TNG HERO

An unofficial resource guide
For ST:TNG, ST:DS9, etc.
For HERO Games 5th Edition

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INTRODUCTION

To Boldly Go Where No One Has Gone Before. The original three-year series with Kirk, Spock, Bones and crew sparked a phenomenon. The result gave us a number of Star Trek movies and series, including Star Trek: The Next Generation, Star Trek: Deep Space 9, Star Trek: Voyager, and now the Star Trek: Enterprise series. That's a lot of series lore and history to gather together.

Decipher games did an excellent job pulling the information together in their Star Trek: The Roleplaying Game. I picked up a copy of The Players Guide after someone requested that I make a Hero System version like I was doing for FASA Trek. I understand that Decipher has more books available for additional reference material.

The Decipher games book includes information for playing in Star Trek: The Next Generation, Star Trek: Deep Space 9, and Star Trek: Voyager style campaigns. However, my translation ignores those things specific to Star Trek: Voyager, only because their exploits were so far from the Federation.

This guide is a rough translation of the Star Trek: The Roleplaying Game by Decipher into HERO 5th Edition terms, plus some additional information from other sources where applicable. Keep in mind that it is my translation, with some modifications where appropriate. If you disagree with something presented, by all means change it!

If you haven't bought any of Decipher's Trek books, take a look. Buy a few and keep a good license in business. And if you haven't already, BUY STAR HERO, TERRAN EMPIRE, and other Hero Games books! Support our favorite game company!

Finally, this work is COMPLETELY UNOFFICIAL. I have no affiliation with HERO Games other than being a devoted fan for 20+ years, and no affiliation with Star Trek other than being a devoted fan for 40 years.

HISTORY OF THE GALAXY

This history follows more closely with current Star Trek timelines. We'll see how valid it remains after several years of "Enterprise" has its effect. All dates are given relative to Earth's Gregorian calendar.

ANCIENT HISTORY

-10,000,000,000 BC	Birth and formation of the Milky Way Galaxy.
-8,000,000,000 BC	Creation of the Guardian of Forever.
-4,000,000,000 BC	Preservers seed humanoid life throughout the Galaxy.
-22,000,000 BC	Organians evolve into energy-based noncorporeal beings.
-200,000 BC	The Iconian Empire collapses.
-150,000 BC	The Medusans become a spacefaring race.
-25,000 BC	The first Trill and symbiont joining.
-12,700 BC	The Borg Collective forms.
-7,500 BC	The Ferengi Alliance drafts the Rules of Acquisition.

AGE OF DEVELOPMENT

279 AD	Birth of Surak of Vulcan.
312 AD	Surak spreads his teachings of pure logic.
379 AD	A core group of Vulcans, rejecting the teachings of Surak, board impulse drive vessels and leave Vulcan for other worlds. A wormhole deposits them in the region of the current Romulan Empire, founding the world of Rom'lass (Romulus).
372 AD	The Dominion is founded.
579 AD	The Gorn develop Warp Travel
801 AD	Birth of Kahless, on Qo'noS (the Klingon homeworld).
938 AD	Founding of the Romulan Senate.
1270 - 1370 AD	Romulan-Vulcan wars, fought with Impulse drive and atomic weapons.
1284 AD	Andoria unites under "Krotus the Conqueror".
1411 AD	Romulans invent the Singularity Drive.
1440 AD	Vulcans develop Warp Drive
1670 AD	Cardassians develop Warp Drive, after visits by the Bajorans journeying in Solar Sails vessels.
1696 AD	Romulus abolishes the title of Emperor and establishes the title of Praetor.
1870 AD	Detapa Council forms on Cardassia to govern Cardassia Prime and its client worlds.
1967 AD	Tellarites develop Warp Drive.
1992 - 1996 AD	The Eugenics war, which threatens to send Earth into a new dark age, rages. At its end, Khan Noonian Singh escapes.
2041 - 2069 AD	The Romulan-Klingon wars begin, as the borders of the two powers clash; neither side possesses Warp Drive.
2053 AD	World War III, as Colonel Green attempts to solve the overpopulation problem by sending weapons of mass destruction against South America, Asia, and Africa, killing 600 million people.

