615	Meeting with Commander Garrett—mission review
1700	Starfleet Intelligence threat assessment—pending message: Admiral Keil
1900	Evening meal
2000	Personal time
2300	Begin sleep period



GENERAL ORDER TWELVE

Starfleet personnel are required to take adequate defensive precautions when approached by a spacecraft with which prior contact has not been established.

In the event of contact with a vessel maintaining communications silence, Starfleet vessels are authorized to raise deflector shields, energize phasers to partial standby, and arm photon torpedoes. Starfleet enacted this General Order both to safeguard vessels from unidentified potential adversaries and to establish the protocols for this type of situation.

GENERAL ORDER THIRTEEN

To the extent that it does not interfere with their other duties, Starfleet personnel are obligated to investigate any unusual phenomenon.

Exploration is Starfleet's primary endeavor. General Order Thirteen authorizes Starfleet personnel to interrupt routine operations to investigate heretofore unseen or unrecorded phenomena, whether astronomic or planetary.

Should a starship crew be in the pursuit of a high-priority mission, however, Starfleet protocol dictates they complete their mission, then return to the phenomenon later. Thus, a starship captain ferrying vital medical supplies to a colony in distress, for example, would complete that mission before returning to study an unusual cepheid variable.

REGULATIONS

The bulk of Starfleet regulations deal with specific duties and situations, such as the use of communications during battle and the use of sensors upon encountering an unknown vessel. Regulations also cover duty functions such as the required radiation safety levels in engineering and the minimum number of lifepods on board a starship. Because of the specific nature of regulations, there are far too many to list.

Failure to follow regulations may result in disciplinary action unless the commanding officer deems the infraction necessary. Reductions in rank or formal reprimands are common responses to violating a regulation.

SAMPLE REGULATIONS

- ***General Regulation 12*:** "Upon encountering an unknown lifeform, or being that demonstrates cognitive ability and the qualifications of sentience, every step should be taken to initiate first contact within the boundaries of General Order One."
- ***General Regulation 46A*:** "If transmissions are being monitored during battle, no uncoded messages on an open channel are permitted."
- ***Operations Regulation 110D*:** "During away missions, all away team members are to be monitored by the Operations Officer on duty by sensors, communications, or data uplink in preparation to render assistance."
- ***Security Regulation 44A*:** "The admittance of non-Starfleet personnel into torpedo bays, phaser control, or secure areas without suitable escort is prohibited."

DIRECTIVES

Directives are also referred to as standing orders, and are set by officers within a chain of command. A standing order may be put in place for the duration of a mission, such as to have an escort with the visiting delegation at all times, or it may be permanent aboard a starship, such as announcing the presence of the commanding officer on the bridge. A standing order may be applicable only in certain situations or on board specific starships. Upon assuming a new starship or starbase posting, officers and personnel are expected to learn the current standing orders in force. Standing orders do not apply to visitors specifically, though they may concern them.

SAMPLE STANDING ORDERS

- ***Standing Order,* U.S.S. Enterprise-D, *Captain Edward Jellico*:** "The presence of the commanding officer or flag officer will be announced at all times."
- ***Standing Order,* U.S.S. Thunderchild, *Captain Bem Okala*:** "Duty roster requests must be made twenty four hours in advance of posting."
- ***Standing Order,* Starbase 77:** "All personnel, during the duration of the Utharian Peace Talks, will attend all official functions in dress uniform. The appropriate courtesy is to be extended to all delegates."
- ***Directive 252, Bajor Sector*:** "By order of Admiral Necheyev, personnel with any knowledge of the resistance group known as the Maquis, or their operatives, are to report such information to their superior officer immediately."

In many situations the violation of a standing order results in minor disciplinary action. Even so, standing orders are an important part of the command process and should be followed at all times.

GUIDELINES

Like regulations, the number of guidelines in place is too numerous to go into detail. Guidelines attempt to cover, in the broadest possible terms, the manner in which Starfleet personnel should respond in a situation. Because of the sheer number of different situations officers face every day guidelines can not attempt to cover every situation. All personnel study and become familiar with the Starfleet Away Team Guidelines Manual and the Interspecies Personal Relations Handbook at Starfleet Academy.

But there are many, many more guidelines, and typically officers familiarize themselves with those guidelines applicable to their duties, such as Transporter Code 14, used to rematerialize an object's pattern in a scattered condition, effectively destroying it, and Attack Pattern Delta-9, establishing a specific return fire procedure.

An important point to remember about orders, regulations, directives, and guidelines is their hierarchy. A General Order always supercedes a conflicting regulation, while a regulation supercedes a conflicting directive. A captain's directive can likewise allow a crew member to disregard a specific guideline, if necessary. Although this may seem confusing to outsiders, all personnel attending Starfleet Academy attend classes on "Legal Theory and Practice" and "The Starfleet Uniform Code of Justice," to name a few.

SAMPLE GUIDELINES

- ***From the Starfleet Transporter Operations Manual, Rev 61C:*** "The use of transporter codes facilitates the ability to designate actions to be quickly taken in the event of an emergency. Knowledge of these codes, and the actions to be taken, is required by all personnel certified for transporter operation."
- ***From the Starfleet Away Team Guidelines Manual, 13th Edition:*** "While on an away mission, all members should remain within audible contact of each other and in teams of two. In rescue operations, where away members may be split up, an open communications link is advised."
- ***From the Interspecies Personal Relations Handbook, Chapter 20:*** "While in the midst of first contact or diplomatic relations with a newly encountered species, personnel are required to conduct themselves in a professional manner. Conduct outside these boundaries should be reported to a superior officer immediately."

STARFLEET PROTOCOL

Protocol is the acceptable response to a given situation based on precedence. While Regulation 4B states that the "orders of a superior officer are to be followed at all times," protocol demands that superiors or officers be treated with respect. The series of operations routinely performed when a starship goes to yellow alert—bringing all active bridge stations to Full Enable Mode, raising deflector shields, etc.—represents another example of Starfleet protocol in action.

Many of Starfleet's traditions and sources of protocol can be traced back to Earth, one of the founding member worlds of the Federation. Many centuries ago Earth's inhabitants sailed the seas in ships, and developed a vernacular that over the years became more commonly known as "naval tradition." Starfleet follows this tradition today in many ways, such as the current Starfleet rank structure.

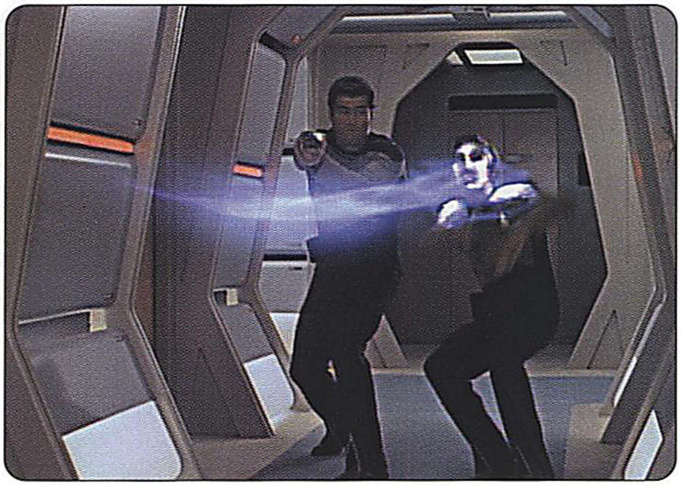
OFFICERS, FORMS OF ADDRESS & TRADITION

The President of the Federation commissions all Starfleet officers to uphold the Articles of the Federation. It is an honorable burden and requires that officers be above reproach. An officer should always be treated with respect, and carry himself in a professional manner worthy of the uniform.

When addressing a superior officer, the officer should be referred to as "sir," regardless of sex (or lack thereof), unless the officer has a known preference for some other form of address. Starfleet officers do not salute, unlike Romulan officers for example, but in instances of formality—such as at a hearing or formal occasion, or in the presence of an admiral—may be required to come to attention. Unless standing orders dictate otherwise, upon the entrance of a superior officer, personnel should rise from their seats (if appropriate) and acknowledge the presence of the officer. The presence of a flag officer (Rear Admiral or higher) should always be announced upon entrance.

When given an order the proper response is "Aye, sir" or "Aye-aye, sir." "Aye" is old Earth vernacular for "yes" and in the strictest sense means "I understand and obey." In many instances "Yes, sir" is perfectly acceptable. Some commanding offers have a personal preference for the acknowledgement of orders, and make them known as a standing order.

Particularly for Starfleet officers hailing from alien worlds, many Earth naval terms can be confusing,



such as the method for denoting direction. The front of a vessel is referred to as the "bow" or "fore." The rear of the vessel is the "aft" or "stern" of the ship. The left and right sides of the vessel are the "port" and "starboard",while up and down are referred to as "dorsal" and "ventral."

OPERATIONAL MODES

Several operating conditions or modes specify the normal distribution of resources and personnel while on board a starship or starbase facility. In the event of an emergency, the changing of operation modes allows the swift configuration of the ship to handle the threat.

In addition to such operating modes as Cruise Mode and Yellow Alert Mode, Starfleet maintains the following:

INTRUDER ALERT

This operational mode is similar to Yellow Alert Mode but focuses on an internal breach of security. During an intruder alert, all nonessential personnel are confined to their quarters or duty stations for the duration of the emergency. Movement through the ship requires the authorization of an immediate superior officer.

Armed security teams patrol each deck, with teams stationed at sensitive areas of the ship (*e.g.*, transporter rooms, shuttlebays, torpedo bays, main engineering, computer core, armory, and the bridge). Authorization codes are required to access turbolifts and sensitive areas. Identifying the intruder's location via internal sensors or visually, force fields can be erected at various locations to trap the intruder until security teams arrive. The Tactical Officer monitors all shipboard activity and directs threat response operations.

QUARANTINE

In the event of an outbreak, this operational mode confines all personnel to their current locations, while environmental controls isolate life support systems for each deck. This ensures the contagion does not spread throughout the starship or facility. Access to move about the ship requires security authorization.

When the location of the contagion becomes known, containment force fields may be erected in the affected area(s). During all operational modes the ship's environmental control subroutines constantly monitor life support for any airborne contaminants and in the event of discovery alerts the bridge and Chief Medical Officer immediately.

ABANDON SHIP

In instances of extreme danger, when the commanding officer considers a vessel lost, the order to abandon ship may be given. All shuttlebays are brought to active status and operational shuttlecraft are prepared for immediate departure. Should a habitable planet or facility be within range, emergency power is routed to all operational transporters, including cargo, for the transfer of personnel, equipment, and supplies.

All personnel report to a designated mustering station in the event of the abandon ship order being given. Lifeboats are enabled, and launched either by the bridge or by their occupants. A microwarp buoy is launched, containing a subspace transmitter and a copy of the ship's logs.

CONTACT PROTOCOL

Upon contact with an unknown vessel, or a vessel with unknown intent, Starfleet protocol and regulations define the appropriate response. Starfleet's rules of engagement require that, unless the commanding officer has reason to suspect the intentions of the vessel, shields remain at standby mode. To do so, although in the interests of protecting the ship, may be construed as an overt action and mitigate a hostile response. Some species consider a defensive act a prelude to an aggressive one.

The use of sensors is also restricted to passive sensors. Passive sensors scan for information using the ambient data available without sending an overt signal that could be construed as hostile. Tactical officers should provide a tactical analysis of the vessel based on the information at hand. Under no circumstances should weapons be armed until a potential threat has been determined. Active scans from another vessel are to be expected. When a vessel actively scans a Starfleet vessel the commanding officer may elect to return the scan.

Starship commanders should immediately attempt to make contact over the standard hailing frequency. Adaptive communications technology allows Starfleet vessels to measure carrier signals and modulate based on the return signal, allowing communication with alien vessels. The Universal Translator automatically analyzes the patters of an unknown form of communication to derive a translation matrix. Some newly encountered species may be unfamiliar with these, in which case the crew should try on all channels. As per General Order Twelve, if contact is not established, the commanding officer may take adequate precautions to ensure the ship's safety.

A DAY IN THE LIFE OF...

Lieutenant Cless Mora, Tactical Officer
U.S.S. Gallant

Daily Schedule, Stardate 51233

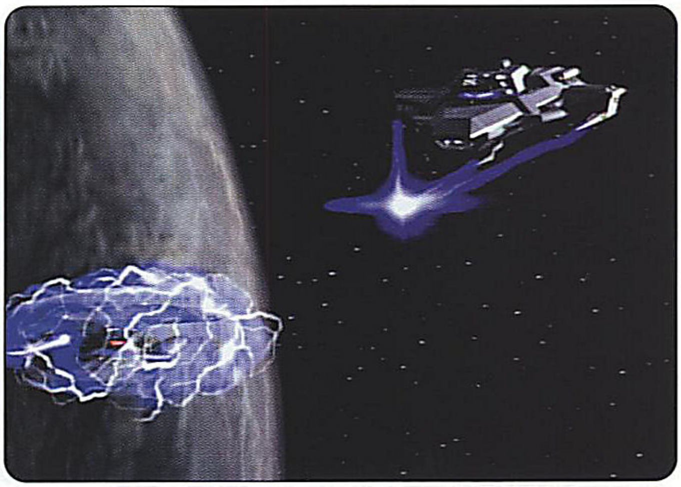
0800	End sleep period
0845	Workout period
0900	Personal time
1000	Senior staff meeting—tactical threat assessment
1130	Tactical update—Capt. Cross—current situation in Goren system
1200	Engineering Division—dorsal phaser array calibration
1300	Photon torpedo inventory—photon torpedo storage magazine
1400	Meal break
1500	Unannounced inspection—armory
1600	Bridge duty—Beta Watch
1700	Daily departmental review—status reports/duty assignments
1730	Planetary Sciences—evacuation drill
1800	Log drill results
2100	Evening meal
2400	End bridge duty
0100	Begin sleep period

If the other vessel raises shields, the commanding officer may decide what response to take. Although the other vessel may just be overly cautions, it may also be the prelude to an attack. Should the other vessel power weapons, then Regulation 8A specifies the commanding officer take what steps necessary to defend the ship, such as raising shields, without escalating the situation.

TACTICAL POLICIES

While Starfleet's primary mission is one of exploration, starships are fully equipped with sophisticated weaponry and defenses to protect themselves should the need arise. Starfleet teaches its people to exhaust every means at their disposal to resolve conflicts peacefully. Due to the extended range of Starfleet's theater of operations, starship captains have broad discretion in interpreting Starfleet's rules of engagement. Sometimes the use of force becomes necessary. Strategists at Starfleet's Strategic Planning Council have formulated a variety of conflict scenarios.

The first, perhaps most dangerous, conflict scenario involves an unknown, technologically sophisticated threat force. This refers to spacecraft from an unfamiliar species, whose motivations remain obscure. The lack of technological and cultural knowledge places starship crews under a severe handicap in tactical planning. Complicating matters further, such conflicts are often first contact situations, and thus covered under the contact protocols (covered above). Starship crews are expected to perform a thorough cultural and threat assessment as part of the contact protocols, using passive sensor equipment. As per General Order Five, the rules of engagement require adequate precautions be taken to avoid exposing passengers and crew to unnecessary risk; this prevents starship officers from taking rash action against an unknown threat force, or when faced with overwhelming odds.

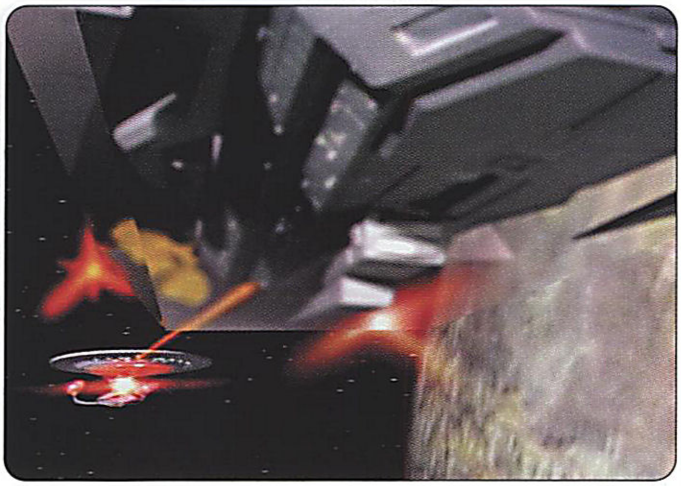


The second, more common, conflict scenario involves a known adversary. This refers to a culture with which Starfleet is familiar, though the specific spacecraft or weapons system is of an unknown type. In such cases, starship crews have the advantage of at least some technologic and cultural background on the threat force. The ship's captain can access detailed briefings on Starfleet policies toward the adversary, which facilitates effective tactical planning. As per General Order Ten, starships are not permitted to fire first, and any response must be measured in proportion to the provocation (as stipulated in General Order Five).

When conflict becomes unavoidable, starship crews can call upon a wide variety of weaponry and defensive systems:

Deflector shields are the primary defensive measure against attacks. The high power demands of shields makes their use limited, as they can not be maintained indefinitely. The Tactical Officer, at the command of the commanding officer or executive officer, raises shields. In the case of crew incapacitation, the computer system can automatically raise shields against impending threats. Shields may also be extended to protect other vessels or used to defend against unauthorized transport, as transporters can not function through shields.

Phasers are the primary offensive weapon on board a starship and are favored when a measured response is called for. With pinpoint accuracy and variable energy discharge, phasers are foremostly accurate, allowing for the disabling of selective systems of a threat vessel. Their precision allows a starship captain to affect a measured response, with a minimum of collateral damage. The decision to fire



the weapons rests with the commanding officer or the executive officer. Firing weapons without authorization is a court martial offense. In the event of crew incapacitation, the computer can automatically target threat vessels as a defensive measure.

Photon torpedoes form the secondary weapon system on board a starship. Employing a matter/antimatter warhead, torpedoes lack the precision and variable yield of phasers, instead inflicting massive damage. Starfleet tactical policies define the use of these general energy-release weapons in situations where lethal force is called for. As with phasers, the decision to fire torpedoes lies with the commanding officer or executive officer.

In addition, because of the large destructive capacity of torpedoes, they are a secured weapons system. On board all starships access to torpedo storage and operations areas are restricted, with armed guards posted on duty. A physical inventory of photon torpedoes is taken on a regular basis, as per Starfleet regulations. Because of their raw destructive power, photon torpedoes are not under computer control during crew incapacitation.

The use of weapons is covered by a number of general orders and regulations, and the use of force is never taken lightly by Starfleet Command. As indicated earlier, all avenues to resolve a situation peacefully should be taken prior to resulting to an armed conflict.

COMMUNICATIONS

Starship communications are covered under a large number of general orders and regulations. Regulations prohibit the transmission of uncoded messages over an open frequency during battle. Several layers of encryption, packaging, and priority methods exist for Starfleet communications.

Priority One messages are encoded with a variable encryption algorithm that changes on a regular basis. Priority One messages are also marked "eyes only" and can only be viewed by their recipients after undergoing identity authorization. All Priority One messages are marked for immediate delivery to the recipient and take precedence over lower priority subspace traffic.

Priority Two messages are also encrypted, but not to such a high level. These messages are also encoded to a specific individual, though not flagged with same level of importance as Priority One messages.

Priority Three messages require no authorization and are encrypted only if a particular situation demands it. These messages carry a higher priority with them than regular subspace traffic, but are still not of the level of Priority One or Two messages.

Secured transmissions negotiate a real-time encoding sequence with the recipient, encrypting the transmission as it is being sent. An open channel may be switched to secure mode only if both ends support the encryption sequence. All Starfleet facilities and ships receive at the same level of encryption. The monitoring of an open channel once secured is a difficult process. Only by recording the message and attempting to decode it at a later date can secure transmissions be compromised, and even then only in the rarest of circumstances.

DIPLOMATIC PROTOCOL

The arrival of foreign dignitaries or visiting flag officers requires officers to be on their best behavior. Depending on the nature of the engagement, formal dress may be required. As visitors board the ship, a formal greeting by senior officers may be required. Considered more a formality then a necessity, flag officers may require an inspection of a ship or request a tour. In many cases, the executive officer is responsible for seeing to visiting parties. Prior to a visitor's arrival, the executive officer arranges for quarters and escorts, and acts as a liaison between visitors and Starfleet personnel.

Although not members of Starfleet, ambassadors, diplomats and governmental officials should always be treated with the utmost respect. "Mister Ambassador" or "Madam Ambassador" make proper forms of address, though addressing dignitaries by their traditional title ("First Minister") is also appropriate. Violations of Starfleet regulations and any standing orders by visitors are to be expected. Access to sensitive areas aboard ship remains restricted, and such requests should be politely rebuffed ("I'm sorry, Madam Ambassador, but that area is restricted.").

In some situations, civilian specialists may be attached to a vessel and given some measure of authority. Typically these experts receive limited command ability relative to their field. For example, a visiting diplomat may in fact be in charge of all matters pertaining to a conference to be held aboard ship.

Line Officers & Staff Officers

Line officers are always command personnel. Starfleet Command empowers these officers to carry out the missions of Starfleet and holds them accountable for their action and those of their crew. When determining the chain of command, a line officer always has precedence over a staff or provisional officer. Starfleet trains its line officers to assume command effectively and considers them the most experienced to make decisions. Any officer that attends Command School is presumed to be a line officer.

Staff officers, although unable to hold command of a starship, manage departments and personnel beneath them, and are experienced in their own fields. In the absence of any line officers, a staff officer may assume command provided he is the senior officer present. Staff officers, if they so desire it, can attend the necessary Advanced Training Program to become line officers at some point in their career.

AN OFFICER'S DUTY

Qualities such as integrity, discipline, skill, resourcefulness, and initiative make a good officer. Every officer's first duty is to Starfleet and to uphold the Constitution of the United Federation of Planets. Starfleet Command expects and encourages its officers to exercise judgment in the implementation of their duties and to be part of a larger system of checks and balances, rather than blindly follow orders.

Starfleet officers face great responsibilities and rewarding challenges, making a position in Starfleet one of the coveted jobs in the Federation. The actions of one ship can have lasting repercussions not only for a world, but also for the fate of the quadrant and the evolution of the Federation. Thus Starfleet makes every effort to ensure its officers are the best-trained and highly skilled.

Even so, sometimes officers have been removed from command for improper judgement. Starfleet's Office of Personnel Management and the Judge Advocate General's office never look lightly upon the removal of a commanding officer. As per General Order 104, such a removal of command requires two senior officers who both feel the commander poses a danger to the ship or is unfit to command, and must be substantiated at a later date.

A DAY IN THE LIFE OF...

Lieutenant Patrick Catral, Chief Engineer
U.S.S. Gallant

Daily Schedule, Stardate 51233

0700	End sleep period
0730	Breakfast
0800	Begin duty—Alpha Watch
0900	Daily departmental review—duty assignments/inspection preparation
0930	Captain Cross—scheduled servicing of matter injector
1000	Senior staff meeting—warp drive maintenance schedule
1130	Operations Mgmt Division—review sensor enhancements
1200	Meal break
1300	Prepare maintenance schedule (Stardate 51234)
1400	Supervise plasma relay replacement—Ens. Illian and MC Strong
1600	End Alpha Watch
1615	Computer core division—review
1800	Evening meal—Lieutenant Cless
2300	Begin sleep period

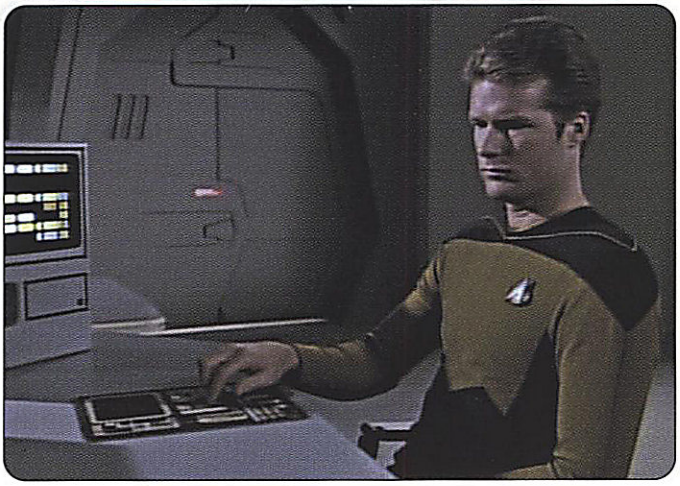
DISCIPLINARY ACTIONS

When an officer disobeys orders or disregards Starfleet's code of conduct, whether on principle or for personal satisfaction, he faces disciplinary action. Violating a General Order frequently results in court martial proceedings, which may lead to the officer's removal from Starfleet or perhaps time at a Starfleet penal facility. Lesser offenses typically result in a formal reprimand in an officer's file, a reduction of rank, or time spent in the brig. On starships, commanding officers hold what are known as Captain's Masts, where disciplinary actions are handed out. Department Heads remand officers found violating a regulation or standing order to the Captain's Mast. Each instance is reviewed by the commanding officer and their decision is binding.

Starfleet Command and the Office of the Judge Advocate General, in nearly all cases, defer to the decisions of a commanding officer. Far from the nearest starbase or outpost, captains have wide latitude in deciding disciplinary cases. Command realizes that the commanding officers are ultimately responsible for the actions of their crew and are the best judges of when disciplinary action should be administered.

DUTIES OF AN OFFICER

Starfleet officers have a variety of duties they must fulfill during the course of a day as part of their jobs. Whether a bridge officer, engineering technician or scientist, officers must attend departmental meetings, perform routine tasks related to their vocation, and file reports and logs, among other things.



DUTY WATCHES

Aside from performing one's daily duties, all officers must stand duty watches. All personnel are organized into one of three duty watches: Alpha, Beta, and Delta. On particularly large vessels there may be a fourth watch, Gamma watch, that rotates with the other three.

Standing a watch requires the manning of a crewman's post and seeing to the daily operation of the starship, sometimes while performing regular duties. In engineering, for example, dozens of technicians and officers stand watch, monitoring various functions from the temperature of the deuterium tanks to the flow of plasma through the EPS system.

From his station on the bridge, the operations manager supervises power usage, responds to departmental requests, and monitors sensor data. The tactical officer may conduct drills or inspections, or review pertinent intelligence data. The flight control officer supervises the navigational computer, makes minor course corrections, and calibrates the forward navigational array.

Standing watch as the duty officer is particularly important, as that position oversees the current duty watch and is in command of the ship until relieved by either the next duty officer or the commanding officer. Similarly, when the commanding officer leaves the bridge, he will designate an officer as "having the bridge" or "having the conn."

Typically, at a minimum, eligible officers include the commanding officer, the executive officer, and the operations officer; additional officers (such as the Chief Engineer or Conn) can be included, as well. Officers must first pass the Bridge Officer Certification program before being permitted to serve as the duty officer in the commanding officer's absence.

Watches are organized into eight-hour shifts, typically from 0800 to 1600 hours, 1600 to 2400 hours, and from 2400 to 0800 hours. Personnel stand watches working on their own tasks, not randomly assigned to an unrelated area. Engineers don't stand watch in sickbay, for example.

Not all watches require a crewman to remain fixed at his post. He may leave his post for brief periods of time, eat a meal, or otherwise perform his duties. Notable exceptions include critical areas such as the bridge, transporter room, sickbay, and the brig, where a standby officer assumes temporary responsibility for the post.

In most instances, the executive officer establishes the duty roster, determining what duty shifts stand watch and when. Department heads then create a duty schedule for their individual departments, assigning personnel to specific watches and duties. Assigning a particular engineer to realign the pattern buffers falls within the exclusive purview of the Chief Engineer, for example. Once completed, each department head submits the roster back to the executive officer for his approval. The executive officer then approves, and posts, the duty roster.

Shipboard scheduling, such as a senior staff meeting, is usually performed by the executive officer or the ship's yeoman, if one is assigned.

MAINTENANCE

Life aboard a starship is ripe with things to do. If one is not eating, sleeping, or standing watch, then he might calibrate a warp coil, check a plasma relay, or perform a diagnostic of the ODN network. Personnel spend a lot of time on routine maintenance. Starfleet mandates all primary, secondary, and tertiary systems be kept in perfect working order, to ensure maximum efficiency. Even though a 12-micron variance in the phase inverters does not impede operations, when detected the discrepancy is fixed.

Systems maintenance is not the exclusive domain of the operations or engineering department. All personnel on board a starship are responsible for the ship's maintenance according to a schedule. For example, on a daily basis a Level 4 diagnostic should be performed on the transporter, and on a weekly basis a Level 3 diagnostic. Once a month, or after ten hours of usage, a Level 2 diagnostic would be required. All systems on a ship should be routinely diagnosed for faults. While on watch, officers on duty run diagnostics as a part of routine operations, from the operations officer checking a section of the computer core to medical staff calibrating the ship's medical tricorders.

Enlisted specialists perform the majority of maintenance tasks on a starship, overseen by other enlisted personnel or by officers. Maintenance schedules are drawn from Starfleet Regulations and modified by the department heads to suit their needs.

REVIEW & INSPECTIONS

At the beginning and end of each duty shift, each department holds a meeting to present status reports on the shift ending, and assign duties in need of attention for the coming watch. For example, at the shift change between Alpha and Beta watches, the current duty officer for engineering would apprise the incoming watch of continuing repairs on turbolift 12, and the incoming duty officer might assign a diag-

SHIP'S LOG, *U.S.S. GALLANT*
STARDATE 51233, 0501 HOURS

Chief of Operations Management, Lieutenant Commander Catherine Romano reporting

We continue to hold station at the Eros array conducting routine maintenance. An away team of six engineering personnel is currently on the array. All remaining maintenance is scheduled to be concluded within the next eight hours.

Internal sensors have reported a power fluctuation in the port EPS manifold. I have logged the entry to the engineering department to run a diagnostic.

All stations report normal.

Personal Log

I will shortly assemble the latest Starfleet communication reports to give to the Captain. In addition the Eros array's sensor logs have been forwarded to Commander Garrett at his request. The Commander has welcomed any assistance I can provide him and I will likely meet with him later to review the logs.

I have completed the last of the specifications that I have designed to upgrade our own long-range sensors. I will present my findings to Lieutenant Bliss and seek his thoughts about them. Hopefully the lieutenant will have no objections and I can request Commander Garrett to take my recommendation to the Captain.

End Entry

nostic on the secondary power grid. This pattern would repeat itself throughout the watch schedule.

Starfleet regulations also call for a daily departmental review and, on occasion, an inspection by the immediate superior. Held once per day, usually in the morning, when the department head comes on duty, the departmental meeting consists of the various team leaders and duty officers. The Engineering department might meet during Alpha watch, attended by the Chief Engineer, the Beta and Delta watch duty officers, and the team leaders of structural, propulsion, diagnostics, etc. These officers report on the status of their individual areas and bring up any new issues requiring attention, while the department head shares information with the staff and hands out the next day's roster.

Finally, senior officers attend a command briefing with the commanding officer and executive officer to apprise the captain of the status of their individual departments, report any outstanding issues, and bring up any new issues requiring the captain's attention. The captain similarly provides critical information to his senior staff. For example, once daily, the Chief Engineer meets with the senior staff and commanding officer to discuss ship operations, where he provides the captain with a progress report on the power surge in the secondary EPS system. Department heads deal with all issues within their department, and only bring larger problems to the attention of the commanding officer.

In some mission-critical situations, the expertise of a particular crew member may be relevant to a meeting. Player characters, experts in their associated fields, may be called to sit in on a departmental meeting or perhaps even in front of the commanding officer and the senior staff to explain the current situation. Starfleet values this direct line of communication, as some of the most complex problems faced by its crews require effective teamwork. Crew members could sit in on a senior staff meeting to explain their idea of using the ship's phasers to relieve tectonic stress in an effort to prevent further geological incidents from destroying a planet, for instance.

REPORTS & LOGS

Even in the 24th century, although it is a paperless society, one can not escape the need for reports. Officers, especially those in the command branch, spend a good deal of time generating and reading reports. Everything that happens aboard a starship, down to the smallest detail, must be logged, should it at some point be necessary to review the logs for some piece of information. Detailed logs often provide investigators with critical information in the wake of a crisis.

Although the ship's computer automates much of the process, personnel are responsible for maintaining proper logs and documentation of duties performed. Upon completing the repair of the repli-

SHIP'S LOG, *U.S.S. GALLANT*
STARDATE 51233, 1503 HOURS

Executive Officer Commander Wade Garrett reporting

We continue on a heading of 075, mark 3 at warp four to resume our patrolling route and will arrive in approximately six hours to our intended destination, the Goren system.

Engineering reports that the port side plasma relay was successfully replaced and is fully operational.

All stations report that all is well.

Personal Log

I have run an analysis of the sensor data downloaded from the Eros array, comparing it against our own, and discovered some interesting anomalies. Considering my earlier briefing with Captain Cross regarding the latest Cardassian movements, I am suspicious as to the nature of these readings. I hope to be able to have a definitive explanation in time for my evening briefing with the Captain.

I have approved the evacuation drill schedule as submitted by the department heads at today's meeting, along with the latest watch rotations. The first drill will be this evening during Beta Watch and will be supervised by Lieutenant Cless and myself.

Ensign Demero had a birthday today and the Counselor and I replicated a cake for him and held a small party in the mess hall. I had to change my uniform afterward as Peri got chocolate frosting on my sleeve!

End Entry

SHIP'S LOG, *U.S.S. GALLANT*
STARDATE 51233, 0901 HOURS

Tactical Officer Lieutenant Cless Mora reporting

I assume command of the Conn at 1600 hours in relief of Commander Garrett. The *Gallant* is on a heading of 075 mark 3 at warp four. All stations report normal.

Personal Log

I have scheduled an evacuation drill in the Planetary Sciences Division for 1730, simulating a coolant leak in the primary coupler. As an unexpected surprise, the containment door will not automatically close, and the personnel on station will have to resolve the situation. Safety protocols are in full effect and the crew has been notified that there will be a simulated casualty during Beta shift. Lieutenant S'vek has addressed some concerns regarding the first drill involving the Science Department, but I suspect he is more concerned with potential interference with ongoing experiments.

At today's staff meeting the Captain discussed the latest intelligence regarding Cardassian threat forces in the Goren system. It was ... difficult not to interject my own personal feelings. Commander Garrett seems exceptionally well informed when it comes to the Cardies.

My surprise inspection of the armory will be this afternoon, but I expect no problems.

May the Prophets smile upon us.

End Entry

cator system, for example, an engineering technician records an analysis of the problem, what systems were affected, how he resolved it, and when he completed repairs.

Captain's logs, and logs from the senior staff, also play a crucial role in the understanding of a starship's activities. Starfleet Command requires all department heads to make regular log entries. These entries may be reviewed should the need arise. Personal logs, although confidential, may be required in extreme circumstances to validate other log entries. The release of such a log requires the permission of the reporting officer or the mandate of Starfleet Command.

The accompanying boxes provide sample log entries for the example characters that appeared throughout this chapter. Players can use them as a basis for creating their own log entries.

Expanded Character Creation

This chapter provides players and Narrators with additional rules for creating their characters for the *Star Trek: The Next Generation RPG*. Expanded Character Creation expands on the basic character creation system, by providing more Background packages from which you can choose. The section on Advanced Training Programs provides an alternate system for character creation, by separating out and expanding on Academy specialized training programs. Just as Starfleet officers can return to the Academy to study topics like advanced tactics and theoretical engineering, *ST:TNG* player characters can "return" to the Advance Training Programs by spending Experience Points. In addition, Advanced Training can be used as an alternate means to create commanding officers. Lastly, this chapter presents Previous Experience rules for those characters with life experiences before joining Starfleet.

Expanded Character Creation

The character creation rules in the *Star Trek: The Next Generation Roleplaying Game* provide players with many options for their characters, in the form of background history packages. With these, players can quickly and easily establish their characters' pasts. Were you the child of a famous Federation diplomat? Then choose the Famous Parents background package. Did you participate in the relief effort of the Aquilar colonies during your first tour of duty? Then choose the Medical/Rescue package. Yet some players may want additional options for their characters, such as having a scientific upbringing, attending Starfleet's Interspecies Relations program at the Academy, or participating in the Officer Exchange Program.

The Expanded Background tables provide players with more options when creating their characters, as well as including additional Traits introduced in later *ST: TNG* products. As the rules state in the *ST:TNG RPG*, players receive a number of Development Points at each stage of Background development, to spend either on the packages or on the individual attributes, traits and skills listed. (See pages 68-76 in the *Star Trek: The Next Generation RPG* for more information.)

EXPANDED RULE: PROMOTION REVISITED

The Promotion Advantage has been enhanced from the original core rulebook to provide a method in which characters can earn points during play, allowing them gradually to work up to their next promotion.

When using the Expanded Character Creation packages or the Advanced Training optional rules (see page 21), several programs provide a Promotion bonus. This bonus adds to the character's existing Promotion advantage, with players referencing their final total in Promotion points against the Alternate Promotion Table below. The cost required for each rank appears in the accompanying table; these costs are not cumulative (a character who has spent 6 points to become a Lieutenant Commander spends 2 more points to become a Commander). Promotion points are recorded, and upon crossing the threshold for the next rank the character increases his rank by one grade. Players may still spend Development Points during character generation to increase their Promotion advantage, but now may do so one point at a time rather than simply by purchasing the next rank outright.

Many schools and advanced training opportunities provide bonuses to a character's Promotion total, moving him closer toward the next rank.

> **Example:** *Cami's character, Lieutenant Daria'n Dlor, has 5 points of Promotion and attends Bridge Certification Training, receiving a +1 bonus to her Promotion advantage. This raises her total to 6, causing her character to rise to the rank of Lieutenant Commander.*

An alteration to rank during game play automatically adjusts the character's Promotion points to match the new rank.

> **Example:** *Lieutenant Commander Dlor later disobeys a direct order from her commanding officer, interfering with the advancement of a culture in an effort to save lives. She is reprimanded by her captain and reduced in rank to Lieutenant, lowering her Promotion total back down to 4.*

RANKS AND COSTS

Cost	Rank
0	Ensign
2	Lieutenant (Junior Grade)
4	Lieutenant
6	Lieutenant Commander
8	Commander
10	Captain
12	Rear Admiral (Lower Half)
14	Rear Admiral (Upper Half)
16	Vice-Admiral
18	Admiral
20	Fleet Admiral

Although Warrant Officers are considered commissioned officers, their ranks are covered by the Promotion (Enlisted) advantage to reflect their advancement from the enlisted ranks.

ZERO-LEVEL SKILLS

The ***Star Trek: The Next Generation Player's Guide*** introduces a new concept to character creation: the zero-level skill. Generally, skills, although

COMBINING SKILLS IN PLAY

- *If you have a skill and get a zero-level skill with the same specialization, simply add the two together.*

Example: Lieutenant Decker has Command (Starship Command) 2 (3) and receives Command (Starship Command) 0 (1) from a package, which becomes Command (Starship Command) 2 (4).

- *If you have a zero-level skill and get a skill level with the same specialization, take the higher skill.*

Example: Lieutenant Decker has Command (Starship Command) 0 (1) and receives Command (Starship Command) 1 (2) from a package, which becomes Command (Starship Command) 1 (2).

- *If you have a zero-level skill and get a zero-level skill with the same specialization, add two points of Skill Renown.*

Example: Lieutenant Decker has Command (Starship Command) 0 (1) and receives Command (Starship Command) 0 (1) from a package, which becomes Command (Starship Command) 0 (1) and Renown: Skill 2

- *If you have a zero-level skill and get a zero-level skill with a different Specialization, combine the skills together.*

Example: Lieutenant Decker has Persuasion (Oratory) 0 (1) and receives Persuasion (Debate) 0 (1) from a package, which becomes Persuasion (Oratory) 0 (1) and (Debate) 0 (1).

- *If you have a skill level and get a zero-level skill with a different Specialization, you know two different Specializations. The final Specialization level equals the base skill plus the new Specialization level.*

Example: Ensign Donovan has Culture (Earth) 2 (3) and receives Culture (Vulcan) 0 (1) from a package, which becomes Culture (Earth) 2 (3) and (Vulcan) (3).

- *If you have a zero-level skill and get a skill level with a different Specialization you know two different Specializations. The final level in the new Specialization equals the base skill plus one.*

Example: Ensign Donovan has Culture (Vulcan) 0 (1) and receives Culture (Earth) 2 (3) from a package, which becomes Culture (Earth) 2 (3) and (Vulcan) (3)

OPTIONAL RULE: EXPANDED CADET CRUISE HISTORY

The cadet cruise is a year-long mission where potential Starfleet officers use real-world training on board a starship to hone their abilities. During this informative period of a cadet's life, he will put the skills taught to him by Starfleet Academy into practical use. While cadets serve in the field, they still lead a mostly sheltered life. More experienced Starfleet officers watch them closely and ensure that the cadet does not injure himself or others through reckless, unsupervised action.

Some cadets, however, have a much more exciting and eventful cadet cruise. Captain Kirk, for example, participated in the peace negotiations at Axanar, and earned himself a commendation in the process. Captain Picard, however, picked a fight with three Nausicaans, leaving him with a near-fatal wound to the heart. During the Cadet Cruise stage of background creation, characters typically receive 1 Development Point to spend on a Trait, such as an additional skill level in a specialization or an Edge. If you want your character to have a similarly momentous cadet cruise, you can select one of the expanded packages detailed here. These packages provide a total of four points for players to spend on their characters at this stage. Players may select from packages or spend their Development Points as provided on the included charts during their Cadet Cruise History.

As with all optional rules, please consult with your Narrator prior to exercising this option; using it means your character will be built on four additional points. Narrators can either accept a small discrepancy between characters, elect to give all player characters comparably exciting cadet experiences, or disallow the use of this option.

expensive to develop, are broad in scope and assume a character has taken the time to "learn it all." specializations allow a character to focus his attention on specific skills, learning them at higher degrees of proficiency at the expense of broader skills.

With zero-level skills, the rules now allow characters to know a little about a narrow subject, but nothing about the broader scope. A character with Culture (Vulcan) 0 (1) knows something of Vulcan culture, for instance, but knows nothing about other planets. This costs 1 Development Point.

With zero-level skills, characters may not raise their specialization beyond the first level. They must first acquire a skill level in the base skill. A character could not increase his Culture (Vulcan) 0 (1) to 0 (2) without obtaining a higher base skill level (in this case, Culture 1).

Beyond character generation, a zero-level skill can also be converted to a "regular" skill by spending 3 Development Points, or 5 Experience Points. Such a skill is then considered a normal skill from that point onward, and replaces the zero-level skill on the character sheet. Zero-level skills converted in such a manner do not receive a "bonus" specialization level just because they were once zero-level skills. Normal skills can not be lowered to zero-level skills.

Example: *Rick has Administration (Starship) at 0 (1) and later decides his character will require the use of other Administration skills in his future duties. He spends 3 Development Points (or 5 Experience Points) to convert his zero-level skill into Administration (Starship) 1 (2). He can now use his Starship Administration at level 2 and all other Administration skills at level 1.*

CUSTOMIZING PACKAGES

The packages presented in this product, and in any other *Star Trek* game book, were designed both for game balance and flavor. Some players, however, might prefer to use their own interpretations, either to suit their vision of *Star Trek* or to fit their character better. You can easily customize any package by swapping a listed skill or trait for an equivalent skill or trait.

Example: *Don looks over the Advanced Training Program, and likes the Officer Exchange Program, particularly the Klingon Defense Force package. But he believes his character should receive a Promotion point after his arduous experience. He decides to exchange History 0 (1), worth 1 Development Point, for one point toward Promotion.*

Advanced Training Programs

This chapter expands upon the rules provided in the *Star Trek: The Next Generation* Core Game Book for character creation. The Advanced Training Programs allow characters to attend prestigious Starfleet training facilities to enhance their skills. Many of the schools and programs mentioned below were originally mentioned in the Character Creation chapter of the *ST:TNG RPG* Core Rulebook, only here they've been expanded to include many more packages. These are optional rules for those players and Narrators who want more detail in creating their characters.

EXPANDED EARLY LIFE HISTORY

The character receives 5 Development Points to spend during Early Life.

Early Life Packages (each costs 5 Development Points)

Affluent: Any Academic skill (see below) 1 (2), Assets +1, Patron +2 OR Contact +2, Arrogant -1 OR Greedy –1

Grease Monkey: Any Engineering 1 (2), Curious +1, +1 Logic Edge OR Mechanical Ability +3 and Weak Will –2

Kidnapped!: Alien Upbringing +1, Behavior Modification (Resistance) 1 (2), Planetside Survival 1 (2), Vengeful -2 to the species that kidnapped character

Athletically Inclined: Athletics 1 (2), Athletic Ability +2

Legal Upbringing: Law 1 (2), History (choose Specialization) 0 (1), +1 Logic Edge, Contact +1, Argumentative –1

Performer: Athletics OR Artistic Expression (choose Specialization) 1 (2), +1 to any Fitness or Intellect Edge, Innovative +1

Privateer: Streetwise (choose Specialization) 1 (2), Unarmed Combat OR Primitive Weaponry (choose Specialization) 1 (2), Alertness +2, Hides Emotions –2, Vengeful –1

Savant: Artistic Expression (choose Specialization) 1 (2); Arrogant –1, choose one: Mathematical Ability +3, Engineering Aptitude +3, Eidetic Memory +3, OR Tactical Genius +3

Scientific Upbringing: Any Science skill (choose Specialization) 1 (2), +1 Logic Edge, Innovative +1

Well Traveled: World Knowledge (select 2 Specializations) 0 (1) each, Language (choose species) 1 OR Streetwise 1 (2)

ATTRIBUTES AND EDGES

Any

ADVANTAGES

Alertness (+2)
Alien Upbringing (+1)
Ambidexterity (+2)
Artistic Talent (+1)
Cultural Flexibility (+1)
Double-jointed (+2)
Eidetic Memory (+3)
Engineering Aptitude (+3)
Excellent Balance (+1)
Excellent Metabolism (+1)
Excellent Hearing (+2)
Excellent Chemoreception (+1)
Excellent Sight (+2)
High Pain Threshold (+2)
Innovative (+1)
Language Ability (+2)
Mathematical Ability (+3)
Mixed Species Heritage (+3)
Night Vision (+2)
Peripheral Vision (+1)
Rapid Healing (+1)
Scientific Genius (+4)
Sense of Direction (+1)
Sense of Time (+2)
Sixth Sense (+4)
Tactical Genius (+3)
Telepathic Resistance (+4)
Toughness (+2)

DISADVANTAGES

Amnesia (–2, –4)
Bloodlust (–2)
Domineering (–1)
Guilt (–1)
Inept (–1)
Low Pain Threshold (–2)
Slow Healing (–2)
Weak Will (–2)
Weakness (–2)
Zero-G Intolerance (–2)

SKILLS

Academic Skills
Culture
History
Languages
Law
Sciences (All)
World Knowledge

Survival Skills
Dodge
First Aid
Energy Weapon
Planetside Survival
Primitive Weaponry
Unarmed Combat
Stealth

Other Skills
Animal Handling
Concealment
Mimicry
Psionic Skill (if applicable)
Streetwise
Throwing
Tracking
Ventriloquism

EXPANDED ACADEMY LIFE HISTORY

The character receives 8 Development Points to spend during Academy Life.

Academy Specialized Training Packages (each costs 8 Development Points)

Advanced Computer & AI Design: Computer (Programming and Computer Simulations/Modeling) 1 (2) and (2), Physical Science (Computer Science and Mathematics) 1 (2) and (2) OR Computer (Programming and Computer Simulations/Modeling) 1 (2) and (2)

Diplomacy Training: Culture (choose Specialization) 0 (1), Diplomacy (choose Specialization) 1 (2), Persuasion (Oratory) 1 (2), +1 Empathy Edge

Emergency Medical Training: First Aid (Wound/Combat Trauma and species Specialization) 1 (2) and (2), Personal Equipment (Medical Tricorder) 1 (2), +1 Empathy Edge

Interspecies Relations: Law (Starfleet Regulations) 0 (1), Life Sciences (Exobiology) 1 (2), Social Sciences (Sociology) 1 (2), +1 Perception Edge

Leadership Development: Command (choose Specialization) 1 (2), +1 Presence, Contact +1, +2 Initiative Renown

Marksmanship Certification: Command (Combat Leadership) 1 (2), Energy Weapon (Phaser OR Phaser Rifle) 1 (2), Quick Draw +2

Rapid Response Training: Energy Weapon (Phaser) 1 (2), Heavy Weapons (choose Specialization) 1 (2), Planetary Tactics (Small Unit) 1 (2), +1 Vitality OR Dexterity Edge, Code of Honor (Rapid Response) –2

Red Squad: Command (choose Specialization) 0 (1), Starship Tactics (Federation) 1 (2), Vehicle Operation (Shuttlecraft) 1 (2), Arrogant -1, +4 Skill Renown

ATTRIBUTES AND EDGES

Any

ADVANTAGES

Alertness (+2)
Artistic Talent (+1)
Cultural Flexibility (+1)
Engineering Aptitude (+3)
High Pain Threshold (+2)
Innovative (+1)
Language Ability (+2)
Mathematical Ability (+3)
Scientific Genius (+4)
Sixth Sense (+4)
Tactical Genius (+3)

DISADVANTAGES

Domineering (–1)
Guilt (–1)
Inept (–1)
Reprimand (–1)
Zero-G Intolerance (–2)

SKILLS

Behavior Modification (Resistance)
Command
Concealment
Espionage
Heavy Weapons
Psionic Skills (if applicable)
Security
Shipboard Systems
Starship Tactics
Strategic Operations
Throwing
Tracking

EXPANDED CADET CRUISE HISTORY

The character receives 4 Development Points to spend during his cadet cruise.

Cadet Cruise Packages (each costs 4 Development Points)

Border Patrol: Shipboard Systems (Sensors) 0 (1), Space Science (choose Specialization) 1 (2)
Combat Duty: Shipboard Systems (choose Specialization) 1 (2), Starship Tactics (choose Specialization) 1 (2), Intolerant –2
Convoy Duty: Merchant (choose Specialization) 1 (2), Shipboard Systems (Sensors) 0 (1)
Courier Mission: Diplomacy (Intergalactic Affairs) 1 (2), Contact +1
Deep Space Exploration: Space Science (Stellar Cartography) 1 (2), +1 Willpower Edge
Diplomatic Mission: Diplomacy (Intergalactic Affairs) 1 (2), +2 Renown (Openness aspect)
Extended Training: Increase any Primary Skill from your Overlay by 1 level, Commendation +1
Heroic Action!: Commendation +1, Promotion +1, +4 Renown (Initiative aspect)
Medical Relief Mission: Any Medical/Life Science skill 1 (2), +1 Empathy Edge
Section Leader: Command (choose Specialization) 1 (2), Promotion +1
Shakedown Cruise: Any Engineering skill 1 (2), +2 Renown (Skill aspect)
Uncovered Conspiracy: Law (Starfleet Regulations) 0 (1), Security 1 (2), Promotion +1, Rival –1 (the person you uncovered)

ATTRIBUTES AND EDGES

Any

ADVANTAGES

Alertness (+2)
Battle-hardened (+3)
Cultural Flexibility (+1)
Commendation (+1 to +3)
Innovative (+1)
Promotion (+1)

DISADVANTAGES

Addiction (–1 to –3)
Amnesia (–2)
Bad Reputation (–2)
Domineering (–1)
Guilt (–1)
Inept (–1)
Medical Problem (–1)
Physically Impaired (–1 to –2)
Reprimand (–1)
Wrongfully Accused (–1)

SKILLS

Command
Concealment
Heavy Weapons
Security
Shipboard Systems
Starship Tactics
Strategic Operations
Throwing
Weaponsmith

EXPANDED TOUR OF DUTY HISTORY

The character receives 10 Development Points to spend during his first posting and 5 Development Points for each mission thereafter.

Tour of Duty Packages (First Tours cost 10 Development Points)

Attaché: Persuasion (Counseling) 1 (2), Diplomacy (Planetary Affairs) 1 (2), Law (specific planet) 1 (2), +2 Openness Renown

Border Patrol: Law (Federation Law) 1 (2), Shipboard Systems (Sensors) 1 (2), Space Science (Stellar Cartography) 1 (2), +1 Willpower Edge

Hazardous Duty: Command (Combat Leadership) 1 (2), Planetary Tactics (choose Specialization) 1 (2), Energy Weapon (Phaser) 1 (2) OR Dodge 1, Promotion +1, Intolerant –1,+2 Renown (Skill or Aggression)

Convoy Duty: Law (Intergalactic Law) 1 (2), Merchant (choose Specialization) 1 (2), Shipboard Systems (Sensors) 1 (2), +2 Discipline Renown

Courier Mission: Diplomacy (Interstellar Relations) 1 (2), Law (Intergalactic Law) 1 (2), Persuasion (Oratory) 1 (2), Contact +1

Intelligence Recruitment: Computer (Data Alteration/Hacking) 1 (2), Espionage (choose Specialization) 1 (2), Search 1, Security Clearance +3, Obligation (Starfleet Intelligence OR Section 31) –2

New World Survey Team: Life Science (Exobiology) 1 (2), Planetary Science (choose Specialization) 1 (2), Planetside Survival (choose Specialization) 1 (2), World Knowledge (select planet) 0 (1)

Officer Exchange Program: Command (specific fleet) 1 (2), Culture (choose species) 0 (1), History (choose species) 0 (1), Language (choose species) 1, Promotion +1, Openness Renown +2

Rapid Response Team: Heavy Weapons (choose Specialization) 1 (2), Planetary Tactics (Small Unit) 1 (2), Planetside Survival (choose Specialization) 1 (2), Promotion +1

Uncharted Space Exploration: Search 1, Space Science (Astronomy and Stellar Cartography) 1 (2) and (2), +1 Willpower Edge, Promotion +1, +2 Skill Renown

ADDITIONAL TOURS (COST 5 DEVELOPMENT POINTS EACH)

Attaché: Diplomacy (Planetary Affairs) 1 (2), Law (specific planet) 0 (1), +2 Openness Renown

Border Patrol: Shipboard Systems (Sensors) 1 (2), Space Science (Stellar Cartography) 1 (2), Argumentative –1

Convoy Duty: Law (Intergalactic Law) 0 (1), Shipboard Systems (Sensors) 1 (2), +1 Perception Edge

Courier Mission: Diplomacy (Interstellar Relations) 1 (2), Law (Intergalactic Law) 0 (1), Contact +1

Hostile Duty: Planetary Tactics (choose Specialization) 1 (2), Promotion +1, +2 Renown (Skill or Aggression)

Intelligence Recruitment: Computer (Data Alteration/Hacking) 1 (2), Security Clearance +3, Obligation (Starfleet Intelligence OR Section 31) –1

New World Survey Team: Culture (choose species) 0 (1), Planetary Science (choose Specialization) 1 (2), World Knowledge (select planet) 0 (1)

Officer Exchange Program: Culture (choose species) 0 (1), Language (choose species) 1, Promotion +1

Rapid Response Team: Command (Combat Leadership) 1 (2), Planetary Tactics (Small Unit) 1 (2), Promotion +1, Obligation (Rapid Response Teams) –2

Uncharted Space Exploration: Space Science (Astronomy OR Stellar Cartography) 1 (2), –1 Willpower Edge, Promotion +1

ATTRIBUTES AND EDGES

Perception
Willpower

ADVANTAGES

Alertness (+2)
Battle-hardened (+3)
Commendation (+1 to +3)
Cultural Flexibility (+1)
Department Head (+1 to +4)
Innovative (+1)
Promotion (+1)

DISADVANTAGES

Addiction (–1 to –3)
Amnesia (–2, –4)
Bad Reputation (–2, –4)
Bloodlust (almost always tied to Vengeful) (–2)
Chronic Pain (–2)
Domineering (–1)
Guilt (–1)
Inept (–1)
Low Pain Threshold (–2)
Medical Problem (–1 to –3)
Physically Impaired (–1 to –2)
Poor Chemoreception (–1)
Poor Hearing (–1)
Poor Sight (–2)
Reprimand (–1)
Slow Healing (–2)
Wanted (–1 to –4)
Weakness (–2)
Wrongfully Accused (–1 to –4)

SKILLS

Command
Concealment
Espionage
Heavy Weapons
Mimicry
Psionic Skills (if applicable)
Security
Shipboard Systems
Starship Tactics
Strategic Operations
Throwing
Tracking
Ventriloquism

Advanced Training Programs provide an opportunity for characters to pick up new or additional skills, or become versed in areas beyond their normal sphere of duty. If the skills listed on an Overlay represent the character's major field of study at the Academy—training in flight control, operations management, or science—then Advanced Training Programs represent additional fields of study in which the character engaged. Perhaps in addition to learning the ins and outs of security, your character concentrated in exocultural relations or advanced tactical training. Who knows, on your next away mission the Vulcan science officer next to you might have attended Tactical Ordnance Training!

Why did your character attend the school? Did you do something special to merit advanced training? What happened during training? Did you pick up a new contact or perhaps a rival? The Advanced Training Programs provide many such roleplaying background hooks to expand your character's history.

USING ADVANCED TRAINING PACKAGES

First, as stated in the *ST:TNG RPG* Core Rulebook, a player should first select a species Template and professional Overlay to create his character's foundation. Onto this bare-bones skeleton, you next develop your character's Background, first choosing an Early Life package to represent your childhood (*ST:TNG RPG*, page 74); you can use the expanded options presented on page 22.

Next, rather than moving on to the Academy Life stage, determine the specialized training your character received while attending Starfleet Academy—from Diplomatic School to study abroad at the Vulcan Science Academy. The options presented here replace those from the core rules; they should not be used in addition to Academy Life (though they could be, if the Narrator allows it; see *More Advanced Training*, page 27). Advanced Training packages provide a number of skills and bonuses, much like those found in the core rulebook, when creating your character's Background. Like Academy Life, the player receives eight points to spend on the packages listed under the Advanced Training Program.

Afterward, move on to the Tour of Duty stage, as per the rules in the *ST: TNG RPG* on page 73. You can use the expanded Tour of Duty options detailed above.

DEFINITIONS

Each of the school templates contains the same elements.

Name: This is the name of the school or program at Starfleet Academy. This is always followed by a time frame for the program.

Requirements: Refers to the requirements for attending the program. Some requirements are purely story-driven, such as the recommendation of a commanding officer. Other requirements are more concrete, such as a minimum amount of Renown. During character creation, you can ignore these for the sake of convenience. If the players spend Experience Points to improve their characters as a result of game play, however, the Narrator should enforce these requirements.

Skills and Traits: Like other predesigned packages, these list the skills, advantages and disadvantages for a particular package.

THE PROGRAMS

Advanced Legal Training prepares Starfleet officers to serve as investigators and litigators. As with Starfleet Medical School, cadets typically attend after completing their Academy careers, but prior to entering service. At this stage, the program lasts for three years. Starfleet personnel may also return to study particular aspects of law, from interstellar law to local ordinances. Often diplomats and commanding officers alike have the need to become acquainted with a number of legalities. Although not intended to turn officers into lawyers, the legal program is helpful when Starfleet captains have to interpret the law outside the range of communication or stand in on a court martial hearing.

Advanced Medical Training provides Academy cadets with exceptional training in medicine, either as preparation for medical school or with an eye toward serving as a medic. Some Starfleet officers choose this program to learn more about alien physiology, typically as part of their scientific education. Officers can also return to the program to review the latest procedures and hone their skills. Leaders in their respective fields may be called upon to demonstrate or present papers on their findings. It is not uncommon for a character to attend on more than one occasion throughout his career.

Advanced Tactical Training is one of the most prestigious training programs offered by Starfleet Command. Starship operations involve advanced tactics and strategy of various fleets, such as the Romulans, Klingons, Cardassians, and Borg to name a few. All personnel learn new techniques as well as overall fleet operations. Individuals studying unit tactics learn various strategies for ground encounters. In the spirit of teamwork all personnel forego rank during the duration of the training. Tactical ordinance training teaches the proper placement and disarming of demolitions, ranging from simple chemical bombs to complex antimatter devices, as well as the use of heavy weapons, mounted weapons platforms, and ground tactics. Many command personnel attend this training at some point in their careers (but are not required to do so).

The Daystrom Institute maintains several annex locations throughout the Federation, specializing in specific areas of engineering and science. At these locations officers and enlisted personnel can attend classes taught by some of the finest minds in the UFP, studying a range of subjects from engineering theory to cryogenics. Many attend to enhance their engineering knowledge, learning new techniques and getting a glimpse at some of the latest developments. Others attend to learn about the latest developments in science and technology, such as the quantum slipstream drive.

The School of Diplomacy teaches officers to become competent in a number of skills vital to the nonviolent resolution of conflicts, and to handle adequately first contact situations, interstellar mediations, and trade negotiations. The Intergalactic Affairs program concentrates on the interpretation of intergalactic law and how it applies to non-Federation worlds. The Mediation program teaches the fine art of finding a common ground between two or more parties to set aside their differences; in a tense situation the ability to mediate a resolution calmly is by far preferred over the escalation of violence. For personnel bound for an extended posting to a specific world the Exocultural program teaches the basics of the species, from their language, culture, and history to important world knowledge.

The Exocultural Relations School trains Starfleet officers for the grueling, and rewarding, job of planetary survey. Attendees receive instruction in successfully initiating first-contact relations with new and alien lifeforms. Additional classes prepare officers for the equally demanding task of serving on a cultural survey team. The use of stealth suits allows exocultural specialists to work in the field and observe a species firsthand. Operations officers help maintain the "duckblinds" often employed to mask Starfleet's presence, while cultural advisors collect and record the valuable data that are retrieved from study.

Officer Candidate School (OCS) is a highly competitive program enlisted personnel attend as a precursor to becoming a commissioned officer. Entry into OCS is highly contested, as Starfleet accepts only a limited number of applicants to attend. Two types of enlisted personnel attend OCS: those wishing to become fully commissioned officers and those becoming warrant officers. During their time at OCS, they learn the basics of officer training and the responsibilities of the station. Upon completion, graduates attend Starfleet Academy as first-year cadets. Those seeking to become warrant officers do not attend Starfleet Academy, but receive commissions as Warrant Officer.

The Officer Exchange Program affords officers with the opportunity to observe their counterparts in allied fleets and learn from them. As the Federation aligns itself with other species, this program facilitates rapid integration, as well as enhanced understanding. Since participants in exchange programs represent Starfleet, the selection process is demanding, making the program quite prestigious. Officers selected attend highly accelerated training programs in language and culture for the species they will serve with. The length of the officer exchange varies, but may last as long as a year in some cases. Currently, programs exist with the Andorians, Klingons, and Vulcans, to name a few.

The Strategic Operations program gives officers the chance to study under some of the finest strategic minds that the Federation has to offer. A large percentage of instructors at the Strategic Operations program are Zakdornian, respected for their considerable talents, but not known for their empathic or social skills. Students study "the big picture" and insight as to threat force movements, intelligence monitoring, and fleet-wide defensive strategies. All personnel undergo a security check by Starfleet Intelligence prior to attending. After engrossing themselves in the activities of threat forces, some officers come away with some haughty feelings toward their potential foes. Even so, Strategic Operations Training continues to fill a valuable role in Starfleet Advanced Education.

The Vulcan Science Academy has long been regarded as the seat of scientific intellect within the Federation. At the behest of Starfleet Command the Vulcan government agreed to allow the attendance of Starfleet officers for condensed training in a number of areas. The acceptance process requires a lengthy application, to ensure that the applicant possesses the necessary scientific foundation. Classes last over ten hours each day and completion of the program requires a thesis presentation in the field of study. These papers eventually are housed within the Academy's collection as part of its exhaustive repository of scientific knowledge.

OPTIONAL RULE: EXPANDED ADVANCED TRAINING

As an optional rule, Narrators can elect to allow crew members to attend additional Advanced Training Schools as part of Background History, to make the characters even more skilled. Just as players can choose additional Tours of Duty beyond the first, players could choose to send their characters to more than one Advanced Training Program during their Starfleet careers. A player may decide his character not only attended the Advanced Tactical Training School while

studying at the Academy, for instance, but also participated in the Officer Exchange Program. For each Training Program after the first, the Narrator gives players additional Development Points to spend equal to the points required for the program. The player may spend these points on the packages listed or spend them as he sees fit on the related attributes, traits, and skills.

There is no restriction on the number of schools that a character may attend; it is at the Narrator's discretion. Narrators should keep in mind that allowing multiple Advanced Training Programs creates disparities between characters. While one Crew member might be created using 128 points (the total of the Template, Overlay, and basic Background elements), another might be created with additional points for Exocultural Affairs and Officer Exchange Programs.

One way to handle this is simply to accept the disparity. Another is to allow all your players the same number of additional points. In general, however, non-Command characters should not attend more than two or three programs during their careers, while those who command could quite easily attend six or more. Advanced Training is intended to create more detailed characters and the ability to generate characters in positions of greater authority, not to simply provide a rationale for free skills.

Attendance of these programs is presumed to occur throughout a character's career; one does not just leap into three advanced training programs straight out of the Academy. Players should think out and arrange with the Narrator which training programs their character may have attended and give their reasoning why. These programs should be spread throughout a character's background. You might determine that your character participated in Exocultural Affairs Training, served one Tour of Duty, returned to the Academy for Branch Officer Training, served a second Tour, then attended Command School

Advanced Training and Commanding Officers

If your Narrator allows you to build your characters with varying Development Point totals, you may want to consider using the optional Advanced Training Programs as yet another way to create command-level characters, such as department chiefs, executive officers, and captains. In addition, you can use this method to simulate realistically the advanced training some Starfleet officers receive. Starfleet doctors, for example, can attend Starfleet Medical Academy in addition to their other training.

STEP ONE: CHARACTER CONCEPT

As an aspect of creating your character's initial concept, in addition to deciding on your character's species and profession, you should decide on your final position and rank. Do you want to play the First Officer on board a *Nebula*-class ship? Then your character may need to be a commander. Consult with your Narrator on the nature of your series beforehand, which may affect your decisions. Also talk with the other players, to ensure that your character fits in well with the rest of the Crew. Things can become dicey if the Crew includes two First Officers.

STEP TWO: THE BASIC CHARACTER

Choose your Template and Overlay: Although many players choose the Command Overlay when creating a commanding officer, you could instead select an Overlay from another branch. Not all commanding officers in Starfleet started their careers in the Command Branch. You can simulate this by choosing a different Overlay, such as Security or Science. Thus, your character may have served as science officer prior to his promotion to First Officer, or even Captain.

STEP THREE: BACKGROUND

At this stage you determine your character's past, and the skills and traits the character picked up along the way.

Early Life: What was your character's childhood like? You can use either the basic packages presented in the core rulebook, or the expanded tables presented earlier in this chapter.

Academy Life: In addition to your major at the Academy, represented by your Overlay, what did you study? What elective programs did you participate in? Choose an appropriate package from either the core rulebook, the expanded tables presented in this chapter, or an Advanced Training Program.

Branch Officer Training: If you're creating a departmental chief, such as the Chief Tactical officer, Chief Medical officer, Chief Engineer, etc., then your character must attend this program.

Bridge Certification Training: Required for all officers destined for command of a starship or starbase, choose this package if you are creating an executive or commanding officer. Characters can serve on the bridge, even serve as the head of a department, without being bridge-certified. This is generally referred to as being a staff officer, rather than a line officer. If you want your character to be able to assume command of the starship, referred to as "taking the conn," then you must choose this package.

Command School: Officers destined to become command personnel on board a starship or starbase—First Officers and Captains—must attend this school.

Tour of Duty: As per the basic rules described in the *ST:TNG* core book, you should next choose packages to represent your post-Academy service in Starfleet. You may need to choose additional tours of duty to meet the desired number of Promotion points for your final rank. This can be achieved either by selecting

ADVANCED TRAINING PROGRAMS

ADVANCED LEGAL TRAINING (3 WKS)

During character creation, the character receives 8 Development Points to spend on Branch Officer Training. During play, characters spend 15 Experience Points.

Requirements: Officers or enlisted personnel; no specific requirements.

Interstellar Law: Law (Interstellar Law and one other) 1 (2) and (2), Persuasion (Oratory) 1 (2), Promotion +1

JAG Training: Computer (Research) 0 (1), Intimidation (Interrogation) 0 (1), Law (Starfleet Regulations) 1 (2), Search 1

Tellarite Law: Culture (Tellar) 0 (1), Intimidation (Bluster) 0 (1), Law (Tellar) 1 (2), Persuasion (Debate)1 (2)

ADVANCED MEDICAL TRAINING (5 WKS)

During character creation, the character receives 8 Development Points to spend on Advanced Medical Training. During play, characters spend 15 Experience Points.

Requirements: Officers or enlisted personnel; must be from Science or Medical Branch.

Emergency Medical Training: First Aid (Wound/Combat Trauma and species Specialization) 1 (2) and (2), Personal Equipment (Medical Tricorder) 1 (2), +1 Empathy Edge

Klingon Anatomy: Culture (Klingon) 0 (1), Life Sciences (Exobiology and Klingon Biology) 1 (2) and (2), Medical Sciences (Klingon) 1 (2)

Pre-Med: Medical Sciences (choose Specialization) 1 (2), Physical Sciences (choose two Specializations) 1 (2) and (2), Promotion +1

ADVANCED TACTICAL TRAINING (12 WKS)

During character creation, the character receives 8 Development Points to spend on Advanced Tactical Training. During play, characters spend 15 Experience Points.

Requirements: Officers and enlisted personnel; recommendation of commanding officer.

Starship Training: Starship Tactics (Federation and one other Specialization) 1 (2) and (2), Strategic Operations (choose Specialization) 1 (2), Promotion +1

Tactical Ordnance: Demolitions (choose Specialization) 1 (2), Heavy Weapons (choose Specialization) 1 (2), Planetary Tactics (choose Specialization) 1 (2), Promotion +1, Obligation –2

Threat Force Training: Culture (choose threat force Specialization) 1 (2), Planetary Tactics (choose threat force Specialization) 1 (2), Starship Tactics (choose threat force Specialization) 1 (2), Imprudent –1

Unit Training: Energy Weapon (Phaser or Phaser Rifle) 0 (1) OR Unarmed Combat (Starfleet Martial Arts) 0 (1), Planetary Tactics (Small Unit) 1 (2), Stealth (choose Specialization) 1 (2), Promotion +1

DAYSTROM INSTITUTE (8 WKS)

During character creation, the character receives 8 Development Points to spend at the Daystrom Institute. During play, characters spend 15 Experience Points.

Requirements: Officers or enlisted personnel; minimum Skill Renown aspect of 5.

Archeology: History (choose one: D'Arsay, Debrune, or Iconian) 1 (2), Social Sciences (Archaeology) 1 (2), Assets +2

Computer Design: Computer (Programming) 0 (1), Engineering, Any other (choose Specialization) 1 (2), Physical Science (Computer Science) 0 (1), Systems Engineering (Computers) 1 (2)

Cybernetics: Life Sciences (Biomechanics) 1 (2), Physical Sciences (Robotics) 1 (2) Inquisitive –1 Theoretical Engineering (Positronics) 1 (2),

Genetics: Computer (Simulation/Modeling) 1 (2), 1 Life Sciences (Genetics) and (Biology) 1 (2) and (2), Contact +1

ADVANCED TRAINING PROGRAMS

SCHOOL OF DIPLOMACY (4 WKS)

During character creation, the character receives 8 Development Points to spend on Branch Officer Training. During play, characters spend 15 Experience Points.

