

PHASERS + PHOTONS

ATTRIBUTES. Allocate +3, +2, +2, +1, +1, 0.

VITALITY. You have 2d6+CON vitality. When you receive medical attention, heal 2d6+CON vitality.

SPECIES. Choose your species which comes with a special ability.

CAREER. Choose a career.

COMMAND. Choose 1 skill: *Leadership* or *Persuasion*. Choose 1 special ability:

ADVANCED ALIEN CONTACT TRAINING: when you closely study the laws and customs of other societies, you always find a technicality which you can use to your advantage. Announce what it is and how you can take advantage of it.

COMMENDATIONS: at the end of a session, consider each of the player characters and decide if they acquitted themselves with distinction. All that did, tell them to mark 1 XP. If they unanimously agree that you acquitted yourself with distinction, mark 1 XP.

DAMAGE CONTROL: when a space vessel you're on takes damage, you can choose to redirect that damage to anyone on board you can see.

FAVORITE: you have a past history or almost telepathic professional relationship with someone else, choose who. When that person is in danger, you instantly know, no matter the distance. Also, you can communicate complex instructions to one another using only subtle unspoken cues.

PUBLIC SPEAKING: when you give a rousing speech, roll+CHA. On a 10+, choose 2. On a 7-9, choose 1:

- Foes who heard grow one step more amenable to you (hostile to unfriendly, unfriendly to neutral, neutral to friendly).
- Allies who heard can use your CHA instead of their attribute for their next roll.
- You add +CHA armor to yourself or the space vessel you're on.

ENGINEERING. Choose 1 skill: *Science* or *Technology*. Choose 1 special ability:

NONSTANDARD SHIP SYSTEMS DEPLOYMENT: when you examine stellar or planetary phenomena, roll+INT. On a 10+, you can enhance, alter, or negate the effects of the phenomenon with a part of your space vessel: shields, deflector dish, bussard ramscoops, etc. On a 7-9, you can, but it will knock some ship systems off-line.

PLASMA CONDUIT SHUNT: when you reroute power flow to bring back online a damaged system or increase a system's efficiency, roll+INT. On a 10+, anyone using that system adds +2 to their next roll. On a 7-9, +1. Alternatively, you can reroute power away to give anyone using that system a penalty on their next roll (-2 on a 10, -1 on a 7-9).

SPECTROGRAPHIC MATERIALS ANALYSIS: when you spend some time studying a constructed thing, roll+INT. On a 10+, ask 2. On a 7-9, ask 1:

- What is this thing's function?
- What reveals the identity of the crafter?
- Is something wrong with this? If so, how can I fix or exploit it?

TOLERANCE LIMIT SHUT-OFF: when you cause a system to exceed safety specifications, roll+INT. On

a 10+, choose 1. On a 7-9, choose 1 and the system goes off-line afterwards OR the vessel takes 1d6 damage.

- Engines: divide travel time by 1d6+1.
- Shields: +1d6 armor.
- Transporters: beam 1d6 people or things through an impenetrable hazard.
- Weapons: deal +1d6 damage.

WORK AREA: when you go into your work area and dedicate yourself to making, fixing, or upgrading something, or to getting to the bottom of something, decide what and tell the GM. The GM will tell you "Yes, but..." and then 1 to 4 of the following:

- It's going to take hours/days/weeks/months of work.
- First you'll have to get/build/fix/figure out ____.
- You're going to need ____ to help you with it.
- The best you'll be able to do is a bad version of the thing, weak and unreliable.
- It's going to mean exposing yourself (and helpers) to serious danger.
- You're going to have to add ____ to your work area first.
- It's going to take several/dozens/hundreds of tries.
- You're going to have to take ____ apart to do it.

The GM might connect them all with "and", or might throw in a merciful "or".

FLIGHT CONTROL. Choose 1 skill: *Awareness* or *Deception*. Choose 1 special ability:

ACT CASUAL: when you act innocent or harmless in front of others, roll+CHA. On a 10+, you can do as you like until you make a hostile move. On a 7-9, you can do as you like, but they'll change their mind after a while.