FROM THE ASHES

2063 AD	Zephram Cochrane launches the warp capable Phoenix, attracting the attention of a Vulcan ship and leading to first contact between Humans and Vulcans.
2069 AD	The last Klingon Emperor, Koth, dies and the Chancellor of the High Council seizes power.
2112 AD	The Bajorans develop Warp Drive and make contact with the Cardassians again.
2118 AD	Andorians develop Warp Travel.
2139 AD	Betazoids develop Warp Travel.
2149 AD	Transporter technology first invented.
2151 AD	Launch of the Enterprise (NX-01), first human vessel capable of traveling at Warp 5.
2156 - 2160 AD	The Romulan-Earth wars.
2161 AD	Founding of the Federation.
2230 AD	Spock of Vulcan is born.
2233 AD	James Kirk is born.
2245 AD	USS Enterprise, NCC-1701 under the command of Captain Robert April, is launched.
2252 AD	First contact with the Bolians.
2252 AD	Axanar demands Federation membership.

TOS: THE COLD WAR ERA

The Cold War Era is the time of Star Trek: The Original Series.

2264 AD	Captain James T. Kirk takes command of the USS Enterprise.
2265 AD	Axanar is admitted to the Federation.
2267 AD	First contact with the Gorn; Romulan-Klingon Alliance is formed; Khan Noonian Singh is revived; Organian Peace Treaty established between Federation and Klingon Empire.
2268 AD	Polaric Test Ban Treaty signed; First contact with the Tholians; Federation steals a Romulan Cloaking device.
2271 AD	The battle of Dumok'azen, between the Klingon and Romulan empires.
2275 AD	First contact with the Breen.
2277 AD	Enterprise emblem adopted as the Universal Symbol of Star Fleet.
2285 AD	Khan steals the Genesis device.
2286 AD	Cardassians first contact the Klingons, which leads to 18 years of border wars.
2292 AD	Klingon-Romulan alliance completely dissolves.
2293 AD	Khitomer accords signed between Klingon Empire and the Federation.

TNG: THE DIPLOMATIC ERA

The Diplomatic Era is the time of Star Trek: The Next Generation.

2294 AD	Betazed joins the Federation.
2309 AD	Cardassia begins diplomatic relations with Bajor.
2313 AD	The Taurhi-Romulan war, which lasts 30 years.
2320 AD	Bolarus IX joins the Federation.
2328 AD	Cardassians occupy Bajor, setting up labor camps and other atrocities.
2335 AD	First contact between Federation and Cardassian Union; Development of the positronic brain by Dr. Noonian Soong.
2343 AD	Romulans mount a suicide attack against the Taurhai homeworld of Chi'tai, and are successful.
2344 AD	Romulans attack Nerenda III, a Klingon outpost.
2345 AD	The android Data graduates Star Fleet Academy.
2346 AD	Romulans attack Khitomer.
2347 AD	Cardassians launch a war against the Federation.
2351 AD	Tholian invasion averted.
2352 AD	Treaty of Alliance signed between Federation and Klingons.
2353 - 2360 AD	Tholians attack a Federation outpost on the Tholian-Federation border, leading to 7 years of war. The war ends when the Betazed negotiate a truce between the two.
2363 AD	USS Enterprise-D is given to Captain Jean-Luc Picard to command.
2365 AD	Q introduces the Federation to the Borg (or visa versa).
2367 AD	The battle at Wolf 359 between the Borg and the Federation. The Klingon Empire erupts into civil war as Gowron versus Duras forces fight for control of the Empire.
2368 AD	Romulan invasion of Vulcan foiled by Ambassador Spock, Captain Picard, and Commander Data.
2369 AD	Federation-Tholian truce proposed by Tholians.
2369 AD	Cardassia withdraws from Bajor, after 60 years of occupation.

DS9: THE WAR ERA

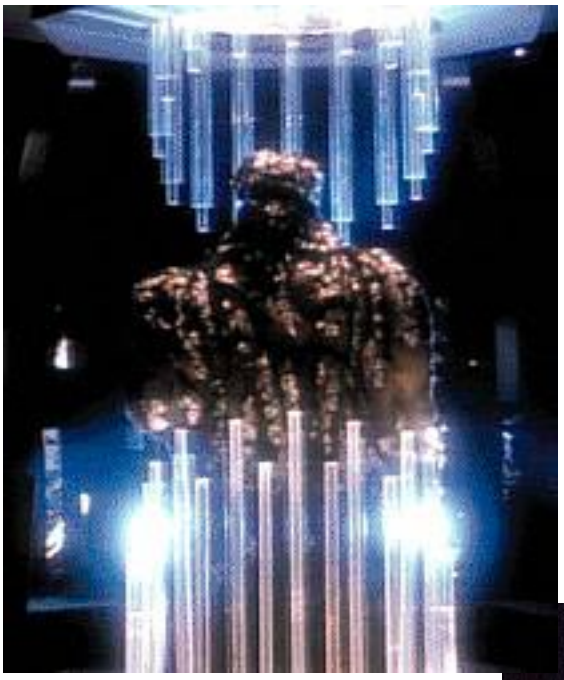
The War Era is the time of DS9 and the Dominion War.