Requirements: Officers or enlisted personnel; positive Openness aspect.

Exocultural Affairs: Culture (choose Species) 0 (1), History (choose Species) 0 (1), Language—choose Species 1, World Knowledge (choose Species) 0 (1), Cultural Flexibility +1, Promotion +1

Intergalactic Affairs: Diplomacy (Intergalactic Law OR Intergalactic Affairs) 1 (2), Persuasion (Debate OR Oratory) 1 (2), Social Sciences (Political Science) 0 (1), Promotion +1

Mediator: Diplomacy (Intergalactic Affairs) 1 (2), Mediation (Political) 1 (2), Strategic Operations (specific region) 0 (1), Promotion +1

EXOCULTURAL RELATIONS SCHOOL (6 WKS)

During character creation, the character receives 8 Development Points to spend on Exocultural Relations School. During play, characters spend 15 Experience Points.

Requirements: Officers only; minimum Presence of 3; positive Openness aspect.

Cultural Advisor: Language (choose species) 1, Culture (choose species) 0 (1), Social Science (Sociology) 1 (2), World Knowledge (species homeworld) 0 (1)

First Contact: Diplomacy (Intergalactic Affairs) 1 (2), Instruction (Exocultural) 1 (2), +1 Empathy Edge, Cultural Flexibility +1

Survey Team (Field Officer): Culture (choose species) 0 (1), Disguise (choose species) 1 (2), Personal Equipment (Holographic Suit) 1 (2), Surveillance (Observation) 1 (2), Code of Honor (Prime Directive) -2

Survey Team (Operations): Concealment (choose Specialization) 1 (2), Personal Equipment (Universal Translator) 0 (1), Systems Engineering (Holographic Systems and Sensors) 1 (2) and (2)

OFFICER CANDIDATE SCHOOL (8 WKS)

During character creation, the character receives 8 Development Points to spend on Officer Candidate School. During play, characters spend 15 Experience Points.

Enlisted characters seeking to become warrant officers or to become commissioned officers must attend Officer Candidate School.

Requirements (Standard Commission): Enlisted only; 15 Renown; no more than 6 points of Disadvantages.

Requirements (Warrant Officer): Enlisted only; minimum rank of Chief Petty Officer; minimum of 3 skill levels in two departmental skills.

OCS: Administration (choose Specialization) 0 (1), Athletics (choose Specialization) 1 (2), Law (Starfleet Regulations) 1 (2), +2 Skill or Discipline Renown

ADVANCED TRAINING PROGRAMS

OFFICER EXCHANGE PROGRAM (12 WKS)

During character creation, the character receives 8 Development Points to spend on the Officer Exchange Program. During play, characters spend 15 Experience Points.

Requirements: Officers only; minimum rank of Lieutenant; 15 Renown; recommendation of commanding officer.

Andorian Defense Forces: Culture (Andorian) 1 (2), History (Andorian) 0 (1), Primitive Weaponry (choose Specialization) 0 (1), Strategic Operations (choose Specialization) 1 (2)

Benzite Fleet: Administration (Logistics) 0 (1), Culture (Benzite) 1 (2), Science, Any (choose Specialization) 0 (1), Shipboard Systems (Sensors) 1 (2)

Klingon Defense Forces: Culture (Klingon) 1 (2), Language—Klingon 1, Law (Klingon Defense Force Regulations) 0 (1), Starship Tactics (Klingon) 1 (2), Chronic Pain –2

V'Ket: Culture (Vulcan) 1 (2), History (Vulcan) 0 (1), Primitive Weaponry (Lirpa) 1 (2), *Rha-tel** 1, Pacifism -1

*Vulcan body control. For more information see ***The Way of Kolinahr***, page 87.

STRATEGIC OPERATIONS TRAINING (6 WKS)

During character creation, the character receives 8 Development Points to spend on Strategic Operations Training. During play, characters spend 15 Experience Points.

Requirements: Officers only; minimum Discipline aspect of 5; security check (no Dark Secret disadvantage).

Borg: Knowledge (Borg Cube) 1 (2), Strategic Operations (Borg) and (Invasion Strategies) 1 (2) and (2), Promotion +1

Defensive Strategies: Administration (Logistics) 1 (2), Strategic Operations (Defense-in-Depth and one other) 1 (2) and (2), Promotion +1

Intelligence Monitoring: Espionage (Traffic Analysis) 1 (2), Shipboard Systems (Communications) 0 (1), Strategic Operations (choose Specialization) 1 (2), Promotion +1

Threat Force: Knowledge (Threat Force Technology) 1 (2), Strategic Operations (choose Threat Force and one other) 1 (2) and (2), Promotion +1

VULCAN SCIENCE ACADEMY (12 WKS)

During character creation, the character receives 8 Development Points to spend at the Vulcan Science Academy. During play, characters spend 15 Experience Points.

Requirements: Officers only; minimum 3 Intellect; must be from Science Branch.

Planetary Survey: Planetary Sciences (Planetology and one other) 1 (2) and (2), Shipboard Systems (Sensors) 0 (1), Promotion +1

Subspace Dynamics: Culture (Vulcan) 0 (1), Space Sciences (Subspace Theory and Astrophysics) 1 (2) and (2), Theoretical Engineering (Warp Dynamics) 1 (2)

Temporal Studies: Culture (Vulcan) 0 (1), History (choose Specialization) 1 (2), Knowledge (choose specific planet and era) 0 (1), Space Sciences (Temporal Mechanics) 1 (2) packages containing promotion Points, or by spending additional Development Points (10 for a first tour, 5 for subsequent tours) as you see fit.

More Advanced Training: Similarly, you can select additional Advanced Training Programs, described on pages 29-31, to obtain the necessary number of Promotion points for your final rank. Please see the optional rule "Expanded Advanced Training" on page 27 for more information.

STEP FOUR: FINAL TOUCHES

To find your final, beginning rank, add up your total number of Promotion points and consult the table on page 20. For more information, see "Promotion Revisited" on page 19.

> **Example:** *Don wants to create a captain for a* Galaxy-*class ship (the setting for his series). First he chooses his Template—a Vulcan—and an Overlay—in this case, Command. Next, he creates his character's background. Don starts by selecting an Early Youth package, then selects the Diplomatic School as his advanced training at the Academy. Then he chooses the Bridge Certification Training, Branch Officer Training, and Command School packages.*
>
> *Calculating his total points in Promotion, Don discovers his final total is 6—enough to make his character a Lieutenant Commander. Don needs to take a few Tours of Duty to increase his Promotion points. For his first tour, he takes Uncharted Space Exploration, giving him +1 Promotion. Next he takes a second tour, only this time he elects to spend the 5 points individually. He chooses +2 Promotion and increases a skill level by one (for a total of 5 Development Points). This is enough to make his character a full Commander. Using the points from a third Tour of Duty, he spends one more point on Promotion, and spends the other four points on other traits. 10 Promotion points are enough to make his character a captain.*

In the Rewards chapter of the *ST:TNG* Rulebook, characters advancing to the rank of Lieutenant Commander or higher must meet certain requirements. Commanders, for example, must possess at least one skill level in a primary skill of two different departments other than their own (in different skills). Captains, on the other hand, must possess the skill of Command (choose specialization) 4 (5). Each rank requires a specific amount of Renown, as well.

When using this optional system, players should ignore the guidelines set in the *ST: TNG RPG* Core Book. In this way, these rules supplant those found in the "*Rewards*" chapter. Once a character enters play, the Narrator should require characters to meet the goals required for the next rank. Thus, a Commander who wishes to become a Captain should strive to earn 60 Renown, and possess the skill ranks and levels set forth on page 182 of the *ST:TNG RPG* Core Book.

PROGRAM DESCRIPTIONS

Bridge Certification Training is a self-regulated course of instruction where officers study to become bridge-certified. The course takes three weeks to complete and includes a written exam, which may be submitted to Starfleet Command at any time. The second part of certification includes an interactive evaluation by a command officer, typically the executive officer, putting the applicant in a command situation. Upon successful completion the officer is certified to stand watch as a bridge officer. Bridge Certification must be completed prior to advancing to the rank of Commander.

Branch Officer Training instructs both enlisted men and officers in administering personnel in their departments. Attending Branch Officer Training is required prior to being in charge of a division or group of personnel in Starfleet. Those destined to be posted to large *Galaxy*-class starships must purchase the additional Department Head costs required beyond the +2 provided by this package. Enlisted personnel who attend Branch Officer Training may administer only other enlisted personnel under their command, never officers.

Command School provides instruction to those officers bound for positions as executive officers or commanding officers in Starfleet. Officers are taught effective command of a starship, Federation tactics, and Federation law and Starfleet regulations. Because of the sensitivity of the curriculum and the length of schooling attendance is highly restricted.

If you are creating an executive officer, check with your Narrator to see if the size of your vessel is small enough that a lieutenant commander can serve this function. If you are creating a commanding officer, check with your Narrator to see if the size of your vessel allows for a commander to serve this function. If not, your character will have to meet the necessary requirements for the size of your starship. Narrators could give these players additional Development Points—either in the form of actual Development Points, or as additional Advanced Training or Tour of Duty packages—to meet the character's needs.

Starfleet Medical Academy teaches students the intricacies of 24th-century medicine. Cadets typically attend medical school after completing their Academy careers, but prior to entering service. Medical school lasts for four years. Starfleet personnel may also return to review the latest procedures and hone their skills. Leaders in their respective fields may be called upon to demonstrate or present papers on their findings. It is not uncommon for a character to attend on more than one occasion throughout his career.

ADVANCED TRAINING IN PLAY

These advanced Starfleet programs can be used not only during character generation but during play as well. During her time on the *U.S.S. Enterprise*-D,

COMMANDING OFFICER TRAINING

BRANCH OFFICER TRAINING (6 WKS)

To create a department head, executive officer, or commanding officer, your character must attend Branch Officer Training.

During character creation, the character receives 5 Development Points to spend on Branch Officer Training. During play, characters spend 8 Experience Points.

Requirements: Officers or enlisted personnel; minimum rank of Lieutenant, j.g. for officers and Petty Officer Third Class for enlisted personnel.

Skills: Administration (Starship Administration) 1 (2), Department Head +2

BRIDGE CERTIFICATION TRAINING (3 WKS)

To create an executive officer, commanding officer, or line officer, your character must pass Bridge Certification Training.

During character creation, the character receives 4 Development Points to spend on Bridge Certification Training. During play, characters spend 7 Experience Points.

Requirements: Officers only; minimum rank of Lieutenant, j.g.

Skills: Command (Starship Command) 1 (2), Promotion +1

COMMAND SCHOOL (14 WKS)

To create an executive officer, commanding officer, or command line officer, your character must attend Command School.

During character creation, the character receives 10 Development Points to spend on Command School. During play, characters spend 20 Experience Points.

Requirements: Officers only; minimum rank of Lieutenant Commander; must already have attended Branch Officer Training and Bridge Certification Training; minimum 15 Renown, positive Discipline aspect; must be attached to the Command branch.

Skills: Command (Starship Command) 0 (1), Shipboard Systems (Command) 0 (1), Starship Tactics (Federation) 1 (2), (choose one other Specialization) (2), Law (Federation Law) 0 (1), (Starfleet Regulations) (1), Promotion +2

STARFLEET MEDICAL ACADEMY (5 WKS)

To create a doctor, your character must attend Starfleet Medical Academy.

During character creation, the character receives 8 Development Points to spend on Advanced Medical Training. During play, characters spend 15 Experience Points.

Requirements: Officers or enlisted personnel; must be from Medical Branch or Medical Specialization.

Cyberneticist: Life Sciences (Bionics and Biotechnology) 1 (2) and (2), Material Engineering (Bionics) 1 (2) ,Medical Sciences (Borg) 0 (1)

Exobiologist: Medical Sciences (choose two Species Specializations) 1 (2) and (2), Life Sciences (Exobiology) 1 (2), Cultural Flexibility +1

General Practitioner: Life Sciences (choose Specialization) 1 (2), Medical Sciences (choose Specialization) 1 (2), Physical Sciences (Chemistry Or Physics) 1 (2), +1 Promotion, Code of Honor (Hippocratic Oath) –2

Surgeon: Life Sciences (Anatomy) 1 (2), Medical Sciences (Surgery) 1 (2), Personal Equipment (Medical Biobed) 1 (2), +1 Promotion, Code of Honor (Hippocratic Oath) -2

Virologist: Life Sciences (Virology) 1 (2), Personal Equipment (Containment Suit) 0 (1), Physical Sciences (Vector Analysis) 1 (2), Planetary Sciences (Ecology) 0 (1)

Ensign Ro Laren attended Advanced Tactical Training and returned with a promotion to boot! Your characters can do the same, taking the time between adventures (or as part of an adventure) to attend an Advanced Training Program and enhance the characters.

Starfleet programs provide a number of opportunities. The first is the ability to expand your character's knowledge. Perhaps your engineer distinguished himself enough that he is afforded the chance to attend the Daystrom Institute of Technology and Science to see the latest symposium on warp-field dynamics. Your Executive Officer, famous for her charisma and charm, may elect to enroll in the Intergalactic Affairs program at the Starfleet Diplomatic School. Advanced Training provides a rationale for raising your character's abilities during the course of play.

Raising existing skills isn't the only reason you might want your character to attend one of these programs. The chance to learn new skills, some totally different than what you are used to, allows your character to become versed in new areas. What Tactical officer wouldn't leap at the opportunity to spend a few weeks at the Andorian Military Institute? The training in Strategic Operations for the sector could open up a new career path into command or perhaps even Starfleet Intelligence. A ship's counselor could easily find attending a three-week program on Exocultural Relations helpful and increases her value to her ship.

Should your character be unsatisfied with his current assignment, Advanced Training programs also provide a chance to recast your character. Perhaps that career in the Science branch wasn't all that you thought it would be. Switching to the Security branch might be possible, especially if you manage to attend Advanced Tactical Training.

Finally, the prestige of attending some programs may in itself be the reason your character wishes to go, or to fulfill some inner desire of the character. Although Counselor Troi did not need to become bridge-certified she did so based on her desire to expand her horizons. Commander Riker, not one to turn away from a challenge, eagerly accepted the opportunity in the Officer Exchange Program and serve on board a Klingon vessel.

USING THE PROGRAMS

For characters already in play, attending one of these programs is similar to character creation, except for one large difference: the expenditure of Experience Points. Characters attending an Advanced Training Program must pay the listed Experience Point cost in addition to meeting the requirements for the program. Once the character meets both criteria, he attends the program and receives the listed skills and traits.

In addition, characters must have the approval of the Narrator to attend programs within the context of the campaign. Obviously your character can't just leave in the middle of an episode to attend Tactical Ordinance Training! Each program has a length of time associated with it, during which time your character will be involved in training and will be out of play (unless the Narrator elects to roleplay a portion of the training). If employing a troupe style of play (see ***The Narrator's Toolkit***) you can switch to an alternate character for the duration of your character's training.

There is no limit to the number of programs a character may attend provided he is able to pay the Experience Point cost and meet the requirements for the program. For programs a character has already attended, assume he can not attend again for a period of two to five years. Some programs, such as Bridge Officer Certification and Command School, are one-time programs that can not be repeated under any circumstances.

NARRATOR CONSIDERATIONS

As with using Advanced Training during character generation, its use during game play provides many excellent opportunities for ongoing character growth and development. When electing to use a program, enforce the use of its requirements; it makes no sense for an ensign, no matter how promising, to attend Bridge Officer Certification when he has no practical experience yet. At the same time, be flexible when the situation calls for it. If a player wanting to attend Command School is short on the Renown requirements, feel free to let him squeak in, perhaps roleplaying an appeal to Starfleet for admission, especially if you have a need for the character to fit into his new position.

Advanced Training is a perfect way for characters to change branches, but to do so the character must posses skill levels equivalent to the Primary skills listed on pages 66 and 67 of the core rulebook. Geordi La Forge switched from operations to engineering, presumably after demonstrating competence in engineering and attending the Branch Officer school; Worf similarly changed from flight control to tactical. Switching branches should be a rare event.

Characters should not be given the opportunity to switch from science to security and then to engineering just because they feel like it. The character needs to demonstrate competence in the branch that he wishes to transfer to, and perhaps overcome challenges.

Characters could call on Patrons and/or Allies to gain access to training programs. A player may be apt to use a well placed Patron to circumvent entry requirements into a particular program, but should only be able to do so once and at the discretion of the Narrator. If the favor is big enough, why not have the Patron ask for something back in return? After all, not everyone gets into the Vulcan Science Academy!

A minimum of a 2 point Patron should be required for any training package valued at 8 or fewer Experience Points. This Patron should also be applicable to the situation, possibly a mentor who aids a character at important points during his career. An Andorian captain in charge of a rapid response team should not be able to help a character attend the Daystrom Institute. A 3 point Patron or Contact is suggested for all other packages.

Previous Experience

Typically, people in Starfleet join early in their lives—in the case of humans, for example, in their late teens. Yet Starfleet also accepts people with previous life experience into its ranks, those older and wiser individuals who bring with them a maturity and insight that cannot be taught in a classroom. A person can become an experienced doctor, work in the profession for years, and then one day decide to change his life and embark on a new adventure: Starfleet.

These optional rules allow you to create such characters and introduce them into your series. You could play an independent pilot who, after many years, decides to follow a new path and joins Starfleet. Or you may want to play a crusty older doctor with years of practical experience under your belt. Some species, particularly Vulcans, live extremely long lives. You may want to play a Vulcan scientist whose spent three decades studying stellar protomatter before electing to join Starfleet. Over the years, as these professionals age they garner some measure of experience and develop as any other character.

In the 24th century, advances in medical science have redefined the way people look at aging. With the conquest of diseases that plagued mankind in earlier ages—heart disease, cancer, Rigellian flu—people live healthier, longer lives. No longer does reaching the age of fifty or sixty necessarily denote the end of a career. Captain Jean-Luc Picard and Admiral Leonard McCoy prove that the quality of life in the 24th century has ushered in a new era of productivity.

The Previous Experience packages cover a wide variety of professions, allowing characters to develop a pre-Starfleet background for a variety of professions. These packages also allow the generation of civilian characters and nonplayer characters for use in *Star Trek: The Next Generation RPG* campaigns.

USING PREVIOUS EXPERIENCE

Before beginning the character generation process, plot out the "life" of your character in his related profession prior to attending Starfleet. What did the character do, and for how long? What event triggered the character's application to Starfleet Academy? How old will the character be once he enters play? These decisions will influence your character creation path.

The *Star Trek: The Next Generation Roleplaying Game* focuses on the men and women of Starfleet, exploring uncharted space aboard the Federation's starships. Last Unicorn Games also produces the *Star Trek: Deep Space Nine Roleplaying Game*, which has as its focus characters outside of Starfleet—the billions of civilians who live their lives plying their own trades. With this in mind, players who wish to portray civilian characters in a *TNG* series should use the Overlays and Background History stages presented in the *ST:DS9 RPG* rules. The rules presented here allow a player to create a Starfleet character with some "realworld" experience prior to joining Starfleet.

CREATING A STARFLEET OFFICER

Select a species Template for your character, as per the basic rules, and then choose the Overlay for the position your character will ultimately assume in Starfleet. When using the Previous Experience rules, it is important to keep your character's final profession in mind. Although your character may have practiced psychology for ten years prior to joining Starfleet, if you're going to play a Counselor, then you should select that Overlay for your character.

Using the Background History process, customize your character. As described in the *ST: TNG RPG* Core Rulebook, this includes Early Life, Academy Life, Cadet Cruise, and Tour of Duty. To these stages, the player adds the Previous Experience stage. This stage can be included at any time during Background History, though for convenience the Narrator may have players spend their Previous Experience Development Points chronologically—between the Early Life and Academy Life stages. Like other Background stages, Previous Experience has been organized into a number of predesigned packages; players can choose one of these, or spend the points on the listed attributes, skills, or traits.

This table has been organized according to profession—doctor, lawyer, entertainer, etc.—and details some typical experiences representing important milestones or major events occurring in the character's past. Find the profession appropriate to your character's concept and spend Development Points on the listed packages. If you cannot find a profession appropriate for your character concept, work with your Narrator to build your own package.

Players receive a number of Development Points based on the length of time their character spends in the chosen career, at a rate of 1 DP per year. Thus, a character who worked as a private pilot for five years before applying to Starfleet Academy can spend 5 Development Points on the packages listed under "Pilot." This will affect your character's starting age.

EFFECTS OF AGE

Starfleet does not discriminate on the basis of age. Thanks to advances in medical science in the 24th century, individuals can make meaningful contributions beyond what was once considered "old age." It is not uncommon to see a 75-year-old captain or a 100-year-old admiral still serving in Starfleet. Though advances in medicine allow for even longer life spans and an enhanced quality of life, the body can not be extended indefinitely, however. The loss of motor coordination and muscle deterioration and a reduction of mental faculties remain very real hurdles still to be overcome.

This could have very real consequences on character creation, particularly if the Narrator and players use the optional Advanced Training and Previous Experience rules. A player who creates a character who joins Starfleet after a 20-year career as a scientist and who embarks on four Tours of Duty and two Advanced Training Programs is going to end up with an old character indeed. In general, we recommend

PREVIOUS EXPERIENCE

SUGGESTED SKILLS BY PROFESSION

Every profession has associated with it a number of related skills and traits. When detailing your character's previous experiences, you might consider spending Development Points on the character elements listed here. The character receives 1 Development Point to spend for every year spent in his profession. The standard Development Point costs apply (see page 68, ST: TNG RPG).

DOCTOR

You spent your life caring for the sick and injured, or perhaps worked as a medical scientist, seeking a cure for a deadly disease. You joined Starfleet to share your expertise or to expand your medical horizons.

Suggested Skills: Administration, Computer (Research), First Aid, Languages, Life Sciences, Medical Sciences, Personal Equipment

Suggested Traits: Bold, Contact, Curious, Eidetic Memory, Innovative, Mathematical Ability, Resolute, Species Friend; Arrogant, Code of Honor (Hippocratic Oath), Dependent, Hides Emotions, Obligation, Pacifism, Rival

LAWYER

Versed in the rule of law, you engaged in a profession of litigation: a public defender, counsel for a corporate power, or prosecutor for a government agency.

Suggested Skills: Administration, Bargain, Computer, Diplomacy (Intergalactic Law), Fast Talk, History, Languages, Law (Federation Law), Mediation, Persuasion (Debate and Oratory)

Suggested Traits: Ally, Contact, Curious, Favor Owed, Language Ability, Patron, Resolute, Shrewd; Argumentative, Arrogant, Dark Secret, Greedy, Rival, Sworn Enemy

ENTERTAINER

Members of this profession seek fame and fortune entertaining others with their skills and abilities. Including everything from athletics through performance arts to gaming prowess, entertainers love to be placed in the spotlight.

Suggested Skills: Artistic Expression, Athletics, Bargain, Culture, Gaming, Slight of Hand, Charm, Fast Talk, Merchant, World Knowledge.

Suggested Traits: Athletic Ability, Bold, Contact, Famous Incident, Favor Owed, Innovative, Medical Remedy, Patron, Sexy; Argumentative, Arrogant, Dependent, Impulsive, Medical Problem, Obsessive Tendencies, Rival, Weak Will

MERCHANT

You are a seller of wares, to be found wherever a profit can be made. Dealing in anything from Romulan ale and exotic spices to confidential information, the merchant profession is known throughout the galaxy.

Suggested Skills: Bargain, Charm, Computer, Culture, Fast Talk, Languages, Merchant, Shipboard Systems (Flight Control), Streetwise, World Knowledge

Suggested Traits: Any

PREVIOUS EXPERIENCE

MILITARY

You served in the local defensive force of some planet–Andoria, Betazed, Benzar–where you learned a bit about the galaxy. You decided to broaden your horizons and seek out the adventure that Starfleet can provide.

Suggested Skills: Command (Combat Leadership), Energy Weapon, Planetary Tactics, Shipboard Systems, Starship Tactics, Strategic Operations, Unarmed Combat

Suggested Traits: Alertness, Ambidexterity, Bold, Commendation, Contact, Famous Incident, Favor Owed, High Pain Threshold, Quick-draw, Rapid Healing, Strong Will, Tactical Genius, Toughness, Weapon Master; Bloodlust, Chronic Pain, Code of Honor, Dark Secret, Dependent, Fanatic, Hides Emotions, Impulsive, Medical Problem, Rival, Sworn Enemy, Vengeful

PILOT

You worked as a pilot, for an individual, an academic institution, large company, or the like. Either way, you spent years flying ships from one end of the quadrant to the other.

Suggested Skills: Administration, Charm, Culture, Gaming, Shipboard Systems (Flight Control), Space Sciences (Astrogation), Starship Tactics, Vehicle Operation, World Knowledge

Suggested Traits: Alertness, Alien Upbringing, Ally, Bold, Contact, Curious, Engineering Aptitude, Favor Owed, Sense of Direction, Sexy, Strong Will; Arrogant, Impulsive, Rival, Species Enemy, Sworn Enemy

SCIENTIST

Many find themselves drawn to the secrets of the universe, or rise to the challenge of expanding the knowledge of their kind. No matter the specialty, the scientist seeks to better himself and the world around them.

Suggested Skills: Artistic Expression (Writing), Computer, Culture (Scientific), Instruction, Personal Equipment (Tricorder), Persuasion (Debate or Oratory), any Sciences, Shipboard Systems (Sensors)

Suggested Traits: Ally, Contact, Curious, Eidetic Memory, Innovative, Language Ability, Mathematical Ability, Medical Remedy, Synergy, Arrogant, Hypochondria, Medical Problem, Obsessive Tendencies, Pacifism, Poor Sight

TECHNICAL

The technical field covers a wide variety of professions—engineers, technicians, and specialists in any number of areas. From DaVinci to Daystrom, this profession has bettered our way of life and made exploration to the stars a reality.

Suggested Skills: Computer (Simulation/Modeling), any Engineering, Personal Equipment, Physical Sciences, Shipboard Systems, Theoretical Engineering

Suggested Traits: Same as Scientist, plus Engineering Aptitude

PREVIOUS EXPERIENCE

PREVIOUS EXPERIENCE HISTORY

The character receives 1 Development Point to spend for every year spent in his profession.
Previous Experience Packages (by Profession) (Each costs 3 Development Points)

DOCTOR

Alien Species Study: Medical Science (choose Specialization) 0 (1), First Aid (choose alien species) 0 (1), Personal Equipment (Medical Tricorder) 0 (1)

Biological Containment: First Aid (Chemical-Biological First Aid) 0 (1), Life Science (Microbiology) 0 (1), Medical Science (Pathology) 0 (1)

Departmental Chair: Administration (Bureaucratic Manipulation) 1 (2)

Research Grant: Life Sciences (choose Specialization) 1 (2) OR Medical Sciences (choose Specialization) 1 (2)

Teaching Invitation: Instruction (Teaching) 1 (2)

Viral Outbreak: First Aid (choose Specialization) 0 (1), Medical Science (Virology) 0 (1), +2 Skill Renown

LAWYER

Computer Crime Case: Computer (Alteration/Hacking) 0 (1), Favor Owed +1, +2 Skill Renown

Criminal Case: Medical Science (Forensics) 1 (2)

JAG Advisor: Diplomacy (Federation Law) 0 (1), Law (Federation Law) 0 (1), Law (Federation Law and Starfleet Regulations) 0 (1) and (1)

Landmark Case: Law (Federation Law) 0 (1),+4 Skill Renown

Off-world Case: Culture (specific species) 0 (1), History (specific species) 0 (1), Law (specific planet) 0 (1)

Orion Involvement: Fast Talk 1, Streetwise (Orion Syndicate) 1 (2), Sworn Enemy (Orion Syndicate) –3

Partnership: Administration (Bureaucratic Manipulation) 1 (2)

Published: Artistic Expression (Writing) 1 (2)

ENTERTAINER

Dodging Fame: Disguise (specific race) 1 (2)

Legal Involvement: Law (Federation Law OR specific planet) 1 (2)

Object of Desire: Charm (Seduction) 1 (2), Sexy +2

Stress Therapy: Persuasion (Counseling) 1 (2)

Struck it Big: Any entertainment-related skill 0 (1), Renown +4 (any aspect)

Well Traveled: Culture (specific species) 0 (1), History (specific species) 0 (1), World Knowledge (specific planet) 0 (1)

PREVIOUS EXPERIENCE

MERCHANT

Illicit Dealings: Bargain (choose Specialization) 0 (1), Concealment (Conceal Smuggled Objects) 1 (2), Streetwise (Locate Contraband) 0 (1), Dark Secret –2

Interstellar Trade: Diplomacy (Intergalactic Law) 1 (2)

Run-in with Authorities: Fast Talk 1

Well Traveled: Culture (specific species) 0 (1), History (specific species) 0 (1),World Knowledge (specific planet) 0 (1)

MILITARY

Covert Operations: Espionage (choose Specialization) 1 (2)

Field Medic: First Aid (Wound/Combat Trauma) 1 (2)

Instructor: Instruction (Teaching) 1 (2)

Mechanized Support: Vehicle Operations (Ground Vehicles) 1 (2)

Off-world Action: Culture (specific species) 0 (1), History (specific species) 0 (1), World Knowledge (specific planet) 0 (1)

Rise in Rank: Command (Combat Leadership and Military Training) 0 (1)and (1) Planetary Tactics (choose Specialization) 0 (1)

Space Combat: Shipboard Systems (choose Specialization) 1 (2)

War Hero: Favor Owed +1, Renown +4 (Skill, Initiative, or Aggression aspect)

PILOT

Charmer: Charm (choose Specialization) 1 (2)

Courier: Diplomacy (choose Specialization) 1 (2)

Crash Landing: First Aid (Wound/Combat Trauma) 1 (2)

Famous: Shipboard System (Flight Control) 0 (1), Vehicle Operation (choose Specialization) 0 (1), +2 Skill Renown

Run-in with Authorities: Fast Talk 1

Smuggling: Bargain (choose Specialization) 1 (2)

Well Traveled: Culture (specific species) 0 (1), History (specific species) 0 (1), World Knowledge (specific planet) 0 (1),

Wrench Monkey: Any Engineering (choose Specialization) 1 (2)

SCIENTIST & TECHNICAL

Academic Chair: Administration (Bureaucratic Manipulation) 1 (2)

Invitation to Lecture: Instruction (Teaching) 1 (2)

Major Breakthrough: Any Science OR Engineering (choose Specialization) 0 (1), +4 Skill Renown

Published Paper: Artistic Expression (Writing) 1 (2)

Research Grant: Science, Any (choose Specialization) 1 (2)

Technical Applications: Any Engineering (choose Specialization) 1 (2)

Well Traveled: Culture (specific species) 0 (1), History (specific species) 0 (1), World Knowledge (specific planet) 0 (1)

PREVIOUS EXPERIENCE

Attributes and Edges

Any

Advantages

- Alertness (+2)
- Artistic Talent (+1)
- Battle-hardened (Military only) (+3)
- Innovative (+1)
- High Pain Threshold (+2)
- Tactical Genius (Pilot only) (+3)
- Weapons Master (Military only) (+2 or +4)
- Zero-G Training (+2)

Disadvantages

- Addiction (-1 to -3)
- Amnesia (-2 to -4)
- Bad Reputation (-2, -4)
- Bloodlust (-2)
- Domineering (-1)
- Inept (-1)
- Low Pain Threshold (-2)
- Physically Impaired (-1 to -2)
- Slow Healing (-2)
- Species Enemy (-3 to -5)
- Wanted (-1 to -4)
- Weakness (-2)
- Wrongfully Accused (-1 to -4)
- Zero-G Intolerance (-2)

Skills

- Command
- Espionage (Military only)
- Heavy Weapons (Military only)
- Knowledge
- Mimicry (Entertainer only)
- Psionic Skills (if applicable)
- Science, Any
- Security (Military only)
- Shipboard Systems
- Starship Tactics (Pilot only)
- Strategic Operations (Military and Pilot only)
- Throwing
- Tracking
- Ventriloquism
- Weaponsmith (Military only)

CRITICAL AGE

SPECIES	*CRITICAL AGE*
Andorian	75
Benzite	80
Betazoid	65
Betelgeusean	75
Bolian	50
Centauran	70
Cairn	55
Grazerite	100
Human	65
Ktarian	45
Napean	65
Tellarite	80
Vulcan	150
Zakdorn	90
Zaldan	65

players create these kinds of detailed characters as a result of game play, but some players prefer to start the game with characters closer to Doctor McCoy or Captain Picard—older, more seasoned characters—rather than young ensigns just starting out.

Players should tabulate their characters' ages, depending on their decisions during character creation, and consult the Species Critical Age table.

BASIC SYSTEM

In general, the rules assume Early Life covers the first eighteen years of the character's life. Narrators can adjust this for longer- or shorter-lived species. Add four years for Academy Life and one year for the cadet cruise. For each Tour of Duty, increase the character's age by 1d6+1 years (2-7 years).

ADVANCED TRAINING

If using the Advanced Training Programs in lieu of Academy Life, add four years to the character's age. Remember that Advanced Training Programs when used in this manner represent additional studies while attending the Academy.

When using the Expanded Advanced Training Programs optional rule, because the length of time of these programs is measured in weeks, ignore the listed duration; they are assumed to take place during one of your character's Tours of Duty.

PREVIOUS EXPERIENCE

If using the Previous Experience rules, the player must already establish the number of years spent in a previous profession. Add this amount to the character's age.

CRITICAL AGE EFFECTS

Starting at the critical age for the character's species, a character must take a disadvantage on the Critical Age Effects list without receiving the related Development Point bonus. Disadvantages may be bought off by the expenditure of Experience Points, but at a cost of four times the related disadvantage.

For some ailments, the Medical Remedy advantage may be purchased to counteract the effects of age. In such a case, the Medical Remedy can be purchased at the cost of the related disadvantage. While Poor Sight could be corrected using Retinax (a Medical Remedy), there is no cure for being Argumentative; consult with your Narrator regarding which disadvantages can be affected in this way.

For every five years beyond the character's critical age, another disadvantage must be chosen from the Critical Age chart. As the character gets older and crosses into a new threshold—15 years plus Critical Age, for example—more serious disadvantages must be chosen. These aging thresholds are listed on the Critical Age Effects table. As characters get older, failings of the body (and mind) are represented by the following conditions:

CRITICAL AGE EFFECTS

CRITICAL AGE

Poor Chemoreception (-1)
Poor Hearing (-1)
Poor Sight (-2)
Dexterity Edge -1
Perception Edge -1
Strength Edge -1

CRITICAL AGE PLUS 15 YEARS

Argumentative (-1)
Logic Edge 1
Medical Problem (-1)
Reaction Edge -1
Weakness (-2)
Vitality Edge -1

CRITICAL AGE PLUS 30 YEARS

Chronic Pain (2)
Medical Problem (3)
Physical Impairment (-2)
Slow Healing (-2)
Fitness -1
Coordination -1
Intellect -1

ADVANCED CHARACTER CREATION

When using the Advanced Character Creation rules (page 77, Core Rulebook) allocate the basic 125 points provided among the Attributes, Edges, Skills, Advantages, and Disadvantages for the character.

To implement the Advanced Training packages either put the character through the necessary programs or receive an additional number of Development Points equal to the value of each program. The Development Point costs of each program are provided in their listings.

Example: *Don decides to create an older, more seasoned character, in the vein of Captain Picard or Dr. Phillip Boyce ("The Cage" [TOS]). Never one to follow, he decides to play the captain of the starship in his series, and the Narrator and other players agree. In addition, he decides that his character—Captain Cami—enjoyed a lengthy career as a scientist prior to joining Starfleet, some twenty years to be precise.*

Don chooses the Human Template and Command Overlay, then moves on to Background History. First, he chooses the Scientific Upbringing package from the Expanded Tables. Don notes his character's age as 18. Next, he spends his 20 Development Points derived from the Previous Experience stage, and adds twenty years to his character's age. Then Don chooses the Intensive Theoretical Science Program from the Core Rulebook for Captain Cami's Academy Life. This increases her age by another four years. The Cadet Cruise adds another year to her life.

But Don's still not finished. His group decides to use the Advanced Training Programs to create senior officers (see "Expanded Advanced Training," page 27). He adds the skills and traits listed under Branch Officer Training, Bridge Certification Training, and Command School. But the Narrator determines that Captain Cami must also undergo at least three Tours of Duty. For each, Don rolls 1d6+1 and gets a 6, 3, and 4—for a total of 13 years (!).

Don adds up all the years: 18+20+4+1+13=56. Captain Cami begins play as the captain of the starship, at the age of 56.

Benzites

HOMEWORLD

Benzites dwell on the planet Benzar, a starkly beautiful world with an atmosphere high in gaseous ammonia and low in oxygen. Elaborate crystalline rock structures dominate its landscape. Small, heavily armored animals skitter across its surface, feeding on tough-skinned plants and one another. Blue and orange clouds streak its violet sky. Massive charges of static electricity in its atmosphere periodically discharge, filling the sky with light and emitting a cracking sound so loud that people on the surface can feel it vibrate in their bones.

Of the nine planets in the Securis system, only Benzar sustains complex life. According to Starfleet's planetary classification system, Benzar has an atmosphere similar to class-M norms, but contains a mixture of gases unique to the planet. Most humanoid species could not survive here without life-support suits or domed structures with oxygen-rich atmospheres. Benzites likewise can't breathe unaided in the class-M atmosphere preferred by most Federation species. Benzar became a full member of the United Federation of Planets in 2369.

HISTORY

The Benzites descend from a vastly different, now extinct, species, remembered only as "The Forebears." To speak this word or even allude to any of the information provided in this first paragraph in casual conversation is to utter an unforgivable obscenity. Benzites speak about their origins only during their most sacred ceremonies; even then, the tales they tell of their origins are shrouded in mythic language. The sacred myth says that the Forebears fell from the sky in the wake of a catastrophe that slew the gods. Deprived of the milk of the gods, the Forebears were dying. They could not survive on Benzar, but they made children who could. Those children were the Benzites. They could breathe the world's air and take sustenance from its plants and animals. Before they died, The Forebears built the first birthing chambers. (A birthing chamber is a fluid-filled tank in which Benzites are placed for further development after they are first born. A Benzite deprived of this treatment will be weak, sickly, and thin-skinned. He may even appear deformed.)

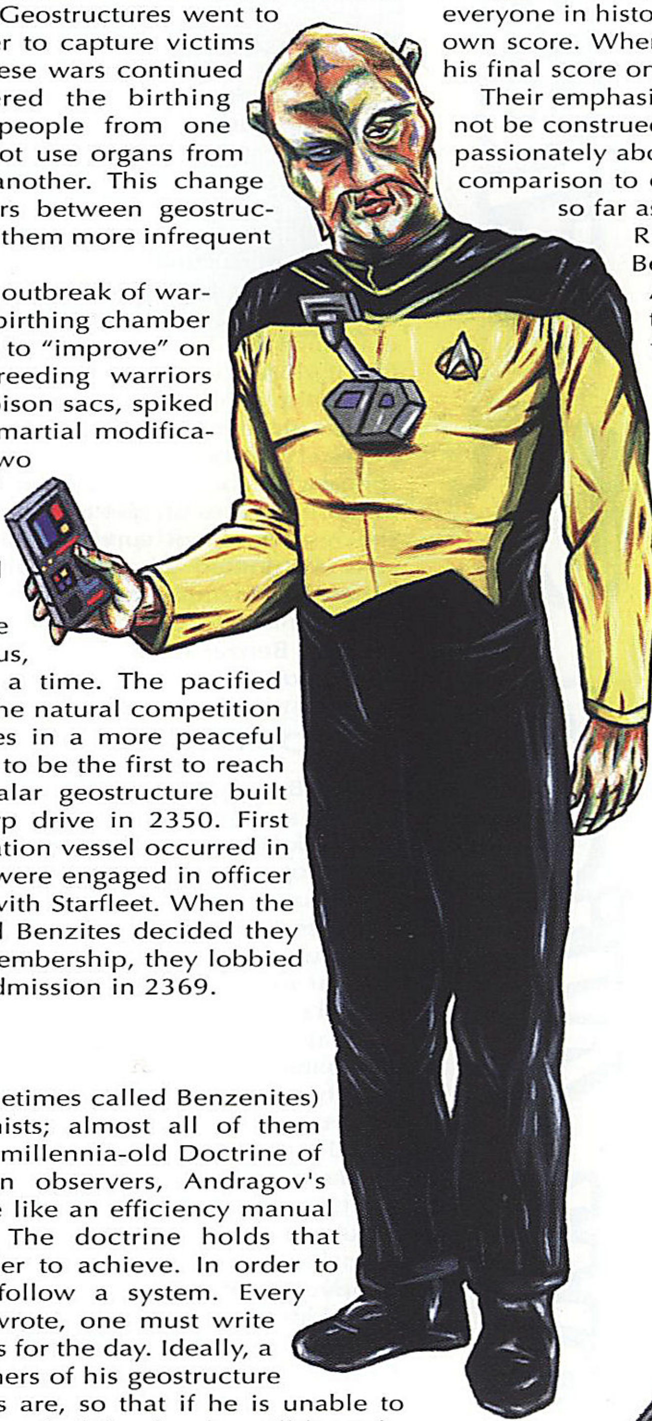
The first true Benzites grew and prospered in the world. They learned to hunt, then to farm, then to understand numbers, the laws of nature, and the scientific method. They made copies of the birthing chambers. Many generations later, they grew wise enough to make improvements to the chambers, which would make the people developed in them stronger, faster, and smarter. The wisest of them all, Andragov, devised the rules of life by which achievement could be encouraged, measured, and recorded. Inspired by his doctrine, Benzites built the great crystalline cities called geostructures.

The Golden Age ended when doctors cracked the secrets of organ and limb transplantation. A quirk of

Benzite biology allowed any individual's organs or limbs to be transplanted into another individual's with no fear of rejection. Geostructures went to war with one another to capture victims for organ harvest. These wars continued until scientists altered the birthing chambers, so that people from one geostructure could not use organs from someone raised in another. This change did not end the wars between geostructures, but it did make them more infrequent and less vicious.

A second virulent outbreak of warfare occurred when birthing chamber scientists found ways to "improve" on Benzite anatomy, breeding warriors with armor plates, poison sacs, spiked knuckles, and other martial modifications. After two hundred years of mutually destructive warfare, the geostructures banned these procedures.

The road to peace was long and tortuous, made one treaty at a time. The pacified Benzites channeled the natural competition between geostructures in a more peaceful direction, competing to be the first to reach the stars. The Belaxalar geostructure built the first Benzite warp drive in 2350. First contact with a Federation vessel occurred in 2360; by 2365 they were engaged in officer exchange programs with Starfleet. When the achievement-oriented Benzites decided they wanted Federation membership, they lobbied hard for it, gaining admission in 2369.



CULTURE

Benzites (also sometimes called Benzenites) are cultural conformists; almost all of them devotedly follow the millennia-old Doctrine of Andragov. To human observers, Andragov's principles seem more like an efficiency manual than a philosophy. The doctrine holds that Benzites exist in order to achieve. In order to achieve, one must follow a system. Every morning, Andragov wrote, one must write down one's objectives for the day. Ideally, a person should tell others of his geostructure what those objectives are, so that if he is unable to report success at the end of the day, he will be publicly shamed. One should also compose weekly, monthly, yearly, and decade-long objectives, modifying them as necessary to match actual conditions. Andragov even provides a scoring system to allow Benzites to determine mathematically whether they are successes or failures. Even small children do this. Benzites record their scores and submit them to central registries in their geostructures, so that they can be verified. Individuals with failing scores must work hard to put them over the passing line; successful Benzites labor to beat the scores of other members of the geostructure, of everyone else on the planet, or everyone in history. No one has yet beaten Andragov's own score. When a Benzite dies, his kinfolk inscribe his final score on his tomb monument.

Their emphasis on measurable achievement should not be construed as a lack of emotion; Benzites care passionately about their scores and their standings in comparison to others. Low-scoring Benzites may go so far as to commit ritual suicide.

Ritual suicide, once common in Benzite society, is a tradition in flux. Andragov encourages people to kill themselves once their personal performance scores reach a specific negative number (-500), reasoning that it is almost impossible for such wretches to redeem themselves. Fifty years ago, the logician Fathen created a new mathematical model that supposedly proved Andragov's statistical analysis incorrect; Fathen held that it is never too late for even a chronic low scorer to even his score.

"Fathenism" rapidly swept through Benzite society. In just under five decades, ritual suicide has gone from a normal, accepted choice to a rare and controversial one. Some Benzites, typically traditional-minded "Andragovists", still do it, but increasingly it is thought to reflect poorly on your geostructure, instead of erasing its shame for having developed you in the first place.

Benzites owe their profoundest loyalties to their geostructures. Each geostructure maintains its slightly different interpretation of the doctrines of Andragov and Fathen, take on history, and traditions of cuisine, art, costume, and athletics. An individual's achievements bring glory to the geostructure; his failures rain shame down upon it.

PHYSIOLOGY AND PSYCHOLOGY

Benzites possess smooth, hairless skin; it may range in color from bluish-purple to green-blue. A thick protrusion of the Benzite skull extends down over the face, displaying a prominent nasal lobe and brow. Two fishlike barbels (worm-like whiskers) droop down from above the upper lip. Benzites are highly resistant to poisons and other noxious substances. They can digest and derive nutrition from almost any organic compound. All Benzites from the same geostructure are physically similar, so much so that they're indistinguishable to a non-Benzite. This is because each geostructure tunes all of its birth chambers to the same settings.

Until recently, Benzites needed special respirators in order to breathe the air found on Starfleet vessels and most Federation planets. In 2370, a breakthrough in birthing chamber technology allowed them to dispense with the respirators. Adult Benzites who could make use of the modification returned to the homeworld for a spell in the chambers. (Although it's a terrible breach of protocol to mention this to them, the Benzites do indeed practice a form of genetic alteration. Newborn Benzites are actually genetically identical to the old Forebear species. Through birthing chamber development, they become the Benzites as we know them. The Federation exempts the Benzites from its usual strictures against genetic enhancement technology because their own social taboos tightly control its use.) Benzite pores emit nitrogen and ammonia as part of their normal respiration; any life-support system in working order can easily absorb the small amounts of these gases they give off.

Benzites are highly competitive, preferring to work alone in order to claim credit when they achieve an objective. They find failure deeply shameful, and may conceal the results of their work until they are sure they are right. They'd rather act than react. Thoroughness is a high virtue. Things that can be measured are good. Tightly defined, exacting processes breed success.

Benzites in Starfleet must work to downplay certain of these traits. They struggle to learn how to work as team members, to share preliminary results, and to respect the chain of command, acting only when instructed to. They remind themselves not to boast of their scores to non-Benzites, and methodically work to understand the unfamiliar thing other cultures call "a sense of humor." The daily objective sheet of Starfleet Benzites often includes entries like "Find a new friend today" or "Make Lieutenant Farber feel more at ease with me."

Despite the above obstacles, this species of go-getters has made great strides in Starfleet. Benzite commanders are notorious sticklers known for setting up elaborate systems to choose objectives and measure success, not unlike Andragov's Doctrine. Benzite officers hunger for commendations, medals, and positive performance ratings. They respond to contests with fanatic zeal, going all-out to win any and all available awards.

NOTED ACCOMPLISHMENTS

Benzites are determined to make their mark among their better-established Federation partners. Their crystalline sculpture garners ecstatic praise at the UFP Institute of the Arts. Benzite statistical analysis is second to none; it has already introduced new efficiencies to Federation freight shipments and commercial space traffic control.

NOTED CHARACTERS

Mordock, the first Benzite to win acceptance to Starfleet Academy, currently serves as a highly decorated Lieutenant aboard the *U.S.S. Marshall*. His recent treatise on tactics garnered high praise at Starfleet's Strategic Planning Council, and some Starfleet Academy instructors make it required reading.

Mendon was the first of many officers trained in the Benzite space navy to transfer to Starfleet. He now serves as security officer on Deep Space Three.

Candar is the planet's most noted crystalline sculptress; her first large piece in a decade adorns the recently completed new foyer to Federation Hall in San Francisco.

BENZITE

Attributes

Fitness 2 [5]
    Strength –1
    Vitality +2
Coordination 2 [5]
Intellect 3 [5]
    Logic +2
Presence 2 [5]
    Willpower +2
    Empathy –1
Psi 0 [5]

Skills

Administration (Logistics) 2 (3)
Culture (Benzite) 2 (3)
Engineering , Any (choose type and specialization) 1 (2)
History (Benzite) 1 (2)
Language
    Benzite 2
World Knowledge (Benzar) 1 (2)

Traits

Curious +1, Resistant +4, Competitive –1, Obsessive Tendencies –3

Betelgeuseans

HOMEWORLD

Betelgeusans occupy all three of the class-M planets of the Betelgeuse system. Betelgeuse lies 527 light years from Earth, in the Orion constellation. Betelgeusans know Betelgeuse IV, where their ancestors first evolved, as Hav'a'halar, which means "home" in one of the central ancient languages of Betelgeuse. Betelgeuse II and VI, each colonized less than a thousand years ago, are called, respectively, A'halar and B'halar.

The large planet Hav'a'halar boasts a great range of climates and extreme geographical features similar to that of Earth. Four moons erratically orbit the mother world; the largest has an atmosphere of its own. This moon's extensive coal deposits have burned since prehistory, shrouding the Smoky Moon (as it is called) in thick black clouds.

A'halar is tropical at high latitudes and almost uninhabitably hot in its equatorial zones. Its famous Boiling Bay serves as a tourist destination for the most heat-resistant sightseers.

The once-frigid small planet B'halar was made habitable only through extensive climactic alteration. Even after those changes, it is subject to wildly powerful storms; to avoid them, most B'halaran cities are constructed underground.

HISTORY

According to Betelgeusan history, first there was the Blank Age. During this time, no one can say for sure what happened, because no records exist. No doubt the Betelgeusans, like most of their fellow Federation cultures, evolved from early hominids to intelligent humanoids, developed culture and language, and learned to hunt and to farm.

Then came the Heroes Age, a time of myth. Cities and civilizations rose up, each led by a great hero. There was Altaa, the Crusher of Beasts, whose forearm was as thick as a tree trunk, and who could drive an army from the field just by stamping his feet. There was Slichez, the Thought-Thinker, who gathered together all the wisdom in the world, and who could disarm a foe just by listing his weaknesses. Ost was the Small Insect Man, who won through cleverness, trickery, and the secret contents of his leggings.

Lahile, the Ever-Mother, could not be beaten, because she would birth a new army before you could kill the first one. F'ter, the Clocksmith, took the stones of the earth and made them into things that worked; he threw the burning spear that set the moon alight. Doban moved the Vistal Mountains past the River of Gold, and then moved them back again when he did not like how they sat. Cordban was the Evil One, who was destroyed a hundred times, yet regrew himself each time, because there cannot be light without shadows.

Then followed the Dark Age. The Heroes retreated to the realm of prayer and imagination, leaving only regular people to command the face of the world. The people kept warring with one another, because this is what their heroes had taught them to do. But without the heroes to heal the wounded and resurrect the slain, war stopped being grand and exalted; instead, it became dirty and malignant. Death stalked the land; Cordban revealed that he had not gone, as the others had.

Cordban was beaten back during the Finding Age, when people rallied and learned to channel the powers of the heroes by acting as they acted, by summoning *j'tonka*. Now Cordban was gone from the world, too; he found power only through those mortals who emulated him.

Recorded Betelgeusan history begins with the Five *J'Tonka* Ages. Warfare broke out again and warlords ruled; this was the Altaa Age. When the warlords fell, chaos was everywhere; this was the Ost Age. Heroes of Lahile made peace and healed the world, so that it had one government, making the Lahile Age. The peace allowed Doban's heroes to move all the heavy things back to where they needed to be, after the wars had destroyed them; this was the Doban Age.

The stability they wrought allowed F'ter's heroes to make new technology: first steam technology, then electric technology, then nuclear technology. The current era, the Slichez Age, is the time of isolinear chips and warp drives, of exploring the galaxy and joining the Federation, whose peoples follow heroes not understood among the Betelgeusans. Betelgeusans hope to understand those heroes—the Cochranes, the Suraks, the Vaxxs, the Bogarts—and learn to draw power from them, so that they may have their own ages, and history may continue to progress. The Slichez Age began in 2150 with the invention of the warp drive and peaked in 2230, with Betelgeuse's acceptance as a full member of the UFP.

CULTURE

Most Betelgeusans follow a quasireligious way of life called *j'tonka,* which translates as "The Path of Emulation." As the above entry reflects, they do not distinguish between myth and history as most spacefaring cultures do. Early in life, each Betelgeusan decides which of the Six Acceptable Heroes he will strive to emulate. (The very few who wish to follow the evil hero, Cordban, do so in secret, pretending to select one of the good heroes.) Young Betelgeusans join *naccords,* social groups ruled by *j'tonka* masters of their chosen hero. Everyone in the *naccord* follows the same hero. A *naccord* consists of anywhere from a hundred to five hundred individuals. Betelgeusans are loyal to their hero, to their *naccords,* and to their masters; kin ties hold a reduced importance. Followers of Ost are vagabonds who form temporary allegiances to masters, going on to lead solitary lives. Cordbanites live like cuckoos, among the *naccords* they falsely chose while young.

As they grow up, youngsters learn the myths of their heroes and are put through tests designed to make them respond to crises as their heroes would.

Followers of Altaa train as warriors. Followers of Slichez master the intellect. F'ter emulators learn about the operation and construction of machines. Ost followers become clowns, critics, gadflies, and artists. Followers of Lahile master the social arts, becoming courtesans, mediators, lawyers, and politicians. Dobanians are the society's proud and determined laborers.

Through a process the Betelgeusans do not question and outsiders do not understand, youngsters always seem to choose heroes in the correct proportions, so that any given community always has approximately the right quantity of warriors, white collar workers, engineers, artists, and so on. Perhaps some subtle effect of the collective unconscious is at work here.

Long ago, the various followers battled against neighboring *naccords,* but now the Betelgeusans accept the fundamental equality of all heroes and emulators, and the value of cooperation with people who follow different heroes. Betelgeusans of all stripes celebrate their heroes not only by following in their footsteps, but by displaying elaborate, delicate costumes at ceremonies and formal occasions. They add symbolic sashes, pins, and belts from these costumes to their everyday clothes. Starfleet allows its Betelgeusan officers to decorate their uniforms with these culturally vital accessories.

Betelgeusans look at life through the prisms of the heroes they follow. Some feel they literally contact the spirits of their heroes when they achieve something remarkable in their names; others treat the experience as metaphorical.

Each historic hero patronizes a set of typical pastimes. Altaans collect weapons, engage in combat-oriented sports, and play computer-assisted wargames. Slichezeans play complex, abstract board games, compose and recite poetry, and collect scientific specimens. Osters are connoisseurs of food and drink, joke-tellers, and solvers of puzzles. Lahilites design beautiful living spaces, collect historical artifacts, and join dance troupes. F'terites enjoy adventure-themed holonovels and tinker with technologies old and new. Dobanians lift weights, play contact team sports, and participate in the unusual game of competitive sleeping.

BETELGEUSAN

Attributes

Fitness 2 [5]

Coordination 3 [5]

Intellect 2 [5]

Presence 2 [5]

Psi 0 [5]

Plus: *Altaans:* Strength +2, Vitality +1; *Dobanians:* Strength +1, Vitality +2; *F'terites:* Perception +2, Logic +1; *Lahilites:* Vitality +2, Empathy +1; *Osters:* Presence +1, Dexterity +1; *Slichezeans:* Logic +2, Perception +1

Skills

Culture (Betelgeusan) 2 (3)

History (Betelgeusan) 1 (2)

Language

Betelgeusan 2

World Knowledge (Betelgeusan) 1 (2)

Plus: *Altaans:* Energy Weapon (Phaser) 1 (2), Unarmed Combat (Altaan Martial Arts) 2 (3); *Dobanians:* Athletics (Lifting) 2 (3), Personal Equipment (Environmental Suit) 1 (2); *F'terites:* Intimidation (Bluster) 1 (2), Materials Engineering (choose Specialization) 2 (3); *Lahilites:* Artistic Expression (Dance) 1 (2), First Aid (Betelgeusan-specific) 2 (3); *Osters:* Charm (Influence) 1 (2), Sleight of Hand (Magic Tricks) 2 (3), *Slichezeans:* Gaming (Board Games) 2 (3), Planetary Sciences (choose Specialization) 1 (2)

Traits

Toughness +2

PHYSIOLOGY AND PSYCHOLOGY

Betelgeusans are tall, thin humanoids with fine bones and delicate features. Even Altaans and Dobanians, known for physical strength, look fragile. In fact, all Betelgeusans have unusually strong skeletal structures.

Psychologically, Betelgeusans dislike change and embrace tradition. They look to the past, not the future, for answers. They best process information when it is presented to them in the form of a story or parable. They are inward-looking, focused on their own behavior, and not especially empathetic.

Two connected cultural traits may be mistakenly diagnosed as psychological problems by outside counselors. The perpetual Betelgeusan alertness for the actions of the evil minions of Cordban can sometimes be mistaken for paranoia. Their belief that evil is a measurable force in the universe, one that cannot be eradicated, may be regarded as superstitious.

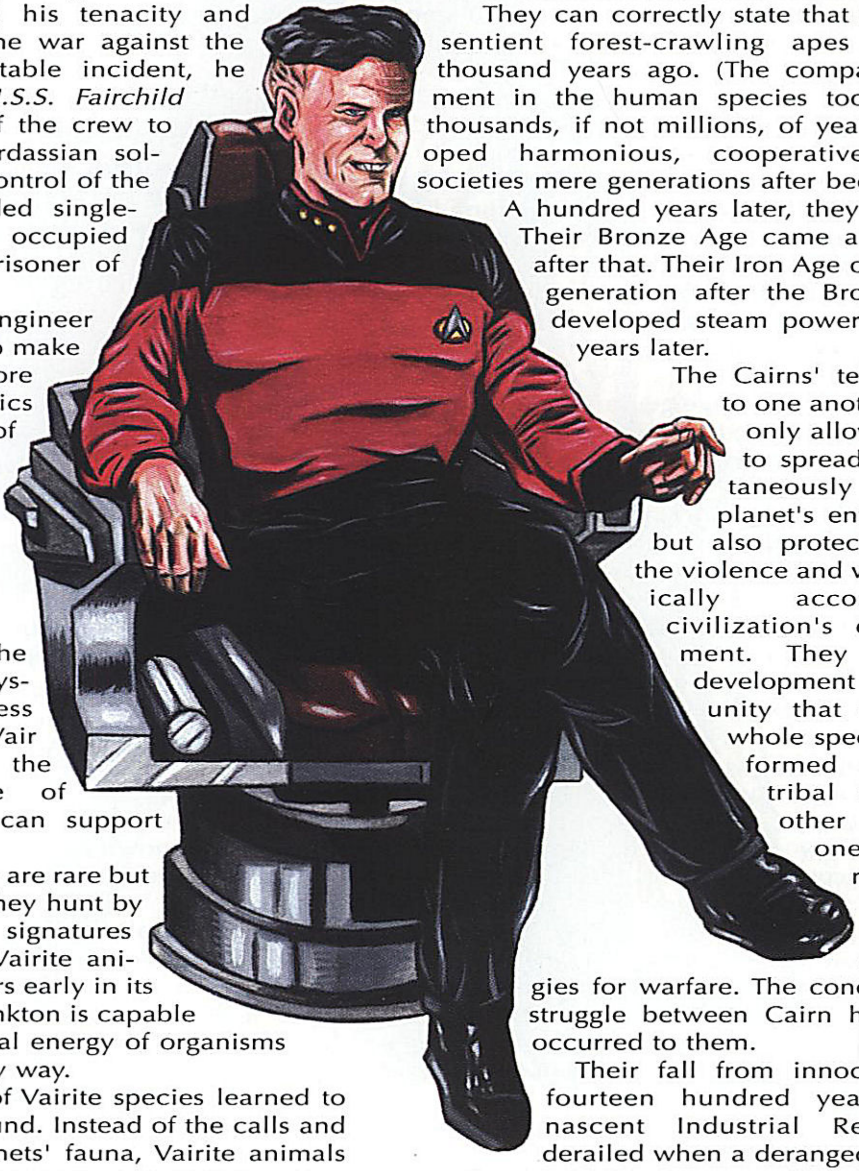
NOTED ACCOMPLISHMENTS

Lahilite midwifery techniques have made giving birth an easier and more pleasant experience for women of many Federation planets. F'ter technicians helped design many of the recent circuitry innovations used in Federation technology, from tricorders to starships. The performances of the late Oster comedian Oni Smid still bring laughter to holosuites throughout the Alpha Quadrant. Dobanian labor crews, famed for their hard work in zero-atmosphere conditions, make very good zero-g construction workers.

NOTED CHARACTERS

Admiral Vendri Thamor, an Altaan warrior, is Starfleet's highest-ranking Betelgeusan officer. He distinguished himself with his tenacity and resourcefulness during the war against the Cardassians. In one notable incident, he remained aboard the *U.S.S. Fairchild* after ordering the rest of the crew to evacuate. He hid as Cardassian soldiers boarded and took control of the ship, and then proceeded single-handedly to deliver his occupied vessel to a Federation prisoner of war facility.

F'terite electronics engineer Equiro Feden continues to make advances in computer core technology, which mimics the processing methods of the humanoid mind.



Cairn

HOMEWORLD

The Cairn live on the world they call Vair; a mysterious world of endless forests and woodlands, Vair is the fourth planet in the Visium system. None of Visium's other planets can support humanoid life.

Large predators on Vair are rare but nonetheless dangerous: They hunt by tracking the faint energy signatures of their victims' brains. Vairite animal life evolved psi powers early in its evolution. Even Vair's plankton is capable of reacting with the mental energy of organisms around it in a rudimentary way.

Only a tiny minority of Vairite species learned to communicate through sound. Instead of the calls and cries typical of most planets' fauna, Vairite animals send simple, mental messages to one another when they wish to mate, warn of approaching danger, or signal the location of food. Vairite forests overwhelm visitors with their eerie silence.

HISTORY

The Cairn evolved from these silent, psi-active animals. Where the sapient species of other planets took their first steps toward intelligence when their hominid forebears developed spoken language, stimulating the enlargement of their brains, the proto-Cairn developed their minds when they became the first animals to mentally transmit complex images instead of simple instinctual cues. Staggering quantities of brainpower were required to summon up and receive detailed images.

The Cairn not only evolved much more quickly than hominids elsewhere, but experienced extremely rapid social and technological development thereafter. Although Cairn do not maintain a written history—or use any kind of writing at all for that matter—their collective memories are long and accurate.

They can correctly state that they were non-sentient forest-crawling apes a mere two thousand years ago. (The comparable development in the human species took hundreds of thousands, if not millions, of years.) They developed harmonious, cooperative horticultural societies mere generations after becoming sapient. A hundred years later, they lived in cities. Their Bronze Age came a hundred years after that. Their Iron Age occurred a mere generation after the Bronze Age. They developed steam power three hundred years later.

The Cairns' telepathic access to one another's minds not only allowed good ideas to spread almost instantaneously through the planet's entire population, but also protected them from the violence and warfare that typically accompanies a civilization's early development. They began their development with a sense of unity that enveloped the whole species; they never formed the exclusive tribal units that, in other cultures, fight one another for resources and developing techniques and technologies for warfare. The concept of harmful struggle between Cairn had never even occurred to them.

Their fall from innocence occurred fourteen hundred years ago. Their nascent Industrial Revolution was derailed when a deranged and still little-understood individual named Rakwin fostered the Viral Images, a series of mental pictures so horrible that the act of receiving them was as traumatic to brain tissue as a brutal physical beating. Victims of

PLAYING A CAIRN

Playing a Cairn provides a roleplaying challenge for players. It may make your Narrator's job more challenging, or frustrate fellow players, though; make sure you have your Narrator's permission to play a member of this unusual species.

Starfleet regulations require it to overcome any special barriers faced by citizens of Federation planets who wish to join it. To force the Cairn to learn to communicate with words would violate the cultural norms of a member species. So Starfleet technicians worked with their Cairn counterparts to develop a translation device to allow nontelepaths to view the mental images a Cairn would normally project into the minds of telepathically receptive compatriots. The Mental Image Communicator contains a gelpack mimicking the chemistry of a Cairn's telepathic receptor organ. A Cairn focuses on the device the way he would on another telepath; a rudimentary holo-emitter instantaneously projects the image sent by the user into the air about three feet away, as if there were an invisible viewscreen, two feet high and two and a half feet long, hanging in midair. The image is two-dimensional, but can be viewed from either side. The holo-emitter supports only limited image movement.

The Communicator also takes spoken and written expressions and translates them into images displayed on a one-inch-square viewscreen. The Communicator's memory stores about fifteen hundred basic images, and can generate new images in a pinch.

When playing a Cairn, you may never speak in character. Instead, you may only describe the images that appear on your MIC screen. So instead of saying, as your character, "I don't trust that Nausicaan," you'll need to find a purely visual way of expressing the thought, like: "Image of the Nausicaan. Me shaking hands with Nausicaan. Nausicaan smiles, holding a knife behind his back." You can of course describe your character's actions (including hand signals and other charade-like gestures) and speak as the player, not the character, as normal.

the images became as hateful and angry as Rakwin, suffering a compulsion to spread them to other minds.

Warlike tribes formed, each claiming inspiration from one or another of the unspeakable viral images. They battled one another and preyed on the unaffected. Cairn savagery was all the more intense for its delayed introduction; it was more an expression of madness than of amoral self-interest.

The ferocity of the Viral Image Wars burned itself out when the entire population of the planet was reduced to a few thousand individuals. An innovator called Wusna developed mental disciplines to protect the mind from harmful images, whether they came from another person or from the darkest corners of one's own subconscious. Wusna even learned to heal those already affected. As her positive images spread, Rakwin's destructive ones were suppressed.

Cairn culture returned to progress. The population grew. Rapid technological progress resumed. A thousand years ago, the Cairn developed warp drive technology and began to explore the stars. When they encountered other sentient species, however, they were unable to communicate with them. Invariably, these other races spoke through sounds instead of images. They recorded their thoughts with strange squiggles, rather than simply remembering them. Even worse, many of them seemed to suffer from symptoms of viral image infection; Cairn vessels suffered attacks on more than one occasion. Deciding they were truly alone in the universe, the Cairn packed up their starships and retired to their isolated, sparsely populated world to pronounce space exploration a momentarily interesting, but ultimately futile, dead end.

In 2365, the *U.S.S. Okinawa* initiated first contact with the Cairn, after an eager-to-please ensign performed an unusually thorough series of sensor sweeps, discovering the disused warp engines still in operation at a museum facility. Communication was difficult, but not impossible, due to the presence on the *Okinawa* of two telepathic officers, a Betazoid and a Vulcan. Intermittent and frustrating contacts continued for five years; nonetheless, the Cairn applied for Federation membership in 2370. It was granted shortly thereafter, leaving the Cairn and Federation with the difficult challenge of integrating their means of communication to allow each side to reap maximum benefits from their relationship.

CULTURE

Cairn society is young and vital, hungry for knowledge and development. They value innovation over all. An individual who conceives a new image that proves useful can expect to be remembered for all eternity. Everyone knows what Dairo, the inventor of the kiln, looked like; they can call his image to mind as easily as they can summon up the images of their own kinfolk. Everyone can call up the first, fuzzy imaginary image of the kiln Dairo dreamed up nineteen hundred years ago, as well as the subsequent kiln designs he and his friends developed until they'd perfected their technique. All young Cairn are brought up with the desire to add their own deathless images to the collective memory of their people.

Although eager to take part in the interchange of ideas, goods, and technologies that comes with Federation membership, the Cairn are used to being isolated. They remain leery about contact with outsiders, and many folks are prepared to be disappointed; a few worry about another disaster like the Viral Image crisis.

The Cairn recognize only two social units: the kinship circle, and the people as a whole. A kinship circle is an extended family, including relations by marriage. Each kinship circle maintains one or more residences; the average number is three or four. Members of the circle move freely from one location to another. Members of the family are obligated to help one another. They make decisions as a group, by consensus. Family togetherness is highly desirable; the Cairn find it easier to achieve than many other species. It is unthinkable to get married, come of age, or be laid to rest without one's entire kinship circle present.

The naturally harmonious Cairn are governed by a participatory democracy in which referendums are commonplace. Votes consist of the passing of mental images to a designated registrar in each kinship circle,

CAIRN

Attributes

Fitness 2 [5]

Coordination 2 [5]

Intellect 2 [5]

Presence 3 [5]

Psi 2 [5]

  Range +1

Skills

Culture (Cairn) 2 (3)

History (Cairn) 1 (2)

Language

  Cairn 2

Projective Telepathy* 3

World Knowledge (Cairn) 1 (2)

Traits

Eidetic Memory +3, Pacifism –3

*Cairn can only project images, and only to other Cairn, and non-Cairn with receptive telepathy.

who then passes them along to a community registrar, who in turn takes them to the central council of electors. Bitter controversies are almost unknown in Cairn politics.

PHYSIOLOGY AND PSYCHOLOGY

Physiologically, Cairn are unremarkable humanoids. Bony protrusions on both temples house their larger-than-average brains, which contain large areas for storing and transmitting visual images.

Psychologically, Cairn differ significantly from most humanoids. Because they don't use language, they don't think in abstractions. The phrases "To be or not to be, that is the question" or "We hold these truths to be self-evident" simply wouldn't occur to a Cairn. Without the ability to communicate abstract concepts, they don't understand philosophy, theology, or a host of other -ologies. If you can't see it, experience it, or remember it, it might as well not exist. Social deviance is extremely rare among the Cairn. It's hard to conceal your feelings when you communicate with images. Troubled people tend to reveal themselves through the darkness of their images and are provided with help, guidance, and support before they do anything harmful. Cairn find it hard to understand harmful behavior in others; they can understand it only as madness. Cairn like to act quickly and to seize on new ideas. They have excellent memories.

NOTED CHARACTERS

Maques, leader of the delegation that negotiated Cairn membership in the UFP, is now its representative on the Federation Council.

Grazerite

HOMEWORLD

Grazerites hail from the planet of Vacca III, best known for its large, flat continents and overall temperate conditions. The light cast by Vacca is a little bit pink, giving a beautiful, golden cast to the sights of Vacca III; the "golden hour" of lovely sunset light you see on Earth extends through the whole day here. Even the dankest swamps or most treacherous rock formations on Vacca III seem beautiful to outsiders. The planet's air smells sweet. The gentle calls of its birds and reptiles tickle the ear. As the Centauran surveyor who compiled the first report on Vacca III for Federation databanks concluded, "This would be an earthly paradise—if only its landscape was just a little bit more interesting."