COURSE PLOTTED: when you plot a course and go, roll+INT. On a 10+, choose 2. On a 7-9, the journey is (choose 1) but is not (choose another 1):

- Fast: you get there before expected.
- Pleasant: group activity takes place which refreshes morale—all NPCs on board, crew or not, grow happier/friendlier.
- Productive: you are completely prepared for whatever is there when you drop out of warp.
- Safe: you avoid all enemies and hazards.

ESCAPE VECTOR: when you make your escape, name the escape route and roll+DEX. On a 10+, you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, bring something with you, or take damage.

EVASIVE PATTERNS: when you make complex maneuvers to avoid harm, add +2 armor to yourself or the space vessel you're piloting.

HOTSHOT: when you disembark to a new planet, space station, etc. roll+CHA. On a 10+, someone there becomes infatuated with you. On a 7-9, someone you have a history with complicates your mission, but they may prove useful. On a miss, a messy entanglement arises.

MEDICAL. Choose 1 skill: *Medicine* or *Science*. Choose 1 special ability:

CONSULT: when someone asks your advice, tell them honestly what you think the best course of action is—if they follow your advice, they add +1 to all rolls they make in the doing and you both mark 1 XP.

DERMAL RESEQUENCER: when you change someone's species, gender, or appearance, roll+INT. On a 10+, the changes are perfect and will convince anyone and anything including scanners. On a 7-9, the changes are near-perfect, but choose 1:

- The changes are detectable by scanner.
- One person will see through the changes (GM decides who).
- The changes will wear off.

FAST-ACTING REGENERATOR: when you provide medical attention, your patient heals 3d6+CON vitality and uses the two highest dice.

FIELD MEDIC: when you are caring for patients or getting them to safety while unarmed, add +2 armor to your patients and yourself.

MEDLAB: you have the **WORK AREA** ability which you use to perform advanced medical science functions such as devising a cure to an alien plague, gene-replicating vital organs, experimental surgery, etc.—complex work which goes beyond simply healing damage.

SCIENCE. Choose 1 skill: *Culture* or *Science*. Choose 1 special ability:

LEVEL 1 MULTIMODAL SENSOR BEAM: when you scan something, you can ask one of the following questions which the GM will answer truthfully:

- *What happened here recently?*
- *What is about to happen?*
- *What here is not as it seems?*

LONG-RANGE MOLECULAR TRACE SCANNER: when you have a piece of someone or something, you can spend 1d6 hours configuring sensors to track down the rest.

PEER REVIEWED HYPOTHESIS: when you are leading a meeting and ask for explanations for some unexplained phenomenon, everyone in attendance can roll+INT to present their explanation. Whoever rolled the highest is the one who presents their explanation, which turns out to be correct (the GM incorporates it into the fiction). In the event of a tie, those who tied present their explanations and then reconcile them to create a single, synthesized explanation.

SCILAB: when you spend time using a laboratory to research something, roll+INT. On a 10+, choose 2. On a 7-9, choose 1:

- Ask the GM one question (they will answer truthfully).
- Add +1 to your next roll.
- You discover an unexpected way that your field of study pertains to the matter.

SPECIALIZATION KIT: you are an expert in a field of study; when you roll to do something directly pertaining to your field of study, turn a miss into a 7-9 hit.

TACTICAL & SECURITY. Choose 1 skill: *Athletics* or *Survival*. Choose 1 special ability:

BATTLE TRAINING: once per fight, turn a hit into a miss or a miss into a 10+ hit.

GROUP TACTICS: when you coordinate the actions of NPCs from a distance, you can roll and act on their behalf as if you were leading them in person.

HARDY: +6 vitality.

INTO THE FRAY: when you throw yourself into a fight against a foe you know little or nothing about, roll+CON. You are immediately thrown aside or otherwise disabled. On a 10+, you take no damage and the GM tells you something useful or interesting about the foe. On a 7-9, you learn something useful or interesting but you take damage.

WEAPONS LOCK: when you lock the sights of a ranged weapon on a target, roll+DEX. On a 10+, choose 2. On a 7-9, choose 1:

- They flee the scene to a place where you can't see them.
- They momentarily freeze in place.
- Add +1 to your next roll against them, which bonus you can give to a friend.

INTERDISCIPLINARY. Put together 5 special abilities from two or more careers, then put together 2 career skills from those careers. Choose 1 skill and 1 special ability. Give your career a name.