2369 AD	Discovery of the Wormhole at Bajor by Commander Benjamin Sisko.
2370 AD	First contact with the Jem'Hadar.
2371 AD	Destruction of the outpost New Bajor by the Jem'Hadar.
2371 AD	Romulans trade cloaking device technology for all Star Fleet intelligence on the Dominion. Gunboat-class Defiant fitted with cloaking device for use at DS9.
2372 AD	Detapa council overthrows Central Command. Klingons interpret events as Founder control of Cardassia and plan attack on Cardassia.
2373 AD	Klingon Empire breaks Treaty of Alliance with Federation.
2373 AD	A battered Cardassia joins the Dominion; beginning of the Dominion War.
2373 AD	DS9 taken by Cardassia/Dominion.
2374 AD	Federation-Klingon alliance retakes DS9, and Gowron leaves a contingent of Klingon troops led by General Martok.
2374 AD	Romulan Star Empire joins alliance with Federation and Klingons against the Dominion.
2375 AD	Breen join the Dominion.
2375 AD	Cardassian forces led by Damar turn on the Dominion; the Dominion kills over 800 million Cardassians in response, before the Alliance can force the Dominion to sue for peace. End of the Dominion War.

PEOPLES OF THE MILKY WAY GALAXY

The Milky Way galaxy is home to numerous life forms, sentient and otherwise. There are tens of thousands of worlds that are known to be inhabited by sentient life, and perhaps again as many unknown worlds with sentient life. The technology of the worlds varies greatly, from the primitive to the greatly advanced. Given the worlds visited and civilizations encountered in Star Trek: TOS, Star Trek: TNG, Star Trek: DS9, Star Trek: Voyager, and Enterprise, there is a diversity of life that is made for adventure.

The next chapters discuss the major and known species in each of the major areas of the Milky Way galaxy. Discussions of the major races include racial packages where appropriate, while races encountered rarely may have little information. You may wish to review pages 23-32 of Star Hero and pages 17-48 of Terran Empire for more ideas.



UNITED FEDERATION OF PLANETS

The United Federation of Planets is the basis for most Star Trek campaigns.

HUMANS

Humans, also known as Terrans, Earthers, Earthlings, and sometimes other questionable names, are native to the planet Earth in the Sol system. As one of the founding races of the United Federation of Planets, they are an influential species. They are in fact the most numerous of the sentient species in the Federation. In addition to natives of Earth, there are thousands of human colony worlds in the Federation.

HUMAN BIOLOGY

Humans have what is termed the "humanoid" form – two arms, two legs, one head, standing upright, with the head containing the brain and sensory organs, the trunk containing the vital organs, and the limbs possessing a number of digits used in manipulation. They possess a spinal structure and an internal skeleton.

Humans have two sexes (male and female), and females carry children to term for a period of about 9 months. Typically only one child is born to a human female per pregnancy, but twins are somewhat common, and as many as 8 children have been successfully carried to near-term.

The typical lifespan for a human is 100 years, although this is only an average.

Skin color ranges from pale pink to dark brown, and eye color ranges the spectrum. Hair color ranges from white through shades of red, brown, blonde, and black.

EARTH, THE HOMEWORLD

Earth is the third planet in the Sol system (a type G2V star in Sector 001) and 75% of its surface is covered by water. It has 7 continents and many islands, and a varied climate. Land types range from hot deserts to arable land and forests to icy tundra and glaciers. Year length is (of course) 1 standard year, and the gravity is 1G.

Earth is the capital world of the United Federation of Planets. The Federation Council convenes in San Francisco, and Star Fleet is headquartered in San Francisco. The Federation President's office is in Paris, France.

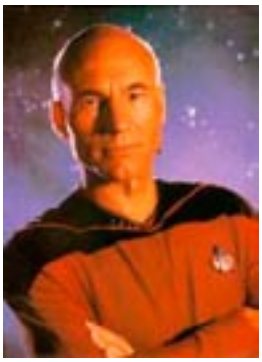
Within the Sol system are several important installations – the Utopia Planitia shipyards, Jupiter Station, Pluto Flight Control – and colonies on the Moon and Mars.