HISTORY

Grazerites evolved not from omnivorous hominids, as did most humanoids, but from small bovine herbivores. The proto-Grazerites who evaded the snapping jaws of the planet's large, fast-moving reptilian carnivores survived to pass their genes on to new generations. The herds that best communicated with one another, coordinating their flight, were the best at remaining uneaten. Communication led to increased brain size, which in turn permitted the development of full sentience.

The earliest true Grazerites hunted their predators to extinction and then settled down to many thousands of years as roving foragers. The fast-growing grasses of Vacca III provided food for all; it took a very long time for the Grazerite population to outstrip its food supply. Rival Grazerite tribes clashed briefly when this happened, but had little taste for warfare. So instead they sat down to work out a solution. Hunash-Vitez, leader of the Fulanos nomads, had been thinking for a long time that the land might yield even more food if people planted seeds and helped them to grow. He hadn't tested his theory, but he'd been considering it for decades, and it seemed sound. The other leaders spent a few decades mulling it over and then decided to give it a try. A few generations later, Vitez's plans were implemented. They worked.

From then on, the capacity of the land grew along with the population; new farming techniques increased crop yields. Grazerite technology has always been driven by agricultural needs. Grazerites dreamed up the idea of mining and smelting metal after someone came up with the concept of the plow. The scientific method was devised to increase the nutritional content of crop yields. Even the race for space grew out of horticultural ambitions: Grazerites reasoned that even more efficient and nutritious crops might be found on other planets.

In sharp contrast to most Federation member species, the Grazerites lay no claim to a dramatic, turbulent history soaked in the blood of the fallen. They hide no shameful dark period that nearly threatened them with extinction. Instead, they tell a placid, uneventful tale of slow, steady, reasonable progress, uninterrupted by war, disease, or oppression. All of the great moments in Grazerite history arise from carefully developed thoughts, broached only after long years of cautious contemplation. They were quite shocked, speaking to the humans, Centaurans, Vulcans, and other species aboard the first Starfleet ship to hail one of their crop-seeking vessels, to find out how those peoples had developed. Likewise, their new Federation friends were nonplussed to discover a culture completely unmarred by conflict.

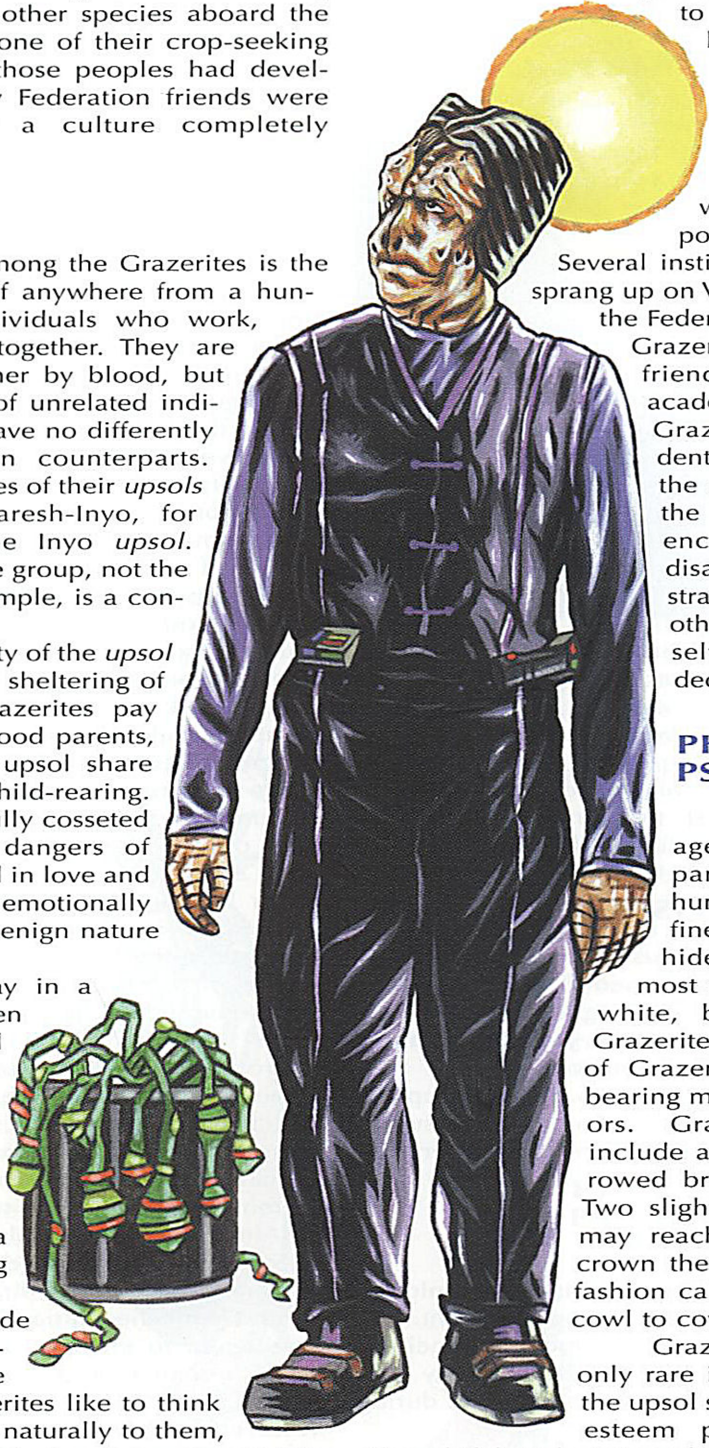
CULTURE

The basic social unit among the Grazerites is the *upsol*, a conglomeration of anywhere from a hundred to five hundred individuals who work, relax, eat, and ruminate together. They are often related to one another by blood, but *upsols* consisting entirely of unrelated individuals also exist, and behave no differently than their more common counterparts. Grazerites append the names of their *upsols* to their given names; Jaresh-Inyo, for instance, is Jaresh of the Inyo *upsol*. Grazerite life centers on the group, not the individual; privacy, for example, is a concept unknown to them.

The primary responsibility of the *upsol* is the raising, tutoring, and sheltering of its children. Although Grazerites pay special homage to their blood parents, all adult members of the upsol share equally in the duties of child-rearing. Young Grazerites are carefully cosseted from even the minimal dangers of Vacca III, and are showered in love and affection. They grow up emotionally secure and certain of the benign nature of the universe.

The most important day in a Grazerite's life comes when his first child is born. Until then, Grazerites may not participate in the consensus democracies of their *upsols*, or of the planet as a whole. Like all important Grazerite occasions, first-birth is celebrated through a communal ritual involving the entire *upsol*.

Favorite activities, aside from the teaching and entertainment of children, are thinking and talking. Grazerites like to think together. Agreement comes naturally to them, and discussions often consist of each speaker slightly restating and refining the statements of the last. They can while away endless hours in this manner, never getting bored. Their self-image as scintillating conversationalists is not shared by other species.



Since joining the Federation, Grazerites have become sensitive to the observation that their tranquil history kept them too contented to produce great art of any kind. Apart from their intricate children's toys, Grazerite cultural artifacts hold little interest to the rest of the galaxy. A few would-be Grazerite poets, painters, and musicians now try to remedy this deficiency, but have made little headway. Most other Grazerites wonder why these "artists" bother: It's not like all of those symphonies, tapestries, and whatnot have any real purpose. You can't eat them.

Several institutions of higher learning sprang up on Vacca III after contact with the Federation. Their role is to train Grazerites for contact with other friendly species. At these academies—staffed equally by Grazerites and aliens—students learn how to prosper in the unfamiliar environment of the Federation. They experience the shock of disagreement, learn about the strange discontent of many other species, and train themselves to speed up their decision-making.

PHYSIOLOGY AND PSYCHOLOGY

Grazerites fit the average height and weight parameters for known humanoid species. A layer of fine, downy fur covers their hide-thick skin. The fur is most often amber in color, but white, beige, and black-furred Grazerites exist. About ten percent of Grazerites have mottled hides bearing more than one of these colors. Grazerite facial features include a pronounced, deeply furrowed brow and a bovine snout. Two slightly curving horns, which may reach four inches in length, crown the Grazerite skull. (Current fashion calls for a tight-fitting cloth cowl to cover the horns.)

Grazerites are self-confident; only rare individuals raised outside the upsol structure are prone to self-esteem problems of any kind. Thoughtful and contemplative, they are uncomfortable making snap decisions. They're slow to anger; when they do become angry, their emotional cues are so subtle that non-Grazerites are unlikely to notice. They dislike conflict and discord, and are

GRAZERITE

Attributes
Fitness 2 [4]
Coordination 2 [5]
Intellect 2 [5]
Presence 3 [6]
  Empathy +2
Psi 0 [5]

Skills
Culture (Grazerite) 2 (3)
History (Grazerite) 1 (2)
Language
  Grazerite 2
Life Sciences (Agronomy) 1 (2)
Mediation (choose Specialization) 1 (2)
Persuasion (Debate) 2 (3)
World Knowledge (Grazerite) 1 (2)

Traits
None

reassured by consensus. Outward looking, they're unhappy when others around them are distressed. Grazerites are optimistic, certain that there's an answer to every problem, given enough time to think about it.

Extremely patient and highly resistant to boredom, Grazerites excel at tasks requiring a long attention span and close focus on details.

NOTED ACCOMPLISHMENTS

Grazerites are most famous for their agricultural achievements. They've developed dozens of genetically engineered strains of grain, and their technologies have increased crop yields on planets throughout the Federation and beyond.

As diplomats and politicians, they've applied their quiet confidence and knack for consensus to some of the thorniest issues facing the Federation Council.

NOTED CHARACTERS

Grazerites take pride in the ascension of diplomat Jaresh-Inyo to the post of Federation President. His concern for basic rights and the democratic principles of the Federation, coupled with his decency and sense of caution, have stood him in good stead during a difficult time for the UFP.

The famous psychologist Dalig-Bentor supervises the counselor program at Starfleet Academy, and treats some of the galaxy's most unfortunate sufferers of severe mental illness.

Ktarians

HOMEWORLD

Ktaria VII is a large planet known to outsiders primarily for its glaciers, which offer some of the best skiing conditions in the Alpha Quadrant. Other wonders are man-made: the Singing Waterfall of Dtoki, the Btenken Cloud Lights, and the archaeological treasures of the southern continents.

HISTORY

Ktarian history is long and involved, consisting of a series of struggles between competing religions, ideologies, and nation-states. Its past is stained by three separate periods of fratricidal warfare: the God Wars, the Doctrine Wars, and the National Wars. All three ended in periods of reconciliation and unified government. Internal dissension destroyed the first two world governments after centuries of relative peace.

The third world government has been in place for over five hundred years. Ktarians achieved warp capability seventy years ago, and made contact with Federation worlds in the 2350's. Ktaria resisted overtures from Federation delegations, adopting an official policy of nonalignment. It treated the prosperous Federation as a potential market for its high-priced luxury goods. It also made itself into a magnet for tourism, opening resorts in picturesque spots and remaking ordinary places into picturesque spots worthy of resort openings. The government of these years preached a doctrine of continued economic growth. When that growth reached its natural limit, the electorate grew restless, worrying the high officials of the hegemonic central political party that had held the reins of power on Ktaria VII for over a century.

In 2368, those officials, abetted by an agent named Etana Jol, launched a long-planned program called "The Expansion." Its objective was nothing less than a takeover of the Federation, starting with Starfleet. The means of achieving the goal was a simple-seeming electronic game; its hardware consisted of a headset which acted on the humanoid brain by beaming microlasers directly onto the optic nerve, creating a three-dimensional impression of a series of disks which could be mentally steered by the player into an array of funnels. The game had psychotropic effects, quickly addicting its users and rendering them extremely vulnerable to suggestion.

After the plot was foiled by Lieutenant Data of the *U.S.S. Enterprise* (aided by visiting cadet Wesley Crusher), Federation diplomats lodged a vigorous protest with the Ktarian government. The Federation threatened to change its classification of Ktaria VII from "nonaligned" to "hostile," targeting it for the same kind of counterespionage and patrol measures reserved for the threat civilizations like the Romulans. Ktaria, economically dependent on its exports of luxury goods to Federation worlds, was in no position to weather the trade embargoes that would accompany such a move. Average Ktarians rose up in anger against their leaders. Upright Ktarian justice officials charged their superiors in the executive branch with criminal breaches of the Ktarian Constitution. The chief of state and his entire cabinet resigned, prompting snap elections; a new party advocating closer ties with the Federation took control in the Ktarian parliament.

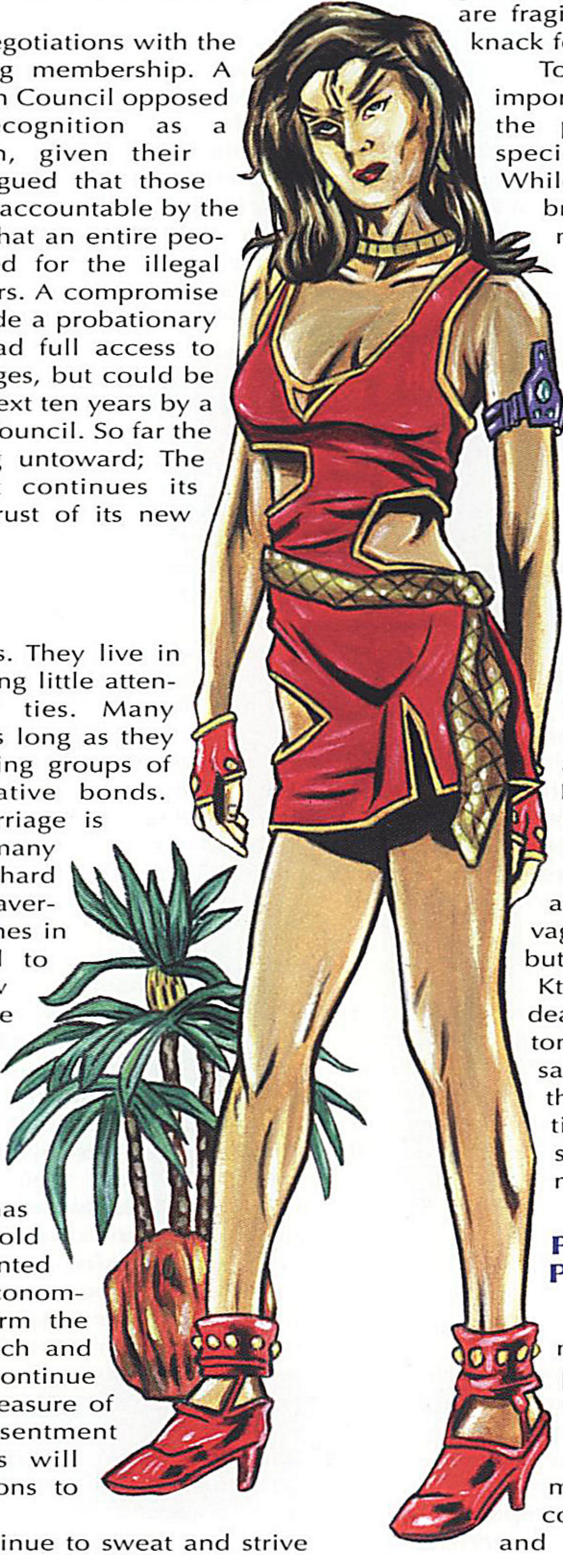
The Parliament opened negotiations with the Federation in 2369, seeking membership. A large faction of the Federation Council opposed their immediate, full recognition as a Federation member nation, given their recent treachery. Others argued that those responsible were being held accountable by the Ktarian justice system, and that an entire people should not be punished for the illegal actions of their former leaders. A compromise was reached: Ktaria was made a probationary member, meaning that it had full access to Federation rights and privileges, but could be expelled at any time in the next ten years by a simple majority vote of the Council. So far the Ktarians have done nothing untoward; The pro-Federation government continues its struggle for the complete trust of its new allies.

CULTURE

Ktarians are individualists. They live in small, nuclear families, paying little attention to extended kinship ties. Many Ktarians remain single for as long as they can, belonging to ever-shifting groups of friends sharing only tentative bonds. Although the union of marriage is supposed to last for life, many modern Ktarians find this a hard principle to live up to. The average Ktarian marries three times in his lifetime. Ktarians used to have large families, but now reproduce at less than the rate of population growth.

Ktaria VII is in the throes of great cultural change as it makes the transition from nonaligned planet to Federation member. As a new entrant to the UFP, it has yet to abandon fully its old entrepreneurial, money-oriented ways. Although Federation economic aid continues to transform the planet, divisions between rich and poor remain. Most Ktarians continue to treat wealth as a valid measure of status and self-worth. Resentment between economic classes will likely take several generations to eradicate.

Meanwhile, Ktarians continue to sweat and strive to outdo their neighbors and accumulate greater stores of luxury goods. They measure their high planetary productivity and proudly compare it to their more established UFP partners. Many Ktarians identify more strongly with their work units than with their families, drawing companionship and support from coworkers. Because Ktarians compete furiously for recognition in the workplace, these connections are fragile. Ktarians possess an unfortunate knack for turning colleagues into rivals.



Tourism is one of Ktaria VII's most important industries. Ktarians are used to the presence of visitors from other species, but regard them equivocally. While grateful for the prosperity they brought during the nonaligned years, many Ktarians grow tired of the casual ignorance of vacationing aliens.

Cultural movements calling for a return to ancient traditions and an abandonment of the pleasure industry gain more adherents every year. Other Ktarians equate calls for a restoration of old values with the religious and ideological intolerance of the past. Most Ktarians, having learned the lessons of the Three War Eras, remain skeptical of ideological fervor or jingoistic sentiments. They are quietly religious, paying private homage to their gods.

Public expressions of religious belief are still regarded with suspicion by most. Ktarians do not share a common religion; each devout Ktarian follows one of a dozen incompatible faiths. Only about a third of Ktarians consider themselves devout; another third is avowedly atheistic, while the rest vaguely believe in some higher power but pray only on special occasions. Ktarians show great reverence for the dead, burying them in underground tombs and laying thousand of tiny sacred stones around the body. Each of the thousand stones represents a particular prayer. To remove even a single stone from a tomb is to commit dire blasphemy.

PHYSIOLOGY AND PSYCHOLOGY

Ktarians are humanoids recognizable by their feline eyes, prominent frontal lobes, and cranial ridges running from the crest of the forehead to the back of the skull.

The restlessness of the Ktarian mind accounts for this species' many contradictions. Ktarians think quickly and change their minds capriciously. Although anxious to assert their independence, they're captivated by glamorous and charismatic leaders, following their instructions almost instinc-

KTARIAN

Attributes

Fitness 2 [5]

Coordination 3 [5]

  Reaction +1

Intellect 2 [5]

Presence 3 [5]

  Willpower –1

  Empathy +1

Psi 0 [5]

Skills

Bargaining (Marketplace Haggling) 2 (3)

Culture (Ktarian) 2 (3)

Gaming (choose specialization) 1 (2)

History (Ktarian) 1 (2)

Language

  Ktarian 2

World Knowledge (Ktarian) 1 (2)

Traits

Innovative +1, Multitasking +2, Impulsive –1

tively. They spend much of their time in pursuit of gratification, but grow dissatisfied almost immediately after getting the things they thought they wanted.

The Ktarian attention span is short; on the other hand, Ktarians are able to process sensory input quickly, even when it emanates from a variety of competing sources.

NOTED ACCOMPLISHMENTS

Ktarians are noted for their luxury products. Sweet-toothed denizens of the Alpha Quadrant crave their confections, the most famous of which is the Ktarian chocolate puff, a rich delicacy lovingly handmade from seventeen varieties of chocolate. Another culinary delight is the Ktarian egg; they're large, with mottled orange and red shells and green insides.

Music-lovers avidly follow the work of Ktarian composers and musicians. Frequent Ktarian music festivals attract visitors from many worlds.

Ktarian electronic games, safely stripped of their psychotropic qualities, are slowly gaining in popularity. They win awards among aficionados, but the general public is still wary of them, remembering their role in the attempted takeover of the Federation.

NOTED CHARACTERS

Etana Jol, the fetching agent who implemented the disastrous takeover attempt, landed on her feet in its aftermath. She turned herself in to justice officials investigating her party paymasters, offering to testify against them in exchange for immunity. She directed prosecutors to the evidence necessary to prove their case against the chief executive and his cronies, and charmed the Ktarian people with her presence and dignity on the witness stand. She has since taken a position as a public relations officer for a chain of Ktarian resorts. Repeated rumors have it that she's waiting a respectable amount of time before embarking on a political career. Federation Council members concerned about a possible recurrence of Ktarian treachery keep close tabs on her.

Ifore Sut, the prosecutor who put the old Ktarian leadership behind bars, recently set up private legal practice as an advocate before the Federation Supreme Court. Although still catching up on the finer points of Federation legal procedure, his command of the courtroom has already impressed a number of celebrated clients.

Napeans

HOMEWORLD

Napea, home of the Napean people, was long ago terraformed into a state of geographical uniformity. Land masses consist of seventy percent flat, arable plains and twenty percent gentle, rolling hills. Recent efforts to counter the sameness of Napea's surface have resulted in a variety of manmade mountains, canyons, waterfalls, and other spectacular projects created purely for aesthetic reasons (representing ten percent of Napea's land masses). Napea's finely controlled weather provides a year-round temperature of twenty degrees Celsius throughout the planet's surface. Precipitation falls in a precisely calibrated fashion at the command of the Napean Meteorological Control Commission; weather forecasts on Napea are never wrong.

HISTORY

Napea wasn't always so uniformly bountiful. The ancestral Napeans lived in a dangerous environment wracked by freakish weather conditions, like the Boiling Winds and the Gene Storms. These killed or injured thousands of Napeans each year. Harsh weather often destroyed crops, and hunger led communities to raid their neighbors for food. Perhaps because Napea already offered its people too many obstacles to survival, however, customs eventually arose to minimize casualties from these raids. Soon competition for scarce food was resolved through ritual combat. The only people risking their lives would be the two champions for each side. These food contests, ironically enough, became occasions for communities to meet and form bonds with one another. As Napeans spread from their valley of origin to the rest of the planet, they took these mechanisms for peaceful warfare with them. Shelter from the ravages of true war and exchanges between communities allowed technologies to improve and spread. Several thousand years of peaceful development ensued.

At the end of this period, Napeans possessed advanced technology, including a worldwide system of weather control and sophisticated terraforming techniques. They used both to reshape the hostile environment of their world. The privation the Napeans had once endured faded into memory.

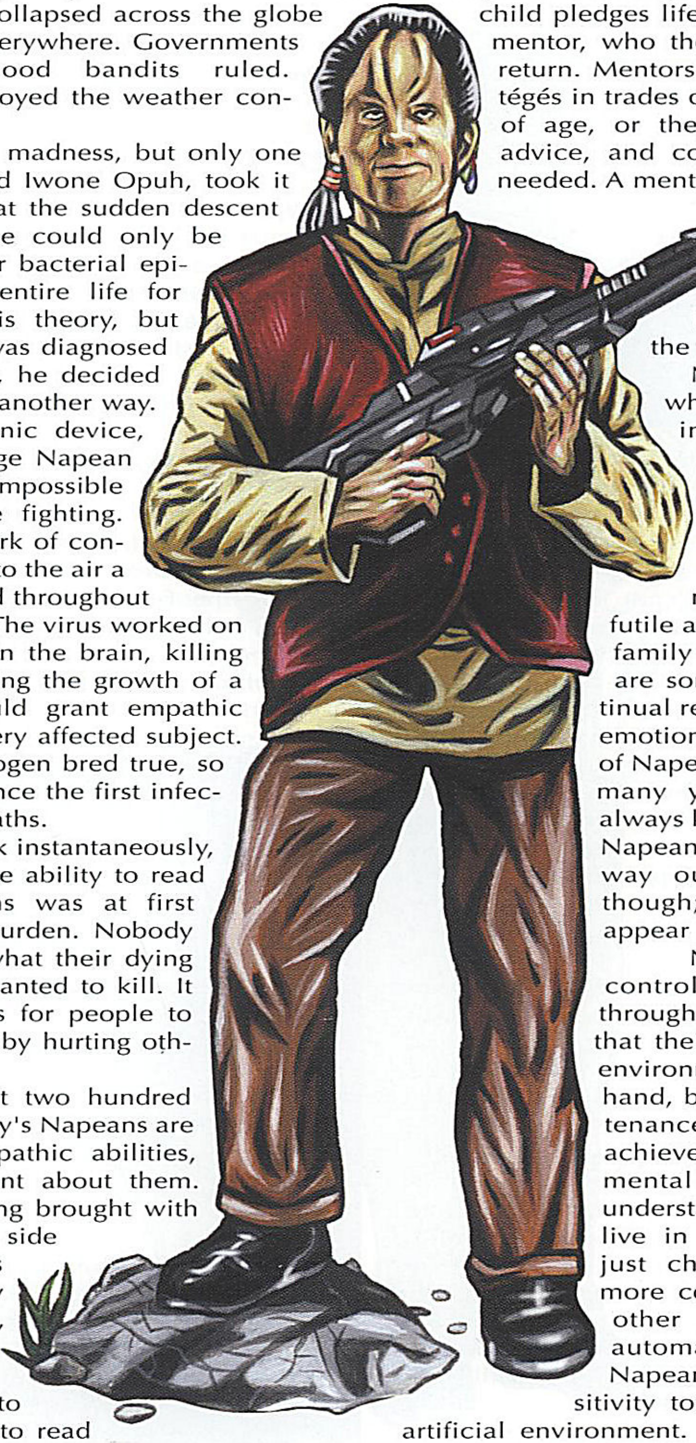
Boredom eventually set in. The ritualized fights over food resources, although no longer necessary, evolved into simple entertainment, becoming progressively bloodier. Violence spilled over into everyday life. Suddenly Napeans used force on impulse. Public order collapsed across the globe as civil wars erupted everywhere. Governments collapsed. Neighborhood bandits ruled. Bloodthirsty mobs destroyed the weather control network.

People said this was madness, but only one man, a geneticist named Iwone Opuh, took it literally. He decided that the sudden descent into worldwide violence could only be attributable to a viral or bacterial epidemic. He toiled his entire life for evidence to support his theory, but found none. When he was diagnosed with a terminal disease, he decided to cure the epidemic in another way. He formulated a biogenic device, one which would change Napean physiology and make it impossible for people to continue fighting. With the aid of a network of confederates, he released into the air a virus that soon took hold throughout the world's population. The virus worked on the aggression centers in the brain, killing the old cells and fostering the growth of a new organ which would grant empathic abilities to each and every affected subject. Opuh's concocted pathogen bred true, so that all children born since the first infection would also be empaths.

The plan did not work instantaneously, as Opuh had hoped. The ability to read one another's emotions was at first regarded as a painful burden. Nobody wanted to experience what their dying victims felt. They just wanted to kill. It took several generations for people to stop hurting themselves by hurting others.

This happened about two hundred years ago. Although today's Napeans are well used to their empathic abilities, they still feel ambivalent about them. Opuh's genetic tampering brought with it a number of unwanted side effects. Some geneticists are trying to find a way to reverse the syndrome, although it is unclear whether a large number of Napeans would want to abandon their capacity to read emotions.

When the civil wars died down, the Napeans built a one-world government, mostly to guarantee the protection of the all-important weather-control network. Seventy years ago, they developed a warp drive. Forty years ago, they joined the Federation.



CULTURE

Napeans are a dour, hardworking people who revere the wise and experienced. The most important Napean ceremony occurs at age seven, when the child pledges lifelong support and loyalty to a mentor, who then makes a pledge of aid in return. Mentors may agree to tutor their protégés in trades or disciplines when they come of age, or they may simply provide gifts, advice, and connections to the protégé as needed. A mentor is never related by blood to a protégé. Relationships between families are cemented through this ceremony; it is a great honor to be chosen to mentor the child of a prominent family.

Napeans remain unsure whether their empathy is a blessing or a curse. Napean behavior hasn't completely adapted to it. They are still as apt as anybody to try to hide unattractive or shameful emotions from others—never mind that such attempts are futile among their own kind. Napean family and romantic relationships are sometimes strained by the continual revelation of each person's true emotions. An unusually large number of Napeans marry outside the species; many yearn for mates who don't always know what they're feeling. The Napeans won't be able to breed their way out of their empathic state, though; the altered genes always appear in half-Napean children.

Napeans are firm believers in controlling their circumstances through technology. They recognize that their mania for control over the environment has gotten a little out of hand, but still see the weather maintenance network as their greatest achievement. Indifferent to environmental concerns, they don't understand why other peoples who live in difficult environments don't just change them into something more comfortable. On starships and other places made habitable by automated life-support systems, Napeans are notorious for their sensitivity to the slightest changes in the artificial environment. Even a half-degree temperature change makes the average Napean edgy. Storm conditions on other worlds make them downright anxious.

NEW DISADVANTAGE FOR NAPEAN CHARACTERS

Involuntary Projective Empathy -2

Unless the character maintains a state of constant concentration, he will send his own emotions to all sentient beings within twenty meters. The Narrator may require a Willpower test whenever the character suffers stress, or must devote his full attention to some other matter. The difficulty of the test depends on the situation; use the difficulty levels below as a guideline.

Routine: Character suddenly bumps into someone he's attracted to, but is too shy to approach.

Moderate: Character suffers from sleep deprivation.

Challenging: Character defuses a bomb.

Difficult: Character is seriously injured.

Nearly Impossible: Character is dying.

If the test fails, sentient beings around the character feel his emotions, but don't know why the character is having them. (The recipients may be able to make accurate deductions about the character's motivations; they just don't learn them directly from the empathic experience).

On the other hand, Napeans hate the very idea of genetic manipulation of intelligent species, and are staunch opponents of even the smallest measures to relax Federation laws against such procedures.

Iwone Opuh remains a figure of fascination for Napeans. No record of his death exists. Persistent rumors have it that he somehow cured his disease, and in the process radically extended his life. Dozens of Opuh sightings occur every year; granted, most of them occur on Inversion Day, the Napean equivalent of April Fool's Day (a quaint old-Earth custom).

The workings of time also interest Napeans. Many of them boast an innate time sense. Some of the most accomplished researchers into temporal mechanics are Napean. The Federation Department of Temporal Investigations includes a disproportionate number of Napeans on its duty roster; their empathic abilities come in handy when interrogating suspected violators of temporal displacement policy.

Popular leisure activities among the Napeans include aromatherapy, mystery-themed holonovels, and the care and feeding of the dinao, a squat, gray, disagreeable bird in whose plumage enthusiasts see all kinds of subtleties imperceptible to the uninitiated.

PHYSIOLOGY AND PSYCHOLOGY

Putty-colored skin and a large, leaf-shaped forehead ridge distinguish Napeans from other humanoids. A tiny, egg-shaped part of the Napean brain processes empathic signals and communicates information to the perceptual centers. Napean empathy allows only the recognition of emotion; Napeans don't read thoughts and can use only their normal reasoning abilities to deduce the causes of any given emotion.

Thanks to Iwone Opuh's empathy virus, the Napean aversion to violence is part of their brain chemistry. They can defend themselves, but never feel the desire to attack others or take their property. This applies only to physical violence; Napeans are still fully capable of verbal and emotional aggression.

When the empathic organ malfunctions, certain psychic maladies manifest themselves. About one Napean in a thousand suffers from empathic hallucinations, receiving emotions no one around him is feeling, or experiencing the emotions of individuals who aren't actually there. Attempts to find a cure for this malady have failed, but mental training and psychological counseling can help to control it.

About a quarter of Napeans suffer from projective empathy, sending their emotions to others when their concentration lapses (see box).

NOTED ACCOMPLISHMENTS

Napeans contribute their indisputable expertise at weather control to the Federation. Their terraforming technology is not as refined as that of the Centaurans; Napean methods are "quick and dirty", achieving results by making everything the same. Still, a few extremely hostile environments call for this unsubtle approach, so Napean terraformers are sometimes employed in efforts to colonize non-class-M worlds.

NOTED CHARACTERS

Buno Dyla is the Federation's hottest furniture designer. Her instructional holoprograms on interior design are followed avidly by a legion of fans.

Along the Federation frontier, Diou Ria, a half-Napean, half-Klingon estranged from both races, runs a criminal gang notorious for a series of daring latinum heists. Her advance men are also thought to be Napean.

NAPEAN

Attributes

Fitness 3 [5]
Coordination 2 [5]
Intellect 3 [5]
Presence 2 [5]
  Empathy +2
Psi 3 [5]

Skills

Culture (Napean) 2 (3)
History (Napean) 1 (2)
Language
  Napean 2
Receptive Empathy 2 (3)
World Knowledge (Napean) 1 (2)

Traits

Patron* +2, Sense of Time +1, Involuntary Projective Empathy –2, Pacifism –3

*We recommend this patron be the character's Napean mentor.

Zakdorn

HOMEWORLD

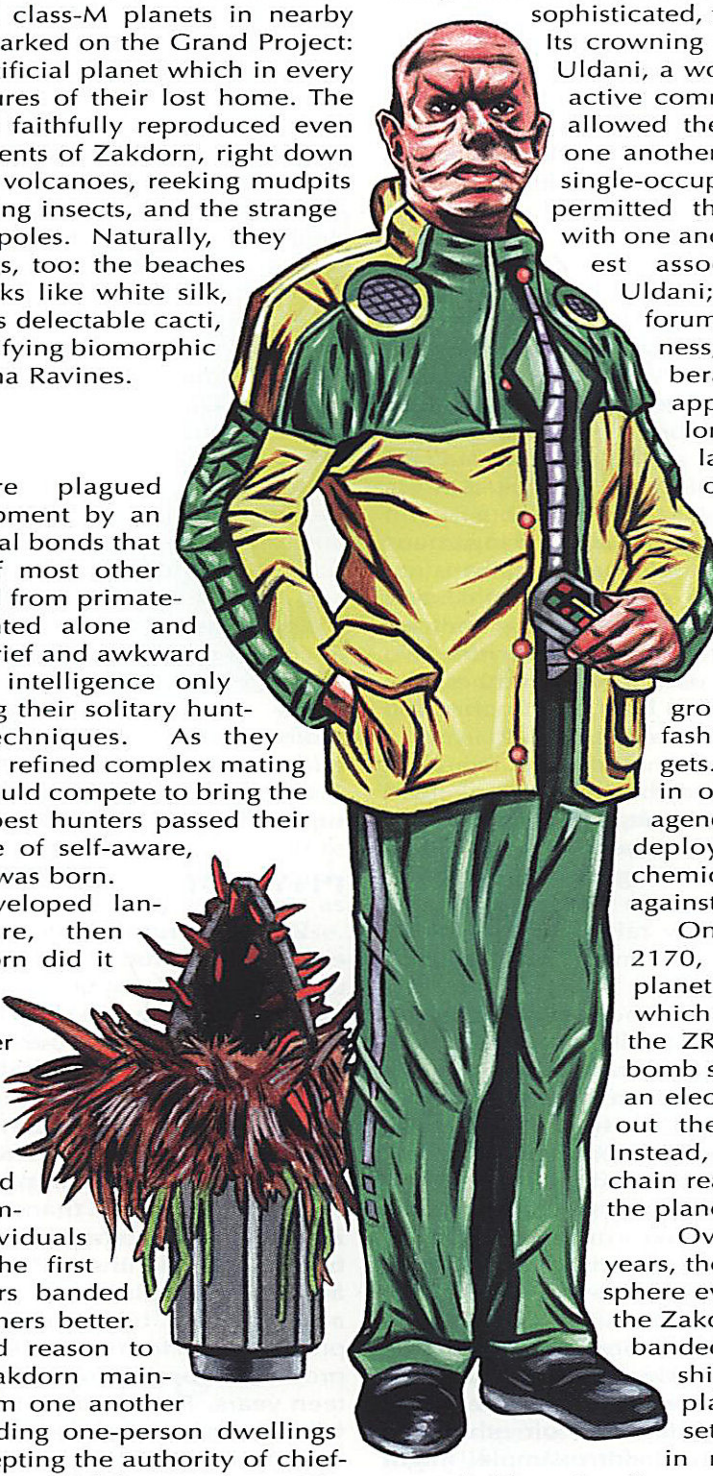
Zakdorn, the original homeworld of the civilization of the same name, was rendered uninhabitable by a terrorist attack in 2170. Survivors of the catastrophe migrated to several class-M planets in nearby systems, where they embarked on the Grand Project: the construction of an artificial planet which in every way duplicated the features of their lost home. The engineers of this project faithfully reproduced even the least salubrious elements of Zakdorn, right down to its dangerously active volcanoes, reeking mudpits infested with blood-sucking insects, and the strange time distortions at its poles. Naturally, they recreated the good things, too: the beaches with sand so pure it looks like white silk, the sapphire blooms of its delectable cacti, and the cascades of revivifying biomorphic energy deep in the Sariana Ravines.

HISTORY

The Zakdorn were plagued throughout their development by an aversion to the basic social bonds that tie together members of most other species. Zakdorn evolved from primate-like creatures who hunted alone and came together only for brief and awkward matings. They evolved intelligence only very slowly, by perfecting their solitary hunting and scavenging techniques. As they developed sapience, they refined complex mating rituals in which males would compete to bring the females food. Thus the best hunters passed their genes along, and a race of self-aware, intelligent misanthropes was born.

Most humanoids developed language, then agriculture, then communities. The Zakdorn did it their own stubborn, backward way. They found language only after they invented communities, which in turn came about when the first individuals to plant crops reluctantly banded together to defend themselves from other individuals who'd begun to raid the first farmers. Then the raiders banded together to fight the farmers better. Although they now had reason to cooperate, the early Zakdorn maintained their distance from one another as best they could, building one-person dwellings and only reluctantly accepting the authority of chieftains and kings. All across Zakdorn, communities devised systems whereby tasks were carefully divided between individuals who worked separately for the benefit of all. Even when raiders conquered farmers and then fought one another to erect the first empires, the Zakdorn did their best to resist natural pressures toward cohesion.

Zakdorn standoffishness faded as technological innovations made society more complex, but it never truly disappeared. By their 19th century, this planet of wary, territorial specialists had cobbled together a sophisticated, technological infrastructure. Its crowning achievement was the Imon Uldani, a worldwide, audiovisual, interactive communications network which allowed the Zakdorn to interact with one another without ever leaving their single-occupant housing units. It also permitted them to argue vociferously with one another. Zakdorn formed interest associations over the Imon Uldani; each group soon became a forum for infighting and bitterness, or found another group to berate and harass. After approximately a decade of long-distance contention, the largest interest associations on the Imon Uldani were those devoted to dismantling it. A group calling itself the Zakdorn Restoration Front began bombing Imon Uldani communication nodes.



Procommunications groups struck out in vigilante fashion against alleged ZRF targets. Others copied their tactics in order to advance their own agendas. Soon individuals began deploying home-manufactured chemical and biogenic weapons against their perceived foes.

On a blisteringly hot night in 2170, in a distant corner of the planet's largest continent, a group which may or may not have been the ZRF released an atmospheric bomb supposedly intended to emit an electromagnetic pulse to knock out the Imon Uldani for days. Instead, it catalyzed a chemical chain reaction that caused a hole in the planet's ozone layer.

Over a period of the next five years, the hole spread and the atmosphere evaporated. During this time, the Zakdorn reluctantly, and hastily, banded together to build the space ships needed for a complete planetary evacuation. They settled several class-M worlds in nearby systems, but, with remarkable unity of purpose, kept their eyes fixed on a single goal: the creation of a replacement planet Zakdorn.

Over the next hundred and fifty years, Zakdorn engineers, bioscientists, holography experts, and others worked separately on individual units of the Grand Project: They would build an artificial world to mimic Zakdorn as it had been, place it in orbit on a 180° angle to their former homeworld, and settle it. The Zakdorn worked tirelessly on this staggering effort, until, in 2320, it was ready for settlement. The world wasn't exactly what they'd hoped—too many features had to be simulated with holographic projectors, and the reintroduced, genetically reconstituted wildlife often acted in vexing and unpredictable ways-but they'd done it. The Zakdorn remade their world, and atoned for the foolishness of their ancestors. They'd learned the value of working together. Separately.

The Federation made contact with the Zakdorn near the end of the Great Project. The Zakdorn allied themselves with the Federation, gaining technical expertise from the Centaurans, Tellarites, and others. But they would not formally apply for membership until they'd redeemed themselves in their own eyes by completing the project. The Zakdorn have been UFP members since 2344.

CULTURE

Zakdorn live alone. They are not monogamous and do not cohabitate with their mates. Liaisons are negotiated by long-distance communications, and are preceded by the signing of a lengthy contract detailing the obligations (or lack thereof) the two participants will afterward owe to one another. The actual physical encounters are brief and uncluttered by romanticism or sentimentality. Zakdorn feel a strong biological compulsion to couple every so often, but are careful to see that this primal need leads to no messy emotional attachments. Women suffer a medical syndrome (see next section) if they don't give birth. Women wishing to become pregnant specify their intentions in the pre-intimacy contract. Children are usually raised by the father, with the mother's involvement limited to occasional formal meeting with the children. By age eight, both father and child are chafing for the moment of separation, when the child sets up his own household. No ceremony marks this pivotal transition.

Zakdorn work alone, taking an almost territorial attitude for their sphere of expertise—be it strategy, cybernetics, or a department in a bureaucracy. They select highly specialized professional niches and seek to excel in them. They dislike intrusion on their work. They especially dislike outside scrutiny. Within the Federation, Zakdorn strive to live up to their twin reputations for arrogance and excellence. Arrogance keeps others at arm's length. Excellence keeps people coming back for more help. It warrants respect, but, more importantly, serves as its own reward. Zakdorn feel strong when others seek their aid, and weak when they must call on others for assistance. A Zakdorn scientist, for example, might choose to focus on phase harmonics, strive to become the best in his field, and resent others intruding into his work. He would detest, or reluctantly accept, Federation oversight of his project, disdain other scientists in the field, and mock others' lack of expertise in the field.

Only unusual Zakdorn prosper within Starfleet or other Federation organizations, which are built on teamwork and a sense of common purpose. Zakdorn who deal with other species prefer to do so as consultants or independent operators. Even those Zakdorn eccentric enough to want to join Starfleet must strain against the lessons of their youths in order to learn how to take orders and rely on others. In the thirty years since they joined the Federation, many Zakdorn have chosen to specialize in the study of strategy and tactics, and are now regarded as the finest tacticians in the quadrant. This specialization allows them to contribute to the Federation, fueling their sense of mastery, without submitting themselves to the distasteful mediocrity of the chain of command.

Although the Zakdorn Template includes Presence skills, Zakdorn are assumed to understand the skill intellectually, not practically. A Zakdorn with the Diplomacy skill, for example, knows the theories underpinning the practice of diplomacy. They tend to make terrible negotiators, however. When using a Presence skill intellectually, the Presence attribute applies. Their innate arrogance and competitiveness keep them from using these skills practically (as reflected by their Empathy -1 Edge and disadvantages). Narrators should apply the various penalties when using Presence skills to influence others. (As always, let common sense rule.)

For leisure, Zakdorn usually adopt a second specialty as rigorous and challenging as their professional vocations, which they pursue in their off-hours. The true goal of any amateur is to embarrass a professional expert in the field with a show of superior knowledge or insight.

PHYSIOLOGY AND PSYCHOLOGY

Zakdorn are bald-headed humanoids with pouches of thick, fibrous tissue on their cheeks. They usually have three pouches per cheek. The purpose of the pouches is the subject of much dispute among Zakdorn anatomists; the leading theory has it that they were used for sexual display purposes during the species' early development.

Zakdorn mature quickly, reaching puberty at age six and full adult size and weight four years after that. Zakdorn gestation periods, on the other hand, are much longer than the humanoid average: Zakdorn fetuses spend anywhere from eighteen to twenty-four months in the womb. Zakdorn women are prone to headaches, joint pain, muscle spasms, and dizziness, but this condition is curable through pregnancy. Hormones released during childbirth protect a woman from these symptoms for up to fifteen years. The syndrome disappears at menopause, which occurs in Zakdorn women in their early fifties.

Zakdorn used to be short-lived; their circulatory and respiratory systems would give out at about age sixty. Modern medical technology extended the Zakdorn life expectancy by thirty years.

ZAKDORN

Attributes

Fitness 2 [5]

Coordination 2 [5]

Intellect 3 [6]

Presence 3 [6]

- Willpower +1
- Empathy –1

Psi 0 [5]

Skills

Choose any ONE Intellect OR Presence skill (choose Specialization) 2 (3)

Culture (Zakdorn) 2 (3)

History (Zakdorn) 1 (2)

Language

- Zakdorn 2

Science, Any (choose Specialization) 1 (2)

World Knowledge (Zakdorn) 1 (2)

Traits

Choose One: Engineering Aptitude +3, Mathematical Aptitude +3, Scientific Genius +3, OR Tactical Genius +3; Arrogant –1, Competitive –1

+4 Renown (Skill) (+2)

Zakdorn children release a pheromone to which Zakdorn adult males are receptive. Each pheromone bears a genetic stamp, allowing fathers to identify their children. A Zakdorn father experiences an extremely powerful protective instinct while exposed to his child's distinctive pheromone signature. The presence of other children is not as powerful, but still provokes a nurturing impulse. Zakdorn women possess only a rudimentary maternal instinct.

Zakdorn tend toward extreme compulsiveness; any threat to their control over what they perceive to be their little corner of the world makes them extremely anxious. When challenged or proven wrong in their chosen areas of expertise, they respond with almost childish pique. They also display a boorishness or petulance when dealing with others.

Zakdorn antisocial tendencies seem to be innate rather than cultural. Half-Zakdorn children raised according to the norms of other cultures still avoid emotional ties to others.

NOTED ACCOMPLISHMENTS

Although the construction of a new planet would be astonishingly impressive even if it weren't a compulsively detailed duplicate of an old world, the pride the arrogant Zakdorn feel in this accomplishment can become wearisome.

Likewise, their accomplishments in the study of tactics, phase variances, neutrino emissions, decision theory, linguistics, psychomusicology, animal behavior, the statistical underpinnings of concrete poetry, and the reception of famous works of art throughout history leave academics of other species in the dust.

NOTED CHARACTERS

Tactical genius Sirna Kolrami serves as a consultant to Starfleet's Strategic Planning Council, helping command-level officers brush up on starship combat strategy during simulation exercises. He is also a third-level grandmaster of the daunting game of strategema.

Zaldans

HOMEWORLD

The planet Zald is the fifth in the Dolium system. Frigid temperatures and blistering winds scourge the small landmasses on the planet's surface, all of which are located near the poles. Oceans and networks of tiny islands dominate Zald's equatorial regions. Zald has no fishes, their place in the aquatic ecosystem replaced by a stunning variety of marine mammals, gilled birds and lizards, and crustaceans. Zald's plant species, underwater and otherwise, are able to process complex sensory information, and respond to hostile stimuli by activating a wide variety of exotic defenses.

Most Zaldans live in gigantic cities mounted on platforms. The platforms are supported by enormous pylons rising out of the sea. Many cities consist of complexes of multiple platforms, the living units connected by kilometers of tubing through which high-speed train cars hurtle, propelled by electromagnetic charges.

HISTORY

Before learning of the Zaldans, Federation sociologists believed all intelligent species engaged in social courtesies of one kind or another. These customs descend from the rituals of dominance and submission found throughout the animal kingdom. They allow groups of social animals to get along with each other without killing one another. Saying "Pleased to meet you" is just an evolved version of the canine habit of bowing the head to prevent an attack by another dog.

Scholars were deeply puzzled when they first learned of the Zaldans, who take offense at the trivial courtesies that are second nature to other intelligent species. How did a species evolve without them, they wondered. The answer lay in Zaldan history: The Zaldans evolved with the impulse to customary courtesy, like all other species. However, a social revolution in response to foreign invasion motivated them to suppress this impulse long after they achieved sentience.

The Zaldans' presapient ancestors took to the seas when the planet's major equatorial continent sank into the ocean during their prehistory. Although they never developed the ability to breathe underwater, they became successful marine mammals nonetheless. Their cleverness as hunters and their ability to eat omnivorously stood them in good stead while many other species died out as massive geologic change gripped the planet. The pre-Zaldans, and later the early Zaldans themselves, lived on tiny islands, grouping into large family units.

Although they developed languages, religions, and complicated social structures, Zaldan technology remained primitive until the arrival, in the 13th century, of visitors from another world. These aliens called themselves the Kimilons. They set up bases on several remote islands before discovering the existence of the Zaldans. They did not leave when they learned the planet was inhabited; they considered it a paradise with vast potential for the exploitation of food resources. Zaldan warriors clashed with Kimilon colonists, but, vastly outgunned, were inevitably defeated. The Kimilons, after conquering the Zaldan tribesmen, tried to assuage their guilt by bringing the fruits of civilization to the indigenous people. They forced the Zaldans to learn their language, worship their gods, and follow their laws.

They taught the Zaldans how to build artificial islands, how to operate advanced sea-going vessels, and even how to defend themselves with beam weapons. The Kimilons sincerely believed they were doing good by encouraging the Zaldans to assimilate fully into their society. But the Zaldans—or at least an activist minority among them—maintained over many generations their fervent desire to expel the Kimilons from their planet.

They knew that the polite words and good intentions of their conquerors went hand in hand with a desire to eliminate everything unique about the Zaldans. A cell of freedom fighters embraced Kimilon technology but resolved to strike out as soon as they could be sure their first assault would be the only one needed.

Late in their 15th century, as political upheaval distracted the attention of the Kimilon homeworld, the Zaldan Uprising began. Led by tormented firebrand Rouil Lees, the uprising began as a sudden and violent turning of the tables. The rebels imprisoned those Kimilons who were not killed resisting the rebellion. Lees governed successfully for a few months, but was then outmaneuvered and toppled from power by traitors in his inner circle, using political tricks they'd learned during their service to the Kimilon colonial overseers.

Their charismatic leader imprisoned, they fell to arguing over the fate of the Kimilon prisoners. The most extreme demagogues among them won the argument, embarking on a campaign of genocide against the helpless prisoners. But the infighting wasn't over; the rebels broke down into factions, which grew into nations, which spent the next several centuries fighting one another.

In 1716 (on the Zald calendar, itself imposed by the Kimilons), the common people of one of these exhausted, war-torn nations embarked on a program to bring peace and world government to Zald.

Drawing on the rediscovered journals of Rouil Lees, they called themselves the Leesites. Support for the Leesites grew in other nations, even though they were often tarred as subversives by their governments. Employing protests, hunger strikes, and other techniques of passive resistance, they gained converts by the millions and brought about the collapse of the old, corrupt governments.

Through a policy they called "radical honesty" the Leesite government prevented itself from lapsing into the infighting and hypocrisy that had followed the Zaldan Uprising. By the end of the 18th century, Leesite thought was an everyday part of the culture. It determined how people related to one another in their private lives and how they worked.

It took a long time for the Zaldans to overcome their distrust of space exploration. Many expected to find a galaxy colonized by their old paternalistic

ZALDAN

Attributes

Fitness 3 [5]

Coordination 2 [5]

  Dexterity +1

  Reaction –1

Intellect 2 [5]

Presence 2 [5]

  Willpower +1

  Empathy –1

Psi 0 [5]

Skills

Athletics (Swimming) 2 (3)

Culture (Zaldan) 2 (3)

History (Zaldan) 1 (2)

Language

  Zaldan 2

Planetside Survival (Ocean) 2 (3)

World Knowledge (Zaldan) 1 (2)

Traits

Excellent Metabolism +1, High Lung Capacity +1

rulers, the Kimilon. In 2290, the first warp ship, the Lees, took off from the platform city of Illan, where it was detected by a Centauran freighter en route to the Tellarite system. Starfleet had already surveyed Zald from afar but had left it alone, in accordance with the Prime Directive subclause that forbids contact with prewarp civilizations.

The establishment of diplomatic relations with the courtesy-hating Zaldans was difficult at first, but over time the two groups came to understand one another. Since joining the ranks of spacefaring races, the Zaldans have kept an eye open for the invaders who gave them technology and disrupted their culture. So far, they've found no sign of them.

CULTURE

Rouil Lees hated the phony diplomatic language and false courtesies of the Kimilons and their Zaldan imitators. In his journals, he argued that the Zaldans immunize themselves from moral corruption by adopting only radical honesty.

So where a human diplomat might say, "I am honored to meet you," as part of an exchange of preliminary pleasantries with a negotiating partner from a hostile group, Zaldan morality admits no possibility other than a full and frank disclosure of feelings: "I do not think I will ever like you, or forgive your people what they have done. But this is of no importance to our meeting." White lies to prevent hurt feelings are just as wrong. You don't say "You're looking good today" to someone who's been ill and is worried about his appearance. You say, "You look half-dead." The Zaldan doesn't go out of his way to be insulting; he only says "I am nauseated by this food you have cooked me" if he really is sickened by it. But if he is, he must be forthright in saying so, or he dishonors himself, his family, and the memory of all of the freedom fighters who died so that Zaldans might be free.

Radical honesty has been a central part of Zaldan culture for about five hundred years, so Zaldans are well used to it. Their feelings don't get hurt if you tell them they look like death, sickened you with their cooking, or emit an overwhelming body odor. Instead, they get offended at any statement which even hints at empty pleasantry, let alone outright dishonesty.

Zaldans live in large family groups. In most cities, these family groups "marry" other families, merging into one communal household. Some households include three or four extended families. Families may "divorce" their households, moving to their own separate quarters or marrying into yet another large household.

Zaldan leisure activities revolve around the sea. They love to swim, to play with dog-sized, dolphin-like pets called zamrol, and to explore old underwater wrecks. Most Zaldans compete in the amorta, a grueling underwater marathon, at least once in their lives.

PHYSIOLOGY AND PSYCHOLOGY

Zaldans look like standard humanoids, except for their webbed hands. Thanks to their aquatic forebears, Zaldans enjoy a higher lung capacity than most other species.

NEW ADVANTAGE

High Lung Capacity +1

The character can hold his breath for up to fifteen minutes without effort or ill effect. After fifteen minutes, he must make a Willpower test each minute to suppress the urge to breathe out and back in again. The difficulty begins at 4 (Routine) and increases by 2 for each subsequent minute.

Psychologically, Zaldans are well suited to tasks requiring patience and determination. They can work for long periods without reward or gratification, as long as their goal remains within sight. Quite territorial, they react poorly to those they perceive as interlopers. They don't comprehend irony or sarcasm.

NOTED ACCOMPLISHMENTS

Zaldans are best known for the construction of oceanic platform cities; they've significantly improved the original technology introduced to them by the Kimilons. Zaldan engineering has allowed the colonization of a number of oceanic planets.

NOTED CHARACTERS

Starfleet Captain Rondon recently took command of the deep-space exploration vessel *U.S.S. Jah'tor*. He has distinguished himself as a brave and clever officer, though no man to send on a diplomatic mission. Rondon takes a strong interest in Starfleet Academy, often serving on entrance examination panels.

Samton, ambassador to the Federation Council, recently caused a diplomatic incident with the Evora, when he greeted Regent Cuzar by saying "You are short, making dancing most unfeasible." Needless to say, the Evora, new to the Federation and unfamiliar with Zaldan ways, took offense. Since then, relations between the two governments have been cool, despite the best "behind the scenes" efforts to heal the rift.

New Skills and Traits

Every player likes to have new options for his characters—and every Narrator enjoys the opportunity to bedevil his players with an antagonist or NPC who has abilities and talents the Crew has never seen before. This chapter provides just such possibilities for *Star Trek: The Next Generation RPG* players and Narrators. The first section features all new skills and specializations, as well as explanations of new ideas for a few existing specializations.

After the skills you'll find new traits—both advantages and disadvantages. Some of these may not be appropriate for every character, or even every campaign; check with the Narrator before taking one of these traits for a character. Following the new traits are expansions of several existing ones, such as Ally, Contact, and Commendation.

Throughout you will find skills, advantages, and disadvantages from previous publications by Last Unicorn Games reprinted here for convenience. Many of these have been modified to make them more appropriate for *TNG* series.

New Skills

COMMAND SKILLS

▶MEDIATION (PRESENCE)

Mediation measures a character's ability to assist disputants in resolving their differences. A character with Mediation can assist disputing parties to come to an agreement, analyze and describe objectively the weak points in each position, and help both sides find common ground. This skill originally appeared in ***The Way of D'era.***

Specializations: Civil, Commercial, Family, Political

OPERATIONS SKILLS

WEAPONSMITH (INTELLECT)

A character with this skill can build, repair, and modify weapons. It applies only to personal weapons, such as Type II phasers, *bat'leths*, and the like; a ship's weapons are constructed or modified using Systems Engineering (Weapons Systems). Note, too, that some weapons skills (such as Energy Weapon) already allow characters to repair damaged weapons.

Routine: Repairing or modifying a weapon under routine conditions; building a weapon out of the standard materials with the standard tools.
Moderate: Repairing or modifying a weapon in combat or while under similar stress; building a weapon out of materials similar to the standard materials or with similar tools.
Challenging: Repairing or modifying a weapon under extremely difficult or stressful conditions; building a weapon out of materials slightly similar to the standard materials or with inappropriate tools.

Difficult: Building a weapon out of materials mostly dissimilar to the standard materials or with few or no standard tools.
Nearly Impossible: Building a phaser out of medieval-era materials.
Specializations: Energy Weapons, Heavy Weapons, Primitive Weapons, Projectile Weapons, Specific Weapon Type

OTHER SKILLS

CONCEALMENT (INTELLECT)

Hiding objects is normally a function of the Sleight of Hand and Stealth skills, depending upon the size of an object and where it is hidden. This new skill combines these functions. Characters with Concealment are adept at hiding objects on their persons or elsewhere. They can also find hidden objects, though the Search skill can still be used to do so as well. Of course, the larger the object in comparison to the potential hiding place, the greater the Difficulty to hide it—and the Narrator may rule it impossible to hide some objects. Characters do not use Concealment to hide themselves; that still requires the Stealth skill.

Routine: Hiding a knife underneath a jacket
Moderate: Hiding a disruptor underneath a jacket
Challenging: Hiding a disruptor underneath a tight shirt
Difficult: Hiding a Type III Phaser Rifle underneath a jacket
Nearly Impossible: Hiding a Type III Phaser Rifle up your sleeve
Specializations: Cache Supplies, Conceal Smuggled Objects, Conceal Weapon

INSTRUCTION (PRESENCE)

Characters with this skill are trained in teaching and instruction methods. With a successful Test a character could explain a concept or idea normally foreign to another or assist in the learning of a new skill.

At the Narrator's discretion, a character with the Instruction skill can make a test to teach a new skill or specialization to another character, reducing the Experience Point cost of the new skill by one. The instructor must know the skill/specialization being taught.

Routine: Showing someone the basics in a skill.
Moderate: Teaching another species to say a greeting in Federation Standard; teaching a new specialization.
Challenging: Teaching a new skill.
Difficult: Cause a member of another species to contemplate a concept totally alien to him.
Nearly Impossible: Instructing an alien life form how to do a task without the benefit of any equipment or common reference point.
Specializations: Critical Thinking, Exocultural, Teaching

KNOWLEDGE (INTELLECT)

Knowledge is a catch-all skill reflecting a character's general knowledge of some obscure or interesting subject. For example, History provides broad knowledge of a particular species' past, while Propulsion Engineering allows the character to repair a warp drive. If a character just wants to know about, say, the Earth writer Harold Robbins, or the ancient NASA space program, he should take Knowledge (Harold Robbins) or (NASA), instead of learning all about Earth culture or history.

Knowledge is a good way to represent a character's hobbies and minor interests not covered by any other skill. It can also reflect a character's academic knowledge of something he cannot do. For example, a music aficionado might have Knowledge (Earth Composers) even though he does not have the Artistic Expression skill. Players should consult with their Narrators before taking Knowledge; the Narrator may prefer the character learn a broader skill. Knowledge skills are not specialized.

Routine: Recall a general fact (Steely Dan was a "rock and roll" musical group from Earth's twentieth century)
Moderate: Recall a more detailed series of facts (the main members of Steely Dan were Donald Fagen and Walter Becker; the group's last album was *Gaucho*)
Challenging: Apply knowledge across fields (discuss the influence of jazz on Steely Dan's music)
Difficult: Recall an obscure fact (Becker's and Fagen's birthdays; names of other band members)
Nearly Impossible: Near-complete knowledge of the subject (the complete Steely Dan tour schedule and lyrics for their entire career)
Specializations: Specific subject (e.g., Vulcan Poetry, Earth Art History, Klingon Opera, etc.)

MIMICRY (PRESENCE)

Mimicry represents a character's ability to imitate another person's voice, or the sounds of a specific type of animal (for example, the mating screech of the *sha-*

vokh). If the character's Test succeeds, he has imitated the sound or voice precisely. If a character who hears him thinks that the sound may be false, that character may make an Intellect Test against the mimic's Test Result as if engaging him in an Opposed Test.

Routine: Imitating the voice of someone of the same species and sex.
Moderate: Imitating the voice of someone of a different sex, but the same species.
Challenging: Imitating the voice of someone of a different species, but the same sex.
Difficult: Imitating the voice of someone of a different species and sex.
Nearly Impossible: Imitating a voice or other sound which the target knows extremely well (such as his spouse's voice).
Specializations: Specific Species (*e.g.*, Klingons, Vulcans); Specific Sex

POLITICS (INTELLECT)

While the Political Science specialization of the Social Science skill covers the study of political systems and processes, the Politics skill represents the actual practice of politics. Characters with this skill can use it for political "horse-trading," to anticipate someone else's political strategy, or to forecast the likely effects of a political decision. This skill also encompasses political psychology, the practice of manipulating large groups of people. See ***The Way of D'era*** for a more complete explanation of this skill.

Specializations: Intelligence, Maneuver, Propaganda

SURVEILLANCE

This skill allows a character to observe a person, place, or object, either with his own senses or electronically, to gather intelligence about the subject or find out what he/it is doing. Depending upon the specialization chosen, the character may be skilled at planting electronic listening and recording devices ("bugs"), using special surveillance sensors and related equipment, or following a subject without being detected. See ***The First Line*** for more information.

Specializations: Bugging, Electronic Surveillance, Shadowing, Standard Surveillance

THROWING (FITNESS)

Throwing represents a character's ability to throw objects (primarily weapons such as grenades and throwing knives) accurately. The Difficulty of a Throwing Test depends upon the range of the target, size and mass of the thrown object, and the target's size. The Strength edge modifies the Fitness dice rolled to determine success.

Range is determined primarily by the character's Fitness (see the Throwing Range table). The Difficulty is modified by the thrown object's weight. Throwing weapons weighing 1 kilogram or less suffer no modifier. For every doubling of weight (2 kg, 4 kg, and so on) increase the Difficulty by +1. Characters typically cannot throw objects weighing more than 20 kilograms further than Point Blank range; the Narrator should, after considering the issue in light of both common sense and *Star Trek* heroics, decide the maximum range which a particular object can be thrown.

THROWING RANGES

Range	*Difficulty*	*Distance*
Point Blank	3	2 meters or less
Short	4	A number of meters equal to the character's Fitness (modified by Strength) times two (if a character has a Fitness of 1, 1 meter is his Point Blank range, and 2 meters his Short range)
Medium	7	A number of meters equal to the character's Fitness (modified by Strength) timesthree
Long	10	A number of meters equal to the character's Fitness (modified by Strength) times four

Similarly, the Narrator should consider the object's size when determining range and Difficulty Number. Bulky or awkward objects often can be thrown only at Point Blank range, if they can be thrown at all. Lastly, the target's size may factor in. Trying to hit a single button on a panel with a thrown knife to trigger a self-destruct sequence is harder than hitting a human-sized target with that same knife. The Narrator should apply the rules for target size and/or hit locations (*Star Trek: The Next Generation* Core Rulebook, pages 130, 127) when appropriate.

Routine: Hitting a human-sized target at Point Blank or Short range.
Moderate: Hitting a human-sized target at Medium range.
Challenging: Hitting a human-sized target at Long range.
Difficult: Hitting a small target at Long range.
Nearly Impossible: Hitting a tiny target at Long range.
Specializations: Grenades, Throwing Blades, Specific Weapon Type

TRACKING (INTELLECT)

Characters with Tracking know how to follow an animal or person based on the traces they leave behind when passing through an area. These include footprints and pawprints, scraps of cloth or fur, blood (if the quarry has been injured), muddy bootprints, bent or broken twigs and leaves, claw marks, and the like. The Difficulty depends upon the type of terrain (mud displays tracks better than rock), the environmental conditions (such as rain, snow, and the possibility of the tracks having been obscured by other tracks), and similar factors.

When analyzing animal tracks, a character with Tracking may be able to tell what type of animal made them. This depends upon his knowledge of the world and its animal life. If the character has an appropriate World Knowledge (or perhaps Planetside Survival) skill, he can identify animal tracks as belonging to a particular species. If he does not know an appropriate World Knowledge skill, the best he can usually do is identify the general type and size of the animal (canine, feline, ursine, small rodent, and so on). Of course, the Narrator should make a final determination based on the character's background, experiences, and resources.

When analyzing the tracks of a human, Klingon, or similar bipedal species, the character can usually determine many useful facts from a set of good prints: the quarry's height (calculated from the length of his stride) and weight; whether he was carrying heavy objects; whether he was running or walking; how long it has been since the track was made; and so forth. Determining such information is usually a Routine matter, but the Difficulty increases depending upon the quality of the tracks and other factors such as those described above.

Routine: Following a person's or animal's tracks through terrain which makes them obvious (mud, newly fallen snow); determining a species' characteristics from a good set of tracks.
Moderate: Following a person's or animal's tracks through terrain such as packed earth or grass; determining a species' characteristics from a poor set of tracks.
Challenging: Following a person's or animal's tracks through terrain which obscures them (hard earth, gravel); determining a species' characteristics from a very poor set of tracks.
Difficult: Following a person's or animal's tracks through terrain which significantly obscures them (rock, after a rainfall or snowfall); determining a species' characteristics from an extremely poor set of tracks.
Nearly Impossible: Following a person's or animal's tracks on pavement or similar terrain, or after a torrential downpour.
Specializations: Specific Planet, Specific Animal Class (Canine, Feline, and so on), Bipedal

VENTRILOQUISM (INTELLECT)

A character with Ventriloquism can "throw" his voice, making it seem as if he is speaking from a different location (such as around the corner, from inside a box, and so forth). In most cases the ventriloquist uses his skill purely for entertainment, but in the right situations it can be useful as a tactical distraction (especially when combined with Mimicry).

If a character who hears a ventriloquist thinks the sound is actually being projected from a location other than where it seems to originate, he may make an Intellect roll against the ventriloquist's Test Result as if engaging him in an Opposed Test (*i.e.*, the character must exceed the ventriloquist's Test Result to find out the true location from which the sound originates). Success means he realizes the sound is, in fact, being projected, and roughly where the ventriloquist is located (a Dramatic Success tells him the ventriloquist's exact location). Failure or Dramatic Failure means he believes that the sound originates where it seems to be coming from.

Routine: Throwing one's voice up to three meters.
Moderate: Throwing one's voice up to six meters.
Challenging: Throwing one's voice up to nine meters.
Difficult: Throwing one's voice up to twelve meters.
Nearly Impossible: Throwing one's voice more than twelve meters.
Specializations: None.

Specializations

This section provides some new specializations for existing skills, as well as notes on how to use some specializations listed in the *Star Trek: The Next Generation RPG* Core Rulebook.

OPTIONAL RULE: ELIMINATING SPECIALIZATIONS

The core rules of the *Star Trek: The Next Generation Roleplaying Game* assume a high degree of competence on the part of characters. Someone who knows something about one aspect of a particular skill has a broad grounding in other aspects of that skill.

Some Narrators may prefer characters who lack such wide experience. The easiest way to simulate this is to eliminate specializations for certain skills. While the specializations for some skills—for example, Athletics or Energy Weapon—obviously interrelate, the interrelationships are not so clear with, say, World Knowledge or Artistic Expression.

Why should knowledge of Tellar confer any knowledge of Andoria, or the ability to cook well grant a lesser degree of skill with playing the Vulcan lute? By eliminating specializations from skills like this, the Narrator forces players to create characters who are specialists more than generalists—who have to buy a skill multiple times to get its full range of effect.

Narrators who wish to take this approach can use the following optional rule: For the skills listed below, characters must choose a "specialization" but cannot use any other specialization listed under that skill; additional specializations must be purchased separately. For example, where a normal character would know Artistic Expression (Cooking) 2 (3), and thus be able to dance and draw at level 2, a character using the optional rule would know Artistic Expression: Cooking 3. He could only cook; if he tried to draw a picture or dance, his Artistic Expression skill would be inapplicable. But he could buy Artistic Expression: Drawing as a separate skill if he wanted to. In effect, each skill listed below becomes like Language, with each "specialization" becoming a separate skill.

When using this rule, the character must pay the full Development Point cost for each level of skill; he does not get a free +1 level bonus for his "specialization." For example, Artistic Expression: Cooking 3 would cost 9 Development Points if purchased during character creation, not 6.

The skills subject to this optional rule are: *Artistic Expression, Culture, Gaming, History, Planetside Survival, Primitive Weaponry, Projectile Weapon, Security, Social Sciences,* and *World Knowledge*. This list would normally include *Unarmed Combat* as well. See below for changes to that skill.

NEW AND EXISTING SPECIALIZATIONS

ACROBATICS (BREAKFALL)

This specialization allows a character to take reduced damage from falls, and to get to his feet quickly after being knocked down or thrown to the ground. If the character succeeds with a Test whose Difficulty is based on the distance he has fallen, he will only suffer half damage from the fall. This includes damage from attacks such as throws and legsweeps. Making such a test is considered an Immediate Action.

A character can also use Acrobatics (Breakfall) to get to his feet quickly from a prone position. This is an Immediate Action (but can only be attempted once per round), and has a Difficulty of Routine (4). If the roll succeeds, the character is back on his feet without losing any time; if it fails, he remains prone.

BREAKFALL DIFFICULTIES

DISTANCE FALLEN	*DIFFICULTY*
1 m or less	Routine (4)
2-4 m	Routine (5)
5-10 m	Moderate (7)
11-20 m	Challenging (10)
21-30 m	Difficult (13)
31+ m	Nearly Impossible (15)

ACROBATICS (GYMNASTICS)

This specialization allows a character to perform flips, tumbles, handsprings, and similar maneuvers in a lithe and agile manner which, among other things, may make it harder to hit him in combat. Whenever the character uses Dodge, he may also make a Moderate (7) Acrobatics (Gymnastics) roll to try to improve his Dodge. This is an Immediate Action; it takes no extra time in combat. The effects of the

Acrobatics rolls are based on how much the roll is made by, as indicated in the accompanying table.