SKILLS. Choose any 1 skill in addition to your career skill.

EQUIPMENT. You start with a souvenir, memento, or unique item.

SHIP. As a group, choose a size of ship and 1 upgrade.

A ship's **hull** is how much damage it can take before being destroyed. A ship's **shields** act as armor which is decreased with each point of damage it absorbs. Shields can be activated, deactivated, or depleted to 0. The **engines** dictate journey length and the ability to outpace other ships.

Ships have systems which can be targeted directly if shields are down. These systems include: weapons, shields, life support, impulse engines, warp engines, navigation, sensors, and transporters.

When a space vessel you're on takes damage, you can choose to redirect that damage to yourself—your console explodes, you're thrown across the room, etc. You take the damage instead of the vessel.

ROLLING THE DICE. When you attempt something risky, roll 2d6 and add the appropriate attribute bonus.

- **A total of 6 or less is a miss;** things don't go well and the attempt turns out badly. Mark 1 XP.
- **A total of 7-9 is a partial success;** you do it, but there's some cost, compromise, retribution, etc.
- **A total of 10 or more is a full success;** you do it without complication.
- **A total of 12 or more is a critical success;** you do it perfectly with some extra benefit or advantage.

If you have an applicable skill, roll 3d6 and use the two highest dice.

Melee weapon. 1d6. A small weapon may be wielded in the off hand as a secondary weapon, allowing you to reroll damage once per attack, e.g. energy whip, d'k tahg. A large weapon uses two hands, e.g. bat'leth, lirpa.

Laser. 1d6. Simple beam weapon. Rare among post-warp cultures.

Phaser. 1d6, 1d6+1, 1d6+2. Stun, normal, and 'kill' settings. Starfleet standard issue.

Disruptor. 1d6+2. One setting: 'kill'. Common among non-Federation cultures.

Explosive. 1d6+3. Affects an area. Photon grenades have a stun setting.

Away kit. 1d6 uses. A kit of helpful survival gear, e.g. rappelling cord, pattern enhancer or inhibitor, communications device, food & drink. When you rummage for a piece of helpful survival gear, mark off a use and find what you need.

Engineering kit. 1d6 uses. A kit of engineering tools and components, e.g. engineering tricorder, multi-tool, self-sealing stem bolt, battery pack. When you rummage for an engineering tool or component, mark off a use and find what you need.

Medkit. 1d6 uses. A kit of medical equipment and medicine, e.g. medical tricorder, hypospray, laser scalpel, pharmaceutical. When you rummage for a piece of medical equipment or medicine, mark off a use and find what you need.

Science kit. 1d6 uses. A kit of scientific equipment, e.g. scientific tricorder, chemical element, mobile lab apparatus, sample collector. When you rummage for a piece of scientific equipment, mark off a use and find what you need.

Environmental suit. 1 armor. Difficult to move freely or quietly.

Life support belt. 1 armor. Energy shield providing protection and breathable air.

Shuttlecraft. Hull: 1d6 vitality. Shields: 1d6 armor. Engines: Limited.

Small starship. Hull: 1d6+1 vitality. Shields: 1d6+1 armor. Engines: Fast.

Medium starship. Hull: 2d6+2 vitality. Shields: 2d6+2 armor. Engines: Moderate.

Large starship. Hull: 3d6+3 vitality. Shields: 3d6+3 armor. Engines: Slow.

Phaser bank. 1d6+1.

Disruptor cannon. 1d6+2.

Torpedo. 1d6+3. Only ever deals 1 damage to a vessel with active shields.

Starship upgrade. Available at certain character levels.

- Additional phaser banks: +1 phaser damage.
- Additional torpedo launchers: reroll torpedo damage and use the higher result.
- Advanced engines: one step faster engines (slow becomes moderate, moderate becomes fast, fast becomes fastest).
- Advanced science labs: +1 to understand unexplained phenomena inside laboratories.
- Advanced sickbay: +1 to heal vitality inside sickbay.
- Hull plating. +1d6 vitality.
- Pride of the fleet: when you encounter someone who could have heard about your ship's exploits, say what they've heard.
- Shield frequency modulator: +1d6 armor.

SPECIES.