EARTH SOCIETY AND CULTURE

Earth is a highly cosmopolitan society, with people from all over the world able to move about. Earth has a variety of cultures and physiotypes, with a diversity of customs and languages. Earth's history is one of great cultural diversity, with no one unifying government until after the Third World War.

Human history has many bleak periods, marked by hunger, war, disease, and want. Wars over economic systems, political and religious philosophies, and national boundaries nearly tore the Human race apart. In the late 20th century, genetically bred supermen quietly siezed power in some 40 nations, then began fighting amongst themselves in what became known as the Eugenics Wars. World War III, the third such war in a one-hundred-year period almost wiped out the Human race. Warlords ruled pockets of population, and humanity seemed to have nothing left.

Zefram Cochrane created the first FTL capable ship based on his "Warp" theory, warping space around the ship to move faster than possible in relativistic space. Zefram Cochrane's first flight attracted the notice of the Vulcans, who landed at Cochrane's facility in Montana and made first contact. Although his work had been in an effort to make money, Zefram Cochrane's flight gave new life to the Human race.



Humans, now ready to seek out new worlds and new challenges, began the efforts to conquery hunger, poverty, and disease. This effort became fully realized in the 24th century.

After the devastating Earth-Romulan wars of 2156-60, Humans feared a return of the kinds of conflicts that threatened to destroy them, and in 2161 the United Federation of Planets was born. The new UFP consisted of the Humans, Vulcans, Tellarites, Andorians, and Alpha Centaurans in an alliance where they could air their differences peacefully, and share in aid and prosperity.

OTHER HUMAN HOMEWORLDS

There are also many civilizations with no known ties to Earth that are nonetheless human or near human. For game purposes, they are regarded as human.

HUMAN SPECIES ABILITIES

In *Decipher's* Players Guide, Humans are not merely the basis on which other species are built, but have innate heroic abilities. These abilities, though certainly not required for TNGHero, are reasonable for the Cinematic Heroes (and player character heroes, with GM permission.)

Human Adaptability

Humans are an extremely adaptable species, reaching far into space and thriving in even harsh conditions.
Adaptability: Choose either +2 DEX, +3 CON, or +2 EGO. Cost: 6 Points.

The Human Spirit

Humans have a unique spirit, drive, courage, and versatility when facing the unknown.
Human Spirit: +2 PRE. Cost: 2 points

Human Experience

Humans tend to draw upon a wealth of experience in learning and making decisions.
Human Experience: +1 Skill Level with a Group of Skills (e.g. Interaction Skills). Cost: 5 points.

VULCANS

Vulcans were the first alien species encountered by humans. The Vulcans and Humans are founding members of the United Federation of Planets.

VULCAN BIOLOGY

Vulcans are similar to Humans, but physically and mentally stronger in many ways. Their blood chemistry is based on copper rather than iron, giving their skin a greenish hue instead of the pinkish hue of humans. Their blood is thinner than human blood (Dr. McCoy called Spock's blood "that icewater running through your veins"). Vulcan complexions range from olive to dark bown, with a slight green cast. Their eyes have a transparent protective membrane to protect them from the Vulcan winds and sands. The Vulcan heart is in the lower torso.

Vulcans mate once every 7 years. The details are not discussed with non-Vulcans.

The typical Vulcan lifespan is 200 years or so.

VULCAN RACIAL PACKAGE

Ability	Cost
+5 STR	5
+3 INT	3
+3 EGO	6
+2 CON	4
Vulcan Longevity: Life Support (Longevity: 200 year lifespan)	1
Vulcan Mental Conditioning: Mental Defense, 2pts	2
Vulcan Ears: +1 PER with Hearing Group	2
Vulcan Eyes: Flash Defense to Sight Group, 2pts	2
Disadvantages	
Psychological Limitation: Bound by Logic, Has difficulty relating to emotional beings (Common, Moderate) or other appropriate limitation	-10
Total Cost of Package	**15**
Options	
Vulcan Mental Discipline: Eidetic Memory	5
Vulcan Mental Discipline: Lightning Calculator	3
Vulcan Mental Discipline: Multitasking	10

VULCAN, THE HOMEWORLD

Vulcan, also sometimes called Vulcanis, (or Ti-Valka'ain in the native language) is a harsh desert world, with scorched plains, rough mountain ranges, and a stark beauty. It is dry and hot, with a higher gravity than Earth (about 1.4G) and a thinner atmosphere. Less than a quarter of the world's surface has water. It is the second of six planets orbiting the star 40 Eridani A. Although 40 Eridani A is a trinary star system, the other two suns are too far away to be seen in the daytime sky.