GYMNASTICS DODGE MODIFIERS

TEST RESULT MADE BY...	*BONUS TO DODGE*
Dramatic Failure	Dodge has no effect; attackers' Difficulty Numbers to hit character this round are reduced by 2.
Failure	None
1-2	+1
3-4	+2
5	+3
6+	+4

ARTISTIC EXPRESSION (ACTING)

Acting, a new specialization for Artistic Expression, allows a character to portray roles in dramatic presentations such as plays. Because it depends largely on the actor's personal magnetism and ability to make observers sympathize or empathize with the character he portrays, Narrators may wish to allow Acting rolls to use the character's Presence, instead of Intellect.

Characters such as spies, first contact officers, and security officers who spend time "undercover" consider acting a particularly useful skill. It allows the character to take on the persona of someone who blends into the culture or area he is trying to infiltrate so that he will not be discovered. In such situations, the Narrator usually should only have the character make one Acting roll per day, with additional rolls as necessary when confronted by suspicious persons or others who have reasons to believe that the character is not who he claims to be.

BEHAVIOR MODIFICATION (HYPNOTISM)

Unlike Behavior Modification (Brainwashing), which requires the use of specialized equipment, drugs, and the like to alter a character's behavior in deep, long-lasting ways, Hypnotism can often be accomplished with little or no equipment, and its effects can range from minor, short-term modifications of behavior to extensive posthypnotic suggestions which may remain hidden within the victim's mind for a very long time.

To hypnotize someone, a character must be able to hold the victim's attention for two rounds in a situation offering few, if any, other distractions. Typically he needs an object with which to focus the victim's attention—often something shiny, like a communicator badge or a piece of jewelry. He also needs to be able to talk softly to the victim during the two rounds.

Assuming that no one interrupts the process, at the end of the two rounds the character and victim engage in an Opposed Test, as described on page 85 of the *Star Trek: The Next Generation* Core Rulebook. If the victim does not have the skill Behavior Modification (Resistance), use the target's Presence attribute, modified by the Willpower Edge. The Difficulty depends upon the willingness and training of the subject:

Moderate: Willing subject
Difficult: Unwilling and untrained subject
Nearly Impossible: Unwilling subject trained to resist hypnotism

The Narrator may add +1 (or more) to the Difficulty Number if the situation would make it harder to hypnotize someone or the command is especially complex or harmful to the victim. Conversely, if the command is essentially harmless, or even beneficial (for example, an attempt to calm the victim's jangled nerves before he gives an artistic performance), the Difficulty Number may be decreased by 1 (or more).

POSTHYPNOTIC SUGGESTIONS

If a hypnotic command will be carried out immediately, or within no more than one hour, the Difficulty Number does not change. Behavior Modification (Hypnosis) also allows a character to plant posthypnotic suggestions which can be triggered long after hypnosis was used on the victim. For game purposes, a posthypnotic suggestion includes any command which will take affect more than an hour after the victim was subjected to hypnosis. The length of time after which the hypnotist intends the suggestion to last affects the basic Difficulty Number listed above, as indicated in the accompanying table.

POSTHYPNOTIC SUGGESTION DIFFICULTY MODIFIERS

LENGTH OF POSTHYPNOTIC SUGGESTION	DIFFICULTY
2 to 24 hours (1 day)	+1
2 days to 1 week	+2
2 weeks to 1 month	+3
2 months to 1 year	+4
Over 1 year	+5

Example: *Ensign Kuril wants to use a posthypnotic suggestion to make Ensign Burke cluck like a chicken 24 hours from now. Ensign Burke, an unwilling subject, has not received any specific training in resisting hypnotism, so the base Difficulty Number is Difficult (13). Since Ensign Kuril wants the posthypnotic to take effect 24 hours from now, the Difficulty Number increases by +1, to 14.*

DODGE

If an attempt to Dodge results in a Dramatic Failure, the Difficulty Number to hit the character with the attack he tried to dodge (and, at the Narrator's option, possibly all other attacks that round as well) is reduced by 2. The same rule applies to attempts to block or parry using Primitive Weaponry or various unarmed fighting skills, but the reduced Difficulty Number usually affects only the attack which the character tried to parry or block.

ESPIONAGE (OBSERVATION)

The character learns to observe his surroundings, such as noticing a combination as it's being entered, recognizing furtive gestures, or catching snippets of conversations. The key is to look without looking like you're looking. This differs from the Surveillance skill, which covers following a person either directly or electronically, and the Tracking skill, which entails following a person by his tracks. This specialization originally appeared in ***The Way of D'era***.

INTIMIDATION (CROSS EXAMINATION)

A more subtle, though by no means less effective, means of extracting information from an unwilling suspect. Cross Examination relies on the use of pointed questions to obtain answers, moving on to an unrelated subject, then surprising the suspect with the original subject in the hopes of tripping him up. See ***The Way of D'era*** for more information.

PRIMITIVE WEAPONRY

Throughout the galaxy, warriors have created hundreds of martial arts styles that rely on the use of weapons. Examples include bojutsu (staff fighting), kenjutsu (Japanese katana sword fighting), and Klingon fighting styles involving *bat'leth* or *mek'leth*.

Similarly, many unarmed combat styles, such as kung fu and karate, teach special ways to use weapons. Kung fu practitioners, for example, can learn how to use special weapons such as the deerhook sword; *karateka* can learn the use of *nunchaku*. To represent these abilities, this section provides revised, optional, rules for the Primitive Weaponry skill in the Icon System.

Weapon fighting techniques in the Icon System are represented by the Primitive Weaponry skill. Characters can use this skill untrained because anyone can pick up a sword, dagger, *bat'leth*, or similar weapon and hack away at an enemy with it—it is not an elegant or sophisticated way to fight, but it is possible. A character with Primitive Weaponry learns the proper techniques for using a particular weapon; he can do more than just hack away and hope for the best.

However, just knowing, for example, Primitive Weaponry (Sword) does not mean the character knows advanced sword fighting maneuvers such as fencing. To use such styles, including the ones described below, the character must have an appropriate Primitive Weaponry skill and specialization. Learning armed combat styles requires two things.

First, the character must possess basic knowledge of the use of the weapon—Primitive Weaponry (Sword) 2 (3), for example. This prerequisite knowledge is listed under each style under the heading "Requirements" with each style. Then the character buys a second specialization—Primitive Weaponry (Fencing), which works a little differently from standard specializations. Instead of granting an additional die, an "armed combat specialization" means the character can use the style's maneuvers.

Characters who have not bought the appropriate prerequisite skill and specialization (to the required level) and the necessary armed combat specialization cannot use the special maneuvers associated with an armed combat style. Armed Combat fighting styles cannot be used untrained.

With a weapons-based style, the Damage statistic for each maneuver represents an amount of damage that adds to the weapon's normal damage.

> **Example:** *Steve's Andorian security officer is an expert warrior with the* chaka. *To represent this, Steve buys Primitive Weaponry (*Chaka*) 2 (3) for his character. Having met the necessary prerequisite, he spends another Development Point to buy an armed combat specialization,* Chaka Hramdal. *His character can now use the maneuvers listed under* Chaka Hramdal. *He doesn't get any additional bonus dice with them, as he would with a normal specialization; he simply knows how to use those maneuvers.*

On your character sheet, note this as, for example: Primitive Weaponry (Sword, Fencing) 2 (3). The (Sword) specialization applies to Fencing maneuvers, allowing you to add three (not two) to the dice rolled to hit a target.

Characters who learn an Unarmed Combat style, such as kung fu, do not automatically learn how to use weapons associated with that style. Instead, they must buy that ability as a separate Primitive Weaponry skill. For example, a character with Unarmed Combat (Kung Fu) doesn't automatically know how to use a deer-hook sword, but he could buy Primitive Weaponry (Deer-Hook Sword) to simulate his skill with that weapon.

For example, to use *Chaka Hramdal*, the character must know Primitive Weaponry (*chaka*); other Primitive Weaponry specializations will not do.

ANBO-JYTSU

Anbo-jytsu is a special form of staff-fighting developed in 2168 by Kathar Eltrin, a native of the planet Alpha Centauri. Some regard it as "the ultimate evolution in the martial arts," though most scholars and fighters consider this a gross exaggeration. It is a highly effective fighting style in the right circumstances.

Anbo-jytsu practitioners fight with their eyes closed. Eltrin, who was blind, created the style so that she could defend herself from attacks by ruffians. Her teachings, and the teaching of her (normally sighted) students, have stressed a reliance on senses other than sight when fighting. Anbo-jytsu students develop extremely heightened senses which allow them to hear an opponent's slightest footstep or swing, feel the air currents which his movements create, and even tell by smell where he stands.

In order to practice anbo-jytsu, a character must know Primitive Weaponry (Staff) 2 (3) or higher, and Search (Anbo-jytsu Senses) 3 (4) or higher. The latter skill represents the sensory abilities which the character develops during training (anbo-jytsu practitioners often buy advantages like Excellent Hearing as well). The art can only be used with a staff or stafflike weapon; it cannot be employed barehanded or with other weapons. A Moderate (7) Search (Anbo-jytsu Senses) roll must be made each round to sense where the opponent is; if the roll is failed the practitioner suffers a -2 penalty to the Test Result for any attack made that round.

Most citizens of the Federation know anbo-jytsu as a sport more than a true fighting art. "Fighters" wear padded armor with sealed helmets and use a three-meter-long staff with a sonic proximity detector on one end whose pitch changes as it gets closer to the opponent. The end opposite the detector has a thick pad. Points are scored for any hit and for knocking the opponent out of the ring. Practitioners of the sport do not have this skill; they have Athletics (Anbo-jytsu). Only practitioners of the true art know the Anbo-jytsu skill and are able to use its maneuvers.

CHAKA HRAMDAL

Known in Federation Standard as "Andorian knife-fighting," *chaka hramdal* is an Andorian fighting style which uses the *chaka*, or three-bladed Andorian "knife." It is a fast-paced, brutal fighting art which concentrates almost totally on attack—the practitioner is supposed to kill his opponent so quickly that elaborate dodges and binds are not necessary. It can be performed only with a *chaka*; it cannot be used barehanded or with other weapons.

FENCING

Fencing, an ancient sword-fighting art from the European region of Earth, uses blocks, disarms, and quick slashes and thrusts to create an often-deadly fighting style. Although best known in the modern universe as a form of sport which employs capped, nonedged swords and protective gear to remove most

ANBO-JYTSU

Basic Maneuvers

Action	*Difficulty*	*Damage*	*Notes*
Block	–	–	Parries unarmed hand-to-hand attack. The character rolls an *Anbo-jytsu* Test to establish a Difficulty for hitting him with such attacks.
Jab	6	+1	
Strike	7	+2	
Advanced Maneuvers			
Legsweep	8	+1	Target is thrown to the ground and suffers penalties for being prone until he gets to his feet (which takes an action).
Overhead Smash	8	+3	

Special Techniques: Axe Strike (-1 Difficulty with Overhead Smash); Rising Sidestrike (–1 Difficulty with Strike); Sweeping Sidestrike (–1 Difficulty with Legsweep)

Requirements: Primitive Weaponry (Staff) 2 (3) or higher; Search (*Anbo-jytsu* Senses) 3 (4) or higher

CHAKA HRAMDAL

Basic Maneuvers

Action	*Difficulty*	*Damage*	*Notes*
Cheenach (Side Thrust)	6	+1	The practitioner moves to one side of his opponent and thrusts with one of the side blades of his chaka in a sweeping motion.
Jenac (Thrust)	8	+3	A quick, deep, straightforward thrust with the chaka's forward blade.
Shesra (Short Slash)	7	+2	A rapid slash with the chaka's forward blade.
Advanced Maneuvers			
Kellash (Riposte)	–	–	Parries unarmed hand-to-hand attacks. The character rolls a *Chaka Hramdal* Test to establish a Difficulty for hitting him with such attacks. If the attack fails, in the next round the character may make a *Jenac* or *Shesra* attack with a +2 bonus to his Test Result; furthermore, he automatically obtains Initiative over that opponent in the next round. If the character chooses to use an attack other than *Jenac* or *Shesra*, these benefits do not apply.
Shestaal (Sunrise Slash)	9	+4	A sweeping slash intended to cut the target with all three of the *chaka*'s blades.

Special Techniques: *Ashrand* ("Eyeblink Counterstrike"; +1 bonus to *Jenac* or *Shesra* which follows a block in the *Kellash* maneuver); *Taltesh* ("Bloody Dawn"; +1 Damage for *Shestaal*); *Trelac* ("Evasive Thrust"; –1 Difficulty for *Jenac*)

Requirements: Primitive Weaponry (*Chaka*) 2 (3) or higher

FENCING

Basic Maneuvers

Action	*Difficulty*	*Damage*	*Notes*
Ballestra/Fleche/Lunge	8	+4	Fencer moves up to 3 meters (minimum 1 meter) and thrusts his blade into the target.
Block	–	–	Parries unarmed hand-to-hand attack. The character rolls a Fencing Test to establish a Difficulty for hitting him with such attacks.
Slash	6	+2	
Thrust	7	+3	
Advanced Maneuvers			
Froissement (Disarm)	8	–	This maneuver allows a fencer to disarm an opponent by striking the opponent's weapon from his hand. If the Fencing Test succeeds, the two characters must engage in Opposed Fitness Tests (modified by Strength); the fencer receives a +2 bonus to his Test Result. If the fencer wins the Opposed Roll, his opponent's weapon ends up 1d6 meters away; if he fails, his opponent retains the weapon.
Riposte	–	–	Parries unarmed hand-to-hand attacks. The character rolls a Fencing Test to establish a Difficulty for hitting him with such attacks. If the attack fails (i.e., the block succeeds), then in the next round the character may make a Slash or Thrust attack with a +2 bonus to his Test Result; furthermore, he automatically obtains Initiative over that opponent in the next round. If the character chooses to use an attack other than Slash or Thrust, these benefits do not apply.

Special Techniques: Improved Disarm (+1 bonus to Fitness roll when using Froissement); Improved Lunge (+1 damage with Ballestra/Fleche/Lunge); Improved Thrust (–1 Difficulty for Thrust)

Requirements: Primitive Weaponry (Sword) 1 (2) or higher of the risk, it (or its many analogs in non-Human cultures) is still practiced in its original form by many who fight with the blade.

OPTIONAL RULE: PRIMITIVE WEAPONRY AND UNARMED COMBAT

In the basic *Star Trek: The Next Generation Roleplaying Game* core rules, both Primitive Weaponry and Unarmed Combat are treated as single Skills, with Specializations for specific fighting styles, such as Knife, Staff, Boxing, Vulcan Nerve Pinch, or Wrestling. Because of the rules for Specializations, this can lead to situations in which someone who knows Boxing also possesses a somewhat cruder knowledge of such diverse styles as Brawling, Starfleet Martial Arts, the Vulcan Nerve Pinch, and Kung Fu. To correct this sometimes unbalancing and illogical situation, this section provides optional rules for both Skills, for those players and Narrators who want an added dash of realism.

With this system, Primitive Weaponry and Unarmed Combat no longer combine all methods of archaic and unarmed fighting. Instead, each fighting style, method, or art is treated as a distinct Skill (based on Coordination) in the Operations category. Thus, instead of learning Unarmed Combat (Boxing), characters learn Boxing (Uppercut). Fighting styles published in other products and not revised here (such as the Vulcan fighting styles described on pages 79-81 of ***The Way of Kolinahr***) should likewise be considered separate Skills, not Specializations of Primitive Weaponry or Unarmed Combat. Characters may not use any Unarmed Combat fighting style untrained; some even require the character to know other Skills before he can learn the style. The base Skill Primitive Weaponry assumes anyone can pick up a knife and know how to stab, or pick up a sword and know how to slash, and can thus be used untrained. Under these optional rules, however, Primitive Weaponry styles that require some artistry, from *bat'leth* to fencing, likewise can not be used untrained.

SHIPBOARD SYSTEMS (COMMAND)

This specialization reflects a character's ability to use the ship's system controls built into the armrests of, or panels near, the captain's chair. If necessary, these controls allow the captain to take over virtually any ship function. Since these control panels are not as large or as specialized as those found elsewhere on the ship, they do not always offer the same flexibility or ease of use. In appropriate situations, the Narrator may wish to subtract 1 from the Test Result of all Shipboard Systems Tests made while using the Command panels. Similarly, the character understands "the way things work" on a starship, and could, for instance, make a Shipboard Systems (Command) Test to encrypt access to the computer core, seize control of a ship using its prefix code, or circumvent safety interlocks.

SHIPBOARD SYSTEMS (TACTICAL; WEAPONS SYSTEMS; DEFENSIVE SYSTEMS)

Tactical and Weapons Systems are related, but slightly different. A character with Weapons Systems knows only how to use the ship's weapons. Tactical includes the ability to use not only weapons, but shields and related tactical systems—anything which can be accessed and directly manipulated from the Tactical control panel on a ship's bridge. Tactical is much more commonly known in the Federation than the more limited Weapons Systems, but on some larger ships, or in some cultures, officers are trained specifically in weapons. In such situations, other officers would know a new specialization, Defensive Systems. A character with Defensive Systems knows how to operate and manipulate a ship's shields, structural integrity field, and other systems which help to protect the ship from harm.

UNARMED COMBAT

Described below are just a few of the dozens of styles of unarmed combat which characters can learn. Narrators and players can even create their own styles by mixing and matching maneuvers from the various styles to create new ones, using the existing ones as guidelines regarding appropriate combinations of maneuvers. Of course, the Narrator must approve all new fighting styles.

SECRET TECHNIQUES AND SPECIAL MANEUVERS

Not all fighting maneuvers are created equal. Throughout the universe there are hundreds of schools of martial arts, ancient masters hidden in mountain temples, and powerful warrior brotherhoods and families, all of whom have their own special techniques which they teach to their members and no one else.

A character may learn these secret fighting maneuvers if his background provides a rationale for doing so—and he's willing to pay the necessary points. Each special technique costs 1 Development Point (or 3 Experience Points), and has one of two effects: It reduces the Difficulty of a particular maneuver the character knows by 1, or it increases the damage the maneuver does by 1 point. For example, a character with Boxing who knows a special type of Uppercut could spend 1 Development Point and have that maneuver do 6+1d6 damage, rather than the usual 5+1d6. Note the special maneuver on your character sheet, along with the modification to Difficulty or damage.

> **Example:** *Matt chooses Unarmed Combat (Aikido) for his character, spending 3 Development Points for a skill level of 1 (2). In addition, he would like his character to know Breaking Touch of Hirakawa Senzo, and spends an additional Development Point. Matt notes this down on his character sheet as: Unarmed Combat (Aikido) 1 (2) Breaking Touch of Hirakawa Senzo -1 Difficulty to joint break.*

Characters can spend more than 1 Development Point to customize a particular maneuver this way, though the Narrator must, of course, approve all secret technique purchases—even if the character just purchases one of the sample special maneuvers listed with each style. A significantly improved maneuver (for example, a Punch whose Difficulty has been reduced to 4 and damage increased to 5+1d6) may unbalance the game, so the Narrator should evaluate such maneuvers carefully.

Narrators may wish to limit characters to one special maneuver per style (at least when the game begins). If so, the character's specialization for the style must be the maneuver which uses the secret technique.

THE STYLES

Here are descriptions of approximately a dozen martial arts styles which *Star Trek: The Next Generation Roleplaying Game* characters can learn. Some of them, such as Boxing and Starfleet Martial Arts, are revised versions which supersede those on page 126 of the *Star Trek: The Next Generation* Core Rulebook. Under each one the Actions (maneuvers), several possible Special Techniques for the characters to learn, and Requirements (other skills the character must know before learning the style) are listed.

USING PRIMITIVE WEAPONRY AND UNARMED COMBAT SPECIALIZATIONS

Specializations in Primitive Weaponry and Unarmed Combat styles work in two ways. First, characters with a particular Primitive Weaponry or Unarmed Combat style know the basic maneuvers listed under the Specialization. Yet many styles have "advanced" maneuvers which ordinary students do not learn and cannot use. A character can use his Specialization to "buy" one of these advanced maneuvers. This does not give him a free level in the Specialization, nor an extra dice to roll, as with a normal Specialization; it simply allows the character to use the maneuver. Characters can purchase additional Specializations if they want to learn additional advanced maneuvers.

Second, characters may purchase a second (or third, or fourth, and so on) Specialization with the same advanced maneuver. In that case, they do gain additional dice to roll, just like Specializations for other Skills. Specializations purchased for basic maneuvers, the ones which all characters who know that style can use, also work that way.

Example: *Ensign Alessara knows Kung Fu. This allows her to use the style's basic maneuvers—such as Block, Disarm, Punch, and Throw/Legsweep—at her level of skill. For her Specialization, she may choose one of the style's advanced maneuvers, such as Dragon/Tiger Claw or Flying Kick. Thus, she might have Kung Fu (Flying Kick) 2. She can use any Kung Fu basic maneuver or the Flying Kick at level 2. She cannot use the other advanced maneuvers, since she has not learned them. If she invests another Development Point, she could buy another special maneuver and use it at level 2 as well. Alternatively, she could increase her Specialization in Flying Kick, so that she would have Kung Fu (Flying Kick) 2 (3). Then she'd roll 3 dice when using the Flying Kick, and 2 dice with the other Kung Fu maneuvers she knows. She could also buy a Specialization in the Kung Fu Punch, so that she had Kung Fu (Punch) (Flying Kick) 2 (3) and (2)—she'd roll 3 dice with the Punch, and 2 dice with all other maneuvers she knows.*

Aikido: Created over 300 years ago by Morihei Ueshiba of Earth, aikido focuses on redirection and manipulation of an opponent's energy. Instead of lashing out at an enemy with strikes and kicks, the aikidoka (aikido practitioner) waits for his adversary to attack, then disables him with throws, takedowns, and similar maneuvers which use the attacker's energy against him. Aikidoka try to remain balanced, focused, and calm at all times, reacting to violence not with more violence, but with actions which show the folly of violence. It remains very popular in some parts of the Federation, where peaceful solutions to violent problems have always been valued. More violent or passionate Federation members, such as the Andorians or Tellarites, tend to scorn it.

In addition to the maneuvers listed in the accompanying table, aikidoka also make frequent use of the basic Grab maneuver listed on page 126 of the *ST:TNG* Core Rulebook.

Boxing: This fighting style represents a wide variety of styles developed independently all over the galaxy, from the namesake sport of Earth, to the *kharakom* of the Andorian clans, to the *indrial* of Alpha Centauri, to the Klingon *qEl'qrA* (sometimes called "Smash-Fist" by other species). All of them are minimalistic styles which rely on punching and blocking; they contain no kicks, grabs, joint-locks, nerve strikes, or other maneuvers. A boxer simply trades powerful blows with his opponent until one of them falls. Needless to say, big, strong people who can take a lot of punishment tend to excel at this style when compared to smaller folk.

Brawling: This "style" is really just a collection of maneuvers commonly used by people who often get into fights. In just about any spaceport bar, seedy tavern, gaming hall, or similar place, you'll find a few people who know how to brawl. Ironically enough, some Starfleet officers know this style from the hell-raising days of their youth.

In addition to the maneuvers listed below, characters who know Brawling (or any other fighting style, for that matter) can always use the Universal Combat Maneuvers listed on page 126 of the *Star Trek: The Next Generation* Core Rulebook.

Karate: This style, perhaps the most common of the Asian martial arts of Earth, originated centuries ago on the island of Okinawa. A straightforward style which uses direct punches, kicks, and other attacks, Karate is well suited for use in starship corridors or other cramped quarters.

More so than perhaps any other Earth fighting style, Karate has proven popular with other species. Many Vulcans, Bolians, Betazoids, and Zakdorn, among others, have learned it. Klingons and Andorians often scorn it as being "too fancy."

Kung Fu: Kung fu, a broad and eclectic fighting style, began over two thousand years ago in the area of Earth later known as China. Originally a primitive martial art, it grew and diversified over the centuries, until literally hundreds of substyles covering virtually every possible method of fighting had evolved.

When mankind went into space, he took kung fu with him; since then many nonhumans have learned one substyle or the other. Some of the most prominent forms of kung fu include Chin Na, Drunken style, Monkey, Praying Mantis, the Shaolin animal styles (Crane, Dragon, Leopard, Snake, and the like), and Wing Chun.

A great deal of mysticism surrounds much of kung fu. According to old legends, kung fu masters could walk without leaving tracks, break heavy objects with a mere slap of their hands, resist blows from weapons without harm, strike foes at a distance, and even kill an enemy with a single touch. Today, some scientists attempt to prove that such abilities could, and did, exist.

Because Kung Fu contains so many substyles and variant forms, a character who knows this style will not necessarily know all maneuvers associated with it. When he first purchases the Kung Fu skill, he learns any four maneuvers of his choice. Each time his skill increases by one level, he may learn another maneuver. Players who want their characters to learn additional maneuvers more quickly may purchase them at any time for 1 Development Point (or 3 Experience Points) per maneuver.

Nausicaan Pitfighting: This loathsome and vicious form of combat was developed by the Nausicaans, that bullying, often murderous, species whose members are so often found in the ranks of pirates, mercenaries, and other nefarious sorts. It started as a way for brutal Nausicaan pitfighters to get the upper hand over their opponents during fights staged for gambling or punitive purposes. Although it works best for large, strong persons like the typical Nausicaan, some members of other species have learned it.

Starfleet Martial Arts: Knowing its officers often get into situations where hand-to-hand combat is unavoidable, Starfleet scoured the galaxy looking for the best fighting maneuvers to teach it members. It combined those maneuvers into an eclectic style known simply as Starfleet Martial Arts. Portraying the influence of dozens of worlds, and having been carried to hundreds more by the intrepid officers of Starfleet, it has proven itself as one of the most effective defensive arts known today.

Tatharoc: *Tatharoc* (or, as it is more commonly known, "Rigellian karate") was developed by the Orions of Rigel VII at some unknown point in their checkered past; few records regarding the style's early practitioners remain, and most of them contradict each other. According to Federation scholars' best guess, *Tatharoc*, which use rapid kicks, clawlike "rake-punches," and vicious headbutts, was developed by normal Orions in an effort to compete with, or contain, the animalistic subcaste of their race. Many people can learn *Tatharoc* fairly easily, so the art long ago passed beyond the confines of the Rigel system and its peoples.

Wrestling: A thousand different cultures on a thousand different worlds have developed fighting styles which can broadly be described using the human term "wrestling." These styles have in common the use of grappling, throwing, and pinning techniques as opposed to punches or kicks. The goal in wrestling is to immobilize the opponent, not to injure him.

Many forms of wrestling, such as Greco-Roman (from Earth) or Galeo-Manada (from Alpha Centauri) have degenerated to the point where they are solely athletic activities. Characters who wish to engage in such sports can buy, for example, Athletics (Galeo-Manada Wrestling). Wrestling bought as a separate skill represents a true fighting style which has proven its worth in combat.

Traits

This section of the ***ST:TNG Player's Guide*** provides some new traits for characters to choose, and revisits some existing traits to provide further options for them, as well as ideas on how to use them.

NEW ADVANTAGES

Artistic Talent (+1)

The character possesses an unusually high level of creativity and imagination, or perhaps some special insight on the artistic process. He receives +1 die to roll whenever he makes Artistic Expression Skill Tests.

Asset (varies)

Originally appearing in ***The Way of D'era***, as Hereditary Benefit, this advantage allows characters to have some special possession, ranging from an ancestral home or a family heirloom to an archaeological memento (a Kurlan *naiskos* or Ressikan flute, for instance). Narrators beware of Varon-T disruptors and the like. Although you begin the game with this benefit, you can lose it through the course of game play. Because of the wide range of possibilities, there can be no set guidelines for the Development Point cost. Generally, the more useful or powerful the Asset, the more points it should cost.

AIKIDO

Basic Maneuvers

Action	*Difficulty*	*Damage*	*Notes*
Block	–	–	Parries unarmed hand-to-hand attack. The character rolls an Aikido Test to establish a Difficulty for hitting him with such attacks.
Joint Lock	7	–	If successful, the character has grabbed one of his opponent's limbs (usually an arm) and effectively immobilized it, preventing the attacker from using that limb until he frees it. The characters must make an Opposed Test using Fitness (modified by Strength) each round to determine whether the grabbed character can free his limb. This Opposed Test is an Immediate Action, but may only be attempted once per round. The attacker may use his other limbs to attack, but all such attacks are at –2 due to awkwardness. An aikidoka may, if he wishes, use both of his arms to immobilize opponents, but this will of course resrestrict his own ability to make other attacks.
Takedown	9	2+1d6	Target is struck with a punchlike blow which injures him and knocks him to the ground, causing him to suffer penalties for being prone until he gets to his feet (which takes an action).
Throw	8	1+1d6	Target is thrown to the ground and suffers penalties for being prone until he gets to his feet (which takes an action).
Advanced Maneuvers			
Joint Break	10	Special	This maneuver immobilizes one of the target's limbs just like Joint Lock (see below). The practitioner also twists the joint in such a way as to cause his victim to suffer agonizing, but nondamaging, pain. The attacker takes 1+1d6 Stun damage every round in which he is caught in the Joint Break; rules for Stun damage are found on page 133 of the core rulebook. If the practitioner wishes, he may instead make an Opposed Test against his attacker using Fitness (modified by Strength and the practitioner's significant advantage) to break the grabbed joint, which causes the character to become Incapacitated and the limb to be useless until healed.
Redirect	Special	Special	This maneuver can only be used if the aikidoka delays his action. He must delay until after an attacker has made a successful Test to hit him with an attack such as a punch or kick. The practitioner may then make an Aikido Test, using the result of his attacker's Test as the Difficulty. If he succeeds, he takes no damage from the attack and redirects it so that the attacker hits himself; hits some other object which hurts him, such as a nearby wall or tree (thus usually causing him to suffer as much damage as he does with his attack); or hits any other person in hand-to-hand combat range with both characters.

Special Techniques: Breaking Touch of Hirakawa Senzo –1 Difficulty for Joint Break); Irresistible Thumb-lock (–1 Difficulty for Joint Lock); Thunder Strike (+1 damage for Takedown).

Requirements: Dodge 2 or higher.

BOXING

Basic Maneuvers

Action	*Difficulty*	*Damage*	*Notes*
Block	–	–	Parries unarmed hand-to-hand attacks. The character rolls a Boxing Test to establish a Difficulty for hitting him with such attacks.
Cross	7	4+1d6	
Jab	6	3+1d6	
Advanced Maneuvers			
Hook/Uppercut	8	5+1d6	

Special Techniques: Jackhammer (+1 Damage for Hook/Uppercut); Lightning Cross (–1 Difficulty for Cross/Jab)

BRAWLING

Basic Maneuvers

Action	*Difficulty*	*Damage*	*Notes*
Hammer	8	4+1d6	The brawler laces his fingers together to form one large "fist" and uses it to smash or strike his opponent. Miraculously, the brawler's fingers remain unharmed.
Punch	6	2+1d6	
Tackle	8	Special	This maneuver is the same as the Tackle described on page 129 of the *Star Trek: The Next Generation* Core Rulebook, but has a slightly lower Difficulty to reflect the brawler's fighting skill.
Advanced Maneuvers			
Flying Smash	8	5+1d6	The brawler jumps into his opponent, hitting him feet-first and knocking him down. The character also falls to the ground unless he succeeds with a Moderate (7) Acrobatics (Gymnastics) Test.
Hatchet Chop	8	Special	This is the only "sophisticated" maneuver in the Brawling style; it was adapted from Karate and similar styles. The brawler strikes his opponent in the neck area with the edge of his flattened palm, doing 2+1d6 Stun Damage. This maneuver is best performed from behind; if attempted while standing in front of the target, the Difficulty increases to 9.

Special Techniques: John Henry (–1 Difficulty for Hammer); Kung Fu Master (–1 Difficulty with Hatchet Chop); Low Blow (+1 Damage for Punch)

KARATE

Basic Maneuvers

Action	*Difficulty*	*Damage*	*Notes*
Block	–	–	Parries unarmed hand-to-hand attack. The character rolls a Karate Test to establish a Difficulty for hitting him with such attacks.
Punch/Snap Kick	6	2+1d6	
Side/Spin Kick	7	3+1d6	
Advanced Maneuvers			
Atemi Strike	9	Special	This strike targets the vital points on a target's body, causing great pain but no lasting damage. The target suffers 2d6 Stun Damage. The Narrator may forbid the use of this maneuver, or reduce the damage, if the karateka (karate practitioner) attacks a member of a species whose vital points he has not studied.
Knifehand Strike	8	4+1d6	Better known in some circles as the "Karate Chop," this maneuver uses a fast, edge-of-the-palm strike to break bones and injure tissue.

Special Techniques: Lightning Atemi (–1 Difficulty for Atemi Strike); Spearhand (–1 Difficulty for Knifehand Strike); Strong Punch (+1 Damage for Punch/Snap Kick)

TATHAROC

Basic Maneuvers

Action	*Difficulty*	*Damage*	*Notes*
Block	–	–	Parries unarmed hand-to-hand attacks. The character rolls a *Tatharoc* Test to establish a Difficulty for hitting him with such attacks.
Headbutt	6	2+1d6	
Kick	8	4+1d6	
Advanced Maneuvers			
Rake-Punch	7	3+1d6	
Throw	8	1+1d6	Target is thrown to the ground and suffers penalties for being prone until he gets to his feet (which takes an action).

Special Techniques: Devil's Claw (+1 Damage for Rake-Punch); Iron Forehead (+1 Damage for Headbutt)

KUNG FU

Basic Techniques

Action	*Difficulty*	*Damage*	*Notes*
Block	–	–	Parries unarmed hand-to-hand attack. The character rolls a Kung Fu Test to establish a Difficulty for hitting him with such attacks.
Disarm	9	–	This maneuver allows a Kung Fu practitioner to disarm an opponent by striking the opponent's weapon from his hand, "locking" the weapon and tearing it out of his grasp, or the like. If the Kung Fu Test is successful, the two characters must engage in Opposed Tests with their Fitness (modified by Strength); the Kung Fu practitioner receives a +2 bonus to his Test Result. If the Kung Fu practitioner wins the Opposed Roll, his opponent's weapon ends up 1d6 meters away; if he fails, his opponent retains the weapon.
Grab/Joint Lock	8	–	If successful, the character has grabbed one of his opponent's limbs (usually an arm) and effectively immobilized it, preventing the attacker from using that limb until he frees it. The characters must make an Opposed Test using Fitness (modified by Strength) each round to determine whether the grabbed character can free his limb. This Opposed Test is an Immediate Action, but may only be attempted once per round. The attacker may use his other limbs to attack, but all such attacks are at –2 due to awkwardness. A practitioner may, if he wishes, use both of his arms to immobilize opponents, but this will of course restrict his own ability to make other attacks.
Knife Hand	8	3+1d6	
Punch	6	2+1d6	
Throw/Legsweep	8	1+1d6	Target is thrown to the ground and suffers penalties for being prone until he gets to his feet (which takes an action).
Advanced Techniques			
Dragon/Tiger Claw	9	4+1d6	
Flying Kick	9	5+1d6	Kung Fu practitioner may make an Athletics (Leaping) Test as an Immediate Action and then perform this attack at the end of the leap if the Test succeeds.
Tien-hsueh Strike	9	Special	This strike targets the vital points on a target's body, causing great pain but no lasting damage. The target suffers 2d6 Stun Damage. The Narrator may forbid the use of this maneuver, or reduce the damage, if the practitioner attacks a member of a species whose vital points he has not studied.

Special Techniques: Binding (+1 Fitness Test bonus when using Grab/Joint Lock); Dragon Strike (–1 Difficulty with Dragon/Tiger Claw); Viper Strike (+1 Stun Damage for Tien-hsueh Strike)

NAUSICAAN PITFIGHTING

Basic Maneuvers

Action	*Difficulty*	*Damage*	*Notes*
Bite	5	1/2d6	
Block	–	–	Parries unarmed hand-to-hand attack. The character rolls a Nausicaan Pitfighting Test to establish a Difficulty for hitting him with such attacks.
Bonecrusher	8	4+1d6	A crude bearhug-like or Joint Break-like maneuver designed to snap ribs, arm bones, and the like.
Groin Blow	8	Special	A vicious knee to the groin or similar blow which causes 2d6 Stun Damage.
Gut Punch	6	2+2d6	
Advanced Maneuvers			
Eye Gouge	7	Special	The pitfighter digs his thumbs into his opponent's eyes, blinding him for 1d6 rounds. A blinded character suffers +3 to all Difficulty numbers when making attacks unless he has other senses which can help him accurately locate targets (including Search (*Anbo-jytsu* Senses)). Some particularly cruel pitfighters will maintain this attack for several rounds in a row to cause permanent blindness.

Special Techniques: Backcracker (+1 Damage for Bonecrusher); Fangs (+1 Damage for Bite); Sucker Punch (+1 Damage for Gut Punch)

STARFLEET MARTIAL ARTS

Basic Maneuvers

Action	*Difficulty*	*Damage*	*Notes*
Block	–	–	Parries unarmed hand-to-hand attacks. The character rolls a Starfleet Martial Arts Test to establish a Difficulty for hitting him with such attacks.
Punch	7	4+1d6	
Strike	9	2+2d6	This maneuver represents the wide variety of kicks, elbow, knee, and palm strikes and similar maneuvers which Starfleet officers learn.
Throw	8	1+1d6	Target is thrown to the ground and suffers penalties for being prone until he gets to his feet (which takes an action).

Advanced Maneuvers

Choke Hold	8	Special	This maneuver is typically used when attacking a target from behind; if used while facing the target, increase the Difficulty by +1. If the practitioner's Starfleet Martial Arts Test succeeds, the victim suffers 1d3 (roll 1d6 and divide by 2) Stun Damage and cannot speak or shout for help. The practitioner and victim may engage in an Opposed Test using Fitness (modified by Strength) if the victim tries to escape; the practitioner receives a +2 Test Result bonus on his roll. The Choke Hold may be maintained in succeeding rounds if the practitioner does nothing else, retains consciousness, and succeeds in preventing the victim from escaping.
Disarm	9	–	This maneuver allows a Starfleet Martial Arts practitioner to disarm an opponent by striking the opponent's weapon from his hand or "locking" the weapon and tearing it out of his grasp. If the Starfleet Martial Arts Test succeeds, the two characters must engage in Opposed Tests with their Fitness (modified by Strength); the Starfleet Martial Arts practitioner receives a +2 bonus to his Test Result. If the practitioner wins the Opposed Roll, his opponent's weapon ends up 1d6 meters away; if he fails, his opponent retains the weapon.

Special Techniques: None

WRESTLING

Basic Maneuvers

Action	*Difficulty*	*Damage*	*Notes*
Escape	6	–	This maneuver is used to escape from Grabs, Joint Locks, and similar attacks. It grants a +2 bonus to the character's Fitness + Strength when making an Opposed Roll to escape such maneuvers. Using Escape counts as an Immediate Action, but may only be attempted once per round.
Grab	7	–	If successful, the character has grabbed two of his opponent's limbs (usually his arms) and effectively immobilized them, preventing the attacker from using those limbs until he frees them. The characters must make an Opposed Test using Fitness (modified by Strength) each round to determine whether the grabbed character can free his limbs. If the roll is a tie, one limb has been freed; if the target wins the roll, both limbs are freed; if the Wrestler wins, the target remains held. This Opposed Test is an Immediate Action, but may only be attempted once per round. The attacker must use both of his arms to perform this maneuver.
Sacrifice Throw	6	1+1d6	The wrestler grabs the target and throws both the target and himself to the ground; after they hit the ground the grab is released (though it can be reestablished next round). Both combatants suffer penalties for being prone until they get to their feet (which takes an action).
Slam	5	3+1d6	This maneuver can only be used following a successful Grab. The wrestler picks up the grabbed character and smashes him into the ground. The wrestler retains his hold on the grabbed character.

Advanced Maneuvers

Reversal	9	–	This maneuver combines an Escape and a Grab-the wrestler breaks out of another character's hold, in the process catching his opponent in a grab.

Special Techniques: Arms Like Iron Bands (+1 to Test Result of Fitness Tests to maintain a Grab); Grip of Steel (–1 Difficulty for Grab); Piledriver (+1 Damage with Slam)

BATTLE-HARDENED (+3)

The character has seen a lot of fighting. He's used to having disruptors fired at him, photon grenades exploding all around him, and the many other terrifying things one experiences in battle—or at least, he's as used to them as someone can ever get. When others flee their posts, he stands his ground.

Whenever a Battle-hardened character is in a combat situation, he receives an extra Courage Point to spend, but he can only use that point to attack or take other decisive action (like calmly escorting civilians out of the combat zone). Anyone can cower behind a rock when the disruptor blasts start to fly; this character gets up and does things.

CULTURAL FLEXIBILITY (+1)

In a universe of a million worlds and a billion different cultures, a character with this advantage is right at home. Ordinary people sometimes have difficulty adjusting to the differences between their native culture and other ways of life—many humans simply can't stomach the idea of eating *gagh*, for example. A character with this advantage gets along well with people of all cultures, and is usually willing to "try them out" (eat their food, listen to their music, and so on). When making Renown Tests, he can evaluate all Renown Aspects objectively, rather than using the default values for his race. Furthermore, due to his breadth of experience, he receives +1 die to roll when making Tests with the Culture skill.

DEEP COVER (+2)

The character has an extremely well-developed alternate identity. Generally, Starfleet characters do not possess this advantage, unless they're members of Starfleet Intelligence. This advantage may be combined with Wrongfully Accused, Wanted, Amnesia, or Dark Secret to characterize your character as someone with a hidden, checkered past; check with your Narrator first. The player must define his character's Deep Cover at the time of character creation.

LIGHTNING CALCULATOR (+1)

The character can process numbers in his head more quickly than most people—he's not as fast as a computer, but he's often close. The character can reduce the time needed to perform any Test which involves a large amount of mathematical calculations by half or more; the Narrator determines the exact benefit in any given situation. This advantage does not confer any ability to perform calculus or other advanced mathematical calculations. See ***The Way of Kolinahr*** for more details.

LINE OFFICER (+1 TO +4)

Ordinarily, only standard Command branch officers are allowed to take over the bridge and command a starship (or starbase). High–ranking officers in other departments, such as Medical or Engineering, are often trained to take command in the event of an emergency. These people are known as line officers, and this advantage represents their special status.

Those outside the Command division without the Line Officer advantage are considered staff officers. Note the optional, advanced character creation rules in *Chapter Two* assume this distinction; players using those rules need not purchase this advantage. Instead, they must participate in the Bridge Certification Training Program. The accompanying table indicates the cost of Line Officer and the minimum rank necessary to train for it.

LINE OFFICER

Cost	*Minimum Rank*	*Class of Ship*
1	Ensign	*Oberth* class, *Saber* class
2	Ensign	*Intrepid* class, *Miranda* class
3	Lieutenant (JG)	*Akira* class, *Excelsior* class, *Nebula* class
4	Lieutenant	*Galaxy* class, *Sovereign* class

RESISTANT (+2 TO +4)

The character has a tolerance for a particular substance or substances. While this could be fairly innocuous (Resistant to Romulan ale, allowing the character to drink others under the table without any trouble), it could refer to a natural resistance to toxic substances. A character with Resistant gets +2 (and sometimes more, at the Narrator's discretion, based on the situation) on all Fitness Tests made to resist the effects of, or damage from, poisons and similar substances.

For purposes of determining the character's Resistance to poisons and the like, and his Wound Level from such attacks, his Fitness is considered doubled, and any Courage Points spent to resist the damage further have double effect (*i.e.*, they add +2 Resistance per Courage Point spent).

RESISTANT

Cost	Substance
2	Uncommon and/or mildly dangerous substances (rare alcohols or poisons)
3	Common and/or dangerous substances (Romulan ale, most serpent venoms)
4	Very common and/or very dangerous substances (poisons such as curare)

Psionically Gifted (+3)

The character possesses an unusually high level of skill and ability with his mental powers. He may roll one extra die whenever making a Test with any Psionic skills.

Security Clearance (+1, +3, +5)

This advantage originally appeared in ***The First Line***. The character possesses a security clearance and can access restricted information. Security clearance depends less on rank and more on the character's "need to know." This may be a holdover from a prior intelligence operation, or a part of the character's current responsibilities. In general, characters automatically receive a security clearance appropriate to their rank; a captain possesses a captain's-level security clearance, for example. A character may take this advantage to represent a greater security clearance than his rank would typically warrant. The cost depends upon the level of clearance desired:

SECURITY CLEARANCE

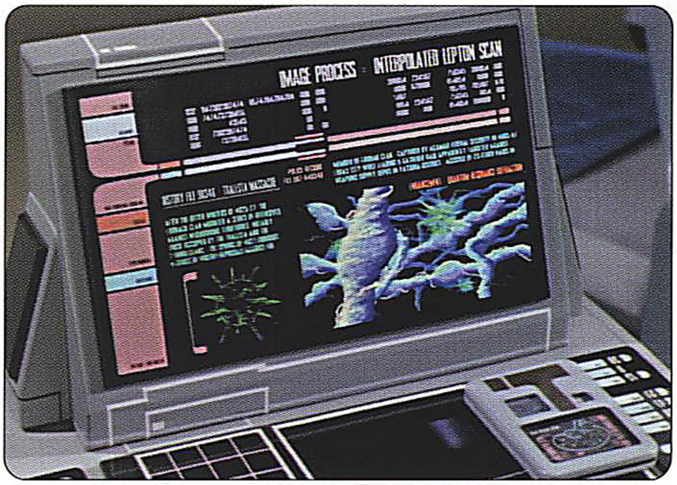
Cost	Clearance Level
1	As if +1 Rank (minimum of Lieutenant Commander/Secret material)
3	As if +2 Rank (minimum of Captain/Top Secret material)
5	As if +3 Rank (minimum of Admiral/Ultra Secret Material)

Scientific Genius (+3)

The character possesses an innate sense about scientific principles and their relationships to each other. When a scientific puzzle or problem presents itself, he's the one best-suited to solving it. When rolling any Test with Life Sciences, Medical Sciences, Physical Sciences, Planetary Sciences, or Space Sciences, he may roll one extra die.

Sixth Sense (+4)

Characters with this advantage have an innate sense for danger, unusual or threatening situations, trickery and deceit, and things which simply "don't feel right." It functions just like the Alertness advantage (*Star Trek: The Next Generation Roleplaying Game* Core Rulebook, page 100), but applies to all of the above-listed phenomena, not just danger.



NEW DISADVANTAGES

Addiction (-1 to -3)

The character is addicted to a particular drug or other substance. Examples include the Jem'Hadars' dependence on ketracel-white or some Cardassians' "fondness" for kanar. The value of the disadvantage depends on how common and easily obtainable the substance is (see the Addiction Table).

A character who has an Addiction must have some of the substance to which he is addicted every day (or other discrete time period established by the Narrator). For each day in which he does not get the substance, he suffers mental and physical instability.

For each such day, reduce his Presence or Intellect by 1 (minimum of 1). When both Attributes reach 1, reduce Fitness and Coordination by 1. When both Fitness and Coordination reach 1, the character has made it through "withdrawal" and is now freed of the need for the substance (if he cannot afford to buy off his Addiction, the Narrator should substitute some other appropriate disadvantage).

Every day thereafter, he gains back 1 point in each of his reduced Attributes; when all of them have returned to their normal levels, he is completely healthy and "clean." At the Narrator's option, other effects (including loss of Wound Levels leading to death) may be substituted for loss of Attributes.

ADDICTION

Value	Addiction
-1	Very common substance (*e.g.*, alcoholism)
-2	Common substance (*e.g.*, addiction to a drug which is relatively easy to obtain even though it is illegal)
-3	Uncommon substance (*e.g.*, the Jem'Hadars' addiction to ketracel-white)

Amnesia (-2 or -4)

This disadvantage indicates that the character cannot remember some or all of his life experiences. He still retains all of his skills and abilities, but may not recall where he learned them or how he has used them in the past. If the character cannot recall memories from a specific segment of time (a week, a few months, or a year, for example), this disadvantage is worth –2 points. If he cannot recall anything about his life, the disadvantage is worth –4 points.

Of course, the Narrator must determine what happened to the character during the forgotten period. This could lead to other disadvantages, such as Sworn Enemy or Wanted. If so, the Narrator should not reveal that to the player, but instead should disguise those points by slowly distributing them to the character as extra "Experience Points." Once the character has all the points, the forgotten disadvantage can be brought into play.

Bad Reputation (-2 or -4)

The character has developed an unfavorable reputation. No matter whether it's completely incorrect, or he has long since overcome the problem which gave rise to it, the reputation has stuck with him.

Characters must link their Bad Reputation to one Renown Aspect. They can still earn good (positive) Renown in that aspect, but they won't get much credit for it. Even good Renown cannot overcome a Bad Reputation; a character known to be "pathetically incompetent" (*i.e.*, Bad Reputation, Skill Renown) will always be remembered for that, even if he actually has 30 Skill Renown and other characters make their Renown Tests: "Yeah, I hear he does pretty well, sometimes, but usually he messes up and ruins everything. I was told that on Rigel III he ...."

If the Bad Reputation is only moderately bad—being slightly incompetent, or unlucky, or prone to losing one's temper—the disadvantage is worth –2. If it is extremely bad—being hopelessly incompetent, a criminal, an adulterer, a possible spy, and so on—it's worth –4.

Competitive (-1)

The character is unable to disguise his desire to outperform his rivals, colleagues, and predecessors. He gloats compulsively when he succeeds in doing so, and sulks when others show him up—even if they do not see themselves as competing with him. Because of this compulsion, the character has trouble working in groups and getting along with others. The character must spend a Courage Point in such situations to resist his competitive nature or suffer a –1 die penalty to all Charm, Command, Diplomacy, Mediation, and Persuasion Skill Tests.

Domineering (-1)

The character believes that other people should do what he tells them to, and doesn't hesitate to give orders, offer condescending instructions and advice, and make his perceived "underlings" miserable. He expects to be obeyed, and may become infuriated or even violent if disobeyed or dismissed as inconsequential. All Administration, Diplomacy, and Bargain Tests lose one die unless the character spends a Courage Point to rein in his authoritarian tendencies.

Expatriate (-1 to -4)

Originally appearing in ***The Way of D'era***, this disadvantage has been modified for use with Starfleet characters. For some reason, you did something that caused your close relatives, a local community, or an entire planet to ostracize you. This could range from joining Starfleet against your mother's wishes to committing some unpardonable sin. When you must interact with members of this community, you roll an additional die when making a Renown Test. Recognition is more likely to be negative, even if the character's aspects would normally indicate a positive response.

The value of this disadvantage depends upon the number of people who shun the character.

EXPATRIATE

Value	*Effect*
1	Family
2	A small community (*e.g.*, home town)
3	A large community (*e.g.*, a country or province)
4	Widespread (*e.g.*, an entire planet)

Guilt (-1)

The character has an almost overwhelming sense of guilt about something he did in the past. It may have been something genuinely illegal or unethical—lying, cheating on an examination, adultery, committing a crime—or it may only be something the character thinks he did wrong. It can even be something the character did not do—he failed to save his parents from a fire, for example. Whenever confronted with a situation, circumstance, or phenomena which could trigger his guilt (the Narrator must decide what the character's triggers are, perhaps after consulting with the player), the character must make a Moderate (7) Presence Test (modified by Willpower) or suffer a –1 die penalty for all rolls until the situation changes or he can overcome his feelings. The character may roll to resist his guilt every round; once he succeeds, no further rolls are necessary.

IMPRUDENT (-1)

The darker side of Resolute, Imprudent differs from Impulsive. An impulsive character takes rash action; an imprudent character doesn't know when to give up. You've never heard the saying "He who fights and runs away lives to fight another day." You must spend one Courage Point to abandon your reckless behavior. Attempts to dissuade an imprudent character from foolishly pursuing his goal are made at a –1 die penalty. See ***The Way of D'era*** for the original version of this disadvantage.

INEPT (-1)

The character is particularly clumsy or incompetent at a particular skill. Try as he might, and as skilled as he might be, he seems to fail more often than he should (and often spectacularly). When this disadvantage is purchased, the character must choose one of his skills with which he is Inept, meaning he suffers a –1 die penalty when rolling Tests with that skill. A character cannot be Inept with a skill he does not know.

POWER-HUNGRY (-1 TO -2)

Similar to Greedy, the character is obsessed with accumulating power. This power need not be official, as a position of influence. It could be power from the shadows, power derived from being owed favors, or criminal power. Whenever the character has an opportunity to enhance his own personal power, he must spend one Courage Point to resist pursuing his own agenda. For one more Development Point, the character loses one die to any Command, Diplomacy, Persuasion, and Charm Skill Tests, unless he spends one Courage Point. Few people in the Federation possess this disadvantage, though it is common among Ferengi and megalomaniacs. This disadvantage first appeared in ***The Way of D'era***.

REPRIMAND (-1)

The character has had a formal reprimand entered on his permanent Starfleet record. The specifics of how he earned this discommendation are left up to the player and the Narrator. The character receives two negative Renown points in a Starfleet-favored Aspect (Discipline, Openness, Skill) or two positive Renown points in the Aggression Aspect.

Furthermore, when he is next considered for a promotion or being head of a department (*i.e.*, he wishes to buy additional rank via the Promotion advantage or the Department Head advantage), the appropriate trait costs +1 Development Point.

WANTED (-1 TO -4)

The character is wanted by the legal authorities for some reason. Maybe he has, in fact, committed a crime or crimes, or perhaps he has been Wrongfully Accused (see below) or even mistaken for someone else who is a true criminal. The player should consult with the Narrator to determine the precise nature of this disadvantage. This disadvantage is almost always bought in conjunction with another trait, such as Amnesia, Bad Reputation, Dark Secret, Deep Cover, Species Enemy, Sworn Enemy, or Wanted. The value of the disadvantage depends on how widely the character is Wanted, as indicated by the accompanying Wanted/Wrongfully Accused Table.

WRONGFULLY ACCUSED (-1 TO -4)

The character has been incorrectly accused of having committed some crime or other terrible act. Exactly what he is accused of must be decided by the player in conjunction with the Narrator; the Narrator alone decides what, if anything, it will take to remove the accusation. The value of this disadvantage depends upon how widely known the accusation is, as indicated by the accompanying Wanted/Wrongfully Accused table. Wrongfully Accused is almost always bought in conjunction with another disadvantage, such as Bad Reputation, Dark Secret, Species Enemy, Sworn Enemy, or Wanted.

WANTED/WRONGFULLY ACCUSED

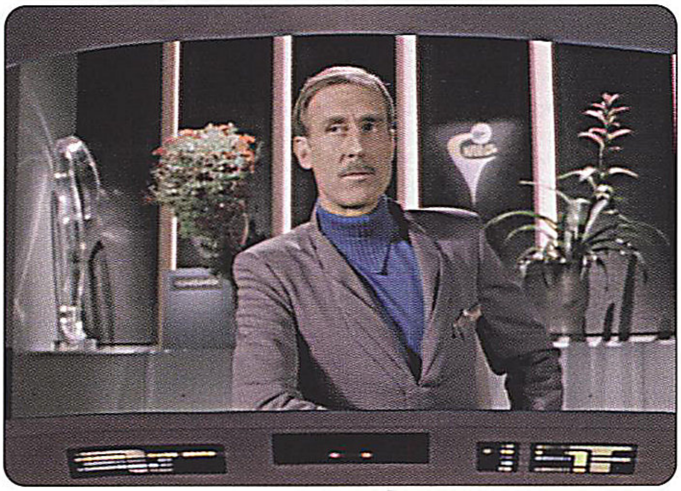
Points	Scope
1	A single planet: Earth, Vulcan, Andoria
2	A single sector: Bajor Sector; Arteline Sector
3	A single large galactopolitical entity: the Federation, the Klingon Empire, the Romulan Star Empire
4	Throughout all of known space

OLD TRAITS REVISITED

This section expands upon the descriptions of some of the traits listed in the core rulebook, offering further options for them. As always, these additional rules are strictly optional; players should consult their Narrators before using them.

ALLY, CONTACT, PATRON, RIVAL, AND SWORN ENEMY

These traits all relate to each other, in that they all tie a particular Supporting Cast character to a Crew member in some way. Creating intriguing and interesting "primary cast members" to fill these rolls is often difficult, but with a little forethought and cre-



ativity, they can become one of the most enjoyable aspects of a *Star Trek: The Next Generation Roleplaying Game* series.

BUILDING THE PERFECT NPC

In the core rulebook, the value of a primary nonplayer character (NPC) depends mainly on his position in society—having a starship ensign as a Contact costs less than a high-ranking governmental official. Some players and Narrators may prefer to be more precise—they may want actually to create the NPC using the character creation rules.

Under this revised system, the character bases the cost of the primary NPC on how many Development Points it takes to build him as a character. For 1 point, a primary NPC is built using the standard character creation rules with no additional Development Points (or 125 Development Points using the optional advanced character creation method on page 77 of the *ST:TNG RPG* Core Rulebook).

The cost increases by 1 point for every +10 Development Points used to build the primary NPC. Thus, a primary NPC built as a standard character plus 50 Development Points costs the character 6 Development Points.

The primary NPC's status in society (such as being President of the Federation or a starship captain) figures into the cost of the advantage because it increases the cost of the character. It takes a lot of points to build a powerful Ally or Contact—far more than those used in basic character creation. The Narrator can always increase the cost of a primary NPC if he feels the NPC should be built on more Development Points.

RECURRING CHARACTERS

In a series based on the typical *Star Trek* model—a ship exploring the far reaches of the galaxy and performing other missions throughout Federation space—bringing a primary NPC into the game often can be difficult. Yet to make them worth the cost of purchasing requires these characters participate more fully in the series. What good is it to have Starfleet's Chief-in-Command as an Ally if he never makes an appearance? There are several ways to get around this problem.

First, the Narrator should work with the player at the beginning of the process—during character creation—to find ways to include any Allies, Contacts, or Patrons more frequently. Having a Federation ambassador as an Ally, especially a parent, could regularly complicate a series, as she keeps a close eye on her son and his ship. She could make an appearance as a recurring subplot when she visits the ship. Lwaxana Troi served this role for seven years on *Star Trek: The Next Generation*.

Second, tie the primary NPC into the ship in some way. If he is an admiral, he could be in charge of the fleet to which the character's ship belongs, and thus frequently communicates with the ship and often rendezvous with it for inspections and briefings. A Patron Starfleet captain could be part of the same fleet. Imagine having to come to his rescue, being rescued by him, or discovering his ship's mysterious disappearance. A Sworn Enemy may secretly have planted a tracking device on the ship so that he can find it whenever he needs to.

Third, build the series around a slightly different model. Find a plausible reason to keep the ship near the primary NPC's base of operations. For example, a campaign involving a war or similar conflict might link the character's ship with a particular starbase, where the character's starbase commander Contact lives and works.

Stationing the starship at Earth keeps a character's Chief of Fleet Operations Patron in the series. Alternatively, the nature of the missions in which the Crew engages could be affected by the primary NPC—if one character's Ally is a powerful diplomat, the Crew may often be assigned to assist him with diplomatic missions.

Finally, station the primary NPC on the character's ship. This works best for Rivals and Sworn Enemies. Since starships are often big places, the character and his NPC may not run into each other very often—but the Narrator can always arrange an encounter if necessary. Imagine being put on the same away team or squad with your Sworn Enemy.

GROUP PRIMARY NPCS

Sometimes a character would prefer to have an entire group as an Ally or Contact, or perhaps even a Rival, rather than a single individual. For example, instead of having Admiral Tilamon Dorr, Chief of Starfleet Intelligence, as an Ally, the character has Starfleet Intelligence itself as an Ally—he can call on the entire organization for assistance and support when he needs it.

If the Narrator would like to allow this, the value of the trait should be tripled—Starfleet Intelligence as an Ally would cost 15 Development Points as an Ally or –9 Development Points as a Rival, for example. Of course, the player should provide a very good explanation of how his character established such strong ties to an entire organization.

BENEFITS AND DRAWBACKS

Regardless of whether they are bought as advantages or disadvantages, primary NPCs offer certain benefits, and the Narrator can use these to expand the effectiveness and story potential of the NPC(s). For one thing, primary NPCs often have friends, Contacts, and resources of their own which they can access on behalf of (or to use against) the character. These "friends of a friend" can spark episodes by telling the primary NPCs about some problem, which the primary NPC passes on to the Crew to solve.

For another, primary NPCs provide many options (beyond their basic use as described in the core rulebook) for assisting or opposing the Crew. Suppose one Crew member has a Sworn Enemy who is Klingon. Since "the enemies of my enemy are my friends," the Crew member (and, by extension, the Crew, and perhaps even their entire ship) can count that Klingon's enemies within the Empire as their allies.

On the other hand, even advantageous primary NPCs provide a few drawbacks to the character. An Ally's or Contact's enemies can easily become the Crewman's enemies. The Crewman may be assumed to be a part of any plans or plots his primary NPC hatches. The primary NPC's disadvantages may end up tarnishing the Crewman by association. A clever Narrator should be able to concoct all sorts of episodes this way.

COMMENDATION (REVISED)

This section expands and modifies the list of Commendations presented in the core rulebook. Originally, a commendation merely served as "bragging rights" for a character, but provided no concrete advantage to game play. But what about Captain Kirk, who earned the Palm Leaf of Axanar Peace Mission while still a cadet? Shouldn't he have earned some Renown for this? Now, with this revised version, characters earn some Renown along with their commendation. Narrators should decide whether to use the optional version of this advantage, or the original, in their series.

COST

The cost in Development Points to buy one of these awards as an advantage.

RENOWN

This indicates the amount of Renown the character receives when choosing this advantage during character creation. Players who desire that their character earn more Renown should buy the advantage Famous Incident.

REWARDS

This provides guidelines to Narrators who wish to give out Commendations as a result of good roleplaying. The amount listed indicates the suggested Renown award—typically for a single action—that might qualify a character for the Commendation. For example, Ensign Sito valiantly risks her own life dragging an injured officer from a burning bridge, and the Narrator awards Sito 6 Initiative Renown. In addition, she receives the Kragite Order of Heroism. See the *Star Trek: The Next Generation RPG* Core Rulebook, page 181.

SPECIAL AWARDS

Some Starfleet commendations are simply so prestigious they may not be purchased using Development Points. They are listed here for the Narrator's convenience.

A SELECTION OF UFP AND STARFLEET AWARDS

Christopher Pike Medal of Honor: Considered by most Starfleet officers to be the highest award Starfleet can bestow, the "Pike" is given to officers who display bravery, valor, and devotion to the aims and ideals of Starfleet above and beyond the call of duty. The Pike is very rarely awarded.

Gold Palm: The Gold Palm is awarded to crewmen (primarily enlisted men) who stay at their stations and do their duty even in times of extreme peril and personal danger. Especially meritorious service earns the further distinction of a cluster. An enlisted man who receives a Gold Palm is usually regarded as "on his way up" into the ranks of officers (usually Command).

Grankite Order of Tactics: This award is given to Starfleet officers who display clever and creative tactical thinking in battle, thus enabling Starfleet to win battles it might otherwise have lost (or which would have cost it more lives). For particularly noteworthy accomplishments, or multiple clever tactical actions during a single battle, the "Class of Excellence" ribbon may be appended to the award.

Kragite Order of Heroism: Starfleet gives this commendation to officers who display special bravery or courage during conflict. The name comes from a possibly mythic Tellarite battle against a people called the Krag, who were defeated only because of the great martial prowess displayed and sacrifices made by Tellarite warriors at the final Battle of the Krags.

Legion of Honor: Officers who display devotion to Starfleet above and beyond the call of duty, and who, through flawless performance of their jobs, improve the lives of Federation citizens often receive this award.

Medal of Honor: Starfleet awards the Medal of Honor to officers who have taken command following the death or incapacitation of their commanding officer and carried on with the duties of command in a manner reflecting positively on both their former commander and Starfleet. It may also be awarded in similar instances where an officer displayed unusual initiative and drive in carrying out his duties during a crisis (such as a medical officer who takes the initia-

AWARD	RENOWN	REWARDS
COMMENDATIONS		
COMMENDATIONS COST 1 DEVELOPMENT POINT		
Grankite Order of Tactics	2 Skill	4 Skill
Kragite Order of Heroism	2 Initiative	6 Initiative
Preantares Ribbon of Commendation (Second Class)	2 Discipline	4 Discipline
Space Exploration Medallion	2 Openness	4 Openness
Starfleet Citation for Conspicuous Gallantry	2 Openness	4 Openness
MINOR AWARDS		
MINOR AWARDS COST 2 DEVELOPMENT POINTS		
Gold Palm	4 Discipline	4 Discipline
Grankite Order of Tactics (Class of Excellence)	4 Skill	6 Skill
Legion of Honor	4 Openness	6 Openness
Medal of Honor	4 Initiative	6 Initiative
Palm Leaf of Axanar Peace Mission	4 Openness	6 Openness
Preantares Ribbon of Commendation (First Class)	4 Discipline	6 Discipline
Service Award	N/A	N/A
Silver Palm	4 Skill	4 Skill
MAJOR AWARDS		
MAJOR AWARDS COST 3 DEVELOPMENT POINTS		
Gold Palm (with Cluster)	6 Discipline	6 Discipline
Silver Palm (with Cluster)	6 Skill	6 Skill
SPECIAL AWARDS		
Medal of Honor (with Clusters)		8 Skill
Christopher Pike Medal of Honor		8 Skill
Star Cross		8 Initiative
UFP Medal of Valor		N/A

tive and finds a cure to a plague rather than just treating the victims). For particularly noteworthy service, clusters may be added. Because this medal resembles an open hand inside a sun, Starfleet officers often call it the "Sunny."

Palm Leaf of Axanar Peace Mission: Named after the gallant, and ultimately successful, effort to bring peace to the Federation and preserve its union following the Battle of Axanar in the 2250s. It is given to Starfleet officers who serve with distinction on crucial diplomatic missions and whose personal efforts help to ensure the success of the mission.

Preantares Ribbon of Commendation: Named for an early Starfleet captain, Ertor Preantares of Alpha Centauri, the Preantares Ribbon is awarded to officers (primarily captains and first officers) who show extreme devotion to the welfare of their ship and crew and thus, by extension, to the Federation as well. The typical award is the Second Class ribbon. The First Class ribbon is normally awarded posthumously to officers who sacrificed their lives to save their ships, but may also be awarded to those who display a willingness to do so, even if they live through the experience.

Service Award: This award is similar to the Preantares Ribbon in nature, but is awarded to any crewman, and often for somewhat lesser deeds. Like the Preantares, it is often given posthumously.

Silver Palm: Officers who make important scientific, technical, military, or other discoveries are often awarded the Silver Palm in recognition of their accomplishments. Particularly noteworthy or valuable discoveries are noted with a cluster.

Space Exploration Medallion: Generally considered the most easily obtainable commendation awarded by Starfleet, the Space Exploration Medallion is given to virtually every officer after he completes two years in Starfleet without having received any black marks on his record. Because it resembles (in a highly stylized fashion) a bird set against the stars, officers jokingly call it the "Great Bird of the Galaxy."

Star Cross: This award recognizes the ability to solve problems (especially military problems) with unusual and creative solutions. While sometimes awarded for a single incident, it is usually given to officers who have shown years of initiative and insight in carrying out important and dangerous duties. Made of gold-pressed latinum set with diamonds, it is Starfleet's most eye-catching commendation.

Starfleet Citation for Conspicuous Gallantry: As its name indicates, the "red badge of courage" (so called because it consists of a red barlike device) is given for displays of gallantry, bravery, and valor.

UFP Medal of Valor: This award is something like the Starfleet Citation and the Medal of Honor, all rolled into one. The Federation Council awards it to recognize years of valorous service to Starfleet and the Federation.

Enlisted Personnel

Most of a starship's or starbase's staff consist of enlisted personnel. These people carry out the day-to-day operations and maintenance that allows Starfleet to function. Enlisted personnel man the photon torpedo launchers during a red alert, treat minor scrapes and burns in sickbay, keep the ship's shuttlecraft in peak working condition, and keep the transporter stations manned at all hours of the day. These, and many others like them, are the tasks enlisted personnel find themselves responsible for every day.

Enlisted Personnel in Starfleet

The people among the enlisted ranks are not Starfleet officers. A Starfleet officer undergoes years of training and then receives a commission from the President of the Federation, while an enlisted crewman does not. Starfleet officers have a heavy duty and responsibility to bear, upholding the tenets of Starfleet and the Federation. Enlisted personnel have the same duty, but to a lesser degree.

Commissioned officers command the enlisted personnel, while the enlisted ranks perform the vast majority of tasks that keep Starfleet operational. Many of these jobs are unsuited to officers: A crewman first class repairing the replicators in a crew lounge frees up an officer to conduct research on an irregular cepheid variable, monitor critical systems on the bridge, or perform experiments in the lab.

The biggest difference between enlisted and commissioned officers is their degree of specialization. Commissioned officers attend four years at Starfleet Academy. Enlisted personnel attend a one-year abbreviated enlisted training program and specialist school at Starfleet Academy, where they learn the basic skills needed to function in Starfleet, as well as instruction focusing on a specific area of training. Thus, enlisted personnel do not learn as broad a curriculum as their commissioned brethren do.

No matter how high in rank an enlisted noncommissioned officer rises, a fully commissioned officer always outranks him. A mere Ensign outranks a Master Chief Petty Officer, even though the master chief may be a twenty-year veteran of Starfleet. In such an instance, however, the ensign would be wise to heed the advice of the highly skilled and experienced master chief. Inversely, noncommissioned officers may hold command over a commissioned officer in only the most unusual of circumstances, and, in instances where separated from the chain of command, the commissioned officer assumes authority, regardless of relative experience.

Despite these differences, many Federation citizens elect to join Starfleet as enlisted crewmen. First, Starfleet requires its future officers to pass a rigorous entrance exam (even Wesley Crusher had to try twice), and the Academy has a limited number of spaces in each entering class. The enlisted ranks have no such limitations. Those hopeful applicants who fail to meet the Academy's requirements can still join Starfleet in the enlisted ranks.

Second, crewmen do not have an officer's long-term commitment to Starfleet; many officers choose a career in Starfleet. An enlisted crewman serves a four-year tour of duty and at the end of the tour has the option to leave or stay for another tour. Enlisted personnel receive specialized job training to perform their duties, learning valuable skills for a future life in the civilian sector. Finally, many people would prefer not to attend a four-year program before they embark on their adventure in space. The prospect of travel, discovering strange new worlds, or just seeing the galaxy is one of the many reasons why species all over the Federation join the enlisted ranks of Starfleet.

Ultimately, serving in Starfleet, in any capacity, is an honorable burden, and one of the greatest opportunities a person can undertake. The chance to serve aboard a vessel such as the *Enterprise*, even as an enlisted crewman, is a dream for many who are willing to work hard to achieve it. Life may be at times unglamorous, but in the end many find the commitment worth it.

Recruitment

Enlisting in Starfleet is an easy process. Recruiting facilities across the Federation accept applications throughout the year, and new recruits are never in short supply. Admission depends upon both written and oral aptitude examinations. Though not nearly as extensive as the examinations for officers, these tests still require a degree of competence.