ANDORIAN: when you lock eyes with someone in an icy stare, roll+CHA. On a hit, they freeze for as long as you maintain eye contact. On a miss, they identify you as their foremost threat.

ARTIFICIAL LIFE FORM: you do not need to eat, drink, sleep, or breathe. Once per session, you can reprogram yourself in order to change any or all of your skills.

BAJORAN: when you are hiding out of sight, others never find you unless you move. When you attack from concealment, add +1d6 damage.

BENZITE: when the GM tells you about a scientific phenomenon, you may add or change one detail about it.

BETAZOID: when you talk to someone, you can ask them one of the following questions. They must answer truthfully, after which they ask you one in return. If you lie, you cannot use this ability on them ever again.

- What are you feeling?

- What are your present intentions?

- What do you not want me to know?

BOLIAN: +1 skill (any) at character creation.

BORG: when you spend 1d6 hours regenerating in a stationary position, you are fully healed of all injuries and ailments.

BREEN: the first time someone sees you, they hesitate.

BYNAR: you are two characters each with their own separate character sheet. You add +1 to all your rolls as long as both characters are working together, and subtract -1 to all your rolls as long as they are apart. When one dies, a replacement is sent from the homeworld and arrives in a reasonable timespan.

CAITIAN: you have a feather-light step, perfect balance, and never suffer damage from falling.

CARDASSIAN: when you are following orders, add +1 to all rolls you make in fulfilling those orders. When you give others orders, they do the same.

DELTAN: as long as you are touching someone, they are friendly to you and are distracted from all sensations of pain, discomfort, or anger.

DENOBULAN: you have a large immediate family whose members, added together, seem to possess knowledge on infinite subjects. When you consult with one of your wives, husbands, wives-in-law, husbands-in-law, mothers-in-law-in-law, etc. of your familial polycule, the GM will give you information which is useful or interesting pertaining to the matter discussed.

EDOSIAN: when you are in control of an important function on the bridge of a space vessel, everyone else on the bridge adds +1 to all their rolls.

FERENGI: when you extol the virtues of something, choose an NPC present—they will do any-

thing to get their hands on it or something like it.

GORN: when you charge headlong into danger without care for your personal safety, add +1 armor and add +1 to all your rolls for as long as your behavior can be deemed reckless.

HUMAN: when you indulge in a pleasure, add +1 to your next roll.

KELPIEN: when you go into a dangerous situation, name someone who will live or someone who will die. The GM will make it happen, if it's possible.

KLINGON: you have 1d6 redundant organs. When you take damage, you can negate 1 DMG with 1 redundant organ, up to your total number of undamaged redundant organs.

NAUSICAAN: deal +1d6 damage.

ORION: choose a gender. Members of that gender are susceptible to your hypnotic suggestion, so long as they can smell you.

PAKLED: when you operate in the background, others will consider you innocuous and ignore you so long as you don't call attention to yourself. They won't think to blame you when you're gone, either.

REMAN: when you move into shadows, you are undetectable by any means and can choose to leave the scene and appear elsewhere without explanation.

ROMULAN: when you are betrayed or ambushed, you have prepared for it and get to act first. When you betray or ambush others, you have prepared for it and add +1 to your next roll.

SAURIAN: you can safely breathe any liquid or gaseous substance and flourish in any atmospheric conditions which are caustic, toxic, or hazardous to others.

TALAXIAN: you can ask someone who shares food or drink with you one question, which they must answer truthfully.

TELLARITE: when you sniff the air for something, the GM will tell you if it's nearby.

TRILL: when you first come to an important location (your call), tell the GM about something or someone useful you know pertaining to that location.

VULCAN: you can communicate telepathically with anyone you touch. You can also harm them using your thoughts as a weapon (DMG: 1d6+1).

YRIDIAN: you are hiding 1d6 secrets. You don't have to detail what they are yet. Reveal a secret at an opportune moment to save the day, turn the tables on someone, get better treatment for yourself and friends, or use it as leverage or a bargaining chip.

ZAKDORN: when you send an NPC away to enact your plans in a scene where no PC will be present, roll+INT. On a hit, the NPC is completely successful. On a miss, they are only partially successful.

SOUVENIR, MEMENTO, OR UNIQUE ITEM.