Upon acceptance, new recruits arrive at Starfleet Academy to begin their training. The process lasts for one year, and begins with basic procedures and protocols. After learning the essentials of life in Starfleet, training continues with rudimentary communication skills for nonhuman species, and with Starfleet regulations for everyone. Basic fighting skills and small equipment usage round out this introductory training. Recruits then attend their specialist schools, where they learn the necessary skills to perform their future duties.

Throughout their stay at the Academy, personnel work, eat, and sleep together, forging an esprit de corps among crewmen. Finally, at the end of this year, recruits graduate at the rank of Crewman and are sent off on their first tours of duty.

Duties

As mentioned above, enlisted personnel of various ranks round out most of a ship's or facility's crew complement. Among other things, they handle routine repairs, round out security teams, maintain ship functions, monitor scientific experiments, and act as specialists for certain missions. For every Chief Engineer and Chief Tactical Officer, hundreds of enlisted crewmen see to the daily operations within their departments—computer systems analysts, phaser technicians, and physicians' assistants, to name a few.

Though specifically trained in fields relative to his job function, through experience an enlisted character could expand his expertise into other fields. Often,

ENLISTED CREW POSITIONS

OPERATIONS

Computer Specialist—monitors computer core

Sensor Specialist—calibrates main deflector array and lateral sensor platforms; maintains probes

Shuttlecraft Pilot—operates shuttlecraft

ENGINEERING

Computer Technician—maintains computer operations; repairs LCARS terminals and control panels; maintains ODN network

Environmental Technician—maintains inertial dampeners, gravity systems, and life support

Shuttlecraft Technician—maintains all shuttlecraft (shipboard and visiting) and hangar bays

Structural Technician—maintains the space frame, superstructure, hulls, and bulkheads

Transporter Specialist—maintains and repairs transporter systems; operate transporters

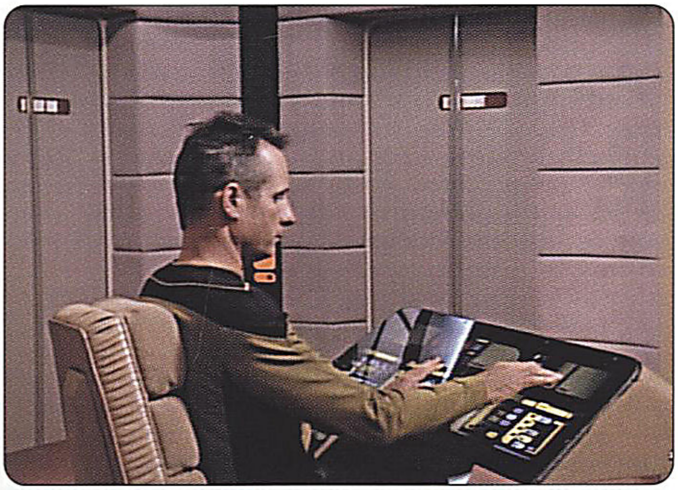
Warp Drive Technician—calibrates the matter/antimatter flow matrix; maintains the deuterium tanks and antimatter pods; or repairs plasma transfer conduits

SECURITY

Security Guard—patrols sensitive areas; provides security in appropriate situations

Phaser Specialist—mans phaser banks; provides maintenance and repair to phasers and related systems

Photon Torpedo Specialist—mans photon torpedo bays; catalogs photon torpedo inventory; maintains and repairs launchers and related systems



this is how such characters advance to Chief and attain higher ranks.

OPERATIONS

By far the largest percentage of the enlisted ranks is devoted to operations, the people who run any number of key systems aboard a starship. From a shuttlecraft pilot to the transporter chief, the operations specialists are intimately familiar with their equipment. The communications specialist knows the intricacies of the communications array, while the sensor specialist maintains the various long-range, lateral, and navigational sensor arrays on board a ship. Although Starfleet officers are familiar with a wide range of operational equipment, the operations specialist is dedicated to a specific area of expertise.

Engineering, a subdivision of Operations, is responsible for maintaining ships' systems at peak efficiency. From the simple job of keeping hallways lit to replacing faulty gravity deck plating, the maintenance specialists and their teams go over their starship on a daily basis, fixing the smallest item. It requires hard work and dedication for a career below deck, but every time a system runs without a hitch, it's a personal affirmation to the technician who last repaired it. An engineering technician often becomes quite attached to his area of a ship, taking it personally anytime it suffers a disparaging comment.

Finally, Security, another subdivision of Operations, sees to the security of the vessel or facility, as well as its personnel. Enlisted persons in this section form the bulk of the security details and staff the various defensive systems on board. These individuals bravely risk their lives to ensure the safety of their fellow crewmates.

SCIENCES

Starships and bases typically host a wide variety of scientific experiments, and thus usually berth a number of Starfleet scientists across many disciplines. Officers in the science division typically oversee a specific department–exobiology, vulcanology, anthropology–or perform experiments crucial to the advancement of knowledge in their field. Lab technicians and science specialists support these scientific activities by monitoring experiments, logging data, and performing research. Typically these specialists have a background in science (the equivalent of a Bachelor of Science) and join Starfleet's enlisted ranks to obtain valuable experience.

Like science specialists, medical specialists use their Starfleet experience to expand their own skills. A young, hopeful medical student, unable to enter Starfleet's Medical Academy, could instead enlist and serve aboard a starbase, using his valuable training knowledge to gain practical experience. Medical technicians and specialists serve as orderlies and nurses, performing triage, running tests, and treating minor injuries and ailments; some become corpsmen, enlisted crewmen trained to provide basic emergency medical care and general first aid.

COMMAND

Administrative specialists can be found in nearly any department, from sickbay or main engineering to the Judge Advocate General's office, performing any number of administrative tasks. They file reports, act as clerks, and generally keep everything running smoothly.

Starships have more than their fair share of administrative specialists, even a special assistant to the captain, called the yeoman. Supply and requisition personnel specialize in logistics, obtaining valuable spare parts and supplies difficult to replicate, as well as staff a starship's or starbase's cargo bays. Finally, much as yeomen assist their captains, diplomatic aides support officers as couriers, assistants, and secretaries.

RANKS

Enlisted personnel have a rank structure similar to that of officers, where higher-ranked enlisted personnel command the lower-ranked personnel beneath them. Promotion through the ranks is not difficult; in many cases all that is required is to serve in Starfleet for a minimum number of years to achieve the next rank.

RANKS

Recruit
Crewman Second Class
Crewman First Class
Petty Officer Third Class
Petty Officer Second Class
Petty Officer First Class
Chief Petty Officer
Senior Chief Petty Officer
Master Chief Petty Officer

RECRUIT

Recruits are only found within Starfleet Academy while personnel undergo training. Upon completion of the year-long training program, they receive an automatic promotion to the rank of Crewman Second Class, and in some cases can quickly distinguish themselves and attain the rank of Crewman First Class straight out of the Academy. The recruit has no rank insignia.

CREWMAN SECOND CLASS

The lowest rank of the enlisted personnel, the crewman can also be referred to as "Specialist." Upon graduating Starfleet Academy all enlisted personnel hold this rank. The crewman is overseen by petty officers and has limited duties, usually seeing to a specific system or area of function.

CREWMAN FIRST CLASS

Similar to a Crewman Second Class, these crewmen are given slightly more responsibility and are more knowledgeable in their fields. Crewmen do not oversee any other enlisted personnel and report to petty officers above them. Characters, at the discretion of the Narrator, may start play at this rank at no additional cost.

PETTY OFFICER

There are three ranks of Petty Officers: third, second, and first. A petty officer should not be confused with a commissioned officer in Starfleet, such as a Lieutenant or a Warrant Officer. The term petty officer still refers to an enlisted person.

Petty officers are referred to as non-commissioned officers, or NCOs, because they frequently oversee several enlisted crewmen in their departments, and are trained to do so. Most petty officers report to a Chief Petty Officer or sometimes a commissioned officer. A petty officer undergoes more rigorous training, or has risen from the enlisted ranks to his current position.

CHIEF PETTY OFFICER

The Chief Petty Officer (CPO) oversees large groups of petty officers and departments underneath him. These NCOs have typically served within Starfleet for some time and are quite skilled. When one becomes "chief" he garners a measure of respect for his accomplishments and proficiency. Chief petty officers are sought out for their specialized knowledge.

SENIOR CHIEF PETTY OFFICER

Much like the Chief Petty Officer, the Senior Chief oversees departments of large numbers of enlisted personnel. Senior chief petty officers are few in number, have served in Starfleet for a long time, and are experts in their fields. A senior chief could be viewed as the enlisted equivalent of a commander.

MASTER CHIEF PETTY OFFICER

The highest ranking in the enlisted branch, the Master Chief has served with distinction for many years. A handful of master chiefs serve within Starfleet, all acknowledged leaders in their fields and commanding the respect of those beneath them. Such NCOs oversee important departments and can enjoy treatment almost like that of a distinguished officer.

WARRANT OFFICER

Even though Warrant Officers are considered commissioned officers, the description of this rank appears here since they are drawn exclusively from the ranks of enlisted personnel.

The Warrant Officer (WO1), and the ranks that follow it, are a special form of commissioned officers bridging the gap between enlisted personnel and officers. Only Chief, Senior Chief, or Master Chief Petty Officers can apply to the warrant officer ranks. Admission to the Officer Candidate School for warrant officers has certain restrictions and requirements, but not as stringent as those for regular officers. A warrant officer has rank over all enlisted personnel,

and frequently takes charge of large divisions or departments of these crewmen. Regular commissioned officers, such as an ensign, hold rank over a warrant officer.

CHIEF WARRANT OFFICER

There are three grades (not classes) of Chief Warrant Officers (CWO) ranging from two to four. Traditionally, very little difference exists between a CWO2 and a higher-ranking CWO, aside from more responsibility and a longer career path. Like Chief Petty Officers from the enlisted ranks, it is not uncommon to refer to a chief warrant officer simply as "Chief." Chief warrant officers can command departments, but never a vessel or facility except in the direst of emergencies, when no other commissioned officers are available.

Creating Enlisted Personnel

The inclusion of enlisted personnel provides an additional option to players and Narrators for their *Star Trek: The Next Generation* series. Although enlisted personnel, by virtue of their training and Starfleet's less stringent admissions requirements, are not as skilled as traditional officer player characters, they make valuable members of any crew. An enlisted character can be as knowledgeable and effective as any officer–perhaps more so.

For players, the additional challenge of playing an enlisted character may be an appealing draw as they advance through the ranks, perhaps aspiring to one day "make good" and become an officer. A cadre of enlisted characters could work together, much like the junior officers in a "Lower Decks" series based on the *Next Generation* episode of the same name.

The ***ST:TNG Narrator's Toolkit*** provides advice regarding such a series. An enlisted character, considered an expert in his field, can also serve as a mentor or sounding board for other player characters, even though they may be officers. You might play a chief petty officer who served during the war with Cardassia, and provide guidance on tactics, Starfleet regulations, or Cardassian culture. Chief O'Brien, transporter chief on the *U.S.S. Enterprise*, provides an excellent example of the roleplaying opportunities for enlisted characters in *Star Trek*.

Creating an enlisted character differs slightly from the rules presented in the *Star Trek: The Next Generation RPG* Core Rulebook. After considering your character's concept, choose a Species Template for your character from pages 64-65 of the core game book or other *Star Trek: The Next Generation RPG* supplements. Next, select an Overlay for your enlisted character related to his profession. These Overlays use far fewer points than those of officers to reflect their shortened stay at Starfleet Academy.

Enlisted personnel are quite specialized because of their abbreviated training, so make sure to think through what exactly the character's responsibilities will be. Although the Overlay you choose will strongly define your character, it is only a starting point, as characters grow beyond their initial training.

Create the background for your character, as described in the *ST:TNG RPG* Core Rulebook (pages 74-76). Enlisted characters spend 5 points during the Early Life development stage either to purchase an Early Life package or spend the Development Points on the listed available attributes, skills, advantages, and disadvantages. Players can use the Background History stages presented in the *ST:TNG RPG* Core Rulebook, or the expanded charts described in *Chapter Two* of this book.

Instead of Academy Life History, enlisted characters use the Enlisted Training Programs on page 90. The majority of skills learned through this program appear on the Overlays; this stage of Background development details your character's other experiences while attending the Academy. Enlisted Training differs considerably from the skills taught to officers, so these characters receive only 3 points to spend on packages or skills, advantages, and disadvantages. Enlisted personnel have no Cadet Cruise.

Finally, establish your character's Starfleet service prior to beginning play. Some players may choose to portray a character fresh out of enlisted training, at the early part of his career, while others may elect to play a veteran with years of service under his belt. Consult the Tour of Duty History table on page 73 of the *ST:TNG* Core Rulebook, or the expanded tables in *Chapter Two* of the ***ST:TNG Players' Guide.*** Either select a Package or spend the Development Points on available attributes, skills, advantages, and disadvantages. Each tour lasts four years.

Enlisted characters begin play as Crewmen First Class unless the player purchases the Promotion (Enlisted) Advantage during character creation. These costs are not cumulative; a 1 point Promotion is equal to the rank of Petty Officer (Third or Second), and 3 points of Promotion is equal to the rank of Chief Petty Officer. The ranks higher than Chief should be quite rare, especially aboard a starship. Players who want to portray enlisted characters with a higher rank, however, could choose multiple tour of duty packages to represent the character's extensive service with Starfleet; consult with your Narrator beforehand.

ADMINISTRATIVE SPECIALIST

Within the scope of Starfleet many personnel see to the administration of day-to-day activities and personnel. Administrative specialists can be found throughout a ship's or base's complement, maintaining records and pushing through "paperwork." On board a starship the Captain's Yeoman would be an example of an administrative specialist.

Administration (choose two Specializations) 1 (2) and (3)

Computer (choose Specialization) 1 (3)

Dodge 1

Energy Weapon (Phaser) 1 (2)

Language

    Federation Standard 1

Law (Starfleet Regulations) 1 (2)

Shipboard Systems (choose Specialization) 1 (2)

Or

Fast Talk 1 and +1 Logic or Perception Edge

DIPLOMATIC AIDE SPECIALIST

These specialists are attached to diplomatic branches throughout the Federation to assist diplomats and ambassadors as needed. Familiarity with the local culture makes them valuable couriers and assistants.

Charm (Influence) 1 (2)

Culture (choose Specialization) 1 (2)

Diplomacy (choose Specialization) 1 (3)

Dodge 1

Energy Weapon (Phaser) 1 (2)

Language

    Federation Standard 1

    choose Species 1

Law (Starfleet Regulations) 1 (2)

ENGINEERING SPECIALIST

This specialist focuses on varying engineering specialties critical to the operation of Starfleet's starships and facilities. Specialists select an area of expertise, ranging from power systems, propulsion, or computer systems to communications, weapons systems, and environmental systems, to name a few. Whenever a replicator needs repair, a phaser inverter needs replacement, or a damage control crew races to fix a blown phaser coupling, these technicians can be found.

Dodge 1

Energy Weapon (Phaser) 1 (2)

Engineering, Any (choose two Specializations) 1 (3) and (3)

Language

    Federation Standard 1

Law (Starfleet Regulations) 1 (2)

Personal Equipment (Tricorder) 1 (3)

Shipboard Systems (choose Specialization) 1 (3)

MEDICAL SPECIALIST

While Starfleet's doctors treat injured personnel and perform surgical procedures, medical specialists see to the day-to-day operations within a sickbay. Serving as medical assistants, orderlies, and nurses, they assist in the treatment of patients, while corpsmen respond to medical emergencies aboard ship and on away missions. Many aspire to become doctors one day themselves, thus gaining valuable on-the-job training.

Dodge 1

Energy Weapon (Phaser) 1 (2)

First Aid (Wound/Combat Trauma) 1 (3)

Language

   Federation Standard 1

Law (Starfleet Regulations) 1 (2)

Life Science or Medical Science (choose Specialization) 1 (2)

Personal Equipment (Medical Tricorder) 1 (2)

Shipboard Systems (Medical Systems) 1 (2)

OPERATIONS SPECIALIST

The operations specialist operates and maintains a variety of specific equipment and functions, freeing up officers for other duties. Operations specialists handle such equipment as transporters, communications systems, shuttlecraft maintenance, and a wide variety of other tasks. Chief Petty Officer Miles O'Brien was an Operations Specialist (Transporter Systems) aboard the *U.S.S. Enterprise.*

Computer (choose Specialization) 1 (2)

Dodge 1

Energy Weapon (Phaser) 1 (2)

Engineering Systems (choose Specialization) 1 (2)

Language

   Federation Standard 1

Law (Starfleet Regulations) 1 (2)

Personal Equipment (choose Specialization) 1 (2)

Shipboard Systems (choose Specialization) 1 (3)

SCIENCE SPECIALIST

Assisting in the study of strange worlds, ecologies, biologies, and stellar phenomena, the science specialist is dedicated to a specific field of study. Found throughout Starfleet, these personnel conduct research, log results, monitor lab experiments, and lend their knowledge in situations where more broadly trained science officers may be at a loss. It is not uncommon to find a science department made up of enlisted specialists working within it.

Dodge 1

Energy Weapon (Phaser) 1 (2)

Language

   Federation Standard 1

Law (Starfleet Regulations) 1 (2)

Personal Equipment (Tricorder) 1 (3)

Science, Any (choose two Specializations) 1 (3) and (3)

Shipboard Systems (Sensors) 1 (3)

SECURITY SPECIALIST

In what is considered extremely dangerous work, enlisted crew members make up the bulk of security personnel found on Starfleet facilities and starships. Responsible for the security of personnel and equipment, security specialists are trained to defend Starfleet interests wherever their duty may take them. Those not tasked with maintaining security man the various defensive systems on board-deflector shield generators, phaser couplings, and photon torpedo bays.

Dodge 1

Energy Weapon (Phaser) 1 (3)

    (Phaser Rifle) (2)

Language

    Federation Standard 1

Law (Starfleet Regulations) 1 (2)

Personal Equipment (choose Specialization) 1 (2)

Security (Security Systems) 1 (3)

Unarmed Combat (Starfleet Martial Arts) 1 (2)

+1 Strength, Vitality, Dexterity, or Reaction Edge

SUPPLY AND REQUISITION SPECIALIST

While replicators fulfill most requirements, many items can not be efficiently replicated; the power consumption and raw materials required are too demanding, or the specifications too complex, for a replicator to reproduce effectively. In these instances, the supply and requisition specialist fills the order and has the components on hand. When a vessel or facility takes on cargo, supply and requisition specialists see to the proper loading, unloading, and storage of materials.

Administration (Bureaucratic Manipulation) AND (Logistics) 1 (3) and (3)

Dodge 1

Energy Weapon (Phaser) 1 (2)

Fast Talk 1

Language

    Federation Standard 1

Law (Starfleet Regulations) 1 (2)

Material Engineering (Personal Equipment) 1 (3)

ENLISTED TRAINING HISTORY

The character receives 3 Development Points to spend during Academy Life.

Academy Life Packages (each costs 3 Development Points)

Carousing: Streetwise (choose Specialization) 1 (2)

Field Study: Life Science (choose Specialization) 1 (2)

Flight Training: Vehicle Operation (Atmospheric Craft) 1 (2)

Hand-to-hand Training: Unarmed Combat (Starfleet Martial Arts) 1 (2)

Interstellar Relations Class: Diplomacy (Intergalactic Affairs) 1 (2)

Off-world Field Exercise: Vehicle Operation (Shuttlecraft) OR Personal Equipment (Environmental Suit) 1 (2)

Physical Enhancement Class: Athletics (choose Specialization) 1 (2)

Section Leader: Command (Starship) 1 (2)

Thesis Paper: Computer (Research) 1 (2)

Wilderness Survival Training: Planetside Survival (choose Specialization) 1 (2) OR Tracking (choose Specialization)

ATTRIBUTES AND EDGES

Any

ADVANTAGES

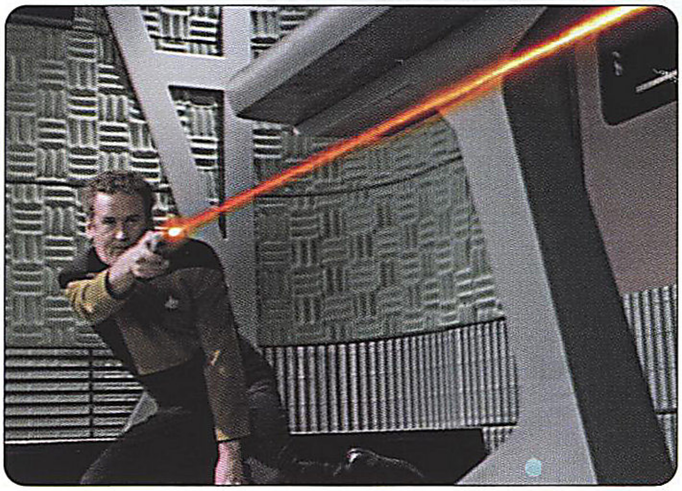
Alertness (+2)
Artistic Talent (+1)
Cultural Flexibility (+1)
Engineering Aptitude (+3)
High Pain Threshold (+2)
Innovative (+1)
Language Ability (+2)
Mathematical Ability (+3)
Promotion, Enlisted (max. Petty Officer Third Class only) (+1)
Scientific Genius (+4)
Sixth Sense (+4)
Synergy (+3)
Tactical Genius (+3)
Zero-G Training (+2)

DISADVANTAGES

Addiction (-1 to -3)
Bad Reputation (-2)
Guilt (-1)
Inept (-1)
Reprimand (-1)
Zero-G Intolerance (-2)

SKILLS

Behavior Modification (Resistance)
Psionic Skills (if applicable)
Security
Shipboard Systems
Streetwise
Throwing
Tracking



NARRATOR CONSIDERATIONS

Playing an enlisted person presents certain roleplaying challenges. Officers have more of a say in the fate of a starship, while enlisted personnel frequently respond to orders rather than exercise their own initiative. That is not to say Starfleet disapproves of or discourages personnel who can operate on their own, simply that enlisted personnel have little room to interpret orders. The chain of command can be stretched at times, as Starfleet values personnel who can operate independently. Generally, senior enlisted personnel (chief petty officers and above) have more freedom and responsibility than a crewman first class, and sometimes command whole departments. These instances are extremely rare, however.

When generating such characters, enlisted characters should be allowed more time "under their belt" to compensate for their lower allotment of Development Points. This provides these characters some measure of experience and competence in an area, allowing them to interact with officers on a more equal footing. Although an officer may hardly ever address a crewman, he could seek out a chief petty officer for an opinion based on his expertise.

Advancement through the enlisted ranks is considerably easier than that of an officer, as evidenced by their Promotion cost. Senior Chief Petty Officer Miles O'Brien exemplifies this type of character perfectly. With a long career as a "working man," his knowledge is unquestioned by those who work alongside him. Officers respect and seekout his recommendations, having confidence in his abilities. Chief O'Brien started out as a transporter chief on board the *Enterprise*, eventually rising to chief of operations on *Deep Space Nine*. An enlisted man like O'Brien could be a cornerstone in any *Star Trek* campaign.

Playing enlisted characters relies heavily upon a group that works well together. When characters are roughly of the same rank or responsibility it is easier to include everyone equally in the episode. Introducing enlisted characters could create a large disparity between characters, with officers taking center stage from lesser-skilled crewmen and petty chiefs. No one likes to be ordered around, and the advice pertaining to captains as player characters applies here as well. (See the ***ST:TNG Narrator's Toolkit***, page 26.) Similarly, enlisted characters with a great deal of skill, earned through years of Starfleet service, often find themselves commanded by less-skilled, but higher-ranked, officers. Here, both players can find common ground, as the officer comes to rely on the veteran enlisted man, perhaps giving him wide latitude, and the enlisted man learns to work with his superior officer.

Troupe style play, as introduced in the ***ST:TNG Narrator's Toolkit***, can be adapted to include enlisted characters. For example, players could play selected senior staff, and also have enlisted characters that provide additional plot hooks and adventuring opportunities. Depending on the situation, some players could play their officers while others use their enlisted personnel to solve a certain crisis.

ENLISTED CHARACTERS AS SUPPORTING CAST

The use of enlisted characters as Supporting Cast allows the Narrator greater flexibility during storytelling. Enlisted characters can perform many duties to make the lives easier (or harder) for player characters. There is no need for officers to make a Shipboard Systems (Transporter) roll every time they transport to the surface when you can just as easily have a transporter specialist perform this routine function. Should an emergency occur—an ion storm affecting the matter stream, for example—one of the Crew can leap to the forefront and take over the console.

Sometimes, no matter how carefully the Narrator plans ahead, the player characters may lack skills they need to resolve a scene or episode. Enlisted personnel, by the very nature of their specialization in a particular area, can step in to provide a hand. Not every Crew member can be an expert in electroplasma systems, Tamarian culture, and exobiology, so the Narrator can include a Supporting Cast enlisted person to help the story along (perhaps lending a hand in a Combined Test). Enlisted characters could even point the Crew members in the right direction, should the players miss a crucial clue. The Crew might not know about a critical coolant leak until a crewman points it out. Enlisted characters should not save the Crew at every opportunity, but could be welcome relief at a crucial time.

Narrators can use enlisted personnel as a third-party plot hook to introduce an episode, perhaps when the player characters' backgrounds prove

ADVANCED CHARACTER CREATION

Players who want to use the Advanced Character Generation method outlined on page 77 of the core rule book receive 91 Development Points to spend (versus the 125 points used for officers). Both methods assume that the character embarks on only one tour of duty posting prior to play.

unsuitable. For example, Crewman Simon Tarses was accused as a Romulan conspirator in the theft of technical data in "The Drumhead" because his paternal grandfather was Romulan, and he failed to disclose this when he joined Starfleet. In "The Wounded," Chief O'Brien provided crucial background information on Captain Maxwell, who embarked on a personal vendetta against Cardassian ships, to Captain Picard. In an episode, if you need a character descended from Romulan stock, a little background information, or something similar, and your group lacks the characters, you can fill the gap with an enlisted person.

Over time, enlisted Supporting Cast characters can become cornerstones of your series, as player characters interact and develop relationships with them. The chief petty officer that helped the Crew readjust the shield harmonics last week could be kidnapped by solanagen-based lifeforms the next. The Crew could come to care about the enlisted character (just as they could any Supporting Cast character). Similarly, an enlisted character could furnish crucial continuity between episodes, providing foreshadowing, background information, or a little light-hearted humor. In the TV series, viewers went from watching Chief O'Brien operate the transporters to witnessing his wedding to Keiko. Obtaining needed background information from, or saving the life of, a regularly appearing character has more impact than simply using a nameless, faceless character.

Finally, over the years, *Star Trek* has used characters to emphasize the danger of a threat. These are, traditionally, nameless security guards beamed down along with an away team. Enlisted personnel provide an excellent target for this storytelling technique, although we recommend reserving this for Supporting Cast enlisted characters.

ADVANTAGE: PROMOTION, ENLISTED (VARIES)

The Promotion (Enlisted) Advantage allows characters to purchase a rank higher than the starting rank of Crewman First Class. Each point of Promotion increases the Promotion advantage until the character crosses the next rank threshold. Note that promotion for enlisted personnel allows a character to be, at the player's option, a Petty Officer Third Class or Second Class at the start of game play by spending one point. During actual play the promotion must advance from one rank to the next as per the chart.

Although considered a commissioned officer, Warrant Officers ranks are included on this chart to reflect their advancement from the Chief Petty Officer ranks. Chief Petty Officer or higher may spend the points to advance directly to Warrant Officer (skipping other ranks) provided they attend Officer Candidate School.

COST	*RANK*
0	Recruit, Crewman Second Class, Crewman First Class
1	Petty Officer Third or Second Class
2	Petty Officer First Class
3	Chief Petty Officer
4	Senior Chief Petty Officer
5	Master Chief Petty Officer
6	Warrant Officer (WO1)
7	Chief Warrant Officer (CWO2)
8	Chief Warrant Officer (CWO3)
9	Chief Warrant Officer (CWO4)

ADVANCED TRAINING PROGRAMS

Chapter Two presents an alternate method for creating characters for the *Star Trek: The Next Generation RPG*. Players who desire can use these rules for their enlisted characters, as well. You might want to create a character with extensive Starfleet service, perhaps attending Starfleet's Diplomatic School or Advanced Medical Training Program in addition to the basic Background History options. Or you may want to create a character who began his career in Starfleet as an enlisted person and worked his way up to officer. Finally, you could use Advanced Training to create a more detailed character, one who attended Officer Candidate School.

As always, discuss your character concept with your Narrator. Narrators should either keep character Development Point totals in balance, or accept a disparity between characters. In a group where one player plays an enlisted character alongside full-fledged officers, for example, the Narrator could provide the former with additional Development Points.

ADDITIONAL EXPERIENCE

The player may want his character to have more experience prior to starting game play, such as attending Starfleet's Advanced Medical Training program. As usual, create your character's past by using the Early Life and Enlisted Training stages. You can then alternate between spending points on Tours of Duty and Advanced Training Programs until all your points are spent. Attendance in these programs occurs throughout a character's career; one does not just leap into three Advanced Training Programs straight out of the Academy. Be sure to spread these programs throughout a character's background. The Narrator can use Advanced Training Programs to allocate a set number of points based on the player's character concept. For example, rather than giving a player 10 extra points, the Narrator could provide "two additional Tours of Duty and one Advanced Training Program."

OFFICER CANDIDATE SCHOOL

A special form of the Advanced Training Program is the Officer Candidate Package. If a Narrator uses Advanced Training in his game, characters destined to become warrant officers should attend Officer Candidate School (see page 30). Characters can only do so once they reach at least the rank of chief petty officer. The player should spend Development Points on the Promotion (Enlisted) advantage until he reaches the rank of chief petty officer. Next, the player receives X points to spend on the Officer Candidate School training program. Upon graduation from Officer Candidate School a warrant officer is commissioned as WO1 and then enters play as normal.

Enlisted personnel that are to become fully commissioned officers also attend Officer Candidate School, but the requirements for entry are different. See page 21 for details on Advanced Training Programs and the requirements. After completing OCS, the enlisted character begins his career anew as a first-year cadet in Starfleet Academy. To create such a character, choose a Template and an Overlay for your character's final position (*e.g.*, Science Officer, Security, etc.). Then create the character's background by selecting an Early Life package, Enlisted Training Package, and perhaps several Tour of Duty packages. Finally, spend points on Officer Candidate School. The character does not use the Academy Life History and Cadet Cruise History charts—the skills appearing on the Overlay represent what you learned at the Academy. Be sure to add an extra four years to your character's age.

For characters attending OCS once the series has started, using Experience Points, the character's Promotion advantage is lowered to 0 to reflect his new commission as an ensign.

Certain Advanced Training Programs are off limits to enlisted personnel and can be attended only by officers. Such schools are indicated in their descriptions.

Psionic Powers

While the Federation harbors a number of innately psionic species, from the peacefully telepathic Betazoids to the psionically adept Vulcans, paranormal powers can also occur in species generally considered nonpsionic. A few rare individuals like the human Doctor Miranda Jones have even developed powers stronger than those of most Vulcans or Betazoids. According to Federation statistics on the subject, roughly one in 10,000,000 of these individuals develop psionic ability in early childhood, as a result of genetic mutation. Sometimes, formerly nonpsionic individuals inexplicably develop paranormal powers after exposure to unusual radiation, advanced technology, or powerful psionic influence.

Twenty-fourth century advances in gene therapy have resulted in the development of experimental techniques that can sometimes grant psionic powers to nonpsionics. Highly unreliable, those who attempt such treatments risk serious, irreversible brain damage or even death. Consequently, the Federation outlawed the technique (along with other genetic alterations), though species outside the Federation, such as the Orions and Cardassians, continue to employ it. Rumors persist that the Orion Syndicate provides psionic-inducing gene manipulation treatments for those both wealthy and foolhardy enough to risk them.

Prejudice against those with psionic abilities, akin to other ignorant hatreds based on skin color, religion, or species, is unknown in the Federation. Embracing the concept of IDIC, the Federation and Starfleet consider those with psionic abilities no different than someone with an aptitude for engineering or science. Due to their potential for abuse, however, many member planets maintain laws governing the use of paranormal abilities. Violating a person's mind, for example, is illegal throughout the Federation. Using a psionic ability in the committing of a more mundane crime is also illegal. Providing Federation military secrets to the Romulans is a serious crime, regardless of whether the thief took the information from a stolen PADD or read it from the mind of a high-ranking official.

The laws governing the use of psionic abilities vary from planet to planet. Those possessing psionics should inquire about the local laws governing the casual use of paranormal abilities when visiting other worlds. Vulcans, for example, consider reading someone else's mind without permission to be both impolite and wrong, but on Betazed the casual use of telepathy is perfectly acceptable and people think little of friends and family reading their minds. Some species unfamiliar with psionic powers, typically those new to the Federation, have few or no rules governing their use.

Psionic Powers in Starfleet

Absolute equality is one of the principles upon which the Federation, and Starfleet, was founded. Any individual who can meet Starfleet's rigorous entrance requirements and complete the Academy coursework

can serve in any position for which he is qualified. The idea of a special division or branch for people with psionic abilities goes against all of Starfleet's principles. Psionic individuals serve throughout Starfleet. While many ship's counselors are telepaths, this is by no means a requirement for the job. Similarly, those with psionics can be found serving as science officers, engineers, or security personnel. Starfleet encourages its personnel to use all of their unique gifts in ways that enhance their effectiveness, regardless of their jobs. This applies equally to a telepath or a mathematical genius.

At the same time, Starfleet recognizes the utility presented by extranormal skills; the ability to sense emotions or read minds aids counselors immeasurably, for instance. As a result, many individuals with psionic abilities end up in branches of the service which allow them to use their particular talents most effectively. A significant percentage of Starfleet cadets who possess Psychometry end up as Science officers who specialize in alien archaeology, since this ability allows them to gain knowledge from ancient artifacts which others cannot. While psionic abilities may enhance a cadet's effectiveness in certain areas, however, the final choice of service branch is always left to the individual.

THE FEDERATION INSTITUTE FOR PARANORMAL APTITUDE

With the rare exception of individuals who have been exposed to rare and dangerous drugs or radiation, only individuals who are born with some level of psionic sensitivity can learn to use psionic powers. Among some species all individuals who are not handicapped in some way possess such powers. However, for humans, Andorians, Bolians, and the vast majority of other humanoid species found in the Federation only a few rare individuals have any degree of psionic aptitude.

Most members of naturally psionic species receive training in their powers as part of their basic education. All Betazoid children learn to use their telepathy at school or at home, for example. People with extranormal abilities who belong to species that normally do not possess such powers must either move to Vulcan or Betazed or seek out some other form of training. The Federation Institute for Paranormal Aptitude (FIPA) was created to help such individuals learn to cope with and use their powers in a productive fashion.

Located on Terra, at the foot of Mount Shasta, in a region known as Northern California, FIPA is staffed primarily by Vulcans, Betazoids, and Napeans. FIPA teaches psionics how to use their existing powers and helps them to learn new abilities. In addition, FIPA educates students about responsibility and respecting other sapients' mental privacy. FIPA has branches on most other major Federation worlds, including Andor, Alpha Centauri IV, and Bolarus IX. Anyone can be tested for psionic potential at FIPA, and individuals who test positive can either attend classes there or, if desired, arrange to have special classes taught at a convenient location.

Most FIPA students are young, since psionic powers typically manifest during early adolescence. Occasionally trauma, stress, or unusual events will trigger psionic powers in older people, however, and they seek training at FIPA as well. Some psionic individuals come to FIPA simply to learn unusual and difficult-to-master powers. Finally, some psionic individuals come to FIPA to seek treatment for maladies stemming from their paranormal abilities. Regardless of age, species, or profession, FIPA welcomes all willing and dedicated students.

GAINING PSIONICS IN CHARACTER GENERATION

Typically, in the *ST:TNG RPG*, if you want to play a character with paranormal powers, you have to play a member of one of *Star Trek*'s psionic species—Betazoids, Cairn, Vulcans, etc. But what if you wanted to play a human telepath, or an Andorian empath? It's certainly within the realm of possibility. In this vein, the character creation system in the *Star Trek: The Next Generatiion RPG* rulebook, while not expressly discouraging this option, doesn't necessarily encourage it, either. FIPA thus provides players with a rationale for giving their nonpsionic characters psionic abilities.

We have rarely, if ever, seen people with paranormal powers from a nonpsionic species in the *Star Trek: The Next Generation* shows. Therefore, it seems unlikely that such characters would be commonly encountered in the *Star Trek* milieu. Both Narrators and players should be careful not to cheapen the value or impact of these rare and powerful skills by allowing them to become commonplace in the series. Ultimately, this is your game.

Narrators should decide whether or not psionics will play an important role in their games. Players and Narrators should work together to provide a rationale for psionic character of nonpsionic species. If Narrators want to include psionics in this fashion, they can use FIPA as their rationale.

Players who want to play psionic characters should take the new Early Life History Package: Psionic. Like all other such packages, this one costs 5 Development Points. Characters from psionic species

EARLY LIFE

Psionic: +1 Psi, Any Psionic Skill 1

FIPA Training: Any two Psionics Skills 1 OR Any one Psionic Skill 2, Obligation -1 OR Rival -1 OR Pacifism -1

may also take this package, which in their case reflects an early interest and aptitude for these abilities. Only characters who do not have a maximum Psi rating of [0] can develop psionic powers. Species who have a Psi [0] on their Templates are incapable of developing psionic powers.

Characters may also choose to take classes at FIPA, typically as part of their Early Life History. Alternatively, a character could choose this package at any time during the Background History stage of character creation, either before or after Starfleet Academy Life; regardless of when it occurs, this package should take the place of a single additional tour of duty. Players should check with their Narrators first.

In addition, during character creation, a player can elect to spend Development Points to choose a Psionic skill. For example, a player could spend three of his eight points during Academy Life on a Psionic skill, rather than on one of the skills listed in a given package.

New Powers

This section adds many new psionic powers to the *Star Trek: The Next Generation RPG*. Narrators can give these powers to Supporting Cast characters, to intrigue or bedevil the Crew, and to represent better some of the unusual powers that Starfleet crews seem to run into with great frequency. Players can choose these powers for their player characters, be they Vulcan, Betazoid, Human, etc.

The vast majority of psionic powers involve the perceiving and affecting of other living beings. Some of these new abilities can be learned only by the members of a single species; to learn others, a character merely requires a basic level of psionic aptitude and sufficient training.

CASCADE ABILITIES

Many of the abilities listed below are extensions of other psionic disciplines. Learning these abilities requires the student to know already and have mastered other, more basic powers. In order to learn Illusion Creation, a character must already know Mind Control. These prerequisites are known as cascade abilities.

To learn a cascade ability, the prerequisite skill must be known at level 3 or higher, since mastery of this prerequisite is necessary before the student can move on to more advanced disciplines. The abilities listed here are arranged in paths, based upon the prerequisites necessary to learn them.

CLAIRVOYANCE

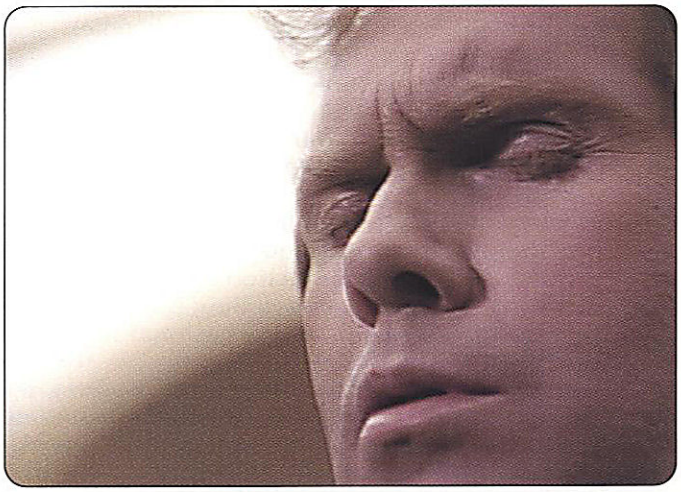
VISIONS

This is the most basic of the clairvoyant talents. A number of psionics develop this ability spontaneously. In its most rudimentary form, the psionic simply receives visions whenever events occur of deep import to them. Such events can be anything from the destruction of a starship many parsecs away to the psionic's mother suddenly becoming desperately ill. These visions arrive without warning and can sometimes be difficult to interpret, due their dreamlike nature. Often information received in this fashion comes as an actual vision, where the psionic sees and hears a complex jumble of images and sounds. Some clairvoyants, however, especially those with Vulcan training, simply know things without understanding the source for their knowledge.

In general, psionics with this ability receive visions when their lives, or the lives of people they love or feel great devotion to, are immediately threatened. War, natural disasters, powerful psionic or temporal phenomena, and similar powerful events also frequently trigger spontaneous visions. Characters who possess only one level of this ability are limited to such spontaneous visions. (Once every one or two episodes, the Narrator should secretly make a Skill Test to determine whether or not the character has a spontaneous vision).

Psionics who know two or more levels in Visions can consciously induce visions about some distant source. It is possible to induce a vision about any well known person or familiar objects like personal possessions or well known locations. Inducing a vision requires the psionic to meditate deeply upon the subject of the vision for at least ten minutes. He can do nothing else during this time. At the end of this time the clairvoyant makes the appropriate test and, if successful, has a vision about the desired subject.

Usually if something of import occurs, or has recently occurred, which involves the subject in some way, the psionic receives a vision relating to this event. If no such event has occurred, then the clairvoyant has some random vision involving ordinary events which might be of interest. The less familiar the



clairvoyant is with the subject, the more difficult it becomes to have a successful vision. Also, these visions concern only the present and the recent past, never the far past or the future.

Routine: Inducing visions about people or objects with which the psionic is intimately familiar. Close friends, beloved family members, hated personal enemies, and personal possessions.

Moderate: Inducing visions about people or objects which the psionic encounters frequently but which have little personal connection to him. Casual friends, acquaintances, fellow crew members on a small starship, and items used occasionally.

Challenging: Inducing visions about someone or something the psionic has interacted with on a few ocasions. Fellow crew members on a large starship.

Difficult: Having visions about unfamiliar subjects. The psionic knows a good deal about the subject, but direct interaction has been largely nonexistent. Famous individuals or starships, and people or places visited long ago fall into this category.

Nearly Impossible: Viewing a subject known only through descriptions, a few holodeck images, or similar second-hand information.

FAR-SEEING

This is a cascade ability of Visions. The effect of this ability is similar to Visions, except the clairvoyant can actually see and hear the target as though physically present. To use this ability the psionic must enter a deep trance. During this trance, the psionic cannot move and becomes unaware of the world around him. If the psionic does not have at least five minutes in which to meditate before entering the trance, or if the psionic does not meditate in a relatively quiet and undisturbed place, increase the difficulty by +2. While the clairvoyant can observe the area around his point of view, it is impossible to view events beyond the target's location (the room next door, for example).

Routine: Viewing people or objects with which the psionic is intimately familiar. Close friends, beloved family members, hated personal enemies, and personal possessions.

Moderate: Viewing people or objects that the psionic encounters frequently but which have little personal connection to him. Casual friends, acquaintances, fellow crew members on a small starship, and occasional items.

Challenging: Viewing someone or something the psionic has interacted with on a few occasions. Fellow crew members on a large starship.

Difficult: Viewing unfamiliar subjects. The psionic knows a good deal about the subject, but direct interaction has been largely nonexistent. Famous individuals or starships, and people or places visited long ago fall into this category.

Nearly Impossible: Viewing a subject known only through descriptions, a few holodeck images, or similar second-hand information.

PRECOGNITION

This is a cascade ability of Visions. With this ability, the clairvoyant can see into the future. Since the future is not predetermined, Precognition is rather limited. It is possible to receive visions only about events which are highly likely. Such events need not ever occur, however. Just because the clairvoyant receives a vision of a Cardassian attempting to assassinate a Klingon diplomat does not mean that the assassination will take place. Instead, such a vision means the assassination has been planned and at this point is likely to occur unless other events intervene. Using this ability, it is possible to change the images of the future seen in a precognitive vision, through some form of intervention.

Like Visions, at level one Precognition works only spontaneously, and involves only incidents of deep importance to the psionic. The degree of warning the psionic receives is usually in direct proportion to both the likelihood of the event and the degree it impacts him. Psionics have been known to receive foreknowledge of nearby natural disasters several days in advance, while a precognitive vision warning of an attack on a close friend often occurs less than an hour before the actual attack. At higher levels the precognitive can induce this ability through mediation. The difficulty of the precognitive vision is identical to those produced using the Visions ability.

Routine: Inducing visions about people or objects with which the psionic is intimately familiar. Close friends, beloved family members, hated personal enemies, and personal possessions.

Moderate: Inducing visions about people or objects the psionic encounters frequently, but which have little personal connection to him. Casual friends, acquaintances, fellow crew members on a small ship, and items used occasionally.

Challenging: Inducing visions about someone or something the psionic has interacted with on a few occasions. Fellow crew members on a large starship fall into this category.

Difficult: Having visions about somewhat unfamiliar subjects. The psionic knows a good deal about the subject, but direct interaction has been largely nonexistent. Famous individuals or starships, and people or places visited long ago fall into this category.

Nearly Impossible: Viewing a subject which is known only through descriptions, a few holodeck images, or similar second-hand information.

EMPATHY

EMPATHIC ATTACK

This is a cascade ability of Projective Empathy. "That which can be used to heal can be used to cause harm." While many empaths are gentle healers, other can be ruthless manipulators or even valiant warriors. By focusing his rage, hatred, and other negative feelings at a single target, the empath can literally harm the target with these emotions. The empath disrupts the target's neural energy, causing it to flow in damaging feedback loops and producing neural damage and internal injuries.

Using this ability requires intense concentration; if the empath is seriously distracted, such as during a fight, increase the difficulty by +3. The empath must be able to sense the target clearly to use this ability. Sane Vulcans never learn this ability.

Routine: Producing a Stunned level wound in a target.

Moderate: Producing an Injured level wound in a target.

Challenging: Producing a Wounded level wound in a target.

Difficult: Producing an Incapacitated level wound in a target.

Nearly Impossible: Producing a Near Death level wound in a target.

EMPATHIC HEALING

This is a cascade ability of Receptive Empathy. Instead of simply receiving emotions, the empath can now literally take pain and even physical damage from the subject. In effect, the empath shares his neural energy with the subject and helps the subject to heal. While the healing produced by this power seems miraculous, it comes at a serious cost.

During the healing process, the empath directly experiences the pain and damage felt by the patient. In addition, when healing serious wounds, the empath shares so much of his life energy that it actually damages him. The empath receives damage equal to two wound levels less than the wound he heals (*e.g.*, healing a Wounded character causes the Empath Stunned damage).

Empathic healing takes approximately ten minutes of uninterrupted concentration, during which the empath must physically touch the patient. At the end of this time, the subject is completely healed. Interrupting the empath in the middle of this procedure is highly dangerous for both the patient and the empath; the empath suffers the damage as described above, but the target heals none of the damage.

Routine: Healing a Stunned patient.

Moderate: Healing an Injured patient.

Challenging: Healing a Wounded patient. This level of healing costs the empath one health level.

Difficult: Healing an Incapacitated patient. This level of healing costs the empath two wound levels.

Nearly Impossible: Healing a patient of who is Near Death. This level of healing costs the empath three wound levels.

MIND SHIELD

PSIONIC NEGATION

This is a cascade ability of Mind Shield. Possibly because of their widely renowned will and determination, this ability can be learned only by humans. Using Psionic Negation, it is possible to make yourself and anyone or anything nearby temporarily

immune to psionic effects. In addition to being immune to Mind Meld and Telepathy, this ability can make the user and nearby people or objects immune to Telekinesis, Visions, or any other psionic ability. Characters use Psionic Negation to make Opposed Tests when resisting Psionic skills. In addition, they can extend this protection to someone else by making a Moderate test. This extended resistance lasts a full scene, generally no more than an hour or two. This protection is broken if the psionic sleeps or becomes unconscious.

If the psionic succeeds in a Difficult test he can temporarily disable another psionic's powers. If this test is successful, the target cannot use any Psionic powers for the next 5 rounds. By making a Nearly Impossible test, the psionic can disable another psionic's powers for one hour. The psionic must be able to sense the target clearly to use this ability to disrupt the target's powers.

Reflective Mind Shield

This is a cascade ability of Mind Shield. Like Mind Shield, this ability protects the user from unwanted psionic intrusions. However, if the psionic succeeds in an Opposed Test against this intrusion, any psionic ability used against him is reflected back at the attacking psionic. A Telekinetic Blast would instead damage the attacker, while a telepathic message directed toward the user of the Reflective Mind Shield would instead affect the person sending it. Reflected telepathic and empathic effects usually result in the attacker becoming confused for several turns.

PROJECTIVE TELEPATHY

Illusion Creation

This is a cascade ability of Projective Telepathy. With this ability, the psionic creates convincingly realistic illusions. This could range from altering a person's or an object's appearance to creating a full sensory landscape. The psionic is capable of a wide variety of effects: creating a phaser when none exists, hiding an isolinear chip by disguising its presence (or making it "invisible"), making a starship corridor look like a wild and verdant jungle. All such sensory impressions, albeit realistic and seemingly tangible, are purely psionic in nature. Sensor scans or holographic images taken of the illusion will not register its existence (thus, the illusory phaser is not present, the invisible chip remains visible), though a properly calibrated tricorder will detect the presence of high levels of psionic energy.

To maintain an illusion requires the full concentration of the psionic character. Distractions increase the difficulty number for the Illusion Skill Test. Similarly, the number of minds affected by the illusion (*i.e.*, the number of targets) increases the difficulty as well. Narrators should consult the number of minds on the Psionic Skills Modifiers table and treat the modifier as a plus (rather than a negative). Thus, affecting four people with Illusion increases the difficulty by +2, instead of the listed -2.

The simplest illusions involve minor alterations in the appearance of a person, object, or location, such as making something appear to be aflame or disguising someone with a moustache. The user must have something to work with, something to focus on, and the illusion should be easily conceived of. More complex illusions incorporate larger, more detailed alterations.

This ranges from extensive alterations in appearance, such as disguising someone as another person or a different species, to creating objects out of thin air. It is also possible to alter completely someone's speech and actions. A captain calmly asking an officer for a report can be made to seem like an enraged madman ordering the officer's immediate imprisonment. The most complex illusions involve wholesale alteration of the environment. The target sees, hears, and feels all aspects of the illusion.

Damage caused as a result of an illusion is similarly illusory. In short, the character feels no pain, nor suffers damage. In fact, having an illusion attack a target is a sure way to spoil the illusion and alert the target that something fishy is going on. A raging fire made to appear in a corridor will cause the target to recoil in fear, but will not "burn" him. With an increase in the difficulty level, however, the target could be made to feel psychosomatic pain. Now the fire does not burn, but the target believes he is being burned.

Assign damage as normal, but do not apply the wound level effects (see *ST:TNG RPG* pages 132-133). When the character accumulates enough damage to kill him, the character dies—of shock. Increasing the difficulty once again, the illusion becomes tangible; the target believes the illusion so completely as to suffer actual damage (apply damage as normal).

The Narrator should be careful when assigning Difficulties. The player should describe precisely the effect he's after. Creating a small fire might be Routine. Creating a bridge engulfed in flame might be Difficult or Challenging. On the other hand, creating a small fire that causes a person's skin to blister (and cause physical damage) would increase the Difficulty, as well. Some alien species are more proficient with this ability than others. For the Talosians or

Hakaanans, for example, these complex effects might be easier than for, say, a Vulcan or Human. As always, let the story be your guide.

Routine: Creating minor alterations in the appearance of a single existing being or object no larger than an ordinary humanoid. Example: disguising a human as a Klingon or altering the appearance of a control panel.

Moderate: Creating a single small independent alteration. Example: creating the sound of a distant scream or the image of a guard drone hovering nearby.

Challenging: Significantly altering the appearance of up to half a dozen humanoids, or altering the appearance of a single area no larger than a Starfleet shuttlepod.

Difficult: Creating the images of no more than half a dozen humanoid-sized beings, or of a single area no larger than a Starfleet shuttlecraft.

Nearly Impossible: Completely altering the subject's sensory environment. Example: making a starship bridge look, feel, and sound like a barren desert.

INDUCE TRANCE

A cascade ability of Projective Telepathy, this ability allows telepaths to confuse and distract a single subject temporarily. The psionic selects a single target and projects a barrage of confusing and hypnotic images into his mind. If the skill test is successful, the target becomes temporarily disoriented, entering a relaxed, almost hypnotic state. All attempts to use additional psionic powers on a subject in this state receive a –2 to their difficulty.

The subject remains in this state only as long as long as the psionic can perceive the subject and concentrate on using this ability. While using this ability, the psionic can only walk, talk quietly, and use other psionic abilities on the subject. Performing any other actions requiring significant concentration will break the trance. Subjects come out of the trance one round after the psionic ceases using this ability.

Loud noises, shoving the target, or other significant disturbances require the psionic to make another test to keep the subject entranced. Picking up, man-handling, or physically harming the subject breaks the trance completely. If the target is sleepy, bored, or otherwise distracted or inattentive reduce the difficulty number for this ability by –2. If the target is wary or suspicious the difficulty number is increased by +2. This ability cannot be used on targets performing complex physical or mental tasks like piloting a vehicle, combat, or even running.

Routine: The target belongs to one's own species.

Moderate: The target belongs to another humanoid species.

Challenging: The target is a nonsentient animal.

Difficult: The target belongs to a completely alien species.

Nearly Impossible: Inducing a trance in the Q.

MIND CONTROL

Mind Control (main rulebook pp. 98-99) is now a cascade ability of Projective Telepathy. The psionic effectively sends thoughts to alter a target's perceptions and actions.

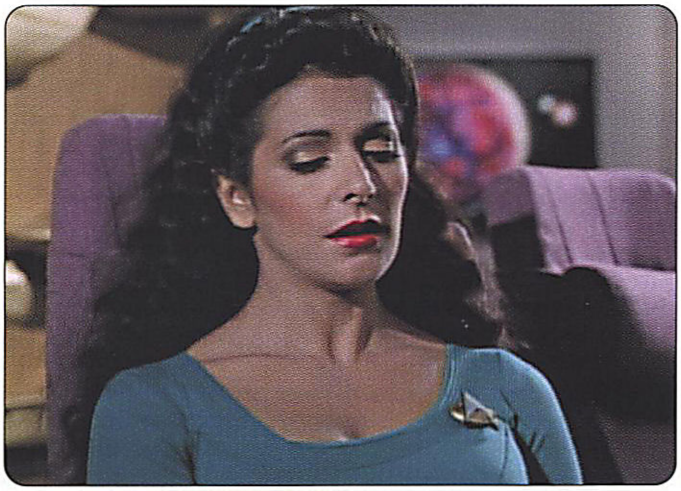
RECEPTIVE TELEPATHY

PSYCHOMETRY

Psychometry is a cascade of Receptive Telepathy. All living beings leave behind residual psionic traces on every object they touch. This ability allows a psionic to perceive and understand these tiny traces. Like many psionic phenomena, these traces fade slowly with time. Strong emotions and thoughts are easier to read, as are the thoughts and emotions produced when many people touch the same object and think similar thoughts. Thoughts and emotions repeated frequently while touching the object, such as thinking of hunting while carrying a hunting weapon, will also be reasonably clear.

To use Psychometry, the psionic must touch the object and open his mind to the impressions within it. Doing so normally requires one or two minutes. Receiving these impressions can sometimes be a confusing and inexact procedure, as the psionic perceives a barrage of sensory images, thoughts, and emotional impressions. Only the most vivid of these impressions will normally be comprehensible. Impressions left by multiple people tend to overlap and blur each other, leaving only the one or two most vivid impressions intact. Mundane objects like someone's comb or the faucet on a hotel's sink usually contain only vague and fleeting impressions, usually both uninformative and extremely difficult to pick up.

Extremely vivid, emotionally charged impressions can come through the moment the psionic touches



an object. Picking up the knife used by the Rigellian serial killer Beratis would likely fill a psychometer with overwhelming impressions of ravenous, life-consuming anger, and graphic images of murder and death. Psionics with this ability sometimes wear gloves when interacting with strangers. Psychometers can also pick up impressions from places, but these are more diffuse and increase the difficulty of this ability by +2.

Alternatively, the Narrator could call for an Extended Test, setting the Test Result depending on the circumstances. Reading the impressions from Beratis' knife might require a cumulative Test Result of 5. Picking up the impressions from a starship's science station could require a Test Result of 10-15. Similarly, the amount of information uncovered could be scaled using Extended Tests. Reading the impressions from the science station could be a Test Result of 15, but locating a specific person's impressions at the same station could require a 20. Thus, the greater the final Test Result, the more information obtained.

Routine: Extremely powerful emotional impressions and the thoughts and sensory images associated with such impressions: feeling images of murder on a murder weapon, images of rituals and ceremonies on a religious icon.

Moderate: Impressions involving an object used for the same purpose or in the same manner many times: what a physician thought while using a hypospray to save someone's life, or the thoughts of an engineer while holding his favorite phase inverter.

Challenging: Extremely vivid impressions left by completely alien beings, or impressions left by the primary user of a commonly used item: what a technician felt or thought about while holding an occasionally used subspace induction sensor.

Difficult: Impressions from objects used casually and infrequently by many people: what people felt or were thinking about when using the control panel of a public food replicator.

Nearly Impossible: All but the most vivid impressions left by completely alien beings: impressions left on a tool by a Kelvan.

PSYCHOSENSE

A cascade ability of Receptive Telepathy, this simple but extremely useful ability can be learned only by Humans. Psychosense allows the psionic to locate living minds within range, similar to a biological scan with a tricorder. This ability also reveals which lifeforms are sapient and which are not. If desired, the psionic can choose to search for sapient lifeforms only. This ability does not pick up insects, small rodents, and other tiny nonsentient lifeforms, except in dense swarms. The presence of non-corporeal entities and similarly alien lifeforms can be located and identified with this ability. Taking several rounds to concentrate on using Psychosense gives a –2 bonus to the difficulty number. Attempting to use this ability while in an extremely high stress situation increases the difficulty of number by +2.

Psychosense can be used to identify specific individuals. This can only be done if the psionic knows the subject quite well, or has previously shared mental communication with him (such as a Mind Meld). The psionic can also use Psychosense to alert himself to the use of any psionic powers within range. Whenever psionic powers are used nearby, the psionic should roll an Opposed skill test pitting Psi attributes, modified by range. (The more powerful the psionic, the better he is at masking his presence). Success reveals the existence, location, and type of power being used.

When using Psychosense, the psionic can determine only the location, sapience, and possibly the identities of the individuals sensed with the power. This ability reveals nothing about the mental or emotional state of any of the beings located. Psychosense can be used to target attacks or even transporter locks on targets who are invisible or otherwise concealed. If the user makes a successful Psychosense roll, then the appropriate attack or Shipboard Systems (Transporter) roll can be made. Due to the imprecision of the ability the difficulty of all such tests should be increased by +2.

Routine: Detecting an individual familiar to the character, regardless of species (*e.g.*, a friend, a relative); detecting the presence of members of the same species (*e.g.*, a security detail of humans).

Moderate: Detecting an unfamiliar individual of one's own species; detecting the presence of members of a humanoid species (*e.g.*, Vulcans in the next room).

Challenging: Detecting an unfamiliar individual of another humanoid species (*e.g.*, Mr. Spock, Captain Picard); detecting the presence of members of a completely alien species (the Q).

Difficult: Detecting an individual of a completely alien species (*e.g.*, the Douwd, Q, Horta).

Nearly Impossible: This ability has no Nearly Impossible tasks.

TELEKINESIS

TELEKINESIS

This ability allows the psionic literally to move objects by the power of thought alone. A telekinetic can cause a PADD to skid across a table, or throw a person across a room. Using Telekinesis requires intense concentration, and while objects can be pushed or pulled, they can't be manipulated in any

fashion. As a general rule, a telekinetic can only move objects by mentally shoving them in the desired direction. Each "shove" requires a separate Skill Test and the telekinetic cannot attempt to move objects in multiple directions at once. These telekinetic impulses can be made fairly exact in both direction and degree, but operating a hypospray or even tying a knot are impossible with Telekinesis.

Telekinetics can affect only solid objects, not liquids or gases. In addition, because of the psionic field generated by all life, living creatures can only be affected as a unit. While a telekinetic can pick up a Rigellian sandmouse, he cannot pull or push on someone's heart. Telekinesis also cannot be used to affect objects moving more than 50 kph relative to the psionic, since it is impossible to focus clearly on objects moving so rapidly.

It is possible to throw objects telekinetically with considerable force, however. Objects thrown using telekinesis require a Telekinetic Skill Test, with the difficulty set as per the Ranged Combat Table on page 130 of the *ST:TNG RPG* Core Rulebook. Modify the target number by the object's weight: Items weighing 1 kilogram or less suffer no modifier. For every doubling of weight (2 kg, 4 kg, and so on) increase the Difficulty by +1. Using telekinesis during combat or in any other highly stressful, rapidly changing situation imposes a +2 penalty on the difficulty of the test.

Routine: Attempting to move any object weighing under 1 kg. Example: a PADD.

Moderate: Attempting to move any object weighing between 1 and 5 kg. Example: a phaser-3

Challenging: Attempting to move any object between 5 and 25 kg. Example: a portable force field generator.

Difficult: Attempting to move any object between 25 and 100 kg. Example: a humanoid.

Nearly Impossible: Attempting to move any object under 500 kg. Example: a Class VIII probe.

ELECTROMANIPULATION

A cascade ability of Telekinesis, only members of powerful psionic species such as Betazoids, Vulcans, and Cairn can learn this rare ability.

A psionic trained in this ability learns to focus his mind precisely enough to affect the operation of complex electronic, duotronic, and isolinear circuitry. To use this ability the psionic must make a test depending upon the complexity of the device and the difficulty of the task.

Simply overriding the bioelectric field lock on a phaser or the password protection on a computer is a normal test. Complex tasks such as directly inputting commands into a computer or piloting a shuttlecraft by thought are at increased difficulty, depending on the complexity of the commands being given. Typically, this penalty ranges between +1 and +4. The psionic must also be able to perceive the device clearly to attempt to control it.

While the character rolls his Psi attribute and adds the highest die result to his Electromanipulation skill, the psionic's level of skill with the device limits the use of this ability. If someone with Electro-manipulation 3 and Vehicle Operation 2 attempts to pilot a shuttlecraft using Electromanipulation, he has an effective skill level of 2 with Electromanipulation.

Attempting to use this ability to override the commands of a normal operator involves both parties making Opposed Tests every round to see who can successfully give a command to the vehicle or device.

Taking several rounds to concentrate and focus on this ability gives a +2 bonus to the test. Attempting to use this ability while in combat or in any other extremely high stress situation gives a +2 increase in difficulty.

Routine: Operating extremely simple electric devices: turning a lamp or similar device on or off.

Moderate: Controlling a small, easily used device like a PADD or communicator.

Challenging: Controlling complex personal devices like phasers, tricorders, or medical equipment. Attempting to control a device equipped with security interlocks to prevent unauthorized use.

Difficult: Attempting to control systems on a small but complex vehicle like a shuttlecraft.

Nearly Impossible: Controlling a system on a starship, starbase, Starfleet research facility, or any similar large, exceedingly complex computer.

TELEKINETIC MANIPULATION

This is a cascade ability of Telekinesis. Like that ability, the psionic can manipulate distant objects, but now gains the ability to manipulate them with a fine degree of control. Anything the psionic can normally do with his two hands (or other manipulators) can be done with this ability. With this ability, it is a simple matter to use medical equipment, tie a knot, or even pick a mechanical lock. Telekinetic Manipulation also includes tactile sensation, giving the psionic the ability to feel the object he manipulates. Psionics who are unable to see or otherwise perceive clearly the object being manipulated, and who work solely by these tactile sensations, receive a +2 modifier to the difficulty, however. Like Telekinesis, Telekinetic Manipulation can be used to affect a living being only as a single unit. A psionic with this ability can manipulate objects whose manipulated parts or controls have a mass no greater than 100 kilograms.

Routine: Manipulating a target within 5 meters.

Moderate: Manipulating a target within 20 meters.

Challenging: Manipulating a target within 50 meters.

Difficult: Manipulating a target within 100 meters.

Nearly Impossible: Manipulating a target within 250 meters.

THERMOKINESIS

This is a cascade ability of Telekinesis. Only species with innate psionic ability can learn this skill. Psionics with Thermokinesis can heat or cool small objects by altering the molecular motion of the target.

This ability can affect solid objects and volumes of liquid no larger than 100 liters in volume. In addition, psionics can use this ability to set fire to flammable targets like matches, flammable liquid, dry wood, or paper. This ability cannot be used to heat or cool living targets, but it can be used to set a target's clothes on fire.

Routine: Raising or lowering a target's temperature by no more than +/–10 degrees (warm a sandwich).

Moderate: Raising or lowering a target's temperature by no more than +/–50 degrees (boil water on a warm day, freeze water on a normal day).

Challenging: Raising or lowering a target's temperature by no more than +250 or –100 degrees (ignite wood, cloth, or other reasonably flammable materials; make dry ice).

Difficult: Raising or lowering a target's temperature by no more than +1000 or –250 degrees. (melt iron or bornonite composite, liquefy nitrogen).

Nearly Impossible: Raising or lowering a target's temperature by no more than +5000 or –500 degrees (melt tritanium or duranium, make liquid helium).

Archetypes

Since the release of the *Star Trek: The Next Generation Roleplaying Game,* a number of supplements have introduced many new character types—from the First Contact Specialist in ***The Price of Freedom*** to the Starfleet Intelligence Operative in ***The First Line***. This chapter provides players and Narrators with ready-made archetypes for some of these new professions. Like the archetypes in the core rulebook, you can select a character, personalize it a bit, and start playing in only a few minutes. You can also use these as examples for characters of your own design. Narrators in need of a quick Supporting Cast character—a typical scientist or an average colonist, for example—can choose one of these archetypes and modify it to suit their needs.

Like the archetypes presented in the core rulebook, the characters here combine a Template and Overlay, with additional Development Points spent on Background History. You don't have to keep all the elements, nor adhere to the background and personality provided. Change them as you see fit. Just be sure to balance the points; if you drop a 2 point advantage, be sure to replace it with another 2 point advantage. To personalize the archetype and make it your own, spend 5 Development Points to increase attributes, choose Edges, raise existing skill levels, or buy new advantages. Finally, many of the specializations listed under each archetype have been purposely left undefined. This allows you a bit more freedom to personalize your characters.

For convenience, the total number of points spent to create the character has been included. Narrators can give characters more Development Points to spend, beyond the initial 5, to make characters more equal.

Human Rapid Response Officer

Total Points: 133

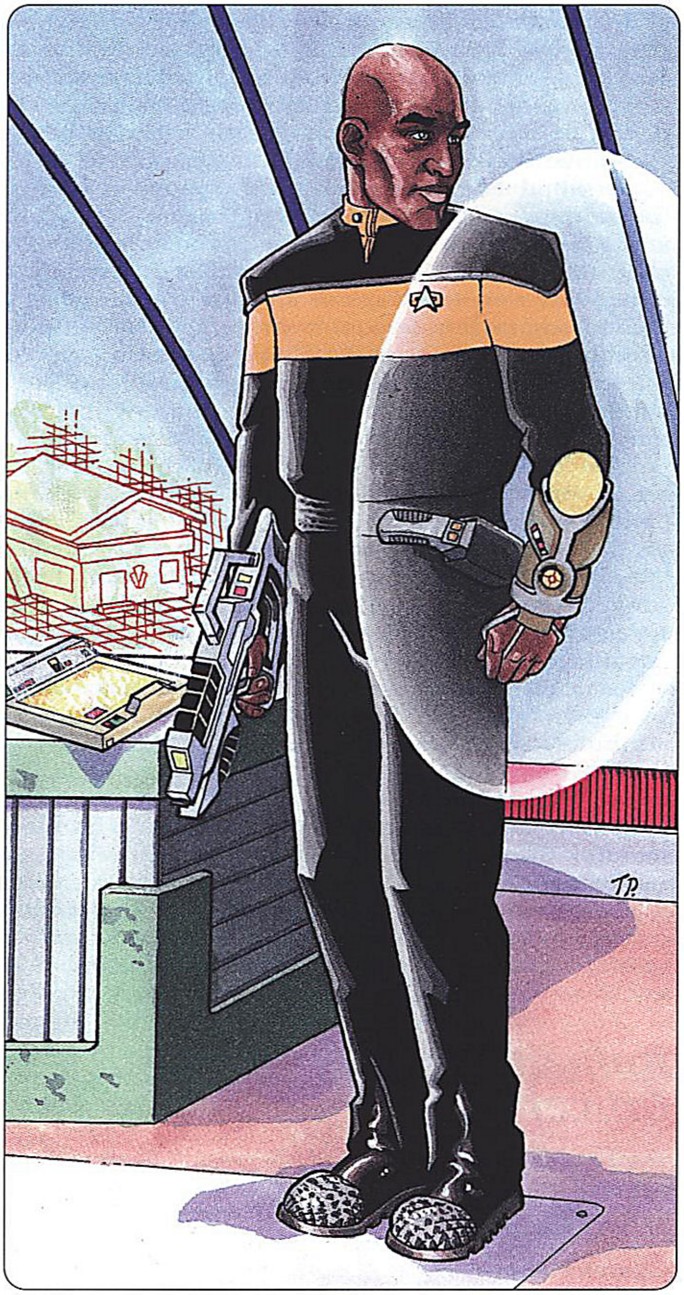
SERVICE RECORD

Service Number: D157-954 RR
Rank: Lieutenant
Early Childhood: Raised on Starbase 192 [Starfleet "Brat"]
Starfleet Academy: Advanced Tactical Training program

DUTY HISTORY

Posting/Duration/Service/[Package]

Cadet Tour: *U.S.S. Potemkin*/1 year/Earned commendation for saving three injured crewmen
First Tour: *U.S.S. Potemkin*/5 years/Evacuation of Stafford's World/[Hazardous Duty]
Second Tour: *U.S.S. Wells*/5 years/Security detail for Cyderian delegation/[Diplomatic Mission]



Background: Since childhood, you wanted to join Starfleet. Growing up on a starbase, where your father worked as an engineer and your mother served as the Chief of Station Security, you learned a thing or two about Starfleet operations. At the age of 12, you could pilot shuttlecraft and recite regulations from memory. At the age of 17, you faced the event that would shape your life. The Federation was at war with the Cardassians, and their forces launched an attack on the colony on Juhraya. When Starfleet Command ordered reinforcements from nearby starbases, including your home, your mother commanded one of these sections.

For weeks you fretted about her safety, and when she returned safely it was one of the happiest days of your life. The next year, when you applied to the Academy, you had no doubts as to your interest—Security.