11: Optical camouflage all-weather overcoat
12: Personalized tricorder (1: chrome, 2: blue, 3: orange, 4: antique, 5: artificially intelligent, 6: kit-bashed)
13: Vat-grown limb with a tic
14: Cybernetic implant
15: A parting gift from a late, great superior officer
16: Precious alien gem
21: Mysterious alien egg
22: An exploratory drone
23: A free-roaming domestic pet
24: Alien recreational gear (1: Andorian ice hockey, 2: dom-jot, 3: Vulcan ping pong, 4: Bajoran spring-ball, 5: bat'leth sparring, 6: Klingon mud wrestling)
25: Grandmother's perfect replicator recipe (has a calming effect)
26: Stasis container of ravenous nanites with a specific hunger for _____
31: Full spectrum VISOR
32: Piece of mysterious Iconian technology
33: Color-changing potted plant that reflects the ambient mood in the room
34: Mind-activated transport inhibitor implant
35: Star chart tattoo or birthmark
36: A collection of holograms of your historical idols
41: Alien instrument (1: ka'athyra, Vulcan lute, 2: may'ron, Klingon concertina, also a weapon, 3: Ferengi nose flute, 4: Algolian ceremonial chimes, 5: Elanin singer stones, 6: Martian saxophone)
42: An illicit still
43: News clippings about you, from mom
44: Wall of terrariums containing alien life forms
45: A secret alcove 'hangout' undetectable by sensors
46: An agonizer (DMG: 1d6+3) once used on you
51: Personalized PADD (1: red, 2: green, 3: gold, 4: heirloom, 5: DNA-locked, 6: covered in stickers and decals)
52: Microscopic/telescopic monocular eyepiece
53: Risian horga'h'n
54: Personalized toolkit with +1d6 uses (choose: away kit, engineering kit, medkit, science kit)
55: Adopted alien child
56: Models of past ships you've served on
61: A telepathic kinkajou
62: Lucky phaser
63: Illicit alien food & alcohol
64: Undetectable emergency transponder
65: Ceremonial alien weapon (DMG: 1d6+2)
66: 1d6 favors owed to you by people in powerful positions, e.g. the Admiralty



THE DIE OF FATE. Sometimes the GM will roll a die to see how events turn out. In a quantitatively and qualitatively infinite universe, the die of fate may be rolled to determine space weather, an NPC's disposition, a struggle between NPCs, or the presence and strength of enemies. A high result is good for the PCs and a low result is ill fortune for them.

FIRST CONTACT. When an alien species is encountered for the first time or when a random alien needs to be conjured up, roll on the three tables to create them.

ALIEN FOREHEAD QUALITY
"Our foreheads have/are..."

11: Ridges
12: Bony protrusions
13: Wrinkly
14: Bumpy
15: Diaphanous
16: Massive
21: Tiny
22: Bulging
23: Veiny
24: Antennae
25: Third eye
26: Extra eyes
31: Tattooed
32: Heavy brow
33: Embedded gem
34: Cybernetic implants
35: Spots
36: Stripes
41: Blowhole
42: Feather frill
43: Bony frill
44: Bony crest
45: Inflatable sac
46: Cosmetics
51: Exposed brain
52: Spines
53: Extra eyebrows
54: Bioluminescent
55: Nostrils
56: Gills
61: Cockscomb
62: Pyramidal
63: Scaly
64: Furry
65: Second face
66: Taboo to display

ALIEN RACIAL CLUELESSNESS
"We don't understand..."

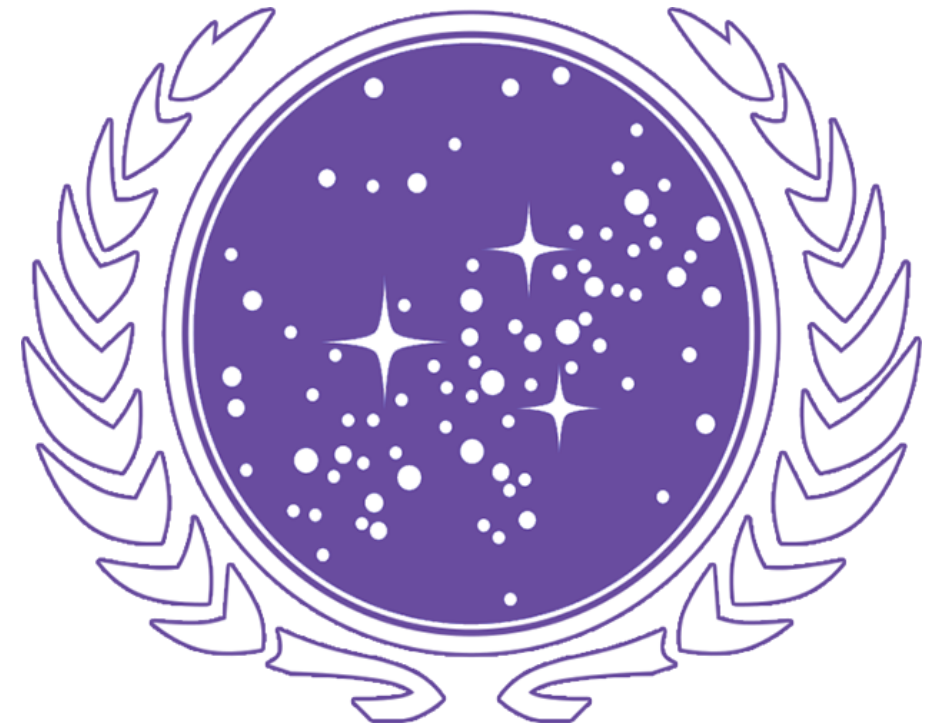
11: Hygiene
12: Food
13: Spoken language
14: Written language
15: War
16: Emotion
21: Color
22: Males
23: Females
24: Gender
25: Humor
26: Personal space
31: Sleep
32: Individuality
33: Laws
34: Death
35: Reproduction
36: Clothing
41: Love
42: Hierarchy
43: Equality
44: Linear time
45: Politeness
46: Basic mathematics
51: Privacy
52: Sanctity of life
53: Ownership of property
54: Mercy
55: Charity
56: Other points of view
61: Subtext and metaphor
62: Temperance
63: Curiosity
64: 'Indoor voices'
65: How you can live like this
66: That other aliens exist

ALIEN RACIAL OBSESSION
"We love..."

11: War
12: Religion
13: Science
14: Mathematics
15: Engineering
16: Being contrarian
21: Law
22: Music
23: Diplomacy
24: Exploration
25: Humor
26: Trading
31: Social customs
32: Medical science
33: Assassination
34: Theft
35: Secrets
36: Food
41: Honor
42: Mining
43: Narcotics
44: Conformity
45: Neutrality
46: Logic
51: Pacifism
52: Gambling
53: Death
54: Reproduction
55: Environmentalism
56: Curiosity
61: Wisdom
62: Friendship
63: Cannibalism
64: Tricks
65: Humans
66: Your leader

GAINING EXPERIENCE. You get XP from missing rolls, from special abilities, from doing your duty, and from completing missions. During play, the GM may hand out 1 XP for interesting, daring, or commendable roleplaying. When a mission is completed, the GM tells you how much XP to note, depending on how successful you were and how difficult the mission was. Usually 1 XP for simple transport missions, up to 6 XP for a perilous assignment which was resolved spectacularly. When you have filled your XP track, clear it and level up.

LEVEL	VITALITY	SKILLS	ATTRIBUTES	ABILITIES	UPGRADES
1	2d6+CON	Career+1	+3, +2, +2, +1, +1, 0	Species+career	1
2	+1	+1			
3				+1 (career)	
4	+1	+1	+1 (max +3)		
5				+1 (career)	1
6	+1	+1	+1 (max +3)		
7				+1 (career)	
8	+1	+1	+1 (max +3)		
9				+1 (any)	
10	+1	+1	+1 (max +3)		1



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NAME + RANK		SPECIES + HOMEWORLD		LVL	
DESCRIPTION				ARMOR	VITALITY
ATTRIBUTES		SKILLS		PORTRAIT	
STR	INT	ATHLETICS AWARENESS CULTURE DECEPTION LEADERSHIP MEDICINE PERSUASION SCIENCE SURVIVAL TECHNOLOGY			
DEX	WIS				
CON	CHA				
SPECIAL ABILITIES					
NOTES + EQUIPMENT		XP		STARSHIP	