While you took part in the Starfleet Academy Preparatory Program on Relva III, you met the person who would become your rival—a fellow prospective cadet from the *U.S.S. Zhukov*. Both of you had a lot in common and competed fiercely for one of the Academy's few openings. Though neither would admit it, your rivalry pushed both of you to excel, and you both gained admission into the next freshman class. This good-natured rivalry would last throughout your days at the Academy and into your career in Starfleet.

At the Academy, you concentrated on tactical and strategic classes, eventually attending the Advanced Tactical Training program, where you studied Cardassian culture, tactics, and doctrine. After graduation, for your cadet cruise, Starfleet posted you to an *Excelsior*-class starship, the *U.S.S. Potemkin*. As a midshipman, you earned a service commendation for saving three crewmen from a dangerous coolant leak.

For your first tour of duty you remained aboard the *Potemkin*, assigned to patrol the Cardassian border, where tensions continued to run high. On a mission to evacuate settlers on Stafford's World, a colony along the Cardassian border, you suffered an injury to your leg that troubles you to this day. During your second tour of duty, you were transferred to the *U.S.S. Wells*, where, among other missions, you provided security for the Cyderian delegation traveling to Earth to negotiate their admission to the UFP.

As conflict with the Dominion continued to escalate toward war, you volunteered for duty in Starfleet's Rapid Response program. Now you lead a team of these highly trained security experts, ready for whatever destiny throws your way.

Personality: Ever since you were a young child, you wanted to join Starfleet. When your mother was called away to defend the Juhraya colony, you realized there were dangers threatening the security and safety of the Federation. You are hard on yourself and take things a bit seriously. Sometimes you don't know when to quit, and you pursue your missions to the best of your ability. Your fellow team members and crewmates know they can count on you when the chips are down.

Quote: "Squad, form a perimeter at the courtyard and set your phasers to wide beam stun. Keep your eyes open for Jem'Hadar!"

Attributes

Fitness 2
Coordination 2
Intellect 2
Presence 2
  Willpower +1
Psi 0

Skills

Administration (Starfleet) 1 (2)
Athletics (Running) 2 (4)
Command (Combat Leadership) 2 (4)
Computer (choose Specialization) 1 (2)
Culture (Cardassian) (3)
  (Human) 2 (3)

Diplomacy (choose Specialization) 1 (2)
Dodge 2
Energy Weapon (Phaser Rifle) 2 (3)
History (Human) 1 (2)
Language
    Federation Standard 3
Law (Starfleet Regulations) 1 (2)
Personal Equipment (Personal Shield) 1 (2)
Planetary Tactics (Cardassian) (3)
Planetary Tactics (Small Unit) 2 (4)
Planetside Survival (choose Specialization) 1 (2)
Science, Any (choose Specialization) 1 (2)
Starship Tactics (Cardassian) 1 (2)
Strategic Operations (choose Specialization) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (3)
World Knowledge (Earth) 1 (2)

Traits

Commendation (service) +1, Contact (in Starfleet) +1, Promotion Points +4 (Lieutenant), Zero-G Training +2 Chronic Pain –2, Imprudent –1, Rival (a fellow Starfleet officer) –2

Renown: 5
    Aggression: 0   Discipline: 0   Initiative: 1
    Openness: 0   Skill: 4
Courage: 5
Resistance: 2
Wound Levels: 2/2/2/2/2/2/0

Equipment: Compression Phaser Rifle (type-3c), Force Shield, Portable Tactical Display, Tricorder

COMPRESSION PHASER RIFLE (TYPE-3C)

Starfleet Research and Development continues to modify the basic phaser unit. Building on the type-3b compression phaser rifle, Starfleet R&D developed the type-3c to be more compact and more easily handled than earlier models. It is currently issued to Rapid Response teams. The type-3c features a shorter profile than the type-3a or 3b, achieved through a rearrangement of components.

The twelve-stage plasma accelerator has been placed further back on the stock, over the sarium krellide power cell contained in the rifle's butt. The seeker/tracker module has been placed on the unit's dorsal side forward of the trigger guard, and features both passive and active EM and subspace detectors.

Like the type-3b unit, the 3c features a hot-swappable power cell with a total energy charge of 3.45 x 10^8 megajoules, a reinforced emitter crystal, and five-stage cascading prefire chamber. The unit is capable of the standard beam intensity and width settings of the compression phaser rifle (see ***The Price of Freedom***, page 99).

Settings: 1-18
Range: 5/50/100/160
Size: 65cm long
Mass: 2.2kg
Duration: 4,000 charges

FORCE SHIELD

With the continuing difficulties faced by Starfleet R&D to develop a practical man-portable force field projector, the force shield was devised as an alternative. The projector unit runs the length of the user's forearm and extends over the back of the hand. The micromilled duranium foam housing protects the miniaturized graviton polarity source generator and capacitance cell. A standard sarium krellide pack provides a total energy charge of 2.1 x 10^7 megajoules.

When activated, the device generates an oval-shaped force field, a localized spatial distortion within an energetic graviton waveguide. Unfortunately, because of the low power of this graviton field, the shield can be less effective against weapons at higher settings, and some damage may leak through. In standby mode, the force shield can operate for 50 hours.

In game terms, use of a force shield counts as 3/4 cover when used to protect the entire body (+4 Difficulty to hit), 1/2 cover if making an attack or taking a similar action (+2 Difficulty to hit); this applies only to shots from the character's front, not attacks from behind. The unit provides the equivalent of 30 points of armor. A sarium krellide cell provides a total of 100 charges, and absorbs a total of 100 points of damage per power cell. As the shield absorbs damage, mark off a number of charges equal to damage. Replacing the power cell counts as a timed action.

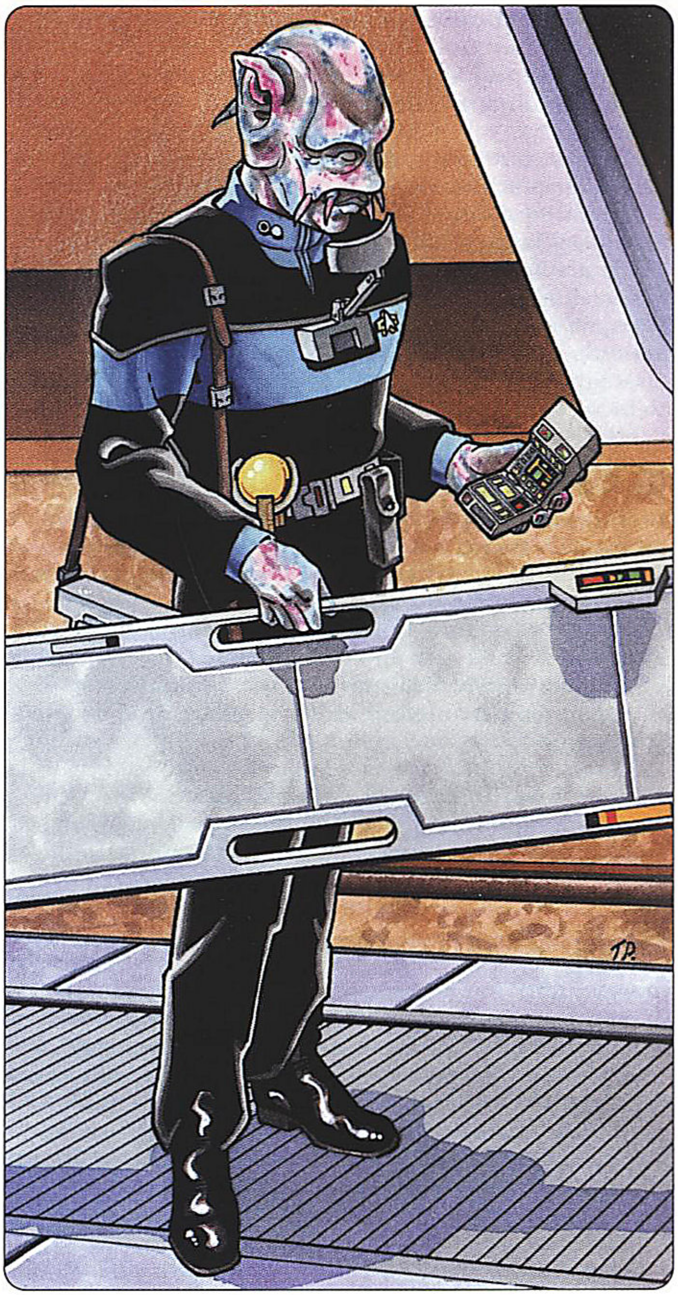
> **Example:** *Ensign Alessara confronts three Romulan soldiers. She activates her force shield and attempts to move across open ground. Because she's moving, the shield counts as 1/2 cover. All three Romulans take the opportunity to shoot at her, with a +2 modifier to the Difficulty Number (e.g., Routine (4) becomes Moderate (6)). All three disruptor shots hit the shield. Two disruptors are set on Light Thermal setting, causing 10+2d6 points of damage per blast, while one is set for Light Disrupt (24+5d6 damage). The first blast causes 13 points of damage, not enough to get through the shield's Resistance. Alessara's player marks off 13 charges. The second shot causes 15 points of damage—again, not enough to get through the shield. Alessara's player marks off 15 charges. The Light Disrupt beam causes 40 points of damage; the shield absorbs 30 points, leaving 10 points to bleed through. Alessara's Resistance is 2, leaving 8 points for her. Alessara is Incapacitated. Her player marks off 30 charges from the shield. Her shield has 42 charges remaining.*

Size: 24cm (device); 1.2m (field)
Mass: 1.9kg
Duration: 100 charges

PORTABLE TACTICAL DISPLAY

The portable holographic display translates sensor data derived from a tricorder's active scans into a complete, three-dimensional image of the overall environment, including the position of detected lifeforms. The unit's range and effectiveness is limited by conditions hampering tricorder use (such as the presence of thoron particles or EM jamming). The unit is fabricated from polyduranium and operates on sarium krellide power cells. Incorporating the latest in holographic technology design, the unit utilizes a flat-screen array of omnidirectional holodiodes. These are slightly denser than an active visual display matrix. The high-speed optical data network provides real-time updates received from tricorder transmissions. Dynamic resolution switching allows for a variety of tactical scales, thus allowing the user to zoom in from the overall vicinity to a particular feature.

Size: 40cm by 40cm by 1.27cm
Mass: 340g
Duration: 100 hours + induction recharging



Benzite Rapid Response Field Medic

Total Points: 133

SERVICE RECORD

Service Number: M567-144 RR
Rank: Lieutenant, j.g.
Early Childhood: Parents wealthy merchants [Affluent Upbringing]
Previous Experience: 11 years, Doctor
Starfleet Academy: Interspecies Relations program

DUTY HISTORY

Posting/Duration/Service/[Package]
Cadet Tour: *U.S.S. Magellan*/1 year/Earned promotion

BACKGROUND: You were born on Benzar to an affluent family. Your parents wanted you to become a famous scientist, and planned for you to attend a prestigious academy in the Lothan geostructure. Like all Benzites, you threw yourself into your studies, always mindful of your personal score. You excelled in biology, attracting the attention of a local *vey* (the Benzite equivalent of a government minister). With his recommendation, and with your impressive score, you were admitted to the Lothan Academy, where you studied to become a doctor.

For the next eleven years, you devoted yourself to the practice of medicine. Every week, you reported your objectives to your geostructure—the number of patients seen, the number of ailments treated. You treated thousands of patients during your career, even if they weren't in need of medical care; just because people aren't in obvious distress, in your opinion, doesn't mean there's nothing you can do to improve their health. In your spare time, you conducted research into a cure for vycarian fever, a skin disease deadly to Benzites. When an outbreak of the disease struck the Brekar geostructure, you traveled to the region as part of the medical relief effort. You worked tirelessly, and alone, to find a cure according to your deadline. That you met your objective on time only made the experience more memorable.

When Benzar joined the Federation, you eagerly transmitted your application to Starfleet. You knew this Federation could use your medical expertise, and resolved to help as many people as possible. Naturally, your accomplishments and skill earned you a spot at Starfleet Academy, where you excelled in your classes. You attended classes in interspecies relations, better to understand the new alien species you would encounter, as well as Starfleet medical procedures. All your teachers appreciated your helpful suggestions to them, too—from your modifications to parametric subspace field stress sensors to your spicing recommendation for the *plomeek* soup in the cafeteria. Even though the other cadets did not follow the Doctrine of Andragov, you consistently beat the personal scores of your fellow classmates.

Following graduation, you spent your cadet cruise on board a small *Intrepid*-class starship. There you made numerous improvements to sickbay operations and emergency protocols, earning yourself an early promotion. Now, with the Dominion War, you've decided to aid your fellow Starfleet officers by transferring to the Rapid Response division. Certainly, your skills in trauma medicine and your grasp of alien physiologies can be of service.

PERSONALITY: Like others of your species, you are a classic overachiever by human standards. You want others to like you; obviously, the best way to achieve this is to make their lives better. Sometimes, someone suggests you may be trying too hard, so you try hard not to try too hard. As Androgov taught, every day you make a list of objectives to which you strictly adhere—develop a better dermal regeneration treatment, improve the efficiency of your equipment, make a new friend. Once you get an idea in your head, you focus totally on it.

QUOTE: "I didn't want to tell you about Ensign Wilkinson's Rigellian Fever until I was sure of my diagnosis."

Attributes

Fitness 2
  Strength -1
  Vitality +2
Coordination 2
Intellect 3
  Logic +2
Presence 2
  Willpower +2
  Empathy 1
Psi 0

Skills

Administration (Logistics) 2 (3)
Athletics (choose Specialization) 1 (2)
Computer (Research) 2 (3)
Culture (Benzite) 2 (3)
Dodge 1
Energy Weapons (Phaser) 2 (3)
  (Phaser Rifle) (3)
Engineering, Any (choose Specialization) 1 (2)
First Aid (Benzite) (3)
  (Combat Trauma) 2 (3)
  (choose Specialization) (3)
History (Benzite) 1 (2)
Language
  Benzite 2
  Federation Standard 1
Law (Starfleet Regulations) 1 (3)
Life Sciences (Biology) 1 (2)
  (Exobiology) (2)
Medical Sciences (Surgery) 2 (3)
  (Virology) (3)
  (choose Specialization) (3)
Personal Equipment (Medical Tricorder) 2 (3)
Planetside Survival (choose 2 Specializations) 1 (2)
  and (2)
Social Sciences (Sociology) 1 (2)
Systems Engineering (Medical Equipment) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Benzar) 1 (2)

Traits

Assets (monthly allowance) +1, Curious +1, Patron (Benzite *vey*) +2, Promotion (Lieutenant, j.g.) +2, Resistant +4, Zero-G Training +2
Arrogant –1, Competitive –1, Obsessive Tendencies –3

Renown: 5
  Aggression: 0 Discipline: 0 Initiative: 3
  Openness: 0 Skill: 2
Courage: 3
Resistance: 4
Wound Levels: 4/4/4/4/4/4/0

Equipment: Forcefield Generator Hypo Pouch, Medical Tricorder, Phaser

INDIVIDUAL FORCE FIELD GENERATOR

A modified version of the portable forcefield generator, this device generates a localized force field providing 540° protection on the x, y, and z axes. This hemispheric field measures four meters in diameter and three meters in height, centered on the user. The casing is fabricated from micromilled duranium foam, which protects the miniaturized graviton polarity source generator and capacitance cell. Power is provided by an enhanced sarium krellide power cell rated for a total energy charge of 3.5×10^8 megajoules. In standby mode, the unit will run for approximately 48 hours. For hands-free operation, it is clipped to the user's belt, making it indispensable for field medics and away team doctors who find themselves in hostile situations while providing emergency medical care.

Because of the three-dimensional nature of the force field, when active the unit's operation incurs significant disadvantages. The forcefield interferes with transporter operations. The length of time people can remain inside is limited by the volume of oxygen trapped inside the field. The field affects outgoing attacks as well as incoming attacks (*e.g.*, a person inside the field cannot attack those outside the field). Finally, the user's mobility is restricted, limited solely to within the field (*e.g.*, the user cannot walk around with an active forcefield).

Like the force shield, once the forcefield absorbs a number of points of damage equal to its power charges it collapses. As the forcefield absorbs damage, mark off a number of charges equal to damage.

The unit provides the equivalent of 200 points of armor, with a total of 200 charges per power cell.

Size: 4m diameter by 3m in height
Mass: 1.6kg
Duration: 200 charges

HYPO POUCH

In certain situations, it is impractical or unwieldy to carry a medkit. For these times, away team doctors rely on the hypospray pouch. Fabricated from polyduranide, to resist high-impact shocks, the hypospray pouch holds one hypospray and six ampules of medication. The hypospray administers medication through the epidermis without mechanical penetration, through a high-pressure aerosuspension stream. The user can select the dosage administered. The standard drug complement includes anesthezine, cordrazine, hyronalin, melorazine, terakine, and tri-ox compound.

Size: 12cm by 8cm by 4cm
Mass: 250g

STASIS BACKBOARD

An emergency medical device, the stasis backboard holds a patient in a state of suspended animation until medical treatment can be provided. The backboard is portable, allowing medical personnel to stabilize critically wounded patients in the field. A deuterium plasma generator provides up to 50 hours of operation time, which can be extended indefinitely if connected to an EPS source (such as a shuttlecraft).

The plasma generator supports a hot-swappable miniaturized deuterium tank for added operation time. The main components include a chronometric generator and graviton carrier waveguide. For the patient, relative time passes at a ratio of five nanoseconds per 100 years. The type-b stasis backboard has been expanded to include an antigravity assembly and augmented plasma generator to assist patient transport.

Size: 2.3m long by .9m wide
Mass: 4.2kg
Duration: 50 hours

Human Shuttlecraft Pilot (Enlisted)

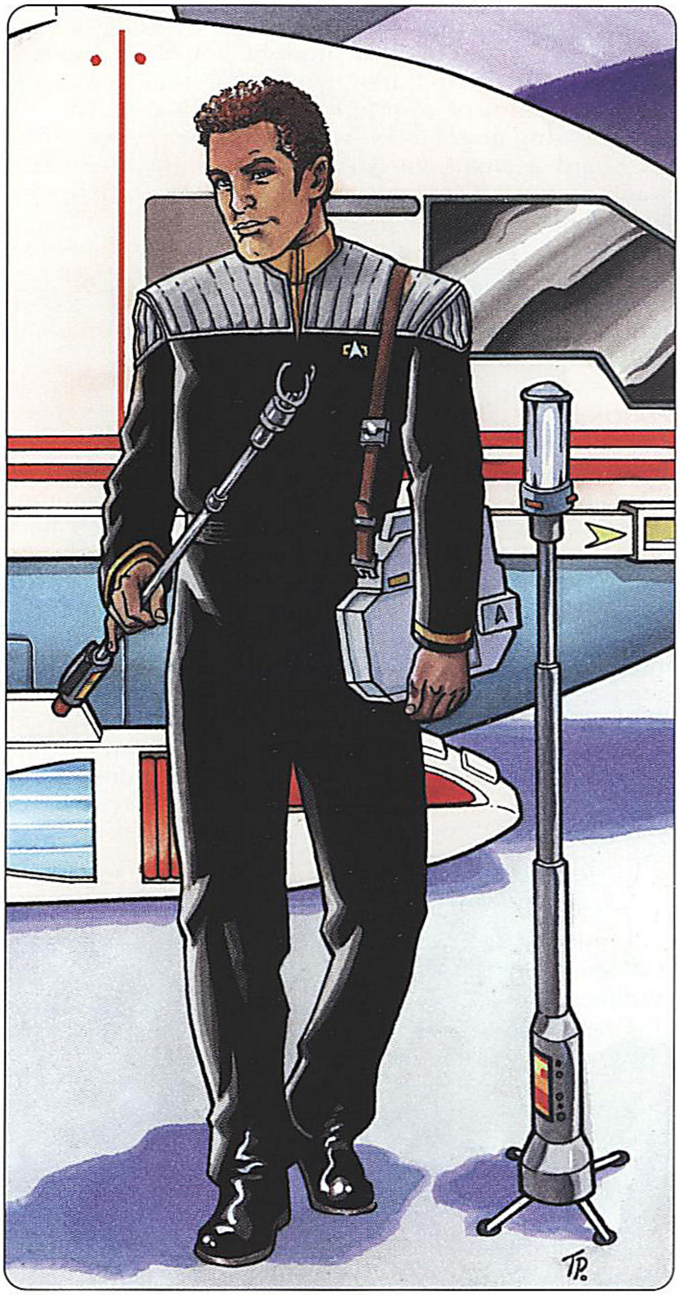
Total Points: 103

SERVICE RECORD

Service Number: O258-052 P-E
Rank: Petty Officer Second Class
Early Childhood: Cestus III [Grease Monkey]
Starfleet Academy: Enlisted Training program

DUTY HISTORY

Posting/Duration/Service/[Package]
Cadet Tour: N/A
First Tour: *U.S.S. Santa Fe*/5 years/Scientific mission to Caracossa Cluster/[Scientific Mission]
Second Tour: *U.S.S. Kerra'don*/2 years/Diplomatic mission to Xilathon/[Courier Mission]



Third Tour: *U.S.S. Kerra'don*/5 years/Colonization mission to Yashinko IV/[Terraforming and Colonization Mission]

BACKGROUND: You were a precocious child, always playing in your father's repair shop on Cestus III. Surrounded by hovercars, shuttlecraft, and industrial replicators, you learned how to assemble and disassemble a variety of equipment. By the age of 12, you could disassemble a shuttlecraft and put it together again. But engineering was never your life's dream; you wanted to be a pilot. Never one for discipline, much less study, your chances for admission to Starfleet Academy were slim. The lure of outer space continued to pull on your imagination, though and as soon as you were old enough you enlisted as a shuttlecraft pilot.

You spent the next year at the Academy, learning basic starfleet protocol in addition to how to fly shuttlecraft. You proved yourself to be a fair pilot, and upon completing the program Starfleet Command assigned you to the *U.S.S. Santa Fe*, a *New Orleans*-class ship.

Much of your first tour of duty passed uneventfully as your worked happily in the ship's shuttlebay. The high point during this period came when your ship was assigned to explore the Caracossa Cluster. Unusual gravitational anomalies prevented the use of instrumented probes, which became "stuck" in the gravitational eddies caused by the density of stars within the cluster. The astrometrics department advised using manned shuttlecraft to obtain the desired data. As you returned from the cluster with a team of scientists, another shuttle became trapped in one of these eddies. Risking the lives of your passengers, you navigated through the turbulence, engaged a tractor beam, and pulled the shuttle and its crew to safety. Although you earned a commendation for bravery, you also earned a reputation as a maverick, one which has stuck with you to the present.

You next transferred to the *U.S.S. Kerra'don*, a *Nebula*-class vessel named for the Centauran word for "tranquility," where you spent the next seven years uneventfully. During one notable mission, you ferried a Federation cultural attaché to the planet Xilathon. During your stay with her, you managed to pick up a thing or two about diplomacy, and afterward kept in touch with her. After this, the *Kerra'don* transported colonists to a new settlement on Yashinko IV. You spent weeks ferrying heavy equipment to the planet's surface, then helped set up seismographic sensors with the colony's geology team.

Presently, you serve at a new posting on your current starship, where perhaps you can put your reputation behind you and earn a promotion. You look forward to more adventures on the final frontier.

PERSONALITY: Characteristic of the inhabitants of Cestus III, you are optimistic and more than a little independent. You don't have much use for Starfleet rules and regulations, though you are careful not to break them. You simply want to fly. You may never make chief petty officer, but you're enjoying your time in Starfleet. Perhaps some day you'll muster out and take up the life of an independent pilot, but for now Starfleet suits you. Where else can you see the spectacular crystal formations of Iyaar one week and the cloud cities of Ardana the next?

QUOTE: "Tell me where you want to set down, and I'll hit the spot."

Attributes

Fitness 2
Coordination 2
Intellect 2
  Logic +1
Presence 2
  Willpower +1
Psi 0

Skills

Athletics (choose Specialization) 2 (3)
Computer (Research) 1 (2)
Culture (Human) 2 (3)
Diplomacy (Interstellar Relations) 1 (2)
Dodge 1
Energy Weapon (Phaser) 1 (2)
Engineering, Any (choose Specialization) 1 (2)
History (Human) 1 (2)
Language
  Federation Standard 3
Law (Intergalactic Law) 1 (2)
  (Starfleet Regulations) (2)
Personal Equipment (choose Specialization) 1 (2)
Planetary Sciences (Geology) 1 (2)
  (choose Specialization) (2)
Science, Any 1 (2)
Shipboard Systems (Flight Control) 1 (3)
  (Sensors) (2)
Space Sciences (Astrogation) 1 (3)
  (Astronomy) (2)
Systems Engineering (Shuttlecraft) 1 (2)
Vehicle Operation (Shuttlecraft) 1 (3)
World Knowledge (Cestus III) 1 (2)

Traits

Commendation +1, Contact +1, Promotion +1
Impulsive –1, Bad Reputation (Discipline) –2

Renown: 1
  Aggression: 0 Discipline: 0 Initiative: 0
  Openness: 1 Skill: 0
Courage: 5
Resistance: 2
Wound Levels: 2/2/2/2/2/2/0

Equipment: Engineering Kit, Phaser (type II), Tricorder

EMERGENCY BEACON

Standard issue on all shuttlecraft, runabouts, and scout ships, the emergency beacon transmits a pulse signal detectable at a range of one light year. The unit transmits telemetry and a brief automated distress signal in the event of a catastrophic communications failure. If linked through a shuttlecraft's subspace transmission assembly, this range can be extended to five light years. A sarium krellide power cell provides power for two weeks of operation.

Size: An upright cylinder 30 cm tall and 2 cm in diameter
Mass: 3kg
Duration: 2 weeks

ENGINEERING KIT

Much like the portable medical kit, the engineering kit contains a variety of basic tools for repair and maintenance. The engineering kit is standard issue for Starfleet engineers and can be found on board every shuttlecraft. The engineering kit typically contains one engineering tricorder, two plasma torches, one hyperspanner, gravitic calipers, one PADD, and a magnetic probe. The case also holds a variety of general-purpose isolinear replacement chips and device power cells. An integral 6.5 kiloquad isolinear processor provides auxiliary computer processing power and receives power from a sarium krellide power cell. The polyduranium foam housing protects the equipment from damage.

Size: 21cm x 20cm x 5cm
Mass: 1kg
Duration: 85 hours + induction recharging (for the isolinear processor)

GRAVITIC CALIPERS

Due to their critical nature, it is sometimes not feasible to take a number of systems and components off-line to effect repairs. Gravitic calipers regulate or reroute the plasma flow to these systems through the generation of a graviton field. The sarium krellide power cell provides a total energy charge of 3.4×10^6 megajoules, generating a graviton field capable of affecting plasma flow up to 100 kilowatts. Jobs involving a higher capacity EPS power rating require the use of a duotronic probe or similar device. The terminus of the graviton flow is a three-pronged trionide-reinforced emitter assembly. This allows for a more precise manipulation of plasma flow. Graviton intensity and beam width are regulated through controls on the device's handle.

Size: 1m long
Mass: 1.1kg
Duration: 150 hours + induction recharging

Human Scientist

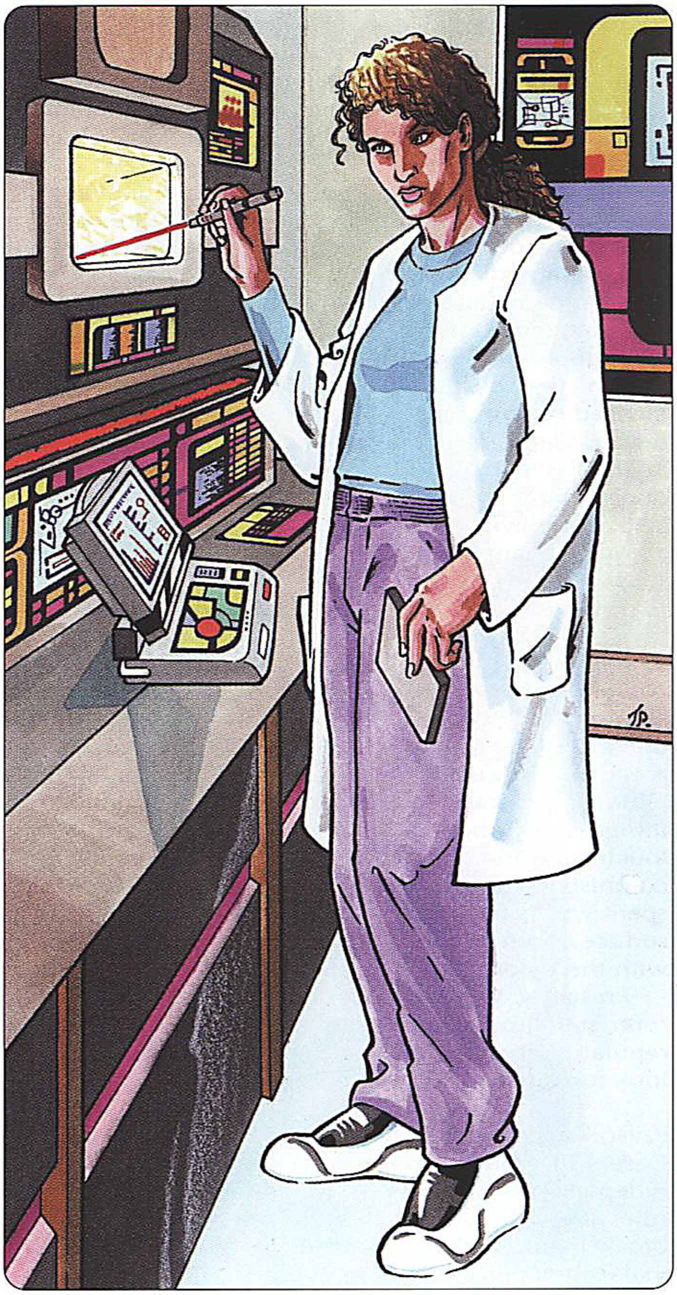
Total Points: 112

SERVICE RECORD

Service Number: N/A
Rank: N/A
Early Childhood: Born on Merak II [Famous Parents]
Previous Experience: Attended Daystrom Institute
Published, Journal of Astrophysics [Published Paper]
Various research projects—variable-geometry nacelle program
Taught at Daystrom Institute [Invitation to Lecture]
Starfleet Academy: N/A

DUTY HISTORY

Posting/Duration/Service/[Package]
N/A



BACKGROUND: Growing up on Merak II, as the child of two prominent scientists, the lab was your playground. Your mother researched new materials like talgonite and rubendium foam alloys, while your father lectured extensively on temporal mechanics. By the age of 10, you'd taken courses in quantum chemistry, particle physics, and statistical mechanics. At age 15, you won the high school science fair by constructing a model quantum singularity drive. By 18, you were ready to attend the prestigious Daystrom Institute, though your parents tried to use their influence to get you admitted to the Vulcan Science Academy. You followed in your father's footsteps, concentrating in astrophysics and subspace theory. After receiving your doctorate, you embarked on a career as a scientist.

The next fourteen years were spent filing applications for research grants from the Federation Science Council, conducting research on remote starbases, and sacrificing any semblance of a personal life. You work became your life, and you enjoyed it. You witnessed the formation of a black hole in sector M23, investigated the plasma streamers in the Igo Sector, and researched the causes of subspace instability. Eventually, your work in this area led to a position on Starfleet's variable-geometry warp nacelle program at the Utopia Planetia shipyards. Your research into subspace phenomena garnered notice in the scientific community, and you received an invitation to teach at your alma mater.

Lately, you've begun to tire of solitary work in a laboratory. You think back fondly on those times when you joined the crew of a starship, working side by side with the men and women of Starfleet. Perhaps spending some time as a civilian scientist on board a Starfleet vessel would be more to your liking.

PERSONALITY: You are intelligent, hard-working, and innovative. While no Dr. Richard Daystrom, you have advanced the cause of science in your own small way. You've earned the respect of your fellow scientists and enjoy attending numerous scientific conferences. Although your parents say they're proud of you and your work, you have the feeling they are unhappy with the decisions you've made. You strive for greatness, partially because you enjoy advancing the boundaries of knowledge, partially to escape your parents' shadow.

QUOTE: "By applying a negatively charged polaron beam to the plasma sample, you can see it causes a quantum shift at the upper EM band, contrary to Dr. Solak's Fourth Theorum. But where it really gets interesting ...."

Attributes
Fitness 2
Coordination 2
Intellect 2
Presence 2
  Willpower +1
Psi 0

Skills
Administration (Bureaucratic Manipulation) 1 (2)
Artistic Expression (Writing) 1 (2)
Athletics (choose Specialization) 2 (3)
Computer (Research) 2 (3)
Culture (Human) 2 (3)
  (Scientific) (3)
History (Human) 1 (2)
Knowledge (choose Specialization) 2 (3)
Language
  Federation Standard 2
Personal Equipment (Tricorder) 2 (3)
  (Polaron Emitter) (3)
Persuasion (Debate) 1 (2)
Physical Sciences (Mathematics) 2 (3)
  (Quantum Chemistry) (3)
Planetary Sciences (Planetology) 1 (2)
Shipboard Systems (Sensors) 1 (2)
Space Sciences (Astrophysics) 2 (3)
  (Subspace Theory) (4)
Systems Engineering (choose Specialization) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Earth) 1 (2)

Traits
Contact (Federation Science Council) +3, Innovative +1, Patron (your parents) +2, Scientific Genius +3
Obligation (your parents) –1, Obsessive Tendencies –3, Pacifism –1

Renown: 7
  Aggression: 0 Discipline: 0 Initiative: 1
  Openness: 0 Skill: 6
Courage: 5
Resistance: 2
Wound Levels: 2/2/2/2/2/2/0

Equipment: Portable Computer, Tricorder, various scientific devices (*e.g.*, polaron emitter, gravimetric microprobe, matrix enhancers, etc.)

POLARON PROBE

Polarons can be used to detect localized subspace anomalies and affect a forcefield's polarity. Recent research by Starfleet theorizes that polaron radiation may have a destabilizing effect on a Founder's physiology, forcing a shape-shifter to revert to its normal state. The polaron probe discharges a discrete beam of polarons up to 1.2 mEv. Through the interaction between the polaron and the subatomic particle, the user can measure a particle's position or velocity, as well as illuminate it for spectral analysis. The input devices on this pen-sized instrument adjust the beam's intensity and width. Range is limited to two meters. The polaron probe is powered through induction charging good for 35 hours of continuous operation.

Size: .1m long
Mass: .1kg
Duration: 35 hours per induction charge

PORTABLE COMPUTER

A portable desktop unit capable of stand-alone operation, this device provides improved computing power in the field over tricorders or PADDs. The unit's housing consists of two hinged sections, for compact storage, molded of a duranium composite.

The internal components are identical to those found in PADDs—a sarium krellide power source, isolinear processing and memory storage, and subspace transceiver assembly (STA)—with the addition of an expanded user-configurable touchpad for improved data manipulation options. The main display screen measures 20.32 x 26.61 centimeters, employing a nanopixel molecular matrix for improved resolution.

The sarium krellide cell powers the unit for 58 hours of continuous operation. When not in use, this can be recharged by induction recharging or broadcast power link. Memory and data processing is accomplished by two banks of fifteen isolinear chips, for a total storage capacity of 1.21 megaquads of information. Data processing occurs at 300 giga floating point (GFP) operations per second. The portable computer accepts authorized voice data input as well as input via touchpad. The STA also handles data uplink/downlink transmissions with tricorders or larger core computers at a rate of 20.1 kiloquads per second; the range for such communications is limited to forty thousand kilometers.

Size: 30.43cm x 25.41cm x 24.10cm
Mass: 1.4kg
Duration: 58 hours + induction recharging.

SPECTROMETRIC SCANNER

This piece of scientific equipment is used for the examination of stellar material in a controlled environment, including stellar plasma and nebula gases. The apparatus incorporates 215 mechanical, electromagnetic, and subspace sensors, including a low-frequency EM flux sensor, localized subspace field stress sensor, variable-band optical imaging sensor, quark population analysis counter, and graviton spin polarimeter. It can erect up to a class-K containment field rated at 9.5×10^9 megajoules.

The spectrometric scanner receives power from the electroplasma system (EPS) and is linked to the ship's main computer core through the ODN. The unit can also access the transporters for obtaining samples. Its subprocessor includes 27 isolinear chips for 1.48 megaquads of localized storage capacity. Active control panels are continually polled through the LCARS system at 20-millisecond intervals to inform the local subprocessor and main core of all verbal or keyboard inputs. Should an interruption in the data stream occur, the main computer erects an emergency force field at critical access junctures around the laboratory. In the event of an emergency, monitoring sensors alert the Ops and Security stations on the bridge.

Napean Starfleet Intelligence Operative

Total Points: 133

SERVICE RECORD

Service Number: D667-752 SI
Rank: Lieutenant, j.g.
Early Childhood: Born on Napea [Orphaned]
Starfleet Academy: Intelligence Operations School

DUTY HISTORY

Posting/Duration/Noted Service/[Package]
Cadet Tour: Listening post/Arteline Sector/1 year/Earned commendation for original thinking
First Tour: Classified/4 years/Mission to Romulan space/[Hazardous Duty]
Second Tour: Classified/3 years/Counterespionage mission/[5 DP]

BACKGROUND: After both your parents died in a shuttle accident when you were a child, you grew up alone on the streets of the Napean city of Åedilon. There you learned to live by your wits, doing odd jobs, traveling where your spirit moved you. You learned the rhythms of the street, where to find food and shelter, who to befriend and who to avoid. Eventually, local officials found you and turned you over to a Federation orphanage. There you met your mentor, a fellow Napean who took an interest in you. With you in search of a direction, he suggested you apply to Starfleet Academy, and, much to your surprise, you were accepted.

Your early years at the Academy were uneventful—you attended classes and made a few friends. But none of the courses in science, engineering, or intergalactic affairs grabbed your attention. What, you wondered, would you do after graduation? In your sophomore year, the Academy's psychological evaluation determined that you possessed a certain predisposition: Not only did you like to work alone, you were resourceful. Your counselor suggested future work in Starfleet Intelligence. You'd found your vocation. You spent your remaining days as an upper classman studying espionage with some of the best agents in the Federation.

Your career as a "spy" did not begin auspiciously. Posted to a long-range sensor array in the Arteline Sector, your cadet cruise looked to be uneventful. For months, all you recorded were minute trilinium fluctuations on the dynascanners. When you figured out these were actually encoded messages between Romulan warbirds in the region, you earned yourself a commendation and helped to thwart a Romulan incursion into the sector. Afterward, Starfleet Intelligence assigned you to a mission team as a communications expert.

Over the next few years, you participated in dozens of missions. One of the most important involved a covert mission into Romulan space to learn the whereabouts of Ambassador Spock. When the *Tal Shiar* captured one of your team members, you broke into the detainment facility and rescued her. You and your group managed to flee the Empire without further incident. Another team from the *U.S.S. Enterprise* successfully did locate the Ambassador and thwarted the Romulans' plan. That's how you discovered your expertise as an "acquisitions expert."

The high point of your next tour of duty involved a counterespionage operation searching for an Obsidian Order agent in Federation space. Posing as an information broker from Rigel II, your team's "face man" convinced the suspect that he had sensitive data to sell. It was you who set the trap for the elaborate sting-placing pinhole holographic cameras around the room and outfitting the doors with hidden force field generators. The moment the suspect paid for the information, the trap was sprung and a danger to the Federation narrowly avoided. In the process, you earned yourself a promotion.

Now you await your next mission, willing to go wherever duty calls—from the nightclubs of the Rigel system to deep behind enemy lines. That's why they call Starfleet Intelligence the first line of defense.

PERSONALITY: You're a bit of a loner after living on the streets for a number of years. This self-reliance, along with your resourcefulness, brought you to the attention of Starfleet Intelligence. Deep down inside, you want to give back to the Federation for taking you in as an orphan. Your innate empathic abilities aid you in your work, though you must struggle to keep your involuntary empathy projection from manifesting.

QUOTE: "After I slip past the perimeter drones, I'll short-circuit the central computer. That should give you two minutes at most to get to the ambassador and free him."

Attributes

Fitness 3
Coordination 2
  Reaction +1
Intellect 3
Presence 2
  Empathy +2
Psi 3

Skills

Administration (Intelligence) 1 (2)
Athletics (choose Specialization) 1 (2)
Charm (Seduction) 1 (2)
Command (Combat Leadership) 1 (2)
Computer (Hacking) 1 (2)
Culture (Napean) 2 (3)
  (Romulan) (3)
Dodge 2
Energy Weapon (Phaser) 2 (3)
Espionage (choose 2 Specializations) 2 (3) and (3)
History (Federation) 1 (2)
  (Napean) (2)
Language
  Federation Standard 1
  Napean 2
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetary Tactics (Guerilla Warfare) 1 (3)
Planetside Survival (choose Specialization) 1 (2)
Receptive Empathy 2 (3)
Search 1 (3)
Security (Security Systems) 1 (3)
Stealth (choose) 1 (2)
Streetwise (Locate Information) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 1 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Napean) 1 (2)

Traits

Commendation +1, Patron (Mentor) +2, Promotion +3 (Lieutenant, j.g.), Sense of Time +1, Shrewd +1 Hides Emotions –2, Intolerant –1, Involuntary Projective Empathy –2, Pacifism –3

Renown: 3
  Aggression: 0 Discipline: 0 Initiative: 1
  Openness: 0 Skill: 2
Courage: 3
Resistance: 3
Wound Levels: 3/3/3/3/3/3/0

Equipment: Antidetection Suit, Verteron Inducer, Exographic Targeting Acquisition Sensor goggles, Holdout Phaser, Intelligence Tricorder

EXOGRAPHIC SENSOR

Utilizing a modified visual transceiver assembly coupled with a phased neutrino waveguide carrier signal, the exographic sensors allow the user to "see" distant objects, particularly through solid matter. This device achieves this by using neutrinos to convey the video signal through intervening obstacles. A standard subspace transceiver assembly permits near-instantaneous display of visual information through the sensor's nanopixel molecular display matrix.

This is vital to the proper operation of the exographic sensor, as this establishes the reach of the neutrino waveguide; objects closer than the established range will not appear on the sensor, nor can the sensor detect objects beyond its range. (an exographic sensor set to a range of 50 meters will display visual data only at that range; no visual information could be obtained at 25 meters, unless the sensor was adjusted).

Certain ultradense materials prevent the use of this device. The unit derives power from a sarium krellide energy cell.

Range: 100m
Size: 13cm long, 5cm wide, 0.3cm thick
Mass: 0.05kg
Duration: 900 hours

HOLDOUT PHASER

Designed to be easily disassembled to escape detection, the holdout phaser has been stripped down to its essential components. It consists of three distinct parts: sarium krellide power pack, prefire chamber, and emitter housing. Individually, the components escape detection by most sensors. The modularity allows for rapid assembly and disassembly. The power cell produces a total energy discharge of 2.1×10^6 megajoules. Because the unit is composed of a truncated beam control assembly, the holdout phaser is capable of only settings one through three, and cannot be set for pulse, continuous, or wide-beam settings. Like all phasers, this unit includes a safety interlock through the subspace transceiver assembly.

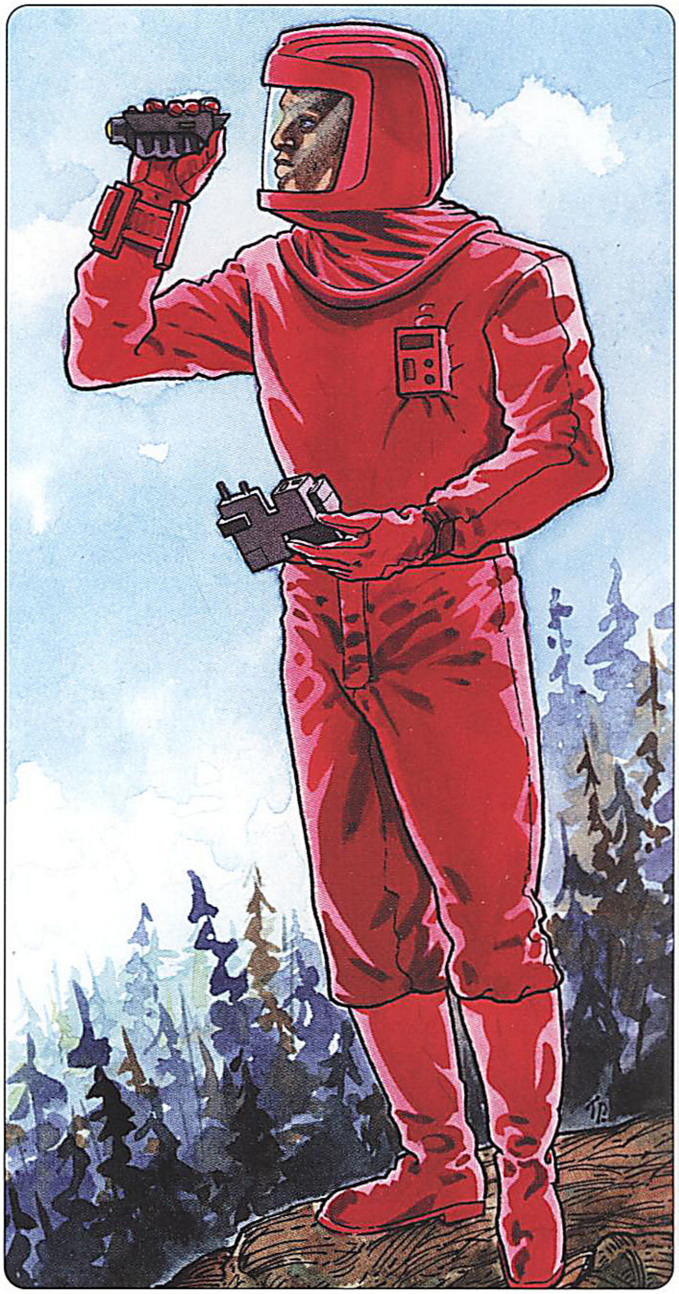
Settings: 1-3
Range: 5/10/15/20
Size: 10cm long
Mass: 0.15kg
Duration: 100 charges

VERTERON INDUCER

Using a short-range verteron burst transmitter, this device interrupts electrical fields by creating a localized feedback loop in the ODN system. Because various systems draw differing amounts of power, it is necessary to determine the correct harmonics to create the appropriate feedback loop, otherwise the verteron burst lacks sufficient power to cause the desired effect. This requires either a Systems Engineering, Computer, or related Skill Test to establish. Use of a tricorder can also ascertain the correct harmonics to affect the target system. A second Skill Test to use the device properly (a Personal Equipment Skill Test) is also required. A successful Skill Test determines the number of power charges required.

Verteron inducers can short out equipment drawing electrical power, ranging from tricorders and PADDs to door access control panels to individual work stations. A sarium krellide cell provides power to the verteron coil assembly. The housing is fabricated from micromilled polyduranium foam.

Size: 9cm x 5.5cm x 2.5cm
Mass: 0.2kg
Duration: 50 charges



Human First Contact Specialist

Total Points: 133

SERVICE RECORD

Service Number: S558-244 DS
Rank: Lieutenant, j.g.
Early Childhood: Born on Earth [Political Upbringing]
Starfleet Academy: Exocultural Relations School

DUTY HISTORY

Posting/Duration/Service/[Package]
Cadet Tour: Survey/1 year

First Tour: *U.S.S. Sagan*/4 years/Survey of the planet Rastatrix/[New World Survey Team]
Second Tour: *U.S.S. Sagan*/7 years/First contact with Beta Alkair IV /[5 DPs]

BACKGROUND: You grew up in a well connected political family, the son of the North American continent's representative to the United Earth Republic. Your summers were spent on fact-finding missions to far-off worlds, and many of the Federation's most prestigious politicians and diplomats visited your home. Along the way, you learned a thing or two about diplomacy and developed a flair for languages. When you were 12, the Megarite Ambassador to the Federation Council moved into the neighborhood. You tried making friends with his son, but for reasons you still don't understand by high school it was clear you would be rivals.

Although your parents wanted you to follow in their footsteps, you instead decided on a career in Starfleet. What better way, you thought, to combine your love of travel with your interest in diplomacy? Some people whispered that it was your parents' political connections that got you into the Academy, but you know Starfleet maintains high standards. You took your lumps on the Academy entrance exam like everyone else.

You majored in intergalactic relations, studying other alien cultures. But it was a semester at the Exocultural Relations School where you learned the finer points of making first contact. After that, your fascination with contacting strange new civilizations replaced your interest in negotiation and mediation. For your cadet cruise, Starfleet assigned you to a year-long survey of a culture on the cusp of developing warp capability. Your participation in the first meeting between the Federation and these people only whetted your appetite for more.

Subsequently, for the next eleven years as a Starfleet officer, you served aboard the *U.S.S. Sagan*, namesake for the *Sagan* class of survey vessels. During your first tour of duty, the *Sagan* embarked on the long-term study of the planet Rastatrix, a newly discovered world. Suited up in your isolation suit, you led one of the observation teams studying the local inhabitants—a primitive culture with a tech level of 3. You obtained valuable information about the natives, for which you received a promotion. On your last tour of duty, the *Sagan* traveled to Beta Alkair IV, to make first contact with the inhabitants. You spent months on the planet's surface, making final observations critical to the success of the mission.

Where will you find yourself next-manning a holographic "duck blind" on some primitive world? Or disguised as an alien, quietly laying the groundwork for another first-contact situation?

PERSONALITY: You embrace the core values of Starfleet: boldly seeking out new lifeforms and new civilizations. Your affinity for alien cultures makes you a "citizen of the galaxy." Learning about other cultures excites you. You're not quite sure how the typical officer on a starship can stand discovering a new culture or species, only to leave a short time later. You prefer spending the time required to study a civilization in depth. Consequently, you take the Prime Directive to heart, and worry about prematurely introducing an alien civilization to the existence of extraterrestrial life.

QUOTE: "We come from the United Federation of Planets, an interplanetary alliance dedicated to peace. It is my mission to extend a welcome, and extend our hand in friendship."

Attributes
Fitness 2
Coordination 2
Intellect 2
Presence 2
  Willpower +1
Psi 0

Skills
Athletics (Climbing) 2 (3)
  (choose Specialization) (3)
Charm (Influence) 1 (2)
Computer (choose Specialization) 1 (2)
Culture (Human) 2 (3)
  (choose Specialization) (4)
  (choose Specialization) (3)
Diplomacy (Federation Law) 1 (3)
Disguise (choose Species) 1 (2)
Dodge 1
Energy Weapon (Phaser) 1 (2)
History (Federation) 1 (2)
  (Human) (2)
Language
  Federation Standard 2
  Choose Language 2
Law (Starfleet Regulations) 1 (2)
Life Sciences (Exobiology) 1 (2)
Personal Equipment (Isolation Suit) 1 (3)
  (Tricorder) (2)
Planetary Sciences (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (3)
Science, Any (choose Specialization) 1 (2)
Social Sciences (Anthropology) 2 (3)
  (Sociology) (3)
Surveillance (Observation) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Earth) 1 (2)
  (choose Specialization) (2)

Traits
Contact +1, Cultural Flexibility +1, Language Ability +2, Promotion (Lieutenant, j.g.) +2
Code of Honor (Prime Directive) –2, Rival –1

Renown: 1
  Aggression: 0 Discipline: 0 Initiative: 1
  Openness: 0 Skill: 0
Courage: 5
Resistance: 2
Wound Levels: 2/2/2/2/2/2/0

Equipment: Data Recorder, Isolation Suit, Micro

HOLOGRAPHIC CAMERA

The holographic camera is used to capture full-color three-dimensional images for later playback. It stores images on a replaceable isolinear chip with a maximum capacity of 4.5 kiloquads. Each chip is capable of 4.5 hours of sequential image storage, at a standard resolution of 200 area view changes per second. Significantly higher resolutions reduce the storage capacity accordingly. The holographic camera can capture both still and moving images. It receives power from a hot-swappable sarium krellide power cell for 48 hours of continuous use. The user controls recording and playback functions through four buttons: input, erase, forward, and reverse.

Size: 9.75cm long by 4cm wide
Mass: 0.4kg
Duration: 48 hours + induction charge

ISOLATION SUIT

The current operational Isolation Suit is made of an outer web of omni-directional holodiodes (OHD) over high-density tripolymer-disellenide fabric, with a total thickness of 3.7 millimeters. The latter absorbs EM emissions commonly used by tricorders and sensors. A transponder broadcasts a continual signal at a frequency unique to the suit, to track the suit when in use. The suit includes a one-piece jumpsuit, removable boots and gloves, and helmet assembly built in a variety of sizes to suit a wide range of body morphologies. The suit imposes a -1 modifier to Coordination.

The modified OHD incorporates only the optic components, not the force field circuitry. An on-board dedicated computer housed in the belt continually updates the OHD web. The suit receives energy from a broadcast power support system maintained at the base camp, with a range of 10 kilometers.

Size: A full-body jumpsuit 3.7 millimeters thick
Mass: 6kg
Duration: Indefinite, if supported by broadcast power station

TRICORDER, SOCIAL SCIENCE EXTENDED

Like medical and engineering tricorders, the tricorder used by social scientists and survey team members consists of a standard base unit, to which is added a specialized peripheral device. This peripheral adds powerful sensors and analysis functions tailored to a specific discipline. In the case of the social science (SS) peripheral, the base tricorder has been expanded to include a variety of sensors from the medical peripheral—allowing for readings of total body mechanical processes, organ system function, and body electromagnetic conditions—as well as a dedicated social science database.

The latter draws on files of political, social, economic, and anthropological data for 220 known humanoid species. These aid the user in establishing a subject culture's position on the Federation technological scale and Weibrand logarithmic developmental scale. The focused hand sensor has been replaced with a rubindium emitter, for benign tagging of subjects for social group analysis and mobility tracking. Like all tricorders, this features an induction-rechargeable sarium krellide energy cell and micromilled duranium foam construction.

Range: 2,000m for long-range scans, 25m for short-range scans
Size: 8.5cm x 12cm x 3cm
Mass: 0.45kg
Duration: 1,000 hours + induction recharging

Using Miniatures in Your Series

Like the *Star Trek* television shows, the *Star Trek: The Next Generation Roleplaying Game* focuses primarily on telling exciting stories, not on elaborately detailed battles and melees. Yet from time to time the conflict in a story may involve a confrontation between characters or starships.

Because these scenes can be complex, sometimes players and Narrators need help visualizing what transpires. Just where exactly is that Romulan standing in relation to Lieutenant Commander B'rek? Can Ensign Alessara run to the strange alien creature in time to hit it with her makeshift club before it attacks that security guard? Can Ensign Carter see the *Tal Shiar* agent hiding behind the corner, or is the agent completely hidden from view? The Narrator can certainly answer these questions to the best of his ability, but with so many details to keep track of, he may get confused, or the players may forget a crucial piece of information.

For ease of play, and to introduce a little more certainty into these scenes, many roleplaying groups choose to use miniatures. Miniatures are small lead figures, usually about 25 millimeters tall or so, which represent the various characters being played. Last Unicorn Games makes miniatures for use with the *Star Trek* game lines; you can also use miniatures from other companies, though you may have difficulty finding some that look like your *Star Trek: The Next Generation Roleplaying Game* characters and starships. As long as you can tell the characters apart, though, you shouldn't have any trouble running your game.

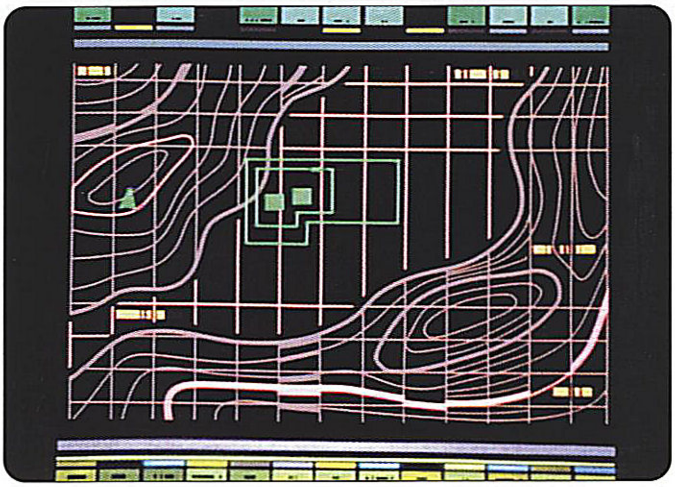
This chapter adapts the rules in the *Star Trek: The Next Generation Roleplaying Game* Core Rulebook for use with miniature figures. None of the rules in this chapter are new; they are simply adaptations of the standard rules to miniatures use. A few of the concepts and terms may be new to some readers, but rest assured it's a very easy subject to grasp—especially once you actually sit down with some hex paper and a few miniatures and begin mapping out a battlefield.

Basics of Miniature Use

HEXES AND HEX PAPER

Since miniatures allow for a precise determination of each character's location on a battlefield, it is important to have a system of measuring the battlefield. That way, each player knows where his character stands, how far away he is from the other characters, where cover can be found, and so forth.

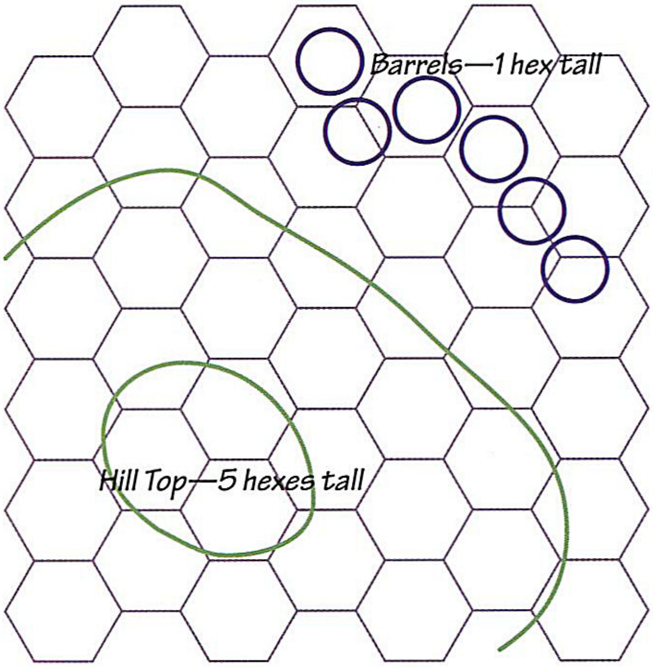
The *Star Trek: The Next Generation Roleplaying Game* uses what is known as a hex grid to delineate the setting. The ground is divided into six-sided shapes known as hexes. The size of a hex—how much distance each one represents—varies depending on the type of confrontation the Narrator portrays (see below). When mapping out the site of the conflict, the Narrator uses hex paper—paper with a hex grid already marked on it. The players place their miniatures on this map to represent their locations,



and the Narrator places the miniatures for the characters under his control. Hex paper is available in most hobby stores; if you have access to the Internet, blank pieces of hex paper can be downloaded from many gaming-related Web sites and printed out.

Miniatures are always assumed to be standing in the exact middle of a hex, not on the hex's edge. Distances from hex to hex are measured from hex center to hex center, not edge to edge.

Topographical Features



TOPOGRAPHICAL FEATURES

Indicating topographical features on a hex map—hills, buildings, piles of rubble, and the like—poses problems, since hex maps only have two dimensions. There are two basic ways to address this problem. First, the Narrator can simply draw the feature on the map (say, a square to represent a building) and write in or next to the feature how many hexes tall it is. Thus, a small hill might be represented by a circle with the notation "top of hill = 5 hexes tall."

Second, you can use props to represent three-dimensional objects. For example, a book could represent a building, a rock, or a hill. For greater "realism" and authenticity, you may want to place buildings, trees, hills, and other features on your map instead of just drawing them. You can make these yourself, from cardboard or other art supplies, or buy them. Many companies produce terrain and other features molded from styrofoam, plastic, or other substances suitable for use with miniatures.

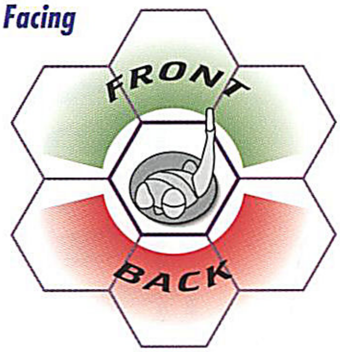
REPRESENTING THE CHARACTERS

As mentioned above, each character is represented by a miniature—a lead figure which, one hopes, looks something like him. If you don't have miniatures available, you can use something else to represent the characters. Examples include coins, extra dice (provided they are a different color, or otherwise distinguishable, from the dice rolled by the Narrator and players during the game), playing pieces borrowed from board games, cardboard counters or chits, and the like.

It must be possible for each player to tell the characters on the hex grid apart in some way. For example, if you use coins, use a different denomination or coin type for each character; if using dice, turn a different number to the top for each character. "Generic" opponents, such as "Klingon warriors," can usually all be represented by the same type of piece, since they are all alike—thus, every penny on the board might be a Klingon warrior, while the Crew members are represented by nickels, dimes, and quarters.

(In starship combat, the miniatures (or substitutes) of course represent ships, not individual characters. Starship miniatures combat rules are covered later in this chapter.)

Facing



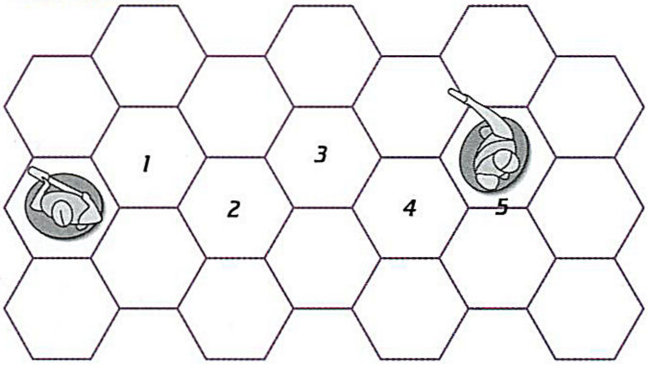
FACING

Facing denotes which direction a character faces, and thus which way the "front" of the miniature points. If you are using lead miniatures for gaming, the miniature's face will point that way, of course; if using dice, coins, or the like, mark one side or edge as the miniature's "front." The miniature should be placed in the hex so that it faces one of the hex's long edges, not one of its "points" (refer to the accompanying diagrams and you'll see the difference). The hex side the character is pointed toward, and the two hex sides immediately adjoining it, are the character's "front." The other three sides are his "back." A character can change his facing (turn around, turn to the side, and so forth) as an Immediate Action.

Miniatures in Personal Combat

Miniatures can easily be used to help run personal confrontations between characters (or groups of characters), whether the battle involves ranged weapons such as phasers or hand-to-hand combat with *bat'leths* and fists.

Hex Distance



HEX SIZE

For both ranged and melee combat, each hex represents one meter of distance (or, in more technical terms, the scale of the map is 1 hex = 1 m). Thus, for two characters standing five meters away from each other, place their miniatures five hexes apart. Up to four characters may occupy the same hex in the same round, subject to the Narrator's common sense rulings (for example, it may take fewer than four Klingons to fill a hex, if they are larger than normal).

MOVEMENT

Movement rates for characters in the standard rules are measured in meters. When using miniatures, simply substitute "hex" for "meter," and then movement works exactly the same.

MELEE COMBAT

Characters may engage in melee combat only if they are in the same or adjacent hexes, unless one of them is using a weapon (such as a whip) which gives him enough "reach" to strike someone further away. (Such weapons are rare in the *Star Trek: The Next Generation Roleplaying Game* setting, however.)

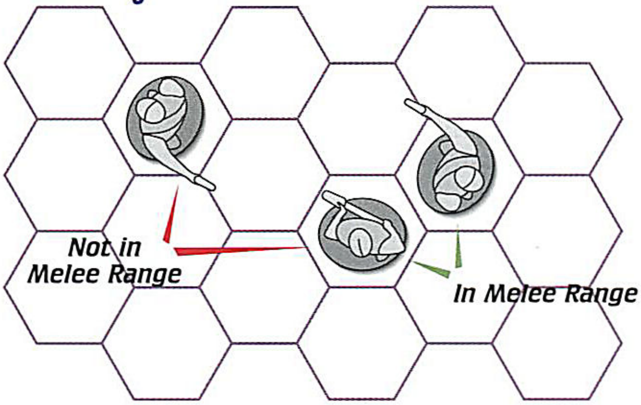
HEX MOVEMENT TABLE

Type of Movement	*Rate*	*Difficulty*
Crawl	5 hexes per action	No roll required
Walk	10 hexes per action	No roll required
Run	15 hexes per action	Routine (5)
Sprint	20 hexes per action	Moderate (7)
Swim	3 hexes per action	Routine (4)
Jump	2 hexes forward, 1 hex up	Moderate (6)
Climb	2 hexes per action	Moderate (7)

RANGED COMBAT

When conducting ranged combat, simply substitute hexes for meters when determining whether a character's weapon can reach his target. For example, a Type II phaser has a range of 5/20/50/100. This means shots at targets 5 hexes or closer are considered Point Blank range; consider shots at targets from 6 to 20 hexes away as Short Range; 21-50 hexes, Medium Range; and 51-100 hexes, Long Range.

Melee Range



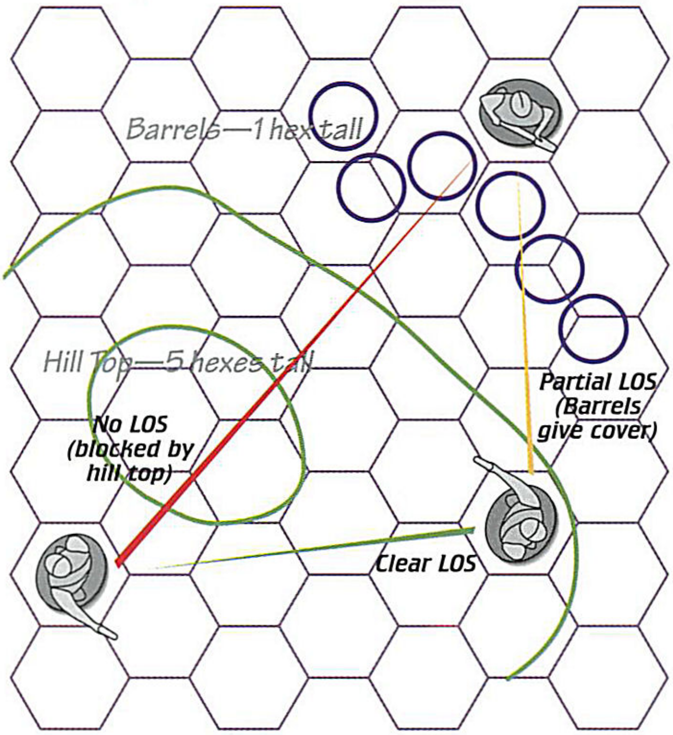
LINE OF SIGHT AND COVER

The use of hex paper and miniatures makes it much easier to determine which characters can see each other, and whether a character has cover from another character's attack. To determine whether an attacking character can see a potential target, you must establish that the attacker has line of sight ("LOS") on his target. LOS simply means you can draw a straight line from the attacker to his target without anything getting in the way. (You probably don't want literally to draw lines on the map; use a ruler, the edge of a book, or some other straight edge to check for LOS.)

If an object obstructs the line of sight—a wall, for example—the attacker cannot see the target, and may not have any idea that the target is there. Remember, just because the players can see all the miniatures on

the hex map does not mean their characters can, too—look at the situation from the character's perspective, not the player's.

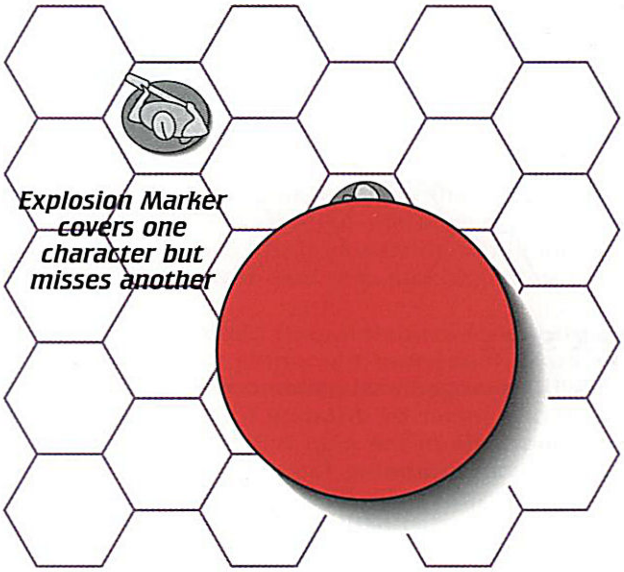
If an attacker has no LOS to his target, he cannot attack accurately—at best all he can do is "fire blind" and hope to hit the target out of sheer luck. Firing blindly adds +3 to the Difficulty to hit the target (just like full visual cover), and that assumes the firer at least has some idea of the target's position. If he has no way to determine even the target's general location, the Narrator should ask which general direction he is firing toward. Always let the player roll the dice, but since he has no way of determining whether he hits his intended target, don't tell him whether his shot succeeded.


Line of Sight
Barrels—1 hex tall
Hill Top—5 hexes tall
No LOS (blocked by hill top)
Partial LOS (Barrels give cover)
Clear LOS

Unless he is firing in the right direction, he automatically misses; if he fires in the right direction, he suffers the usual +3 Difficulty penalty.

When drawing terrain and other features on hex paper, the Narrator should note on the map how much physical cover they provide. For example, a group of low rocks might be large enough to protect half of a humanoid body, so it would provide +2 cover (see page 130 of the *Star Trek: The Next Generation Roleplaying* Game Core Rulebook). Of course, some types of cover depend on how the character situates himself—the corner of a building might provide half cover or three-quarters cover, depending on where the character and his attacker stand in relation to each other.

If a few notations on the map can help guide the characters and let the players visualize the battlefield a little better, make them. Thus, the attacker may have a line of sight on his target (*e.g.,* he can draw a straight line between himself and his target), and can thus be attacked, but the target may benefit from cover.


Explosion Markers

EXPLOSIONS

The rules for explosions (pages 138-141 of this book) are easy to use with hex paper. Simply convert the meters indicated for an explosion's Blast Radius and Dropoff into hexes, and you can determine exactly the size of the explosion, the overall area affected, and which characters were unfortunate enough to be caught in the blast.

If the player characters or the Narrator frequently employ a particular type of explosive in their game, the blast's effects can quickly be determined using an "explosion marker"—a cut-out of the exact shape and size of the blast—placed on the battlefield with the point of detonation at its epicenter.

HEX MOVEMENT MANEUVERS TABLE

Immediate Actions (acts which take no time in combat)
Turning or changing facing
Moving up to 1 m walking or running

Movement Maneuvers (Timed actions)

Action*	Difficulty**	Effect***
Dodge	–	Dodge roll becomes the Difficulty Number to hit dodging character
Dropping to prone position	–	A form of Dodge
Getting to one's feet	3	
Moving 2m+, walk/run	Varies	See Movement Table for Difficulties
Dive for cover	7	A form of Dodge which allows the character to move up to 5 hexes at no penalty; each hex beyond 5 subtracts 1 from the character's Dodge roll.
Drop and roll	4	A form of Dodge which allows the character to move up to 1 hex at no penalty; each hex beyond 1 subtracts 1 from the character's Dodge roll.
Tackle	9	The character moves up to 5 hexes and tackles his opponent; a successful attack means the opponent is knocked down (unless he is substantially larger or stronger than the character), takes 2d6 Stun damage, and, if the character desires, is Grabbed (see the Combat Maneuvers chart, below). Tackle requires a Coordination Test.

"Action" is the action the character wishes to take.

***"Difficulty" is the Difficulty Number for the maneuver, if the Narrator requires a Skill Test at all. Most Movement Maneuvers should not require Skill Tests to perform, unless some benefit (such as a Dodge effect or attack) is associated with them.*

****"Effect" is how the maneuver affects the character or the combat.*

Miniatures in Starship Combat

A THREE-DIMENSIONAL BATTLEFIELD

When creating a map of a planet's surface or a ship's corridor, any object on a horizontal surface can be plotted by locating its position on what is called the x-y axis. Space, however, is three-dimensional. It has an "up" and a "down," called the z axis, in addition to the typical two-dimensional plane. Thus starships can attack each other from above and below instead of just from the sides.

But hex paper and tabletops can represent only two dimensions. When using miniatures to simulate starship combat, you can either ignore the three-dimensional aspect, use your imagination to move your ships above and below the hex grid, or use stands and other props to raise some ships above others. These rules use the first solution for ease of reference.

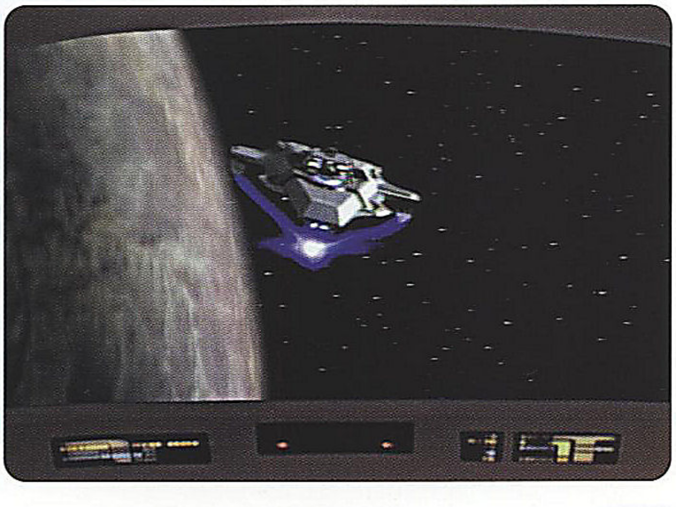
HEX SIZE

In the vast reaches of space, where ships move at near-light speeds, a scale of 1 meter per hex would be impossible to simulate. Instead, each hex represents one Movement Unit, or 30,000 kilometers. Several ships can occupy the same hex at the same time, though logistically this may be difficult due to the size of the miniatures versus the size of the hexes.

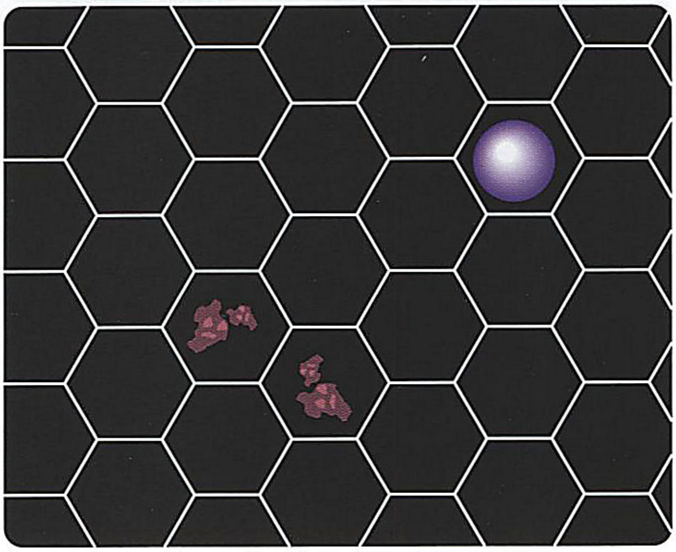
Alternatively, the Narrator can adjust this scale for situations where the combatants are closer than 30,000 kilometers, so that the battle can be represented better. Instead of having each hex represent 30,000 kilometers, perhaps each one represents 100, 1,000 or 5,000 kilometers—whatever scale works best for the ranges involved.

TERRAIN IN SPACE

Space, contrary to popular belief, is not as empty as you might think. When setting up for a ship-to-ship encounter, don't assume it's as simple as putting ship



Terrain in Space



miniatures down on your hex map. Planets, rogue planetoids, asteroids, comets, planetary rings, strange radiation—these things and more fill the celestial void. Just as you should mark off the location of buildings, trees, and equipment on a ground-based map, the Narrator should draw in the "terrain" for a space battle.

The most common obstacles in space are planets, comets, asteroids, and the like. These can be marked off on a hex map in a variety of ways–circles drawn on the hex map, styrofoam balls, rocks, wads of crumpled paper, etc. For some features, you may want to note their size or hit points, if these come into play.

Regions of unusual radiation or subspace interference can be noted on a tabletop map by simply drawing the effect's boundaries and writing down the modifier to any Skill Tests. Metaphasic radiation might increase navigation tests by +4, while verteron waves might increase the difficulty of sensor tests by +2. Narrators can get as inventive as they want when denoting these regions. For example, you could demarcate an area of subspace instability using colored yarn, with "+4 navigation tests" written on the map, while a turbulent nebula could appear as a dusting of bright red sand.

STARSHIP MANEUVERS

Maneuver	*Hexes*	*Difficulty*
Turn to port/starboard	1-1.5 hex sides (up to 90 degrees)	Routine (4)
Climb/dive	N/A	Routine (5)
Climb/dive and turn	1-1.5 hex sides (up to 90 degrees)	Moderate (6)
Hard to port/starboard	1.5-2 hex sides (91-120 degrees)	Moderate (7)
Steep climb/dive	N/A	Moderate (7)
Steep climb/dive & turn	1-1.5 hex sides (up to 90 degrees)	Moderate (8)
Steep climb/dive & hard turn	1.5-2 hex sides (91-120 degrees)	Challenging (9)

To reverse direction completely—turn 180 degrees, or three hex sides—use the rules on page 142 of the core rulebook. The "dead stop" method is easily represented on the hex grid; the "broad arc" method simply uses hexes in the place of Movement Units.

MOVEMENT

Since each hex equals a Movement Unit, moving a starship becomes relatively simple: Just substitute the word "hex" for "Movement Unit" in the basic rules. Thus, a ship with an Impulse rating of .5 c/.75 *c* can move up to 5 hexes per round at its Sustainable Impulse speed, or 7 hexes per round at its Maximum Impulse speed.

Although starship combat can occur at warp speeds, ships moving that quickly cannot be represented using miniatures unless you drastically increase the scale of the map. (This tends to make the ranges so great that ships must be in the same hex to fire their weapons effectively, rendering the use of miniatures generally a moot point anyway).

The Narrator can decide whether he needs to alter the scale of the map for a particular combat.

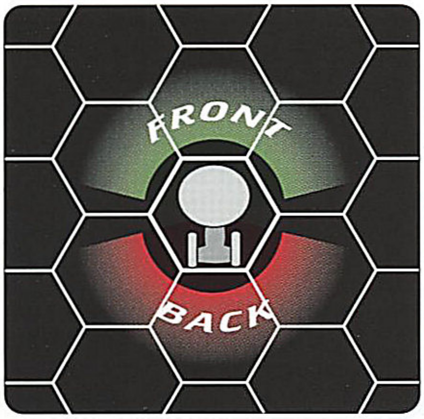
For example, at warp 2, a starship moves about 15 million kilometers per round. Assuming the Narrator wants ships to move no more than 5 hexes per round (due to the size of his map), he could make each hex equal three million kilometers, then use that figure to calculate weapon ranges and so forth.

FACING AND TURNING

Just as characters do, starships have facing: The direction in which its aft section points is its "front." Again, the miniature should be placed in the hex so

that it faces one of the hex's long edges, not one of its "points." The hex side the character is pointed toward, and the two hex sides immediately adjoining it, are the character's "front." The other three sides are his "back." It's harder for a starship to change facing than for a character, because of inertia–an object in motion tends to stay in motion along the line in which it moves. Thus, a starship moving forward must exert force to change its direction—a maneuver is required, as indicated on pages 140-41 of the *Star Trek: The Next Generation Roleplaying Game* Core Rulebook. The accompanying table converts many of those maneuvers into a hex format.

Vessel Facing



COMBAT

Weapon ranges are far greater in starship combat—but so is the size of the battlefield. The accompanying table provides hex ranges for common starship weapons.

STARSHIP WEAPONS HEX RANGES

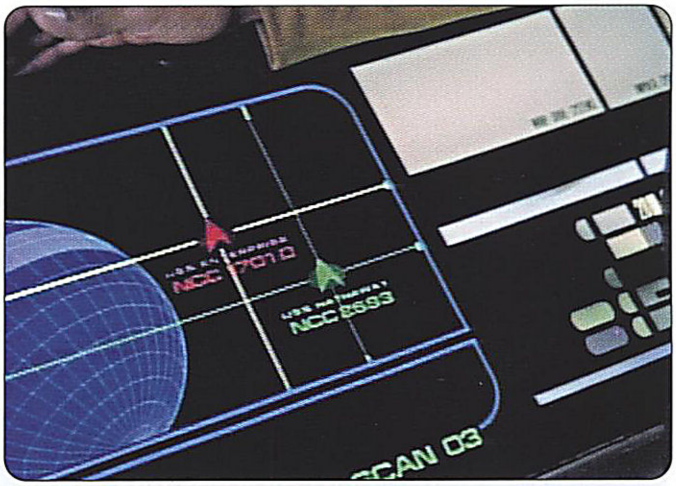
Weapon Point	Blank	Short	Medium	Long
Standard Beam Weapon	Same hex	1	3	10
Standard Missile Weapon	Same hex	10	33	116
Uprated Missile Weapon	Same hex	12	50	135

RAMMING

When calculating Ramming damage (core rulebook, page 146), substitute "hexes moved" for "Movement Units moved."

LINE OF SIGHT AND COVER IN SPACE

Line of sight works a bit differently for starships than it does for personal combat. Starships don't actually "see" each other. They instead use a combination of passive and active scans to detect ships and other objects in space. Thus, for starships, line of sight refers less to vision and more to detection. In open space, this usually isn't a question. If the Narrator can draw a direct line between an attacking starship and its target, the attacker has a clear line of sight and can fire weapons (unless the opponent employs a cloaking device, of course).



Yet in space a number of objects can affect sensor readings, and thus obscure the line of sight between starships: A Klingon bird of prey could take cover in an asteroid field; a Ferengi marauder might hide behind a planet; a starship could lurk in the tail of a comet. If the Narrator cannot draw a straight line between the firing ship and its target without it crossing some terrain feature, then the attacker does not have a clear shot. In some cases, this may mean the attacking starship's sensors cannot "see" the target. In effect, the target ship hides in a sensor blind spot-a planet, a large asteroid, behind a larger vessel. In other cases, the target ship may simply be under cover–hiding behind a small asteroid, for example. As indicated in the core rulebook, cover can increase the Difficulty to hit a ship by +1 to +3.

For example, the *U.S.S. Enterprise-E* attempts to attack a renegade Klingon vessel hiding in an asteroid field. The Narrator places the Klingon bird of prey miniature on the star map in the middle of the asteroid field, with the *Enterprise* miniature somewhere in open space. The Narrator cannot draw a clear line of sight between the two ships, but calls for the Enterprise crew to make a Shipboard Systems (Sensors) Skill Test against a Moderate difficulty. The player playing the tactical officer makes a successful sensor test, thus establishing a clear line of sight. The Narrator rules that the asteroids provide cover for the bird of prey, and increases the Difficulty Number to hit it by +3.

In situations where LOS is questionable, the Narrator may require the attacking ship to make a Shipboard Systems (Sensors) roll to detect and target another ship. The basic Difficulty is typically Moderate (7), but the Narrator may increase this to reflect interference, range, and other factors. Unusual forms of radiation, energy fields, and the like affect LOS by affecting the attacking ship's ability to detect its target. The Narrator can increase the Difficulty Number, or Difficulty Level, to reflect this complica-

OPTIONAL THREE-DIMENSIONAL COMBAT SYSTEM

One quick and easy way to simulate the three-dimensional nature of starship combat is to use "counters," small squares of paper that indicate which ships are "above" and "below" the hex grid. Mark on each ship's slip a positive or negative number, such as +2 or –4, to represent the number of hexes (Movement Units) above or below the "0" plane. (For added clarity, these counters could be made from two different colors, one for positive numbers, one for negative). For example, a yellow piece of paper marked "+3" indicates that a ship flies 3 hexes above its present location on the hex grid, while a pink piece of paper marked "–2" denotes a ship 2 hexes below the grid. To determine the range to such a ship, count the number of hexes between it and the attacker and then add the value of the number on the piece of paper (ignore the minus sign next to "below" numbers; add the number's positive value). Use that total number to determine the range.

tion. Even inside a nebula, the Narrator should increase the Difficulty rather than banning the roll altogether.

> **Example:** *The renegade Klingon vessel moves from the asteroid field to a nearby nebula. The Enterprise crew wants to target it, but the high levels of radiation affect the ship's sensors. The Narrator decides to make this a Nearly Impossible Sensor Test–the crew might be able to detect the bird of prey momentarily through tremendous static. Although the Skill Test fails, the Narrator rules that the Enterprise can fire blindly.*
>
> *If the roll succeeds, the ship establishes the target's location, though not necessarily a clear line of sight for an attack. The Narrator should consider the type of weapons being used. Phasers can fire only in a straight line; they cannot curve around an obstacle. Photon torpedoes, however, can be independently targeted to hit their target. While a Cardassian ship may hide in an asteroid field, and thus benefit from cover, phasers would have to punch through the obstacles, while photon torpedoes could fly around them. In some cases, destroying an intervening obstacle is not feasible, such as destroying a planet to get at the hiding bird of prey.*
>
> *If the sensor test fails, no LOS exists. In this case, the only option available to the ship is to "fire blind" at +3 Difficulty (see* Line of Sight and Cover, *above, for additional discussion and rules for firing blindly).*

New Rules

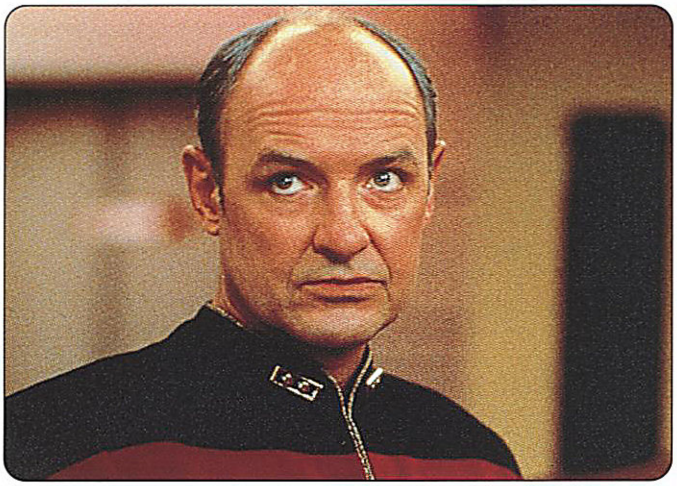
The Icon System rules in the *Star Trek: The Next Generation* Core Rulebook were written to be fairly broad, to cover a wide variety of situations. Over the months since the game's initial release, many readers have asked for rules to handle situations ranging from explosions to ranged combat maneuvers. In some cases, the game's designers dreamed up new wrinkles for the Icon System—like a Renown system for starships. For those players and Narrators who desire more detailed mechanics, the ***Players' Guide*** includes several new rules to expand your enjoyment of the game. Whether or not these rules apply to your game depends on the Narrator. You don't have to use every rule presented below. Take what you like and leave the rest.

Character Creation: High-ranking Characters

The *Star Trek: The Next Generation RPG* allows for a variety of play styles, from starting out as a fresh-faced ensign and working your way up through the ranks to playing a seasoned veteran in command of a starship. Some people prefer the sense of accomplishment they experience when their characters gradually, over the course of a series, work their way up the chain of command. Others may prefer to cut through all that—they want to play the senior staff on the bridge of one of the Federation's best starships, taking on the most important missions right away. Neither approach is better than the other, and both have elements to recommend them.

Looking at the character creation chapter in the *ST:TNG RPG*, how to create a high-ranking character may not be immediately apparent, especially when taken in concert with some guidelines presented later in the book. In particular, the casual reader may take the information in the Rewards chapter as hard-and-fast rules, when they were intended as suggestions. For example, the Rewards chapter suggests captains possess 60 points of Renown, which was intended as a guideline for how well known a person should be to attract Starfleet's notice, if the Narrator wanted to use a mechanical advancement system. Ultimately, the Narrator determines what rules apply in his game.

Taking the character creation system on its own, it becomes easier to conceive of creating a higher-ranked character. It is critical you consider your character's role in the series. Knowing that you want to play the captain of a *Galaxy*-class starship or the chief engineer of a *Sovereign*-class starship makes the character creation process much easier. The Narrator should make sure that the characters' positions don't clash. There can only be one captain and one first officer on a given starship, so if three players want to play the captain, two of them will have to change their minds. The easiest way to handle this is usually "first come, first served"—whoever first expresses to the Narrator the desire to be captain and/or provides a completed character sheet for his character gets the post. Everyone else will have to settle for being somewhere down on the chain of command.



As per the rules, select a Template and Overlay for your character. Note, the Overlay can represent a position other than Command, even if you're creating a commanding officer; simply assume the character transferred into the Command branch at some point in his career. Once you have the basic character completed, move on to Background development. This is where your character can acquire the skills and abilities needed to fill a particular position.

The Background History system allows Narrators to scale player characters to suit the players' desires and the series' needs. In some cases, some character concepts may require additional Development Points to create. For example, creating a captain requires at least 15 more Development Points than creating an ensign, just for the Promotion advantage. If a player needs an additional 20 points to create his character, the Narrator can simply give him these points in the form of additional Tours of Duty. For the truly experienced roleplayer, you can experiment by providing more Development Points for the established Background History stages. For example, try providing more detail for your character's childhood by spending 15 Development Points on Early Life (instead of the suggested 5). (This is why having a character concept firmly in mind is so important—so you can figure out how many Development Points you'll need.)

Alternately, simply use the Advanced Character Creation suggestion on page 77 of the *ST:TNG RPG* Core Rulebook: Spend a given amount of Development Points as needed.

Complete your character's Early Life History, Academy History, and Cadet Cruise, as stated in the *ST:TNG RPG* rules. Although the basic rules recommend only one or two Tour of Duty rotations, complete as many additional tours as needed. Instead of defining what the character did on his tour by selecting packages, simply spend the raw Development Points on the Skills and Traits needed for his higher rank. Remember, each Tour of Duty lasts for 2-7 (1d6+1) years.

Lastly, the basic character creation rules require players to spend all Development Points allotted for a particular stage of Background History creation on that stage; you cannot "save" or "carry over" DP for later stages. This can make the process of creating a high-ranking character needlessly difficult, as players try to spend one or two leftover points. When creating a high-ranking character, ignore this particular rule.

> **Example:** *Matt wants to play the captain of the* U.S.S. Yamato, *the starship his Narrator plans to use as the setting for the series. He selects the Human Template and the Command Overlay, giving him his character's basic form. Next he chooses the "Academic Upbringing" for his Early Life, "Intelligence Training" for Academy Life, and spends his one point from his Cadet Cruise on the Promotion advantage (taking him to Lieutenant, j.g.). For his character's first Tour of Duty, he takes 10 Development Points, spending 2 on the Promotion (Lieutenant) advantage and the rest on skills. For his next tour, Matt spends 3 of his next 5 points on the Promotion (Lieutenant Commander) advantage. Matt still has two rank levels to go—a total of 9 points. So he ventures on another Tour of Duty, spending 4 of his 5 points to become a Commander, then takes another Tour, spending these 5 points on Promotion (Captain). (Presumably, Matt's been spending left over Development Points on the skills needed to be the captain of a starship [e.g., at least one skill level in the primary skill in three departments, as well as Command skills]).*

Similarly, many players like to take a chronologic approach to character creation, developing their character's abilities along with their past. This helps establish when a particular event occurred. Yet it can also slow down character creation for high-ranking characters. Players could always spend points on a desired Trait to speed the process.

> **Example:** *Alternatively, Matt could simply take the fifteen points allotted to him for his first and second Tours of Duty and spend it all on Promotion (Captain). Points from subsequent Tours of Duty could be used to purchase additional Skills and Traits.*

When creating a high-ranking character, a player should review the general qualifications for higher ranks listed on page 182 of the *Star Trek: The Nex Generation* Core Rulebook and use those as guidelines when creating his character. A character who buys the rank of Captain at the start of the game probably won't have the skill ranks recommended for captains who work their way up through the ranks (which is one good reason to earn the rank instead of buying it). We suggest, for captains in particular, that they have all of the listed Skills at level 2 (3) or higher, if at all possible.

RENOWN

The thorniest issue involved in playing a high-ranking character at the beginning of the game is the question of Renown. As indicated on page 182 of the

ROLEPLAYING RANKS

Experienced roleplaying groups may prefer to roleplay ranks instead of buying them. In this sort of series, the Narrator assigns ranks to characters based on the players' expressed preferences and the needs of the series. Characters advance in rank when the Narrator feels they have gained sufficient experience to do so, the circumstances of the series call for it, or the Narrator wishes to reward a player's consistently good roleplaying. While a system such as this may be highly subjective, leaving the question of advancement open to interpretation, in the hands of sufficiently mature gamers it can work quite well.

Core Rulebook, captains and other high-ranking characters tend to have earned a lot of Renown—people within Starfleet, and even in the Federation and other governments, know their names and accomplishments. Some may have even become legends in their own lifetimes, like Captain James T. Kirk. Obviously a starting character, with his single point of Renown, hasn't attracted this sort of attention yet.

As mentioned above, the guidelines set down in the Rewards chapter refer to characters advancing during game play. The Renown system provides a way to measure a character's accomplishments. The numbers and skill requirements described here are intended as benchmarks to help the Narrator adjudicate character advancement, if they desire a more mechanical, objective process. Nothing in the rules says a character must have 60 Renown to be a captain, and nothing in the Rewards chapter precludes players from creating a captain with significantly less Renown.

After the game starts, characters should qualify for promotions in the normal fashion, using the guidelines on page 182 of the core rulebook. If they started the game with lower Skills than characters of their rank would normally possess, it may take them a long time to learn the skills which will qualify them for naturally earned high rank.

NARRATOR CONSIDERATIONS

Having the Crew start out with high ranks, especially the rank of Captain, can cause problems in the campaign. This section addresses some of those problems and provides potential solutions.

Nowhere to Go

One of the benefits to starting the game as a low-ranking character is that each character automatically has at least one goal: attain higher ranks. It gives them something to strive for, guides their character development, and provides a way to spend Experience Points that doesn't involve increasing combat Skills.

Characters of high rank don't have this motivation (or have it to a much lesser degree). Becoming an admiral usually holds little attraction, since, as Captain Kirk found out to his regret, that rank leads toward desk jobs and administrative duties, instead of the action-packed missions of a starship captain. Unless the Narrator wants to run some sort of politically oriented campaign set in San Francisco, involving critical issues of logistical support and paper-pushing, characters generally should not advance beyond the rank of captain.

The best solution to this problem is to give the characters some goal to strive for other than gaining higher rank. Some of the Crew members' goals can be relatively personal ones easily expressed in game terms. Captain Moore might want to become a master of Klingon martial arts (*i.e.*, reach level 5 (6) in Primitive Weaponry (*Bat'leth*) and similar levels in many other Skills). Lieutenant Commander N'vrek might research scientific breakthroughs in the field of warp propulsion (in game terms, learning Propulsion Engineering (Warp Drive) 4 (5), learning related Skills at similar levels, and buying a Famous Incident Advantage to represent the galaxy's knowledge of his discovery). Other goals may be less individualized—explore this section of the galaxy thoroughly and report back about your discoveries, or help defeat a threat to the Federation—but no less important. As long as the characters develop some reasonable goals to guide their development, the game should run smoothly.

Levels of Skill

Since characters who start at high ranks may not need to spend the Experience Points normally required to qualify for those ranks, they are free to spend their points on other Skills. Before too long they can easily reach extremely high levels of ability in many Skills, giving them the capacity to make many Tests easily (which may or may not be desirable from the Narrator's point of view). They may also sink a lot of Experience Points into Courage Points, thus improving their chances of success across the board.

Several solutions to this problem exist. First, the Narrator can give out a much smaller number of Experience Points than he normally would, thus slowing character advancement. Second, the Narrator can provide other "point sinks"—things for characters to spend points on other than the Overlay- and combat-oriented Skills they might otherwise buy or improve. For example, an extended series of episodes focusing on a particular planet or culture may lead the characters to spend points on Specializations and Traits related to that planet or culture: World Knowledge, Species Friend, perhaps even social rank in the society if they stay there long enough. These sorts of things have relatively little impact on the overall campaign, but help to improve a significant part of it and develop the characters at the same time.

Third, Narrators can restrict how many high-level Skills a character can have. Perhaps each character can only have one or two 5 (6) Skills, two or three 4 (5) Skills, and so on. This forces the characters to become more broadly experienced (though that can itself cause some problems). Alternatively, maybe each Skill can only have one person in the campaign who can attain the level of 4 (5) or 5 (6) in it—the first character to get to that level may have it, but the others are limited to the next lowest level.

Finally, characters with a broad range of high-level Skills are not necessarily a bad thing. Take a look at Captain Picard's character sheet in ***The Price of Freedom***, or Captain Kirk in the *Star Trek RPG* Core Rulebook. Having a character with comparable skill ranks simply means he has joined the ranks of these, and other, Star Trek legends. Narrators can adjust their series' style by increasing the Difficulty Number of Skill Tests. While a Moderate Test may once have challenged your players, now Difficult and Nearly Impossible Tests may be what's called for. Thus, you can pit your Crew against increasingly difficult challenges, like saving the Federation from a giant, planet-killing probe.

GIVING ORDERS

Sometimes it's awkward for one player to give orders to another player—which often occurs if one character is the captain, and the other characters members of his ship's crew. If the players in the campaign are mature enough to handle a game in which one character has power over the others, well and good. Otherwise, the Narrator needs to be aware of this problem and make some preparations for it.

The most important thing to do is to make sure that the players understand their characters' roles. Players with high-ranking characters should remember that while Starfleet employs a military-style organization, it is not a rigid and hierarchical system. Every member of Starfleet is a highly trained, extremely competent individual who can be, and should be, trusted to know his duty and to perform to the best of his abilities. In short, Starfleet characters, especially Crew members, often do not have to receive orders at all-they know what to do, and the captain character should simply sit back and let them do it.

Furthermore, even when Starfleet captains (and other high-ranking officers) give orders, they do so without raising their voices, shouting, or displaying a domineering attitude. Starfleet does not tolerate martinets; it wants its commanders to lead by example and through the respect they have earned from their crew, not by throwing their weight around. Player character captains who get into the habit of issuing harsh orders are not embodying the Starfleet ideal. Nor are captains who are unwilling to listen to the suggestions and ideas of their underlings.

Lower-ranking characters, for their part, should, unless given reason to do otherwise, hold the deepest respect and admiration for their commanding officers. They should quickly, and respectfully (if not cheerfully), carry out the orders they are given. If they feel they have something to contribute—a suggestion or idea about how to solve a problem or improve a process—they should not hesitate to offer it politely. Players of such characters should be made aware of these things before the game begins.

Players should be informed about the standards and expectations described above before the game begins. If high-ranking characters start to abuse their rank, or lower-ranking characters refuse to obey reasonable orders or cause other problems, the Narrator must take steps to correct the situation at once. First and foremost he should talk to the offending player(s) and try to straighten out the situation without letting it intrude into the game any more than necessary.

If that doesn't work, more blunt solutions may be necessary. The offending character(s) can receive reduced Experience Point awards to reflect their poor roleplaying, with the reasons for the reduced award being made clear to them. Characters may also begin to accumulate negative Renown (typically of the Openness or Discipline Aspects) as word of their tyranny or disobedience leaks out to the rest of the Federation. As a last resort, characters can be stripped of their rank by Starfleet Command, or even booted out of Starfleet altogether.

These, of course, are mostly "out-of-game solutions." Several in-game options for curbing "rank abuse" also exist. For example, the Starfleet Judge Advocate General may investigate the character's use of his authority, or even open formal hearings that could lead to a court martial. Less formally, Starfleet admirals and other characters who outrank the offending character can contact him and talk to him about his method of command. If worse comes to worst, a high-ranking Supporting Cast character may question the character's fitness to command, leading to the character temporarily being relieved of duty until the ship's counselor can assess his mental health.

STORY OPTIONS

Having a Crew of high-ranking characters presents the Narrator with some intriguing story options which the standard *Star Trek: The Next Generation Roleplaying Game* series does not present. Here are a few examples to get the Narrator's thought processes started.

High-ranking characters can become involved in Starfleet and Federation politics in ways which low-ranking characters cannot. They may be asked to return to Earth to consult with Starfleet Command on the Romulan Empire, appointed to a temporary admiralty to oversee the conduct of an emergency situation, or uncover a conspiracy within the Federation Council.

High-ranking characters can take the lead in important missions, instead of just serving as "support staff" or part of an away team. They can conduct negotiations directly with prospective Federation members (or engage in similar types of diplomacy between warring species and the like), orchestrate a first-contact mission, and give the orders that may stop—or start—a war, just to describe a few examples.

High-ranking characters generally tend to be older and more experienced than lower-ranking characters (who are often fresh out of the Academy). If the Narrator has the players provide him with some background notes about their characters, he can come up with scenarios based on, or derived from, that background information. Examples include long-lost loves returning to the characters' lives (such as Captain Picard and Janice Manheim); stories based around the characters' relationships with their parents (such as Kyle and William Riker's stormy relationship); and

fallout from the characters' experiences while serving on other ships (such as Geordi La Forge's escapade on Tarchannen III).

Starship Renown

In the basic rules, characters earn Renown individually for their noble and heroic deeds (or, in some cases, infamous actions). Some starships similarly become famous for their exploits—the difficult missions their crews have accomplished. Many people hear more about a ship's exploits than about the ship's crew-they may know the *Enterprise-D* defeated the Borg in 2369, but not the role Commander Data played, for example. Most notable among these are, of course, the various starships *Enterprise*, whose crews have distinguished themselves time and again.

Many, many people within and without the Federation have heard of the *Enterprises* and their gallant crews. Receiving a post on a ship named *Enterprise* is not only a great honor for a character, it tends to reflect well on his competence and abilities. An ensign on most ships is just an ensign, but in the eyes of many, an ensign posted to the *Enterprise-E* has a little something extra going for him.

To represent this factor—a sort of "Renown by association," as it were—the following rules on Starship Renown can be introduced into a *Star Trek: The Next Generation Roleplaying Game* series.

CALCULATING STARSHIP RENOWN

When commissioned, a starship typically has a Renown rating of 0. Starships constructed with the latest technology, or slated for a prestigious posting, tend to be an exception. In such cases, the Narrator can give the ship a starting Starship Renown of 1-4, assigned to whichever Aspect(s) seem most appropriate. For example, the *Enterprise-D*, when first commissioned, was the Federation's flagship, and was known to be equipped with state-of-the-art technology. Thus, she had a starting Starship Renown of 4: 1 Accomplishment (for being the flagship) and 3 Innovation (for her advanced systems and state-of-the-art technology).

After construction, a starship earns Starship Renown in much the same way as characters earn personal Renown: by participating in missions and accomplishing great deeds. If a starship's crew opens diplomatic relations with a newly encountered alien species, not only might they earn Renown, the starship might gain some Accomplishment Renown as well.

If the starship's very presence thwarted the start of a war between two rival worlds, the ship might receive negative Force Renown. Should the crew discover the nature of a subspace anomaly, the starship—as site of the discovery—might gain Science Renown. Thus, over time, a starship could become well known throughout the Federation and beyond for her exploits, and the exploits of her crew.

STARSHIP RENOWN ASPECTS

Accomplishment: Accomplishment is a general measurement of what the ship and its crew(s) have achieved to date. It is the "default" category for Starship Renown; unless a point of Starship Renown should clearly be assigned to some other Aspect, assign it to Accomplishment.

Force: Starships with a high Force Renown either have a reputation for participating in many battles (*e.g.*, the Battle of Wolf 359, the Battle of Maxia, etc.) or for using force to solve a problem. Thus a starship can be known for its military exploits, or for a willingness to resort to violence or the threat of violence. Starfleet vessels tend to have low Force Renown, which it sees as a benefit, while some threat species prefer their vessels be seen as instruments of terror. Destroying an invading alien probe earns a ship Force Renown; negotiating with it earns the ship negative Force Renown. Medical frigates like the *U.S.S. Pasteur* have a reputation for peace, and thus have a negative Force Renown.

Science: This Aspect describes the ship's scientific exploits and discoveries. A starship known for her scientific accomplishments and the skill of her science personnel would have a high Science Renown. Since most starships are built with extensive science facilities, this aspect measures the ship's reputation for the discoveries made on board—from identifying the cause of a temporal loop to finding a cure for Bendii Syndrome. Stellar survey vessels, laboratory ships, medical ships, and similar starships tend to have high Science Renown.

Innovation: This Aspect measures a starship's reputation for design innovation and cutting-edge technology. Because Starfleet constructs every new starship with the latest innovations, this Aspect represents the ship's initial reputation for Innovation. A starship built with bioneural gel packs might have a Innovation 4, a starship built with variable configuration nacelles might have a Innovation of 5, while a ship with both innovations would have a score of 9. Unless the ship receives periodic technological upgrades, her Innovation Renown will slowly drop to 0 (and below) as she earns a reputation for being outdated. Starships can earn Innovation Renown for using a given technology in a new and innovative way—using the warp drive to create a static warp bubble, for example—or by incorporating new technologies.

STARSHIP RENOWN VERSUS CREW RENOWN

When tabulating Renown awards, the Narrator must carefully distinguish between the Crew and the starship. People earn Renown for their deeds. Starships earn Renown for being a part of important events. In some cases, both may gain Renown for the same event. Just because the Crew does something important doesn't mean their ship automatically earns Renown as well. Similarly, a starship can gain Starship Renown, even if none of the Crew gains personal Renown; it might have been the contributions of the ship's entire crew which led to the award, not the efforts of any particular individual. Only when the presence of the ship itself holds particular importance, or the entire crew contributed to the success of the mission (and that contribution becomes widely known) should the ship itself earn Starship Renown.

For example, if the Crew, through its actions, settles the differences between two warring races, the Narrator can award individual members Openness or Skill Renown. Their ship, however, probably deserves little or no Starship Renown—it was the work of certain Crew members, not the ship or her crew, which was really important. If the presence of the starship proved vital in some way—perhaps as the site of treaty negotiations between the two antagonists, for example—then the Narrator might rule that the ship deserves some Starship Renown. In the latter case, the presence and abilities of the ship and her crew are likely to become known across the Federation.

On the other hand, the *U.S.S. Intrepid* is well-known as the first ship to respond to the Khitomer Massacre—thus paving the way for peace between the Klingons and the Federation. Individual crewmembers may have earned personal Renown for performing especially well during the rescue, but the Intrepid's presence played a critical role in the unfolding of events and thus she deserved to earn significant Starship Renown. Similarly, a starship winning a significant battle might earn Starship Renown, even if no single member of her crew distinguished themselves during the fight—all hands had to perform their duties admirably for the ship to succeed.

The size of the Renown award depends on the circumstances warranting the award. As a good rule of thumb, whenever a crewman's actions earn 5 or more points of Renown for a single action connected with the ship (for example, for making a scientific discovery of major importance on board), the ship gains a point of Starship Renown (in this case, Science Renown). When awarding Renown to the starship itself, the Narrator should use the Renown Awards guidelines on page 180 of the *ST:TNG RPG* core rules. Let's assume the *U.S.S. Enterprise* arrives in the nick of time to save the Earth from a Borg invasion. The Narrator could determine that the starship garners some fame for this, and decides the ship "displayed skill or valor in a major battle", giving 4-6 points of Force Renown. Lastly, in some rare cases, sometimes both the ship and the Crew deserve an equal measure of Renown for the same event. If Ensign Alessara saves the life of Chancellor Gowron while he visits her starship, for example, the deed might merit an award of 3-7 Skill Renown not only for Alessara, but also to her ship.

EFFECTS OF STARSHIP RENOWN

At its most basic level, Starship Renown functions for the ship the same way individual Renown works for a character: Characters may make Starship Renown Tests to determine whether or not they have heard of the ship and what they know about her. The accompanying tables provide default Difficulties and modifiers.

DEFAULT STARSHIP RENOWN DIFFICULTIES

Difficulty	*Description*
3-5	*Routine*: Anyone working within the same fleet
6-8	*Moderate*: A citizen of the entity which controls the ship (*e.g.*, a Federation citizen's chance to know about the Intrepid's role in the Khitomer rescue); anyone working within an allied or threat fleet; anyone whose job requires knowledge of the ship's fleet's operations
9-11	*Challenging*: A citizen of an allied political entity; anyone working within a nonrelated fleet (*e.g.*, the Tholian space navy)
12-14	*Difficult*: A citizen of a threat political entity
15+	*Nearly Impossible*: A citizen of a nonrelated political entity (*e.g.*, the average Tholian)

ADDITIONAL MODIFIERS

Modifier	*Situation*
–2 Difficulty	Starship has earned 10+ Starship Renown in past year
–1 Difficulty	Starship has earned 5+ Starship Renown in past year
–1 Difficulty	Starship has earned 2+ Starship Renown in past week (not cumulative with bonuses for annual earnings)
–1 Difficulty	Starship is crewed primarily by members of same species as character attempting the Test
–2 Difficulty	Character attempting Test used to serve on the ship
–1 Difficulty	Character attempting Test would probably know the ship (has a relative which served/is serving on her, has read or studied about her, and so on)
+1 to +3 Difficulty	Character attempting Test normally operates far away from the ship (for example, across the quadrant)

Add up the ship's Starship Renown Aspects and divide the total by 10 to determine the Base Starship Renown (rounding up). Then roll a number of dice equal to the ship's relevant Aspect (usually Accomplishment), with a maximum number of 10d6, and add the Base Starship Renown to the roll. The Drama Die rule applies. To determine if the Test succeeded, compare the final number—the Test Result—to the Difficulty the Narrator assigned to the task.

> **Example:** *Ensign Alessara enjoys a cup of raktajino in a club on space station K-7 when a gang of boisterous Klingons enters the room. Perhaps under the influence of too much blood wine, they begin to taunt Alessara (never a good idea). She decides to try impressing them, and purposely "lets slip" the name of her starship—the indomitable* U.S.S. Discovery.
>
> *The* Discovery's *Renown Aspects are Accomplishment 8, Force 10, Science 7, and Innovation 5, for a total Starship Renown of 30 and a Base Starship Renown of 3. The Narrator rolls a number of dice equal to the* Discovery's *Force rating—the Aspect that would impress the Klingons the most. The highest number rolled is a 6, added to the base renown of 3, for a total Test Result of 9. This beats the Difficulty Number of 8 the Narrator established, and rules the Klingons have indeed heard of the* Discovery's *role in the Battle of Po Ucan IV.*

STARSHIP RENOWN AND THE SENIOR OFFICERS

A character who succeeds in making a Starship Renown Test knows of the ship and its achievements, but not about any particular member of its crew. For every point by which a character exceeds the Difficulty Number for the Test, he knows the name of one member of the ship's senior crew (and can make ordinary Renown Tests to remember more about that person if necessary). The Narrator can randomly determine which crew members the character knows about, or simply let the character choose by position. For example, suppose that the Difficulty for a Starship Renown Test is 10, and the character making the Test rolls a 13. He knows the names of three members of the bridge crew (say, the Captain, First Officer, and Tactical Officer).

Thus, a character may not recognize a senior officer individually, but may recognize him through his association with his famous ship. For example, suppose a character meets Commander Will Riker, but fails a Renown Test to recognize him. That character may still have heard of the *Enterprise*, and perhaps recall that Riker serves as its first officer. If this character succeeds well enough in his Starship Renown Test, he may recall that someone named Will Riker served as the *Enterprise's* first officer (and maybe will be allowed to make another Renown Test to remember more, at the Narrator's discretion).

Furthermore, serving on a renowned ship improves a bridge officer's personal Renown—only the best personnel are posted to positions of leadership on the best ships, after all. The Narrator could have player characters add the ship's Base Starship Renown to each senior officer's Renown total as a starship renown bonus. Unfortunately, this benefit does not extend to the rest of the ship's crew. A ship may be famed throughout the galaxy, but few, if any, people would be able to name any enlisted personnel or junior officers serving on board. Such characters might still be recognized through their association with their starship, however.

SAMPLE STARSHIP RENOWN VALUES

U.S.S. Enterprise–E

Accomplisment: 46
Force: 15
Science: 19
Innovation: 11
Total: 91 (Base Starship Renown: 9)

U.S.S. Defiant

Accomplisment: 25
Force: 18
Science: 3
Innovation: 20
Total: 66 (Base Starship Renown: 7)

Ranged Combat Maneuvers

The maneuvers described below give characters more options to use during ranged personal combat. Like the Universal Combat Maneuvers on page 126 of the *Star Trek: The Next Generation* Core Rulebook, these maneuvers don't cost characters any points to know or use. Any character can use them at any time, unless the Narrator rules otherwise.

COVERING FIRE

Not to be confused with the rules for physical or visual cover in the core rulebook, Covering Fire allows a character to lay down a pattern of fire designed to deny an enemy safe access to a particular area. Covering Fire requires an energy weapon set for a Standard beam, a gunpowder projectile weapon, or a similar weapon judged appropriate by the Narrator.

To use Covering Fire, the character must define an unoccupied area he wishes to prevent other characters from entering safely. This area cannot have anyone in it when the character begins to lay down Covering Fire; if it does, the character's only option is to fire at that character (or characters) directly. A person who is unconscious or dead is not considered to be "occupying" a given area.

To establish an area protected by Covering Fire, the character must first make a successful Skill Test. The character employing Covering Fire describes a cone with its apex at the firing character, and a width at its base defined by the width of the area to be protected. The greater the width, the more difficult it is to maintain Covering Fire, as indicated on the accompanying table. The length of the cone, which is equivalent to range, establishes the base Difficulty. For example, if the character is using a Type II Phaser, and the cone is 50 meters long, the Difficulty is Moderate (7)—the same as for a Medium range shot.

COVERING FIRE TABLE

Base Width	*Difficulty*	*Charges Used*
30 degrees or less	Weapon base Difficulty for range	3
45 degrees	Weapon base Difficulty +1	4
60 degrees	Weapon base Difficulty +2	6
75 degrees	Weapon base Difficulty +3	7
90 degrees	Weapon base Difficulty +4	9

If the character's Test Result indicates success, Covering Fire protects the indicated area. Any character entering that area will automatically be hit by a blast from the weapon and take damage. The damage cannot be avoided (by, for example, Dodge), but it may be possible to block it (such as by carrying a large shield to ward off destructive energy beams). The Narrator should determine the exact effect of any character's attempt to protect himself from Covering Fire.

If the character's Test Result indicates failure, the character cannot adequately cover the desired area with Covering Fire, and will not automatically hit anyone entering the area. Instead, the firing character will have to make a standard "to hit" Test for every target entering the area. The Difficulty of this attack equals the Difficulty for establishing Covering Fire, regardless of where the character is within the cone.

Once established, Covering Fire may be maintained every round as a Timed Action without additional Skill Tests. This will continue to drain charges from a weapon's power pack or ammunition.

> **Example:** *Ensign Alessara and several of her fellow officers are fighting some smugglers on a desolate planet. Two of the members of her away team want to get to some nearby rocks so that they can trap the smugglers in a crossfire. If they move out from behind the trees they are currently using for cover, the smugglers (who are using another rock outcropping for cover) will have a clear shot at them. Alessara decides to lay down some Covering Fire so that her companions can reach the other rocks safely. She defines the unoccupied area as a 60-degree cone affecting the area above the rock outcropping-since the smugglers are hiding behind the outcropping, the area on top of it is "unoccupied." That way, if any of the smugglers try to pop up from behind the outcropping to fire, they will automatically be hit by her Covering Fire.*
>
> *The outcropping is 15 meters away, making it a Short range shot for Ensign Alessara's Type II Phaser, so the Difficulty to lay down Covering Fire is 6 (base of 4, +2 for size of cone); the maneuver will cost 6 charges from her phaser's power pack. She has Energy Weapon (Phaser) 2 (3) and a Coordination of 4. Her dice roll 5, 4, 3, and 1, so her Test Result is 8 (5 + 3)—she succeeds in establishing Covering Fire. Her friends begin to run for the rocks they want to hide behind. One of the smugglers, hearing the noise, decides to risk a shot, stands up behind the rock outcropping, and automatically gets hit by Alessara's fire. Stunned, he falls down.*
>
> *A clever smuggler lies on the ground to try to get a clear shot between two of the rocks in the outcropping; since Ensign Alessara's Covering Fire affects only the area on top of the outcropping, she cannot hit him. The smuggler decides to lay down some Covering Fire himself between the Starfleet officers and the rocks they are running toward. He is using a Klingon disruptor pistol and wants to establish a zone of Covering Fire 45 degrees wide at its base and 18 meters long (Short range), so his Difficulty is 5. He has Energy Weapon (Disruptor) 1 (2) and Coordination 3. Unfortunately, his three dice come up 1, 2, and 2, indicating that his Covering Fire effort fails. As the two Starfleet officers run through the affected area, the smuggler must roll to hit each of them individually, again at Difficulty 5 (regardless of where they pass through the zone). His first Test Result, a total of 7, indicates a hit; his second, 4, indicates a miss. One of the Starfleet officers makes it to the rocks unharmed; the other has been hit once by a disruptor blast.*

DOUBLE FIRE

Sometimes getting off two quick shots is better than one slower, more carefully aimed shot—in essence, the character substitutes "volume" for accuracy, hoping to get lucky and hit the target twice (or to hit two targets one time each). Double Fire allows just that—two shots with an energy weapon set on Standard beam (personal gunpowder weapons can also be used to Double Fire). Each shot costs the appropriate number of charges from the weapon's power supply. Double Fire counts as a single Timed Action.

The Difficulty of this kind of shot is increased by +2; thus, for example, using Double Fire on a target at Medium range (base Difficulty of 7) would be Difficulty 9. If the character fires each of his shots at a different target, and those two targets are three or more meters apart, the Difficulty increases by another +1. The character must make one Test for each shot.

GETTING THE DROP

Starfleet officers often prefer to settle hostile situations peacefully, instead of fighting—but sometimes the people on the other side have to be prevented from starting a fight long enough for Starfleet to talk to them. One of the best ways to do this is to "get the drop" on them. To Get the Drop, a character has to roll an appropriate Test (typically an Energy Weapons Test); this is a Timed Action. Success indicates that he "hit" the target with his "shot." He does not actually fire—he simply keeps the weapon aimed at the target, making it clear that he can shoot at any time. As long as the character keeps his weapon aimed at the target, he can fire for real at any time as an Immediate Action and automatically hit the target.

While maintaining the drop on someone, a character cannot take any other actions (except for walking a few paces and talking). If he makes any other attacks, dodges, or the like, he automatically loses the drop. If he is distracted (for example, he glances away for a second), the target can try to escape from the drop. This requires a Challenging (9) Dodge Test. If the target succeeds, the effects of Getting the drop are eliminated, but the attacking character knows this. If the target fails, the attacking character has maintained the Drop.

RICOCHET

Some ranged weapons, such as gunpowder projectile weapons, can be fired in such a manner as to bounce, or "ricochet," their projectile or beam off of floors, walls, ceilings, pavement, or the like to hit a target behind physical cover. To use Ricochet, make a Challenging (9) Test using the Skill required to fire the weapon; this counts as an Immediate Action, and must immediately be followed by firing the weapon. Modifiers for Aiming may be applied to reduce the Difficulty of the Ricochet Test.

If the Ricochet Test succeeds, Difficulty increases for physical cover (*Star Trek: The Next Generation* Core Rulebook, page 130) do not apply to the character's shot. If the Ricochet Test fails, the Difficulty increase for cover still applies; if it Dramatically Fails, the shot automatically misses (and may even ricochet in the wrong direction, hitting one of the firing character's friends, or the character himself!).

Attempting a Ricochet with an energy beam weapon such as a phaser is difficult at best; in many cases the Narrator will not allow it at all. As a general guideline, the weapon must be set on Stun, and a reflective surface (such as a mirror, calm pool of water, or some force fields) must be used to "bounce" the beam off of.

SNAP SHOT

This maneuver allows a character to fire at his opposition while taking advantage of full physical cover. As detailed on page 130 of the *Star Trek: The Next Generation* Core Rulebook, full cover means an enemy has no chance of hitting a character—his only option is to blast through the cover. By definition, a character hiding behind full cover cannot fire back without losing some benefit of that cover; if he did so, he would only be partially covered, and the other modifiers listed on page 130 would apply.

With Snap Shot, the character moves out from behind cover, fires a quick shot, and then ducks back behind cover—hopefully before any of his opponents have the opportunity to take a shot at him. The character can simply fire a weapon when using Snap Shot, or can try a maneuver such as Double Fire or Ricochet if he feels confident enough. Regardless of what weapon or maneuver he uses, he incurs a +3 Difficulty penalty for using Snap Shot—it's hard to pop out from behind cover for a split second, fire accurately, and then get back behind cover all in one smooth motion.

While Snap Shooting, a character can still take advantage of having partial physical cover, thus increasing the Difficulty to hit him. If he does so, there is an additional +1 Difficulty for using Snap Shot.

The only way to take advantage of a Snap Shooter's split-second vulnerability is to wait for him. This requires several elements, otherwise the Snap Shooter acts too quickly for the character to react. First, he must Aim, as detailed on page 126 of the core rulebook. The first round of Aiming for this purpose does not reduce the Difficulty Number to hit the character; instead, it's necessary just to get ready to counteract Snap Shot. Subsequent rounds of Aiming will reduce the Difficulty to hit the Snap Shooter. Second, in the round when he decides to shoot, he must obtain Initiative over the Snap Shooter and then delay his action until his target takes a Snap Shot. If he fails to do so, he can keep Aiming and hope for a better Initiative Test Result next round.

After the character trying to shoot the Snap Shooter obtains Initiative, and the Snap Shooter reveals himself, the character may make a "to hit" Test with the standard Difficulty for range (plus any modifiers for cover and the like). If the Snap Shooter is Stunned, knocked out, or killed, his Snap Shot has been interrupted and he cannot duck back behind cover.

WIDE BEAM FIRE AGAINST MULTIPLE TARGETS

Many energy beam weapons, such as personal phasers, have a "wide beam" setting. Such settings are typically used to affect large targets, such as rock walls, all at once. On wide beam setting, energy weapons typically affect an area 10 meters long and 8 meters wide. The shooter is on one of the 8 meter-wide "edges" of the area of effect; wide beam cannot be used at range.

A wide beam setting can, of course, be used against multiple targets in combat in the right situation. If so, the shot is fired at a range of 0 meters (Point Blank range), though the firer himself is not affected by the beam. The firer must define the area affected by the wide beam; if he succeeds in hitting that point, the Narrator should determine what targets are in the affected area. The firer rolls damage one time, and all targets in the area take that damage.

Explosions and Explosives

It's an unfortunate fact of life in Starfleet that things sometimes blow up. Control panels explode in a shower of sparks when a starship takes phaser damage, phaser couplings and EPS conduits overload, unstable particles created (or studied) in labs suddenly decide to release all their energy at once. This section describes the rules for handling explosions with the Icon System.

BASIC RULES

The Icon System rates all explosives for two characteristics: Blast Radius and Dropoff. The Blast Radius is the area (measured in a radius in meters) receiving the full effect of the explosion. The full damage the explosive causes in this area is the Blast Radius Damage. Dropoff indicates how rapidly the Blast Radius Damage decreases beyond the Blast Radius. Dropoff is typically represented in damage category per meter, or points of damage per meter.

> **Example:** *A photon grenade (**The Price of Freedom: The United Federation of Planets Sourcebook**, page 100) has a Burst Radius of 3-10 meters (the user can control the radius by adjusting the setting) and a Dropoff of one damage category/meter. Thus, a photon grenade set for maximum Burst Radius and Light Disrupt C damage (damage category 4) would cause 35 points of damage to everything within a 10-meter radius, 10 points of damage (Heavy Thermal; damage category 3) to everything between 10 and 11 meters, 2 points of damage (Heavy Stun) to everything between 11 and 12 meters, and flash everyone between 12 and 13 meters. Anyone more than 13 meters away from the grenade when it explodes will be unaffected by the blast.*

Of course, Blast Radius and Dropoff increase as the amount of explosive substance used increases—the bigger the bomb, the bigger the explosion, so to speak. Figures given below represent typical amounts of explosives used in small explosive devices intended to kill or injure humanoid species. Much larger amounts are usually required to damage ships, destroy buildings, and so forth, except where noted otherwise.

DEMOLITIONS SKILL

The Demolitions Skill is used to work with explosives, as described on page 87 of the *Star Trek: The Next Generation Roleplaying Game* Core Rulebook. When performed properly, it allows a character to increase the effectiveness of an explosion.

A character can improve the yield (damage done) by an explosive if he makes a Moderate (8) Demolitions Test. If the Test is made exactly, the explosive does +1 point of damage; for every point over the Target Number, the explosive causes an additional +1 point of damage in the Blast Radius. If the character fails this Test, the explosive may not work as well as it normally does (it may even be a complete dud). If the dice indicate a dramatic failure, the explosive typically goes off prematurely, injuring the character as he works on it.

The Blast Radius of an explosive can also be improved through Demolitions. This requires a Challenging (10) Demolitions Test. If he makes the test exactly, add +1 meter to the Blast Radius; for every point over the Target Number, add an additional +1 meter to the Blast Radius. Failure results in similar effects to those noted for improving the yield.

The Narrator can adjust the Difficulties and other rules for working with explosives to suit a particular situation. "Stable" explosives are easier to work with and less prone to accidental detonations; "unstable" ones can be extremely hazardous if not handled correctly.

MISSED EXPLOSIONS

Explosives, such as grenades, are often thrown—and sometimes thrown explosives miss their intended target. In this case, the Narrator must determine where the weapon actually landed, since the explosion may still have an effect.

To determine the effect of a missed throw, first calculate the difference between the Difficulty Number needed to hit the target and the actual Test Result. Then roll 1d6 and multiply the difference by the number rolled. That tells you how many meters by which the throw missed. To determine the direction of the miss, roll 1d6, but reroll if you get a 5 or 6. A 1 indicates the weapon went long and lands beyond the target's location. A 2 indicates that it fell short, failing to reach the target. A 3 indicates it landed to the target's right, a 4 that it landed to the target's left.

> **Example:** *While fighting Cardassian troops, Ensign Alessara throws a photon grenade at them. She has a Fitness 3 (Strength +1), so her*

range for throwing a grenade is 2/8/12/16 meters. She has Throwing (Grenade) 2 (3). The Cardassians are 15 meters away, so this will be a Medium range throw (Difficulty 10). She sets the grenade for a 10-meter radius burst and heaves it at the Cardassians. Unfortunately, when she rolls her four dice, her best result is a 4 (Test Result: 7), so she misses. The Narrator determines the difference between the Difficult and the Test Result (10 - 7 = 3) and rolls 1d6, getting a 2. Since 2 (x) 3 = 6, the grenade is 6 meters off target. The Narrator rolls another die, and gets a 3—meaning the grenade has landed 6 meters to the right of the Cardassians (the Narrator assumes that Ensign Alessara's target was the center of the group). Since the grenade has a 10-meter explosion radius, the rightmost Cardassians will still be caught in the Blast Radius! The remaining Cardassians will suffer a lesser effect due to Dropoff.

COMMON EXPLOSIVES

This table provides Blast Radius and Dropoff information for some of the more common explosives found in the Federation and elsewhere.

EXPLOSIVES TABLE

Name	*Radius*	*Dropoff*	*Damage*
Argine	2 meters	5 pts/m	20 + 4d6
Bilitrium Bomb	13 meters	8 pts/m	30 + 12d6
Cabrodine	2 meters	15 pts/m	25 + 8d6
Dolamide	6 meters	10 pts/m	15 + 10d6
Forced Neutrino Inverter	18 meters	10 pts/m	40 + 12d6
Infernite	3 meters	10 pts/m	15 + 10d6
Irradiated Quartum	8 meters	15 pts/m	10 + 12d6
Locator Bomb	3 meters	8 pts/m	20 + 6d6
Phaser Ovrld	3 meters	10 pts/m	See text
Photon Grenade	3-10 meters	1 dmg category/m	See text
Plasma Charge	20 meters	20 pts/m	50 + 8d6
Sorium	4 meters	10 pts/m	20 + 8d6
Stun Grenade	3-7 meters	1 dmg category/m	See text
Tekasite	20 meters	5 pts/m	50 + 12d6
Thalmerite	20 meters	6 pts/m	40 + 15d6
Triceron	4 meters	12 pts/m	40 + 4d6
Tricobalt	5 meters	10 pts/m	50 + 3d6
Trilithium Explosive	25 meters	See text	See text
Ultritium	12 meters	8 pts/m	35 + 12d6

EXPLOSIVE DESCRIPTIONS

Argine: An explosive compound, often combined with sorium.

Bilitrium Bomb: Bilitrium, a crystalline element, is a potent energy source which, when built into a bomb with an antimatter converter, can cause tremendous explosions.

Cabrodine: A relatively common and easily obtained chemical, cabrodine is a primary ingredient in many industrial explosives, such as those used in mining. It has a small Blast Radius and sharp Dropoff, making it well suited for use in small, enclosed spaces which the user does not wish to damage.

Dolamide: A chemical energy source with a wide variety of industrial applications. In its purest form it has explosive properties.

Forced Neutrino Inverter: A powerful explosive device, often used by saboteurs and intelligence agencies such as the *Tal Shiar.*

Infernite: An explosive chemical compound common throughout the Federation and nearby space. Generally stable and easy to use, it gradually becomes more and more unstable if left unusued for more than about 100 standard hours.

Irradiated Quartum: Quartum, a normally very stable fuel used in Starfleet emergency thruster packs, becomes unstable when exposed to radiation of greater than 350 rads. In its unstable form it can be used as an explosive, though accidents are frequent (increase the Difficulty of any Demolitions Tests made to work with it by 1).

Locator Bomb: This sophisticated explosive device uses special sensors to detect the pheromones of a specific person, exploding only when that person comes within range to be killed by the bomb. Typically a Locator Bomb uses a sorium-argine mixture for its explosive component.

Phaser Overload: Described on page 236 of the *Star Trek: The Next Generation Roleplaying Game* Core Rulebook. The same rules apply to overloading disruptors and similar energy weapons.

Photon Grenade: Described in ***The Price of Freedom: The United Federation of Planets Sourcebook***, pages 100-01.

Plasma Charge: This small, powerful explosive device emits a burst of plasma to cause a large explosion.

Sorium: An explosive compound initially developed by Starfleet and later adapted to many different commercial applications. Although unstable in its normal form, it becomes very stable when mixed with argine (-1 Difficulty to all Demolitions Tests to work with sorium-argine).

Stun Grenade: Described in ***The Price of Freedom: The United Federation of Planets Sourcebook***, pages 100-01.

Tekasite: A highly unstable crystalline substance, usually purplish or greenish in color. All Demolitions Tests to work with it are at +2 Difficulty. If properly melted down and combined with other substances, such as trilithium, tekasite makes an extremely effective explosive.

Thalmerite: One of the most powerful explosive compounds known in the Federation. Outlawed for civilian use, it enjoys a rather notorious reputation due to the various criminal and terrorist incidents in which it has been employed.

Triceron: Triceron is an explosive compound often used to build small, easily concealed bombs.

Tricobalt: Tricobalt is a substance commonly used in explosive devices because it is extremely stable; only the proper stimulus (an electrical charge) will detonate it.

Trilithium Explosive: Trilithium, a compound made from paralithium and produced by the warp core of a starship, can be made into a powerful explosive. In typical quantities (no more than could easily be carried by an average man), it does damage equivalent to a Tetryon Pulse Launcher (***The Price of Freedom***, pages 107-08). It loses one damage category per meter beyond the Blast Radius. After the last damage category is reached, the explosion loses 10 points of damage per meter. Trilithium is very difficult to stabilize, and thus dangerous to use.

Ultritium: This powerful explosive substance, which can be mined or manufactured, is commonly used by all known major military organizations. Terrorists and saboteurs also favor it, because standard transporter scanners cannot detect it (the transporter must be specially programmed to do so).

EXPLOSIVE EFFECTS TABLE

Type	*Blast Radius*	*Dropoff*	*Damage*
Damaged Starship Panel	.5 meter	15 pts/m	5 + 1d6
Explosive Decompression	Special	Special	Special
Overloaded EPS Conduit	2 meters	10 pts/m	8 + 3d6
Starship/Station Destruction	40 meters	8 pts/m	100 + 30d6
Unstable Particle	2 meters	10 pts/m	5 + 3d6
Warp Core Breach	50 meters	10 pts/m	120 + 20d6

COMMON EXPLOSIVE EFFECTS

The Explosive Effects Table provides Narrators with general guidelines for common types of explosions (other than bombs, covered in the next section). The Narrator can scale the Blast Radius, Dropoff, and Blast Radius Damage up or down to represent larger or smaller effects, based on the dramatic needs of the story and the situation the story depicts.

DESCRIPTIONS

Damaged Starship Panel: When a ship suffers damage in starship combat, computer panels connected to affected systems often explode outward with a shower of sparks. This does the listed damage to anyone standing in front of the panel, and usually throws any such character a distance of 1/2d6 meters.

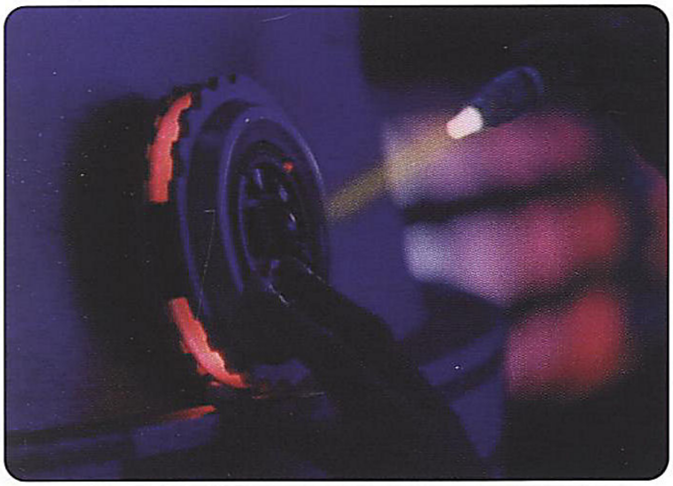
Explosive Decompression: Explosive decompression occurs when an area with atmosphere, such as most rooms on a starship, becomes open to vaccuum, causing all the air to blow out in one powerful rush (it does not literally involve an explosion, but the effects are similar in some ways). Assuming a roughly man-sized hole, explosive decompression lasts for a number of seconds equal to the cubic meters of air in the area opened to space. This duration changes proportionately to the size of the hole; a hole twice the size of a man would allow two cubic meters of air per second to blow out into space. The effect is rated in terms of a Strength which pulls characters and objects towards the opening the Strength is based on the size of the opening (see accompanying table).

EXPLOSIVE DECOMPRESSION STRENGTHS

Size of Hole	*Strength of Effect*
Fist-sized	1
Half man-size	d2
Man-size	d4
Twice man-size	d6
Three times man-size	d8

Characters must make Opposed Tests pitting their Fitness + Strength against the explosive decompression's Strength. Success means they manage to brace themselves or hold on to something solid, and avoid being sucked out the hole. Failure means they are sucked a number of meters equal to the Strength toward the hole-and, possibly, out into space.

Characters sucked out into space die unless rescued within a round or two. Explosive decompression poses other hazards, however. First, characters may be hit by flying debris, since explosive decompression affects objects as well as characters. The Narrator should roll 1d6 for each character; if any die comes up a 1, the character gets hit by debris and takes 1d6 damage (the Narrator may roll more dice for areas filled with many objects, or more dice of damage if a character gets hit by a particularly heavy or sharp object). Second, after the explosive decompression effect dies away, the characters are left in a room with no breathable air. Apply the rules on



drowning (*Star Trek: The Next Generation* Core Rulebook, page 131) to determine how long characters can go without air.

Overloaded EPS Conduit: These rules can also be used to simulate any sort of starship or space station power system overloads, or similar technological disasters.

Starship/Station Destruction: If a starship or space station is destroyed, either because it suffers damage or the crew activates its self-destruct sequence, other starships in the area may be affected. Narrators may wish to decrease the Dropoff to create larger, more dramatic explosions. The statistics on the table represent the damage caused by the explosive destruction of a *Galaxy*-class ship or like-sized station; the Narrator should adjust the damage proportionately for different-sized stations and ships.

Unstable Particle: Starfleet personnel often create or investigate strange molecules and subatomic particles. Sometimes these scientific unknowns explode unexpectedly, damaging the laboratory and any characters working on them. Narrators can increase the damage or the Dropoff to simulate particularly unstable molecules.

Warp Core Breach: This, the most feared explosion of all, is guaranteed to destroy a starship and kill everyone on it, unless the core can be successfully ejected. Nearby ships may also be damaged. The statistics on the table represent the damage caused by a warp core breach on a *Galaxy*-class ship; the Narrator should adjust the damage proportionately for different-sized ships. Similarly, the Narrator could consider an ejected warp core to be little more than a giant grenade in space.

COMBINED EXPLOSIVES

Many explosive devices, such as locator bombs (sorium-argine) or cabrodine-infernite bombs, combine two or more pure explosives. This often helps to improve the device's stability, allows for easier detonation, or provides other characteristics the demolitionist considers desirable. To derive statistics for such devices, use the average Blast Radius, Dropoff rate, and Blast Radius Damage. The Locater Bomb, which combines sorium and argine, provides an example on the above table.

Medicines and Drugs

One of the benefits of living in the UFP in the 24th century is the advanced medical care to which Federation citizens have access. In addition to advanced prosthetics to replace lost limbs, artificial organs, and similar techniques, a wide variety of drugs and medicines are available to cure just about any illness or condition of poor health. Fortunately, people in the Federation don't often need such treatments, since many virulent diseases were eliminated long ago. But some old diseases and infirmities still exist, and new ones are often discovered—especially by starships traveling to strange new worlds. For these reasons, the Federation keeps its pharmacopeia well stocked, and develops new drugs every year.

This section provides information on some of these drugs, including their game effects (if any), for Narrators and players who want to know more about them or use them in their games. As always, these rules are optional; if the Narrator prefers some other interpretation of how they work, he can use that in his game instead.

CONTROLLING DRUG AND MEDICINE USE

As useful as the Federation's medicines are, they are not magical healing potions, and Narrators and players should not treat them as such. Starfleet expects its personnel to do their duty resolutely, and while caution is both expected and commendable, carrying around multiple hyposprays on an away team mission "just in case" simply isn't the Starfleet Way.

ADMINISTERING DRUGS

In the *Star Trek: The Next Generation Roleplaying Game* setting, drugs and medicines are typically administered intravenously by means of a hypospray. Page 233 of the *Star Trek: The Next Generation Roleplaying Game* Core Rulebook has detailed information about hyposprays.

The typical hypospray carries five drug ampules with ten doses of drug each. Ordinarily these ampules each hold a different drug, and doctors can carry additional ampules if necessary. The Narrator may wish to limit the number of hyposprays and/or ampules which characters can carry to prevent overuse of drugs.

Drugs are administered almost exclusively by members of a ship's or station's medical staff. Any medical staff characters should be particularly cautious about overuse of drugs; their training explicitly cautions them against such things—and since they are the usual "doorway" through which other characters receive medications, they can help to control the

OVERDOSE TABLE

Roll	Overdose Effect
2	No effect.
3	The increased dose proves unusually effective this one time for some unknown reason. The Narrator should increase the drug's effect by up to 150% of normal.
4	The overdose sends the character into a berserk rage. The character acquires the Bloodlust Disadvantage for 1d6+1 hours (or, if he already has that Disadvantage, he loses the ability to spend Courage Points to stop himself).
5	The overdose interferes with the character's mental processes. He acquires a Phobia for 1d6 hours. (The Narrator may substitute similar effects, such Intolerant or Obsessive Tendencies, if he wishes.)
6	The overdose renders the character incoherent. Reduce the character's Intellect by 2 (minimum of 1) for 1d6+2 hours.
7	The overdose makes the character sick. Reduce the character's Fitness and Vitality by 1 (minimum Fitness of 1, minimum Vitality of –2) for 2d6 hours.
8	The overdose interferes with the character's nervous system. Reduce the character's Coordination by 1 (minimum of 1) for 2d6 hours.
9	The overdose causes the character to develop Weak Will for 1d6+2 hours.
10	The overdose causes the character intense pain. All Fitness- and Coordination-based Tests he makes for the next 1d6+2 hours suffer a –1 die penalty (if he rolls only 1 die to begin with, impose a –1 Test Result penalty on his roll instead).
11	The overdose proves poisonous to the character. He takes 3d6 damage (armor offers no protection against this damage), and, if not rendered unconscious by the damage, passes out for 1d6 hours.
12	The overdose sends the character into a coma for 2d6 hours. At the end of that time the character must make a Moderate (6) Fitness + Vitality Test or remain in a coma for another hour; he can roll again at the end of each hour to emerge from the coma.

problem. Make sure that players with medical staff characters understand this and are willing to work with you to keep Federation medical technology from being abused.

ADDICTION

Another way to control medicine and drug use is through the specter of addiction. The Addiction Trait (see page 79 of this book) can be imposed (for no extra Development Points) on any character who relies on the use of medication too often. The Narrator decides what amounts to "too often," though some guidelines are provided in the descriptions below. The idea of being addicted to a drug or medication should (and does) terrify many characters, so it's a good way to make them not use such substances more often than absolutely necessary.

OVERDOSES

Sometimes characters receive too much of a drug. This may occur because the person administering the drug miscalculates the dosage (or didn't know how much to administer in the first place), when someone missets a hypospray, or because of an accident. Regardless of the cause, an overdose usually proves harmful to the patient to some degree. The Narrator can determine the effects of the overdose on his own, based on the drug administered to the patient, or he can use the accompanying table to determine a random effect.

THE MEDICINES AND DRUGS

Here are descriptions of many of the medicines and drugs found in the universe of *Star Trek: The Next Generation*. Each description includes three categories of information. The first is Dose, which represents how much a typical dose of the drug contains. By increasing or decreasing the Dose, a character can increase or decrease the medicine's effect proportionately. The second is Duration—how long the medicine typically remains in effect. "Permanent" indicates that, once administered, the drug's effects last forever (as is the case with some inoculations). The last category is Effect. This describes what the medicine does, its normal intended uses, and so forth.

MEDICINE AND DRUGS

Name	Dose	Duration	Effect
Anesthezine	10 ml	Variable	Anaesthetic agent
Angosian Super-Soldier Drugs			
Cryptobiolin	Special	Permanent	Reaction-enhancing
Macrospentol	Special	Permanent	Pain-resistance
Triclenidil	Special	Permanent	Strength-enhancing
Chloromydride	18 ml	Special	Cardiostimulatory
Cordrazine	2-25 ml	Special	Stimulant
Delactovine	3-50 ml	Permanent	Stimulant
Dexalin	10-200 ml	Permanent	Counteracts oxygen deprivation
Hyronalin	Varies	Special	Treats radiation exposure
Inaprovaline	10-250 ml	Special	Cardiostimulant
Kayolane	25-300 ml	1-3 hours	Sedative
Melorazine	50 ml	1-3 hours	Sedative
Terakine	1-4 cc	5 hours	Pain relief
Vertazine	35 ml	6 hours	Counteracts vertigo

ANESTHEZINE

Dose: 10 ml
Duration: Variable
Effect: Anesthezine is a powerful anaesthetic and sedative agent. A standard dose causes 8 + 5d6 Stun Damage; when the victim "heals" from that damage, he wakes up. Anesthezine is most often used in the form of a knockout gas (and as such makes an excellent weapon), but can be administered like a standard drug as well.

ANGOSIAN SUPER-SOLDIER DRUGS

Dose: Special
Duration: Permanent

During the Tarsian War, the inhabitants of Angosia III developed several drugs to enhance the performance of ordinary soldiers, turning them into "super-soldiers." Since then, some unscrupulous individuals have made these drugs available on black markets throughout the Federation. The Federation and Starfleet have outlawed their use due to the side effects these drugs cause, but some persons cannot resist the benefits these drugs supposedly offer.

Angosian super-soldier drugs do not work with just one dose. Instead, an extended period of drug therapy is required. Approximately six doses are required before the drug's effects take hold in the humanoid body (some persons require slightly fewer doses, some more, depending on the subject's biochemistry, general health, and other factors). Each dose renders the subject so feeble that he remains bedridden for about a week. An additional three weeks of recovery and training are required thereafter, so no more than one dose per month can be administered to a subject. After the full series of treatments has been administered, the subject receives the benefits (and side effects) described under each drug.

Administering Angosian super-soldier drugs is difficult at best. Unless the doctor overseeing the process has received training on Angosia III, he must make a Moderate (7) Medical Sciences (Specialization of subject's species) Test to calculate the proper dosage and course of administration. Failure on this Test will not be apparent until the subject receives the first dose, at which point the Narrator should roll on the Overdose Table (page 142). Assuming the subject survives that experience, that particular Angosian drug can never again have any effect on him, good or bad.

CRYPTOBIOLIN

Effect: Cryptobiolin enhances a person's ability to react to outside stimuli when larger than normal amounts of adrenalin are present in his system (*i.e.*, in combat or other dangerous situations). It grants +1 Reaction (with a maximum of a +2 Reaction rating, as always) to the subject. But cryptobiolin is not without its side effects.

First, it tends to make the character jumpy and tense-and there are, of course, situations other than combat where the body produces adrenaline, which may trigger enhanced reactions at inappropriate or embarrassing times. In more concrete game terms, the character acquires the disadvantage Impulsive. If he already has that disadvantage, its effects are doubled (he must spend 2 Courage Points to overcome it, and attempts to dissuade him are at a –2 die penalty).

MACROSPENTOL

Effect: Macrospentol grants the subject a high resistance to pain. The character receives the High Pain Threshold advantage (if the character already has this Trait, the drug has no additional positive effect, but does have side effects). As a side effect, the drug also gives the subject permanent Bloodlust (or, if the character already has that disadvantage, doubles its effect—the character has to spend 2 Courage Points to stop fighting).

TRICLENIDIL

Effect: Triclenidil enhances the subject's musculature and skeletal system, making him much stronger. The subject receives +1 Strength Edge (maximum of +2, as usual). Triclenidil also affects the subject's mind, making him Arrogant (or, if he already has that disadvantage, Triclenidil doubles its effect—the character has to spend 2 Courage Points to remain humble).

CHLOROMYDRIDE

Dose: 18 ml
Duration: Special
Effect: Chloromydride is a cardiostimulatory agent similar to inaprovaline (see below), but is not as strong and is only used when inaprovaline has proven ineffective. Chloromydride lacks inaprovaline's strong regenerative properties; while it can help an injured person regain Wound Levels due to advanced medical care, it does not allow the physician to roll to determine if the drug helps the injured patient regenerate one Wound Level's worth of tissue.

CORDRAZINE

Dose: 2-25 ml
Duration: Special
Effect: Cordrazine, a powerful stimulant, is frequently carried by Starfleet doctors while on away team missions. When administered, it restores two lost Wound Levels to the patient, and immediately wakens an unconscious character. The regaining of consciousness is permanent, but any Wound Levels recovered through use of the drug will dissipate within about an hour. Cordrazine is most often used to keep a patient from dying while other, more permanent, forms of healing and therapy are administered.

Cordrazine is known to cause mental instability and disorientation, bordering on insanity, if administered in too large a dose or to someone who does not need it. In game terms, apply result 4, 5, or 6 from the Overdose Table, above, instead of rolling randomly.

An even stronger form of this drug, Tricordrazine, is also available, but is much rarer. Its use is generally reserved for patients with severe neural injuries. Its effects last about twice as long as those of Cordrazine.

DELACTOVINE

Dose: 3-50 ml
Duration: Permanent
Effect: Delactovine is a stimulant similar to cordrazine, but of lesser effect. It will awaken a sleeping or unconscious person, or prevent someone who is sleepy from falling asleep, but does not "restore" Wound Levels.

DEXALIN

Dose: 10-200 ml
Duration: Permanent
Effect: Doctors use dexalin to treat oxygen deprivation. Any Wound Levels lost from, or negative Test modifiers imposed by, oxygen deprivation are immediately restored or counteracted when this drug is administered. Dexalin does not reverse the permanent effects of oxygen deprivation, such as brain damage.

HYRONALIN

Dose: Varies
Duration: Special
Effect: Hyronalin is the standard treatment for exposure to radiation. Dosage depends on the extent of exposure. If administered within an hour or so after exposure, it almost instantly reverses the nonpermanent effects of such exposure, including restoring any lost Wound Levels. If administered to a patient to protect him from future radiation exposure, the drug's effects last for three hours and prevent any loss of Wound Levels or other injurious effects from radiation.

INAPROVALINE

Dose: 10-250 ml
Duration: Special
Effect: Inaprovaline is a cardiostimulant often used on severely injured patients. In low doses (below 150 ml) it stabilizes the patient, preventing him from losing any further Wound Levels due to bleeding and similar complications, and allows the treating physician to make a First Aid or Medical Sciences roll at +2 to his Test Result to give the patient back one Wound Level.

At higher doses, inaprovaline stimulates rapid tissue regeneration, but can cause widespread cardiopulmonary system collapse. The administering physician must make a Moderate (8) First Aid or Medical Sciences Test without any bonuses for advanced medical care. If he succeeds, the victim automatically gains one Wound Level (in addition to any levels obtained from receiving medical care, as described above and in the core rulebook). If he fails, the victim loses one Wound Level due to systemic shock. If the roll is a dramatic failure, the patient dies from cardiac system failure.

KAYOLANE

Dose: 25-300 ml
Duration: 1-3 hours
Effect: Kayolane is a sedative. When used in small doses, it makes a character groggy; he suffers a –2 die penalty to all Tests because he moves and thinks so lethargically. Larger doses simply knock the character out cold. Unless the dosage is precisely calibrated for a person's metabolism (this requires a Routine (4) Medical Sciences Test), the effects last for 1d6 hours; if so calibrated, the drug's effects can be timed to the minute.

MELORAZINE

Dose: 50 ml
Duration: 1-3 hours
Effect: Melorazine is a sedative similar to Kayolane.

TERAKINE

Dose: 1-4 cc
Duration: 5 hours
Effect: This analgesic drug relieves pain. It does not heal damage, but it does alleviate the pain caused by injuries, making it easier for a character to perform tasks even when hurt. Terakine reduces the Difficulty modifier caused by injuries by 1. For example, a Wounded character treated with Terakine would only be at +1 Difficulty (or –1 Initiative) instead of the usual +2 (–2).

VERTAZINE

Dose: 35 ml
Duration: 6 hours
Effect: Vertazine counteracts vertigo. It eliminates all Coordination reductions or similar penalties imposed on characters suffering from vertigo and similar conditions (such as zero gravity).

Starbase 315

This chapter describes a new setting for the *Star Trek: The Next Generation Roleplaying Game.* Like the Arteline sector presented in the core rulebook, this setting offers Narrators a starting point for their own series. The typical setting for a *ST:TNG RPG* series is a starship, out exploring uncharted territory. With the release of the *Star Trek: Deep Space Nine RPG,* however, we started wondering what life would be like on board a typical starbase. This setting—Starbase 315 and the BeTau sector—differs from a deep space station by being under Starfleet's jurisdiction, deep within Federation territory. Located rimward, near the Federation member world of Alesia Prime, and along important trade routes, Starbase 315 marks Starfleet's presence in this area of the quadrant. What kind of adventures could the crew of a starbase have? What kinds of stories could you tell here? The information in this chapter provides Narrators with enough information to start their own series set on Starbase 315, or on board a starship patrolling the BeTau sector.

Starbase 315

Located near the rimward edge of the BeTau sector, Starbase 315 serves as a key stop along several trade routes that link the Federation's outer colonies with the core of Federation space. Starfleet first established the starbase forty-three years ago, when the planet Alesia Prime joined the Federation, which led to an increase in trade and traffic across this region of the Alpha Quadrant. Over the years, as the Federation expanded further outward, establishing new colonies and adding allies, activity and starship traffic near and through the BeTau sector caused what was once a relatively obscure starbase in a remote sector to become a busy center of trade, politics, and scientific research.

Starbase 315 orbits the planet BeTau IV, a small Class-K planet in the BeTau system. BeTau was given its name by the Vulcan explorers who first charted the sector, and shares its name with the sector. The Federation Merchant Marine runs a small supply depot on the surface of BeTau IV, but none of other four planets of the BeTau system are inhabited or settled.

OVERVIEW AND LAYOUT

The station resembles a large saucer-shaped section, with a long (comparatively) thin cylinder extending beneath it. At the bottom of this cylinder are three wheels of four spokes each, which serve as docking pylons. The pylons are adjustable and retractable, allowing a wide assortment of configurations depending on the specific ships docked there. Up to twelve starships can dock at once at the station (including the *U.S.S. Talon* scout ship, see below), though larger ships, such as *Galaxy*- and *Sovereign*-class class ships are too large for the docking pylons and must remain in orbit about the station and BeTau IV.

From top to bottom the station has thirty-five decks (not counting the docking cylinder), starting with the Command Section on deck one, and ending with cargo holds and space dock facilities on decks twen-

STARBASE 315

Type: Service

Location: In orbit over BeTau IV

Commissioning Date: 2331

Hull Characteristics

Size/Structure: 7 (cylindrical, 200 meters across, 35 decks)

Resistance: 4

Structural Points: 140

Docking: twelve docking pylons; can service up to six *Ambassador*-class or larger starships at any one time under normal conditions, eight in emergency situations

Personnel Characteristics

Crew/Inhabitants/Capacity: 50/1,000/9,000 [8 pwr/round]

Entertainment: 6 [18 pwr/round]

Systems Characteristics

Computers: 5 [5 pwr/rnd]

Transporters: 4 personnel, 10 cargo, 4 emergency [9 pwr/rnd]

Tractor Beams: 4 (2 used by space dock facilities) [2/rating used]

Power: 400

Sensor Systems

Long-range Sensors: +2/17 light years [6 pwr/rnd]

Lateral Sensors: +3/2 light years [4 pwr/rnd]

Sensors Skill: 5

Internal Security: 5

Weapons Systems

Type X Phaser

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 4/5/7/10

Damage: 20

Power: [20]

Weapons Skill: 4

Type II Photon Torpedoes

Number: 400

Launchers: 4

Spread: 5

Arc: Self-guided

Range: 15/300,000/1,000,000/3,500,000

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 5

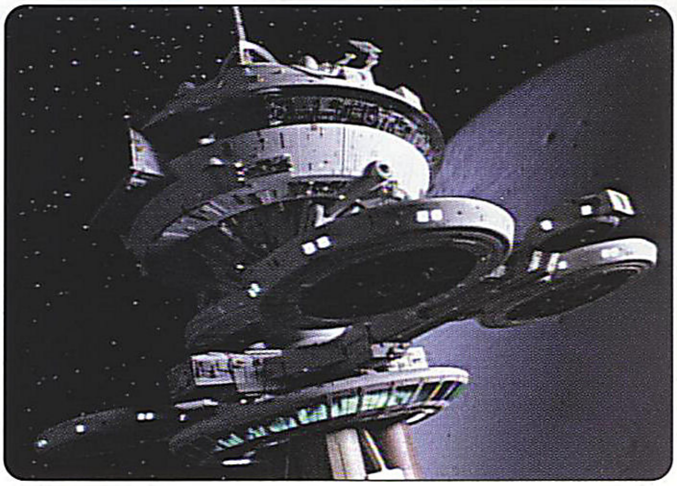
Defensive Systems

Starfleet Deflector Shield

Protection: 60/60/60/60 (80)

Power: [60]

Ships: 4 *Danube*-class runabouts, 1 *Talon*-class scout ship, 12 shuttlecraft (various types), 50 Work Bee craft



ty-nine through thirty-five. Turbolifts provide access to all areas of the station, though some areas, such as the Command Section, require authorization to enter. The following brief overviews describe each of the main sections of the starbase.

COMMAND SECTION

The Command Section of the starbase occupies the top three decks of the station. This section includes the Operations Center, as well as the Main Briefing Room and the offices of the station commander and senior staff. This section is off-limits to all non-Starfleet personnel, though frequent exceptions to this rule include Federation officials and occasional visiting ambassadors and dignitaries who request tours of this area.

ADMINISTRATIVE SECTION

Just below the Command Section lies the Administrative Section, containing of offices of several Federation bureaus and departments, including the Federation Diplomatic Corps, the Federation Cultural Attaché, and the Federation Merchant Marine. This section occupies decks four through eight. The Federation Diplomatic Corps is currently engaged in peace negotiations between the Pinaar Domain and Kentarr V. Meanwhile, the Merchant Marine plies the trade routes between the nearby worlds of the Federation and outlying colonies.

SCIENCE DEPARTMENTS

Like any Starfleet facility, Starbase 315 supports numerous science labs. The stationary nature of a starbase allows scientists to engage in long-term research projects and observation. The station's powerful long-range sensor array monitors neighboring sectors, while the numerous lateral arrays monitor several specific phenomena of interest to scientists.

Currently, for example, Dr. Kerrigan of the Daystrom Institute conducts long-term observations of Yanixx, a nearby Lazarus star, while Professor Golic of Tellar researches a pattern of subspace anomalies found in the region. Meanwhile, many of the artifacts retrieved from Heret IV arrive here for cataloguing and examination in the starbase's archaeology labs. The Science Section occupies decks nine and ten.

Residential Section

Occupying decks eleven through twenty-five, the Residential Section makes up the largest section of the station. Each deck contains approximately sixty rooms, with some of the upper and lower decks having slightly fewer or more than sixty respectively. The upper decks contain quarters for the commander and senior staff, as well as several Federation officials and ambassadors from the worlds of the BeTau sector, such as Pinnaar II and Alesia. Enlisted personnel and civilians live on the lower decks.

Though civilian space on the station is limited, a number of civilians from Federation worlds and the BeTau sector make their home on the station. Many of these civilians work in the various administrative offices on the station, while some work in the shops, restaurants, and business in the Commercial Section (see below).

Commercial Section

The Commercial Section of the station occupies deck twenty-six and contains a variety of businesses, including numerous restaurants and shops, as well as the local offices of the Tellarite Mining Corporation and the Dytallix Mining Company. Virtually anything a person could want is for sale in The Mall, and the starship crews visiting for a few hours' shore leave make this a popular destination. The puzzles and games built by the Alesians are particularly popular on the station, and are available at nearly any shop in the Commercial section.

Starfleet Intelligence suspects that several of the numerous shops and businesses on the station are in fact fronts for the Orion Syndicate, but has no solid proof, and has been thus far unable to act against them. Starfleet security officers patrol this section at all times.

Engineering Section

The Engineering Section occupies decks twenty-seven and twenty-eight. These decks contain the station's power and life-support systems, as well as transporter rooms and industrial replicators.

Cargo Holds and Space Dock

Cargo holds and the station's space dock facilities occupy the bottom seven decks. These decks are almost constantly busy, with ships arriving and departing at all hours of day and night. The upper three decks in this section consist mostly of cargo space, while starship repair facilities and equipment fill the lower three decks. The middle deck of this section, deck thirty-two, is a large docking bay which holds the station's support craft, including four runabouts and twelve shuttlecraft.

Population

More than 550 Starfleet officers and enlisted personnel make their homes on Starbase 315. In addition, several Federation personnel as well as a small contingent of civilians from the nearby star systems of the BeTau sector live here. The station can comfortably support a population of nearly 1,000 people, though most of the time the population remains at approximately 800.

CREW AND COMMAND STRUCTURE

The following section describes duties and responsibilities of the commander and senior staff of the station. The Narrator is encouraged to either create his own command staff, or allow the players to take on the roles of the commander and crew of the starbase in his series.

Commanding Officer

Similar to the captain of a starship, the commanding officer of Starbase 315 is responsible for the safety of the personnel aboard the station, and is the highest authority on the station. The commander acts the primary liaison between the Federation and Starfleet personnel on the station, and is considered the "voice" of both Starfleet and the Federation in the BeTau sector.

The commander, with assistance from members of his senior staff, also assigns Starfleet personnel to various missions and monitors their progress. The CO of Starbase 315 must have a rank of Commander or higher.

Executive Officer

Like the Executive Officer on a starship, the Executive Officer commands the station when the CO is not available, and serves as the primary liaison between the CO and the crew. The XO oversees day-to-day activities, coordinating with the Chief of Operations and other department heads as needed. The XO of Starbase 315 must have a rank of Lieutenant Commander or higher.

Chief of Operations

Similar to the Operations Management Officer on a starship, the Chief of Operations is responsible for maintaining the station's functions, including lifesupport, sensors, communications, and tactical systems, in proper working order. The Chief of Ops also serves as the Engineering Department Head and runs the space dock and starship repair facilities (though these duties can be assigned to separate individuals).

Tactical Officer/Security Chief

Responsible for maintaining security on board the station, the Tactical Officer is in charge of all Starfleet security personnel on the station, as well as the base's defensive systems. The Tactical Officer also aids the Chief of Operations in maintaining the tactical systems on board the station.

SCIENCE OFFICER

The Science Officer on board Starbase 315 is the head of the Science Division, and supervises all Starfleet scientific study conducted on and around the station. Most recently, the science department has been busy studying the Lazarus star Yanixx in the next sector, but they also work as part of the archaeological colony studying the recently discovered ruins on Heret IV (see p. 156).

CHIEF MEDICAL OFFICER

In charge of the infirmaries and all medical services on board the station, the Chief Medical Officer also acts as chief medical advisor to the Federation in this sector. This duty involves aiding local worlds in medical and health matters, such as outbreaks of disease, or offering medical disaster relief to planets or populations when needed.

Supporting Cast

In addition to the commander and senior staff described above, Starbase 315 is the home of a number of other significant characters. The following characters make their homes on the starbase, and characters visiting or living on the station are bound to encounter these people.

LARS ERICSSON, STARFLEET INTELLIGENCE

With the continuing hostilities between Pinnaar and their breakaway colony on Kentarr V, Starfleet Intelligence assigned a small detachment of intelligence operatives to the station. A human named Lars Ericsson leads this small detachment of operatives. Mildly paranoid and overly suspicious in nature, Ericsson sees potential problems behind even the slightest altercation on the station, and he continually runs counterespionage and antiterrorist operations, monitoring his environment at all times.

So far, neither side has risked antagonizing the Federation with an attack, however. The Starfleet Intelligence operation on Starbase 315 remains covert; SI does not maintain an official office, and the operatives assigned remain in plain clothes. Ericsson, however, keeps the station's commanding officer apprised of current operations.

PROFESSOR GOLIC

Born on Tellar, Professor Golic recently moved to Starbase 315 to study the natural occurrence of tetryon fields and tetryon radiation in the BeTau sector. Since tetryons can exist only in subspace, the presence of tetryon radiation could indicate an intrusion of subspace into normal space. Professor Golic searches for the source of the sporadic tetryon radiation readings recorded by Starbase 315 over the decades. From his laboratory on deck nine, he uses several dedicated lateral sensor arrays to sweep the area for tetryon particles. Golic's theories for these occurrences range from natural subspace instability to a connection to the Tholians.

DR. VELISSA KERRIGAN

Velissa Kerrigan hails from a Federation colony on Deneva, and received her doctorate in astrophysics from the Daystrom Institute. On behalf of the Federation Science Council, Dr. Kerrigan searches for a solution to the problem posed by Yanixx (see page 156). For the past two years, she's lived on the station, recording minute fluctuations in the spin periods of several nearby pulsar stars and comparing them with the readings taken of Yanixx. As the scientist closest to the dilemma, she works closely with Alesian scientists and starships in the region. Dr. Kerrigan likes the remoteness of Starbase 315, and spends much of her free time on The Mall.

REN T'KARR, FEDERATION INTELLIGENCE SERVICE CHIEF

With frequent visits to the station by the Alesian ambassador while on his way to Earth, and the recent peace talks between the Pinnaar Domain and Kentarr, the Federation Intelligence Service made arrangements with Starfleet to post a small detachment of agents aboard the station. Their assignment is to provide an additional level of security for the dignitaries when they visit the station. Commander Ren T'Karr, a brooding, intimidating Andorian, heads this detachment. T'Karr runs his office completely "by the book" and never bends the rules. His tight security procedures have caused some friction between T'Karr and some Starfleet security personnel on board the station from time to time.

LETARR POL, FEDERATION AMBASSADOR

As a representative to the Federation, the Alesian ambassador makes frequent trips to Earth, when the business of the Federation Council demands, and he often stops through Starbase 315. Letarr Pol, the Second of the Letarr family, currently holds this position. An avid supporter of Starfleet's mission, he enjoys poking his nose into station affairs, frequently requesting updates from the station commander and providing helpful suggestions. The desire on Starfleet's part to maintain good appearances often means distracting the ambassador and members of his staff.

Specific Offices and Organizations

The following brief overviews describe several of the main organizations currently on board the starbase.

UFP DIPLOMATIC SERVICE AND CONTACT COMMISSION

The request of the Pinnaar Domain to host peace talks with Kentarr V keeps the UFP Diplomatic Service and Contact Commission offices on Starbase 315 quite busy. The Federation diplomat assigned to conduct the negotiations has an office on the station, though lately he spends most of his time between the station and Pinnaar II and Kentarr V. His review team also splits its time between the station and the Pinnaar Domain, conducting planetside interviews on Pinnaar II as well as on each of its colonies, with an eye toward its membership application to the UFP.

FEDERATION MERCHANT MARINE

Based on the starbase's location along a number well traveled trade routes, the Federation Merchant Marine elected to station the headquarters of its 27th Fleet here. This fleet covers this sector, and the three adjacent sectors on the rimward side of Federation space. Vice Admiral Tullaran, a Centauran in charge of the 27th Fleet, has an office on the station with a support staff of nearly one hundred.

In addition to the Merchant Marine administrative offices on the station, the Merchant Marine also runs a small supply depot on the surface of BeTau IV. The supply depot, located within pressure domes and in underground caverns, is key to the Merchant Marine's operations in this sector, as the starbase does not offer adequate cargo storage for their needs. This storage facility is vast, and Starfleet recently arranged to borrow some of the space for storage of spare parts and equipment.

In addition to their normal services in the sector, the Merchant Marine also services several of the mining operations on Heret IV, transporting much of the ore from that planet to ore-processing facilities elsewhere in Federation space.

PEACE TALKS

Since the Pinnaar Domain (p. 153) requested the Federation use its "good offices" to negotiate a settlement to their civil war, small teams of delegates from both worlds frequently travel to the station for peace talks. This team includes delegates from Pinnaar II as well as from Kentarr V. Within a few weeks of the start of the talks, rumors of riots and violence on the other Pinnaari colonies spread throughout the station. The diplomats from Pinnaar II refuse to acknowledge these rumors, but it's only a matter of time before these rumors catch the attention of the Federation cultural attaché.

STARSHIP REPAIR FACILITIES

Starbase 315 possesses considerable starship repair facilities. Given the starbase's relatively central location, both in the sector and along several trade routes, these facilities are convenient to the large number of ships, both Federation and otherwise, passing through the sector. Of the station's twelve docking

TALON-CLASS STARSHIP

Class and Type: *Talon*-class Scout Ship
Commissioning Date: 2373

Hull Characteristics
Size: 2 (24 meters long, 1 deck)
Resistance: 2
Structural Points: 40

Operations Characteristics
Crew/Passengers: 4/10
Computers: 1 [1 pwr/rnd]
Transporters: 1 personnel [1 pwr/rnd]
Tractor Beams: 2 fore and aft [2/rating used]

Propulsion and Power Characteristics
Warp System: 1.5/3.0/5.0 (24 hours) [2/warp factor]
Impulse System: .7c/ .90c
Power: 120

Sensor Systems
Long-range Sensors: +2/17 light years [6 pwr/rnd]
Lateral Sensors: +3/2 light years [4 pwr/rnd]
Navigational Sensors: +2 [5 pwr/rnd]
Sensors Skill: 4

Weapons Systems
Type V Phaser
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 10
Power: [10]
Weapons Skill: 3
Type IV Microtorpedo
Number: 50
Launchers: 2 f
Spread: 1
Arc: Forward, but are self-guided
Range: 15/250,000/800,000/2,500,000
Accuracy: 5/6/8/11
Damage: 5
Power: [2]

Defensive Systems
Starfleet Deflector Shield
Protection: 40/50
Power: [40]

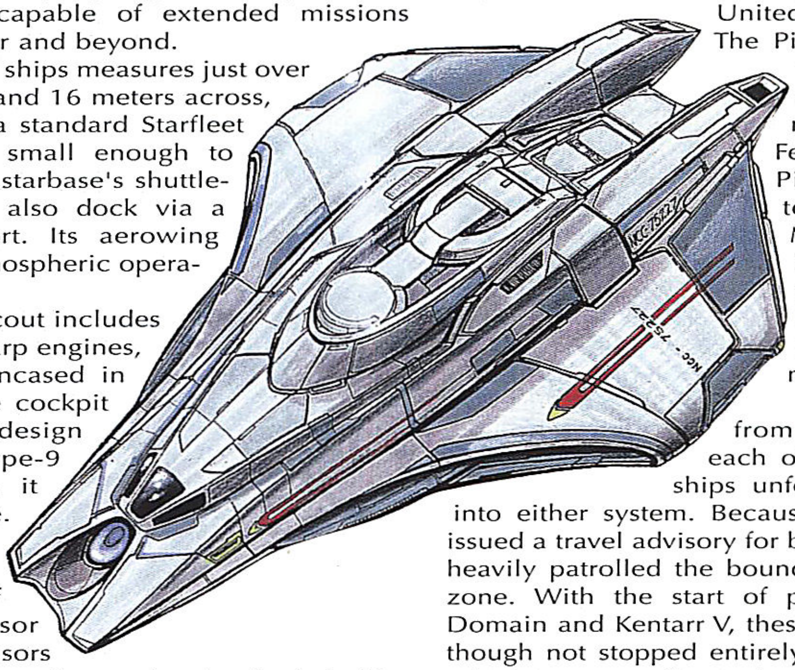
THE STARBASE 315 SERIES

Starbase 315 offers a number of possibilities for stories and series. One such series involves the players taking on the roles of the commander and senior staff of the starbase. Other possibilities include the characters being part of the Federation Cultural Attaché's Review Team, the Federation Diplomatic Corps, Starfleet Intelligence, or even members of the 27th Fleet of the Federation Merchant Marine.

pylons, up to six can service starships at any one time under normal conditions. If an emergency situation were to arise, it's possible for up to eight ships to be serviced at one time.

SHIP COMPLEMENT

The station has a small fleet of support ships at its disposal. These include four *Danube*-class runabouts and twelve shuttlecraft of varying sizes. The *U.S.S. Talon*, a *Talon*-class scout ship (the prototype), compliments this fleet of ships, giving starbase personnel access to a craft capable of extended missions throughout the sector and beyond.



The *Talon* class of ships measures just over 24 meters in length and 16 meters across, slightly larger than a standard Starfleet shuttle. Thus, it is small enough to enter a starship's or starbase's shuttlebay, though it can also dock via a ventral docking port. Its aerowing design facilitates atmospheric operations.

The *Talon*-class scout includes both impulse and warp engines, with the nacelles encased in the ship's body. The cockpit design utilizes a design similar to the Type-9 shuttlecraft, though it can seat only one. The *Talon* class incorporates a miniature version of a long-range sensor dish, making the sensors far more powerful than those of a standard shuttlecraft or runabout. This makes the ship ideal for planetary surveys and scientific investigations. Aft of the cockpit are crew support facilities (including two cabins and a small ward room) and several science stations. Finally, the scout ship possesses formidable offensive and defensive systems—three microtorpedo launchers, four phaser array strips, and a deflector grid.

The scout ship is primarily at the disposal of the station's Science Officer, who assigns usage based on individual scientific need. More than half of the *Talon's* recent missions have involved either study of the Lazarus star in the sector, or support for the science colony investigating the recently discovered ruins on Heret IV.

The BeTau Sector

First mapped by a Vulcan deep space exploratory mission shortly after the founding of the Federation, the BeTau sector's name comes from the Vulcan word for "turbulent" after the disruptive levels of radiation throughout the sector that made travel here difficult and dangerous. This radiation, a result of the supernova of a Lazarus star named Yanixx, has dissipated considerably since that time, and traffic through the sector has grown proportionally.

LOCATION

The BeTau sector lies on the spinward side of the Alpha Quadrant, deep within Federation space.

INTERACTIONS

The central location of the sector, as well as the long-standing civil war between Pinnaar and its colony on Kentarr, keeps it in the Federation eye. The major system in the sector, Alesia, is a member of the United Federation of Planets. The Pinnarr Domain represents the only other inhabited system here. Pinnaar has remained neutral from the Federation because of the Pinnaari inclinations toward isolationism. Meanwhile the Federation has adopted a "hands off" policy due to simmering hostilities between Pinnaar II and one of its major colonies—Kentarr V. For decades, warships from both worlds attacked each other and any nonaligned ships unfortunate enough to stray into either system. Because of this, the Federation issued a travel advisory for both systems, and Starfleet heavily patrolled the boundary surrounding the war zone. With the start of peace talks between the Domain and Kentarr V, these attacks have decreased, though not stopped entirely; Pinnaari and Kentarran privateers sometimes target nonaligned vessels, believing them to be allied to one side or the other, and thus fair game.

CULTURES

Two cultures dominate the BeTau sector, the Pinnaari and the Alesians.

SYSTEMS

Seven star systems lie within the borders of the BeTau sector. Of these, only four are inhabited or have colonies in them. Alesia is a member of the Federation. Pinnaar recently requested Federation aid in negotiating a treaty with Kentarr V, with the ultimate goal of applying for membership in the Federation. It has colonies in the Pinnaar system, and the breakaway colony in the Kentarr system. Heret IV is a small planet located on the far side of the sector from Starbase 315, near the coreward edge of the sector. The other systems have no habitable planets, though the Dytallix Mining Company and the Tellarite Mining Corporation each have mining operations on some of the moons and asteroid fields in these systems.

UNUSUAL STELLAR PHENOMENA

The BeTau sector has two unusual stellar phenomena within its boundaries. Yanixx, a Lazarus star (p. 252, *ST: TNG* Core Rules), is a supergiant that last went supernova almost 2,000 years ago. Lying on the spinward edge of the sector, its last supernova had profound affects on the systems in the sector. In particular, the system nearest to the star—Heret IV—was rendered uninhabitable and only within the last two hundred years has the atmosphere returned to normal. Federation scientists continue to monitor Yanixx for signs of its next eruption. The sector also has a history of unexplained subspace phenomena. Since Starbase 315 began keeping records of the phenomena, scientists have recorded twenty-seven separate incidences of tetryon radiation near the orbit of Heret IV.

ALESIA

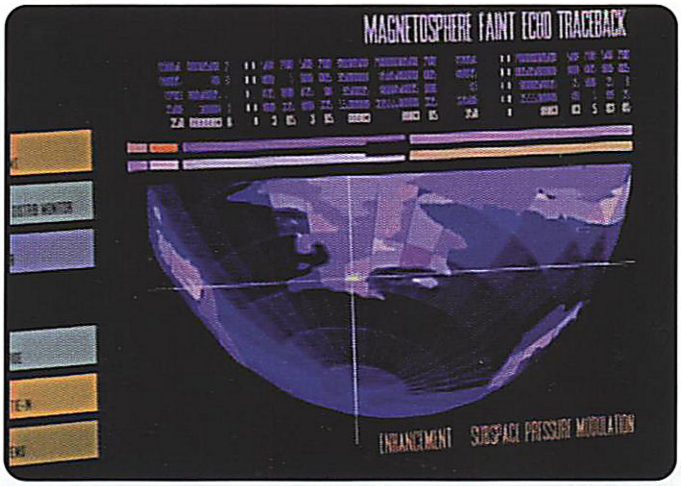
The most prominent and well known world in the BeTau sector, Alesia offers staunch political support and unique resources that make it a respected member of the Federation. Though not rich in traditional resources, Alesia offers the Federation astronomical and scientific expertise rivaling the contributions of Vulcan and Bynaus. In addition to its information resources, Alesia also boasts some of the best vacation resorts in the Federation, outdone only by the pleasure world of Risa. Lastly, the Alesians create a variety of puzzles and games that have gained great popularity across the Federation.

The Alesia System

The Alesia system lies only two light years inside the rimward edge of the BeTau sector, situated roughly between Starbase 315 and the Pinnaar system. Beyond Alesia Prime, the system contains no other habitable worlds, though an observatory sits on Alesia VIII, the outermost planet in the system. The remaining planets of the system, mostly gas giants and small Class-K worlds, are devoid of life and settlements.

Government

Though technically an aristocracy, the government of Alesia also shares a number of characteristics with democratic governments such as Andoria and Earth. The Prime Council, the ruling council of Alesia, is composed of the eldest members of what are known as the First Families, the oldest families to survive since the first societies formed on Alesia, over 3,000 years ago. The eldest surviving member of each of the First Families is known as the "Prime" of that family.


MAGNETOSPHERE FAINT ECHO TRACEBACK
ENHANCEMENT
SUBSPACE PRESSURE MODULATION

When the Prime of a First Family dies, the next eldest, called the Second, takes over as Prime of the family. When the last surviving member of one of the First Families dies, the next eldest family line takes its place among the First Families. This is a rare event, having taken place only five times in Alesian history.

Given the importance of family heritage and history in the Alesian government and culture, many Alesians, especially those among the First Families, are experts in the genealogies of not only their own family but also those of several others. Legends tell that the original First Families descend from a species of aliens from the center the galaxy who settled Alesia several millennia ago.

In an unprecedented act, when the planet joined the Federation, the Letarr family abdicated its place among the First Families so that Letarr Prime could serve as the Alesian ambassador to the Federation. When the Prime Council nominated Letarr Prime for Ambassador to the Federation, the Letarr family unanimously supported the decision to ensure that their family would take its place in the history of their world, despite the loss of their place on the Prime Council. Today, Letarr Prime's son-Letarr Second-follows in his father's footsteps, and holds the position of ambassador.

Alesia Prime

The Alesian home world, known as Alesia Prime, is the fourth of eight planets orbiting the Type A star Alesia. Just over three billion people live on this Earth-like Class-M world. Since Alesia joined the Federation small numbers of Humans, Centaurans, and Andorians claim Alesia as their home also. Alesians closely resemble humans, but have sharply defined facial features and yellow-gold skin. They tend to be slightly weaker in strength and constitution than humans, and have a normal life span of roughly 120 years.

The Alesians have a long tradition of watching the sky and making observations, and seem to be natural-born astonomers. They have extensive astronomical

ALESIA

Planet Name: Alesia Prime

Class: M

System Data: Alesia prime has no moons.

Gravity: 1.1 g; Alesia has gravity very similar to Earth's.

Year and Day: 440/30

Atmosphere: Oxygen-nitrogen, with trace amounts of methane, ozone, and carbon dioxide. .97 Earth-normal pressure.

Hydrosphere: 55% surface water, concentrated in six oceans

Climate: Warm and dry, with cold and wet winters

Sapient Species: Alesian (approximately 3 billion). Alesians are humanlike, with sharply defined facial features and yellow-gold skin, are slightly weaker in strength and constitution than humans, and have a normal life span of roughly 120 years.

Tech Level: Level Six. The Alesians developed warp-capable ships roughly 200 years ago.

Government: Aristocracy

Culture: Family-based, with strong emphasis on tradition

Affiliation: Federation Member

Resources: No physical resources

Places of Note: See text.

Ship Facilities: Alesia Prime has two space docks in orbit about the planet. One serves primarily as a commercial port, while the other is open to Starfleet use.

Other Details: See text

data concerning this area of the Alpha Quadrant. This data comes largely from the Alesian observatory on the outermost planet of the Alesia system, but also from Alesian exploration ships that routinely scout through space. The Alesians' data includes extensive studies of the Yanixx Lazarus star, and Alesian astrophysicists work with Starfleet science personnel to continue their studies of Yanixx's gradual collapse toward another supernova.

The Yanixx Lazarus star (see below, page 156) poses a unique problem for the Alesians. The last time the star burst into a supernova, waves of intense radiation bombarded the planet's surface. While escaping the catastrophic damage suffered by planets closer to the star, such as Heret IV, the increased radiation caused a vast "heat age." The polar ice caps melted and millions of species died out. The few Alesians surviving this disaster were left to rebuild. To this day, legends about the previous Alesian civilization, and its tremendous technological marvels, persist. (The most popular concern Kascant, a mythological city of wonders, though no evidence of its existence has ever been found). With the immanent eruption of Yanixx into another supernova, the Alesians fret about the future of their world, and their astronomers work closely with the Federation.

In addition to its expertise in astronomy, Alesia also features a number of luxury resorts and vacation spots rivaled in quality only by those of Risa. Like Risa, it sits in the heart of Federation space, but does not enjoy as widely known a reputation, an added incentive to many vacationers who prefer to "get away from it all." While most of Alesia's resorts are rather traditional, offering leisure and relaxation on a beautiful faraway land, Alesia also offers a number of more adventurous vacations, such as expedition racing and wildlife safaris in the deepest, darkest areas of Alesia's jungles. Though they remain unsubstantiated, rumors insist that Alesian vacation facilities are favored hideouts of members of the Orion Syndicate.

Alesia's final claim to fame in the Federation is as the birthplace of a series of mental puzzles and games (sort of like the Rubik's Cube of the 24th century). These small mind-bender puzzles—some physical objects, some electronic puzzles played on PADDs—enjoy tremendous popularity throughout the Federation, particularly among Vulcans and Tellarites.

RELATIONS WITH THE FEDERATION

Alesia and the Federation have enjoyed strong relations since the former joined the UFP. Alesia first applied for Federation membership forty-three years ago and threw its full support behind the UFP after being admitted, offering what resources it has to both the Federation and Starfleet. Though first thought of by some as a small, insignificant world, Alesia soon caught the attention of many members of the Federation Council, largely in part due to the Alesian ambassador.

Letarr Second holds the position of Alesian Ambassador to the Federation. He takes his role on the Federation Council very seriously, and attends every session without fail. He has a reputation for thoughtful deliberation, often acting as a moderate voice within the Council chambers. With the continuation of the Dominion War, he has been influential in urging the council toward an alliance with the Romulan Empire, as well as opening up a dialog with the Founders. Letarr also understandably takes great interest in the Federation's plans to save Alesia from the Lazarus star, working hand-in-glove with Starfleet on an evacuation plan, and attending meetings with the Bureau of Colonization on the resettlement plan.

RELATIONS WITH OTHERS IN THE BETAU SECTOR

Alesia maintains peaceful, though detached, relations with the Pinnaar Domain and its colonies. Prior to the fifteen-year civil war between the Pinnaari and Kentarr V, Alesia maintained economic commerce with the Pinnaar Domain, but the relationship declined with Kentarran attacks on Alesian vessels entering the Pinnaar system. Subsequently, Alesia has maintained only cordial, official diplomatic relations with the Pinnaar Domain. In addition to the settled worlds in the sector, Alesia also maintains relations with some of the commercial enterprises in the sector, including the Tellarite Mining Corporation and the Dytallix Mining Company, both of which operate a number of mining colonies on Heret IV (see Heret IV, below).

PINNAAR SYSTEM

System Name: Pinnaar

Affiliation: Nonaffiliated

System Type: Single Type M7 II star

Inhabited Planets: Pinnaar II (Class M), Pinnaar III (colony; Class M planet), Pinnaar IV (colony; Class M planet), Pinnaar VII (underground colony; Class H planet)

Other Planets: Eight other planets, including Class G and Class J planets

Other Stellar Objects: Small asteroid field at outermost rim of system

Artificial Objects: Spacedock in orbit of Pinnaar II, small space station in orbit of Pinnaar VII

SIS: Home of the Pinnaar Domain, a minor political power within the BeTau sector that seeks to join the Federation

PINNAAR II

Located deep within the BeTau sector, Pinnaar II recently asked the UFP to use its "good offices" to negotiate a settlement with its breakaway colony of Kentarr V. The Federation established contact with the Pinnaar Domain some fifty years ago, when starships first began exploring the sector. Relations between the Federation and Pinnaar II remained limited (but polite) for many years, with only sporadic trading and contact between the two parties.

Sixteen years ago, the rulers of Pinnaar decided it was in their best interest to strengthen their relations with the Federation, and officially requested membership in the UFP. Soon afterward, the colony world of Kentarr V, tired of years of heavy taxation by the government of Pinnaar II, declared itself independent and thus began the civil war. The Federation suspended ongoing membership talks until Pinnaar II handled what the Federation considered an "internal matter."

Officially, Pinnaar II is the homeworld of the Pinnaar Domain, which includes not only Pinnaar II, but also its three colonies. Pinnaar II established its first colonies on the third, fourth, and seventh planets of the Pinnaar star system. The fourth colony, settled only within the last few hundred years, is on Kentarr V, in a nearby star system roughly three light years from Pinnaar II, and plans are underway for a colony on another world in the Kentarr system.

THE PINNAAR SYSTEM

At the heart of the Pinnaar system lies a red giant star, around which orbit eleven planets. Of these, only two are Class M worlds, the rest being mostly gas giants (Class J planets) and small barren ice worlds (Class G planets). A small asteroid field consisting of planetoids bearing common and unremarkable ores lies just beyond the orbit of the outermost planet in the system.

THE PINNAAR DOMAIN AND PINNAAR II

The Pinnaar Domain rules the entire Pinnaar system. After expanding out and establishing colonies on Pinnaar III, IV, and VII, the Domain extended its reach into the neighboring star system by founding a large colony on the fifth planet of the Kentarr system.

Historically, the Pinnaar Domain has demonstrated isolationist tendencies, dealing with outsiders only when necessary. Domain ships (roughly equivalent to Starfleet *Excelsior*-class ships in most respects) patrol the area of space controlled by the Domain, which includes both the Pinnaar and Kentarr systems, and alert other vessels when they

THE CHALLENGES FACING THE PINNAAR DOMAIN

There is more to the explanation of Kittel's seeking the Federation's "good offices" than meets the eye. After centuries of unrestricted growth, Pinnaar II's large population severely taxed the planet's natural resources, and they faced shortages of food, minerals, and energy. The Domain first established their colonies to help lessen the burden on Pinnaar II's limited resources, but unfortunately, the manner in which the Domain went about colonization failed them. Rather than establish several small colonies, the Domain chose instead to create fewer large colonies, and transplant as many people as possible to them from Pinnaar II. Eventually the colony worlds could support no more people and the resources once bound for Pinnaar II were needed on the colonies themselves.

It was at this point that the Federation began to explore the BeTau sector. Initial contact between the two governments at first seemed promising, but the Pinnaari's natural isolationism prevented them from immediately seeking Federation membership. Meanwhile, the Domain reacted to its worsening situation by imposing stiff minimums on the amount of resources diverted to Pinnaar II, even when it meant inadequate supplies of certain resources for the colonists themselves. It is this policy that led to the separatist movement on the Kentarr V colony. By the time the Domain was ready to petition for membership in the UFP, Kentarr declared its independence. Kentarr kept its resources for itself, built a fleet of warships to fight the Pinnaari, and for the next fifteen years fought against what it saw as Pinnaari tyranny. As the civil war dragged on, Pinnaar II's situation became more dire.

In the eyes of the Domain, the only solution available to them is to continue to establish more colonies on worlds that can provide the resources they need, such as the planned colony on the fourth planet in the Kentarr system.

The monarch and several members of the advisory council hope to negotiate a peaceful resolution to the conflict, and approached the Federation. Even though the Federation Council remained unwilling to involve itself in Domain politics, they agreed to extend their "good offices" as a neutral, third-party negotiator in the peace talks. With a peace settlement in place, the Pinnaari believe they could embark on their colonization of Kentarr IV and gain admission to the Federation. Acceptance into the Federation will bring with it relief from the strain of limited resources currently facing the Domain. Unfortunately, even if the Federation accepts Pinnaar and the Domain, and they colonize Kentarr IV, their problems are too large to be solved overnight, and real relief may well still be several years down the road.

PINNAAR II

Planet Name: Pinnaar II

Class: M

System Data: Pinnaar II has one moon.

Gravity: 1.05 g. Pinnaar II has gravity very similar to that of Earth.

Year and Day: 415/25

Atmosphere: Nitrogen-oxygen atmosphere, with high levels of carbon monoxide, and trace amounts of argon methane. 1.12 Earth-normal pressure.

Hydrosphere: 60% surface water, concentrated in four oceans

Climate: Cold and dry

Sapient Species: Pinnaari (9 billion)

Tech Level: Level Six, with some areas at Levels Four and Five

Government: Monarchy, with an Advisory Council

Culture: Hard-working, stubborn people, with a longstanding aversion to outsiders, and strong adherence to tradition

Affiliation: NA

Resources: None

Places of Notes: Pinnaar City, on the northeastern continent. Pinnaar City is the planet capital, which contains both the Monarch's Castle and the Advisory Council Chambers.

Ship Facilities: Spacedock in orbit capable of producing 300 starships per year

Other Details: See text.

enter Domain space. It is this practice that first brought the Domain into contact with the Federation. Within a few months of this first contact, informal talks between the Federation and the Domain began. Yet for decades the Domain remained aloof toward the UFP.

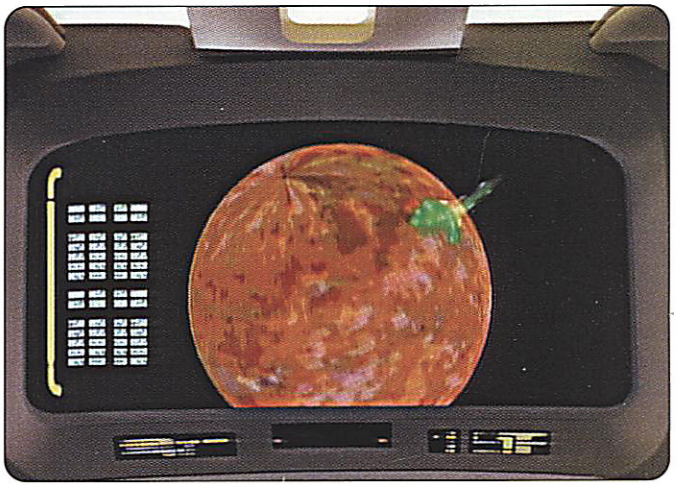
With the Federation presence in the sector, the traffic in the BeTau sector increased, putting the Domain's patience with outsiders to the test. More and more starships of various affiliations passed close to and through Domain space each year. As Federation activity in the sector grew more frequent, the Domain found its isolationist policies both outmoded and impractical. Realizing the impact the Federation had on sector politics, and the benefits Alesia enjoyed as a result of Federation membership, the Domain requested membership in the UFP. The unexpected rebellion by Kentarr V put an abrupt end to the process. The Federation Council decided to suspend talks indefinitely until Pinnaar II resolved the situation, resulting in the state of relations that exists to this day.

Though technically a monarchy, the Pinnaar Domain's government consists primarily of the monarch and an advisory council. The current monarch is a young Pinnaari named Joten Kittel, whose progressive policies led the Domain to seek the Federation's assistance in finally ending the civil war. The Advisory Council selects the Domain's monarch, and also retains the authority to remove the leader if necessary. A conservative faction within the council privately objects to Kittel's involving outsiders into the conflict, though so far they've done little to oppose or remove their monarch. Monarchs are selected from a select number of families who are said to descend from Pinnaari royalty from ancient times.

Pinnaar II itself is a small, Earth-like world, with heavy cloud cover and several large continents connected by four large oceans. Pollution pervades much of the air and water on Pinnaar II, as the industrial processes employed on the planet are generations behind Federation technology. In fact, much of the Pinnaari industrial infrastructure remains at Tech Level Four (p. 258, *ST: TNG* Core Rules), contributing to the pollutants in the atmosphere and water of this planet. At the same time, the Domain shipyards in orbit around Pinnaar II construct starships of nearly equal technological levels to those of the Federation, a disparity born of shortsightedness on the part of the Domain's leadership over the past several centuries. Rather than develop technology that isn't harmful to their world, the Pinnaari continue to use outmoded industrial machinery, choosing to limit their advanced technologies to space flight and colonization efforts. Overpopulation compounds Pinnaar II's problems. Very little land on Pinnaar II remains untouched or untarnished. The sparse farmlands that still exist on the planet do so only because they're needed for food production. As a result, most of the food consumed on Pinnaar II comes from off-world, from the colonies on Pinnaar III and IV.

Lack of space is not the sole cause of overpopulation on Pinnaar II (or elsewhere in the Domain). The traditions and beliefs of the Pinnaari also contribute to the ever-growing population. Pinnaari families tend to be large, often consisting of up to eight children for each couple, and Pinnaari culture forbids anything that discourages a high birth rate. Thus an already large population continues to swell in size and the government is all but powerless to stop it.

The inhabitants of Pinnaar closely resemble the morphology of Terrans and Centaurans, but have a light green tint to their skin. Pinnaari tend to be slightly weaker than humans, in terms of both physical strength and constitution (–1 Strength and Vitality).



PINNAAR'S RELATIONSHIP WITH THE FEDERATION

The Federation began its review of the Pinnaar Domain shortly after receiving the Domain's request that they be allowed to join the Federation. After a successful initial review, the Pinnaari's probationary review began and a Federation cultural attaché began surveying Pinnaar II and its colonies, as well as interviewing citizens from each.

Though they were candid and truthful about their current overpopulation and food shortage problems, the Pinnaari failed to mention the regulations requiring increases in food and supply shipments from the already overburdened colonies, and the separatist movement growing on the Kentarr colony. When the Kentarrans declared their independence from the Domain and attacked Domain starships, it came as a surprise to the Federation. The Council wisely chose to suspend talk of membership indefinitely.

With their vast natural resources, the Kentarrans have so far been able to out produce their enemies. Their small, simply made gunboats can easily be replaced, while the Domain's larger, more impressive battleships require more resources and years' worth of construction time. Even if the Domain shifted to the production of smaller starships, every loss further reduces its resources and cripples the government. The monarch has little choice but to seek peace (and eventually, he hopes, Federation membership). Several months ago, he enlisted the aid of Federation diplomats to serve as negotiators with the Kentarrans. Today, Starbase 315 serves as the site of these delicate talks.

Whether this weakness has anything to do with the pollution of Pinnaar II is unknown, though Federation ecologists visiting the planet speculate that the two are related. While their physical bodies might be weaker than those of Humans, Pinnaari are strong-willed and very perceptive (+1 Perception and Willpower). They also possess a latent resistance to telepathy and psionics (giving them a rating of 1 in the Mind Shield skill, which cannot be improved).

PINNAAR III, IV, AND VII

The first colony established by the Domain occupies the third planet in the Pinnaar system, Pinnaar III. Within a century of the founding of Pinnaar III, the Domain settled its second colony on Pinnaar IV. These colonies were established centuries ago, before the Domain's development of warp-capable ships, and soon grew overpopulated like Pinnaar II, eventually growing incapable of supporting themselves. Though originally intended as off-world sources of food and other resources, because of their fast-growing populations, the colonies could not continue to send as much back to Pinnaar II as they once had. Despite this, the Domain passed a series of regulations requiring increased shipments to Pinnaar II, leaving even less for the colonies than they had had previously. Though the people of these colonies felt outrage at these new quotas, their close proximity to Pinnaar II keep them from taking any sort of action against the Domain. Those same regulations on Kentarr V gave birth to a resistance and separatist movement, one that led to civil war.

While Pinnaar II and the colonies on Pinnaar III and IV suffer from overpopulation and scarce resources, the colony on Pinnaar VII represents a different side of the Pinnaar Domain. The people of this colony, a mining settlement similar to those found on Heret IV (see below), enjoy a better standard of living than most people on the Domain's other worlds. The colony exists entirely underground, in a series of pressurized caverns connected to the mine shafts themselves. Unlike Pinnaar II and the Domain's other colonies, the colony on Pinnaar VII sustains itself, growing food in hydroponics gardens and recycling the air and water. The mines on Pinnaar VII contained vast amounts of dilithium, duranium, and other metals used in starship construction as well as in construction of prefabricated structures used on other colonies.

It is this abundance that kept Pinnaar II in the civil war. But even these resources are projected to run out in the next two decades, prompting the monarch to attempt a peace initiative.

KENTARR V

The Pinnaar Domain settled the colony on Kentarr V roughly three hundred years ago, when it became clear that the colonies on Pinnaar III and IV would not produce sufficient resources. Kentarr V is a lush, Class-M planet in the Kentarr system, just over three light years away from the Pinnaar system. Learning from the lessons of Pinnaar III and IV, the Domain intended this colony to serve as a source of food and other resources, but made efforts to prevent its population from growing to such a point that it couldn't sustain itself.

As a result, the colony on Kentarr V produced more food and natural resources for the Pinnaar Domain than either Pinnaar III or IV. The initial colony prospered, and the Pinnaari settlers spread to the other continents, where they were pleased to discover abundant resources. Soon afterward, mining settlements, agricultural communities, and local manufacturing facilities blossomed across the planet's surface. The original colonial administration gave way to a more enduring, local government—a plutocracy where the most productive citizens could vote. Over the generations, the settlers came to see themselves less as subjects of the Domain and more as natives of Kentarr V, and referred to themselves as Kentarran.

Around the time the Pinnaar Domain sought membership in the UFP, Pinnaar's advisory council imposed stiff quotas on the tribute sent back to the homeworld. The Kentarrans objected to this move, instead seeing themselves more as a trading partner, less as a colony world. A separatist movement rapidly spread through the populace, leading to violent confrontations between Kentarrans and Pinnaari loyalists. These confrontations grew more and more common each month, and an eventual declaration of independence and war seemed inevitable. No longer willing to support the Pinnaar Domain, Kentarr V continued to send back resources according to the old quotas. The rest they kept for themselves and secretly constructed their own fleet of small, maneuverable ships. The Pinnaar Domain could not long survive without resources from Kentarr V, and the monarch sent a fleet to take what they felt they were rightly due. The Kentarran fleet met them, and the civil war was on.

Several months ago, the government of Kentarr V accepted Federation overtures toward a peaceful settlement of the civil war. Mistrusting the Pinnaari, they believe a neutral mediator will give them a fair hearing and negotiate a treaty favorable to Kentarr V. Unfortunately, one radical group on Kentarr V does not believe the Federation is as neutral as it claims, and points to the Domain's request for admission to the Federation as proof; the potential for terrorism runs high. Finally, for the Kentarrans, the only acceptable resolution to the civil war is the independence of their world. Nor is the Kentarran negotiator likely to accept a new Pinnaari colony on Kentarr IV. Patience is short among Kentarran leaders, and the renewal of hostilities is but a word away.

HERET IV

Situated far from the strife of the Pinnaar-Kentarr conflict, close to the star known as Yanixx, the planet Heret IV is a world of valuable minerals, mysterious ruins, and looming danger. Heret IV is a desolate world, with a nitrogen/methane atmosphere unbreathable by most humanoid species. Heavy metals and rare radioactive ores born from the Yanixx supernova cover the surface of this barren Class-H planet, attracting mining companies from all across the quadrant. Recently one of the mining operations on Heret IV uncovered ancient ruins that suggest a technologically advanced civilization once lived on this world. A Federation science team began investigating and excavating the ruins shortly after this discovery, and with each passing month this team unearths more and more of the ruins. Yet despite their efforts, the truth of the ruins and the people who built them remain unknown. However, the prosperity and secrets offered by Heret IV are not to be long-lived; the coming supernova of the nearby Lazarus star Yanixx once again threatens this world, presenting the miners and scientists living there with an unyielding deadline.

HERET IV

Planet Name: Heret IV

Class: H

System Data: Heret IV has no moons.

Gravity: 1.3

Year and Day: 200/20

Atmosphere: Nitrogen-methane, with trace amounts of argon, hydrogen, and oxygen

Hydrosphere: 0% surface water

Climate: Hot and dry

Sapient Species: None

Tech Level: N/A

Government: N/A

Culture: N/A

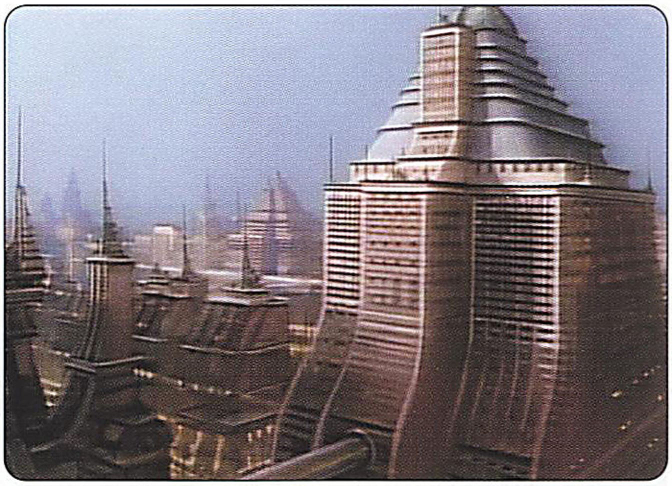
Affiliation: N/A

Resources: Heavy metals and radioactive ores

Places of Notes: Ruins and mining colonies (see text)

Ship Facilities: None

Other Details: See text.



YANIXX, THE LAZARUS STAR

Though on the edge of the BeTau sector, the nearby star Yanixx exerts significant influence over the region of the sector in which Heret IV lies. Yanixx is a Lazarus star (p. 252, *ST: TNG* Core Rules), a supergiant star that survived its first supernova, only to expand again and collapse eventually toward a second supernova. Yanixx's last supernova occurred more than 2,000 years ago; like other Lazarus stars, ionized gases surround the star. The effects of that supernova extended into the coreward region of the BeTau sector and ionized the atmosphere of the planet Heret IV, rendering it uninhabitable (even when using environmental suits). It wasn't until only recently that the radiation levels dropped to "safe" levels. Scientists studying the ruins found on Heret IV believe that the last Yanixx supernova caused the demise of the civilization that once lived on that world.

Federation and Starfleet scientists, using astronomical data provided by the Alesians, predict that Yanixx will collapse into its next supernova sometime within the next three years. While some of the inhabited planets in the BeTau sector are far enough from the star to avoid the effects of the supernova, some parts of the sector, particularly the coreward region of the sector—including Alesia—face considerable danger. Because of the threat the star represents, Starfleet plans to evacuate any worlds and colonies within fifteen light years of Yanixx over the next twenty-eight to thirty-two months. The only colony within the BeTau sector thus affected is Heret IV. Since being informed of the coming deadline, all the mining operations on the planet have increased, in attempts to extract as much ore as possible before the forced evacuation. It was this increased mining activity on Heret IV that led to the uncovering of the ancient ruins.

MINING COLONIES

The vast source of heavy and radioactive metals present on Heret IV attracted the attention of several mining companies from across the Federation. Heret IV now hosts a number of small mining colonies, most of which are owned and operated by either the Tellarite Mining Corporation or the Dytallix Mining Company, though a small number of independent colonies also have a stake in the "gold mine" that is Heret IV.

Though owned and operated by different companies, most of the mining colonies are virtually identical to one another. They each consist of a series of pressure domes containing living quarters (for approximately forty to fifty miners), administrative offices, and temporary storage facilities. The accommodations in these domes are sparse, but most of the miners feel the rewards more than make up for it. A typical "tour of duty" at the Heret IV colonies lasts anywhere from four to six months, with a few days off every few weeks. Most of the miners spend their time off at Starbase 315, but some elect to "live it up" at one of the many resorts on Alesia Prime.

Mining the various ores found on Heret IV is tiring and difficult work. Miners must wear environmental suits (p. 232, *ST: TNG* Core Rules) when outside the pressure domes to protect themselves from the planet's atmosphere, and higher-than-Earth-normal gravity makes the simple act of walking between the pressure domes and the mines tiring. In addition, even advanced mining equipment such as subsonic drills and antigravity carts for hauling ore doesn't alleviate the strain of working in small cramped tunnels for stretches of ten to twelve hours a day.

Miners haul the raw ore into the storage areas in the pressure domes, where it waits until transported to cargo ships. Because some of the ore mined on Heret IV is radioactive, both the storage areas on the planet and the cargo ships that transport the raw ore must meet certain safety criteria to ensure that no damage comes to any property or personnel. The Federation Merchant Marine transports much of the ore coming out of Heret IV, but the mining companies operating the colonies often use their own transport ships. After leaving Heret IV, the raw ore must be processed for use in manufacturing and engineering. Of the few ore-processing facilities in the BeTau sector, the Tellarite Mining Corporation and the Dytallix Mining Company now either own or lease nearly all of them.

THE SCIENCE COLONY

After the recent discovery of ancient ruins on Heret IV, the Federation Science Council established a small science colony on the planet in order to investigate and excavate the ruins in hopes of learning about the race of people who built them. Qorur (pronounced Korr-or), an Andorian archaeologist, leads this team, which consists of fifty scientists and support staff. The team includes Federation and Starfleet scientists and archaeologists, many from the science department of Starbase 315, and others coming from as far away as the Beta Quadrant.

The colony lives in a series of connected pressure domes, similar to those used by the mining colonies, but not quite as cramped or dingy. This colony also enjoys a few luxuries not afforded the mining colonies, such as food replicators, sonic showers, and transporters. The colony has one of Starbase 315's runabouts at its disposal, which remains either in orbit above the colony or landed next to the pressure domes when not in use. Qorur and her team use the ship to deliver progress reports to Starbase 315, as well as to pick up supplies. From time to time the colony also calls upon the services of other Starfleet ships in the sector to carry passengers and supplies between the station and Heret IV.

A small team of miners, the same miners who first uncovered the ruins, conducts most of the large-scale excavation, leaving the archaeologists and scientists to take over once clearing away rocks and earth near the ruins is completed. The Federation subsidizes the Tellarite Mining Corporation for the services of this small team of miners, who live in a standard set of pressure domes (as described above) located near the excavation site.

Excavation of the ruins is painstaking and slow work. As the team uncovers each new portion of the ruins, they must document their findings and evaluate

THE RUINS OF HERET IV - THE SREELA

The ruins on Heret IV are the remains of a colony built by the Sreela, a species from a far-off world near the galactic core who first colonized this planet over 3,000 years ago. Exploring the "outer reaches" of the galaxy (from their perspective), the Sreela established hundreds of colonies, reaching far outward from their homeworld. Heret IV is the farthest point from their homeworld that the Sreela reached during their colonization efforts, more than five thousand light years beyond the next closest colony.

Within a few centuries of the establishment of the colony, the Sreela colonists discovered that the nearby star Yanixx would collapse into a supernova and render the atmosphere of Heret IV incapable of supporting life. The colonists contacted the Sreela homeworld, and, having no way of relocating or returning home before the supernova, placed themselves in a form of hibernation until such time that the atmosphere was once again able to support them. The Sreela colonists placed themselves in organic cocoons of sorts, buried deep beneath the surface of the planet, under the their colony city, where they remain to this day. The Sreela also buried much of their technology with them, including communications equipment with which they plan to reestablish contact with their homeworld upon awakening.

The atmosphere has only recently returned to a state that is capable of supporting the Sreela, though the aliens are not due to awaken for another few decades. It is only a matter of time, however, before excavation of the ruins eventually leads the Federation scientists on the planet to discover the cocoons.

STORY IDEAS - HERET IV AND THE SREELA

The ruins of Heret IV offer a number of different story possibilities for Narrators. The characters might be part of the science team stationed on the planet investigating the ruins, or part of an away team sent to help the colonists with a particular problem, or to deliver supplies and equipment.

When the colonists uncover the Sreela cocoons and begin to suspect their true nature, they request a Starfleet security detachment and additional scientists. The characters could be part of this detachment, or could be members of a science away team sent to help examine the cocoons. Once the Sreela begin to awaken, the characters might be on hand and able to help make first contact with this enigmatic race.

the best next course of action. Each new building or set of buildings uncovered offers new directions in which the excavation can continue, any of which might lead to the key piece of information that helps solve the mystery of who built the ruins.

THE RUINS

The ruins on Heret IV are in a small valley on the northern hemisphere of the planet. The Yanixx supernova caused clouds of silt and dirt to cover the planet, and layers of earth, silt, and rock obscure the ruins on Heret IV. Though originally thought to consist of only a few buildings, the unearthed ruins cover an area of nearly three square kilometers. The science colony hoped to erect pressure domes around the ruins to facilitate their investigation and excavation, but as they discovered more and more of the ruins, they soon realized that the ruins cover far too large an area to enclose under pressure domes safely.

Sensor scans and radiometric dating indicate that the ruins are well more than 2,500 years old. The ruins suggest that the beings that constructed them were slightly taller than average humans (averaging two meters tall), and that they were technologically advanced. The ruins represent the only signs of intelligent life thus far found on Heret IV, leading Qorur to theorize that the ruins represent a colony of sorts and not an indigenous lifeform.

Thus far the ruins reveal no signs of their former inhabitants, or any specimens of any lifeforms of any kind. Federation scientists don't rule out the possibility of finding remains of these former inhabitants, however, since their excavation is still in the early stages. Unfortunately, the Yanixx Lazarus star imposes a very real deadline for the project, and Qorur hopes to step up their efforts and uncover as much of the ruins as possible before the coming supernova.

Recent discoveries indicate that the ruins extend below the surface, and contain many subterranean chambers and passageways. Further exploration of these underground areas revealed that many of the subterranean areas appear to be newer than the surface ruins, by as many as 500 years, and appear to be much less damaged by the effects of the supernova. Hoping that these abandoned areas contain more answers than the surface ruins, the colonists spend more and more manpower exploring these underground chambers and tunnels.

If the beings that built the ruins were technologically advanced colonists, as the evidence suggests, it could be that they simply abandoned the planet when they learned that Yanixx would collapse into a supernova. Whether or not this is the case is just one of an ever-growing list of questions about the ruins and the beings that built them.

THE SREELA AWAKEN

As noted above, the Sreela buried beneath the ruins will not awaken for another several decades if left undisturbed. The excavation of the ruins and the recent efforts to explore the subterranean areas of the ruins make this unlikely at best, however. At the current rate of excavation, Federation scientists studying the ruins should discover the Sreela cocoons within the next four to six months. Though not scheduled to awaken for nearly thirty years, any disturbance of the cocoons awakens the Sreela, bringing about a unique first-contact situation. (Why the Sreela homeworld never sent a ship to retreive the hibernating colonists must remain a mystery for the time being).

The Sreela's language is extremely complicated and alien, more so than even the most unusual language known to the Federation. As such, the Universal Translator will not translate the Sreela's words properly until a significant sample (several hours) of their spoken language can be recorded. In addition, since the Sreela breathe the nitrogen-methane atmosphere of Heret IV, any and all contact between them and the scientists must take place outside the pressure domes on the planet surface. These factors combine to make first contact between the Sreela and the Federation both unusual and challenging.

It is also possible for the Federation scientists to discover the buried Sreela technology and attempt to study it. Sreela technology shares virtually nothing with Federation technology and even the best engineers and scientists in the Federation will find themselves unable to fathom the purposes and functions of most of what they find. Just as disturbing the cocoons awakens the Sreela, the removal of any technology causes the aliens to awaken.

Upon awakening, the Sreela's first act would be to contact their homeworld. Heret IV lies too far from the Sreela homeworld for ships to arrive in time before the coming supernova, and their only hope of surviving is to relocate with the help of the Federation.

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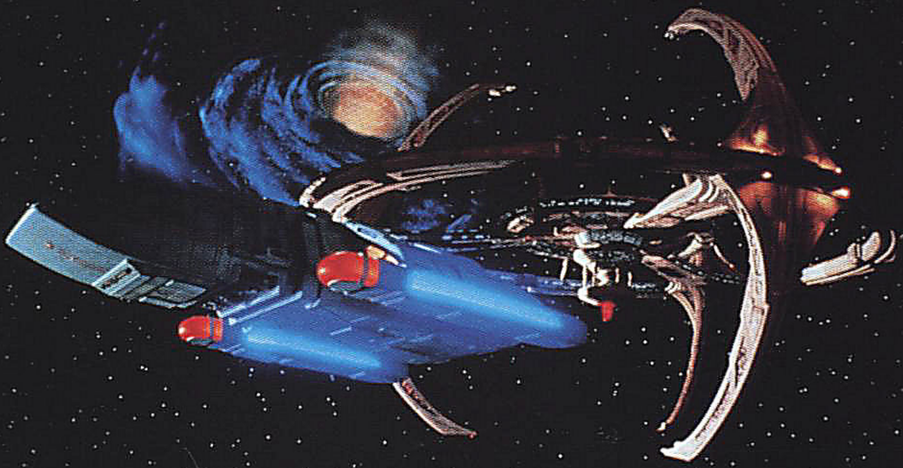

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