The capital city of Vulcan is ShirKahr, a low and stark city laid out in grids and quarters (logically, of course) around an ancient oasis.

Notable on Vulcan is the famous Vulcan Science Academy.

VULCAN SOCIETY AND CULTURE

The Vulcan culture is much older than Earth culture. In their primitive days, they were tribal and warlike, with savage emotions that threatened to destroy them through constant warfare.

The ancient philosopher Surak turned his people away from violence to a philosophy of rejecting emotions, of using logic to make decisions. Today, all Vulcans follow this philosophy. Some beings believe that Vulcans do not have emotions. In fact they have very strong emotions, but they are kept in check by their devotion to logic and rejection of emotions.

This rejection of emotion and violence has also made the Vulcans a very peace-oriented people. They find killing other sentient life abhorrent unless it is absolutely necessary. Vulcans rarely carry arms, and will not use deadly force unless there is no choice. Those who practice a martial art do so for the mental and physical benefits, rather than the combat skills.

Their pursuit of logic has brought many benefits to their world and culture: great advances in the sciences and arts; a higher degree of mental alertness and understanding; and telepathic abilities.

VULCAN MIND OVER BODY

By using strict mental concentration, Vulcans can direct injured organs to heal more quickly.

Mind Over Body: Healing 2d6 (Simplified Healing) (20 Active Points); Concentration (0 DCV, throughout; -1); Extra Time (20 minutes; -2 ½), 1 use per day (-2). Real Cost: 3 points.

VULCAN TELEPATHIC TECHNIQUES

The Vulcan Mind Touch (or Mind Meld in its most severe form) creates a telepathic link to the subject. The link takes time to create enough effect to be useful (and so the Cumulative and Continuous advantages).

Physical contact between the initiator and the subject is desired, but not necessary (apply a +2 to the OECV if the target is physically touched).

Vulcans do not pry into others minds – they find such intimate contact, especially with strangers, embarrassing. The mind touch is a complete sharing of both minds.

Vulcan Mind Touch (1): 2d6 Telepathy, Cumulative (+½), Continuous (+1), Increased Cumulative Maximum to 96 points (+¾) (32 Active Points); Concentration (0 DCV while establishing contact; -½). **Total cost:** 21 points.

Vulcans can also use the Mind Meld to alter a person's attitudes or beliefs. In "Spectre of the Gun" for example, Spock used the Mind Meld to remove all doubts from the

VULCAN NAMES

Male Names

Delvok, Lojal, Sakar, Sakkath, Sarek, Satek, Savar, Skon, Solkar, Solok, Sonak, Soral, Spock, Stonn, Sybok, Tuvok, Vorik

Female Names

Saavik, Sakonna, Selar, Senva, Sitak, T'Lar, T'Lara, T'Pan, T'Para, T'Pau, T'Pel, T'Pring, T'Shan

VULCAN NERVE PINCH

One alternative (with a big red stop sign) is to use the x1/3 Cost Multiplier (as mentioned in Fantasy Hero as one means of purchasing spells). This multiplier brings the cost of version 1 down from 56 points to 19 points, in line with the Mind Touch and Mind Meld costs. For example: **Vulcan Nerve Pinch version 1m:** HA 10d6 NND (Defense is 1 or more points of resistant PD armor; +1), Reduced END (x1/2 END; +¼) (112 Active Points); Only works on humanoids (-½), Hand-to-Hand Attack Only (-½). **Total Cost:** 56 points. ***Campaign Cost Multipler:*** x1/3. **Total Character Cost:** 19 Points.
This is the version I use in the HDv2 template.

Other Writeups

LUG DS9 Version
Using the values for Martial Arts and for the Vulcan Nerve Pinch in the LUG DS9 book, the VNP comes out as:

LUG Vulcan Nerve Pinch: ½ Phase, +0 OCV, +0 DCV, 3d6 NND(1) for a cost of 8 points.

This ignores the stated 2d6 as the upper limit of NND for Martial Arts attacks. And with an average of 11 STUN, it doesn't come close to representing the on-screen effect unless **all** of Spock's NP attacks were surprise for x2 effect, or they get the head location modifier for x2 effect.

Vulcan Nerve Pinch version 3: (House rule method). Built as a Martial Arts maneuver: -1 OCV, +1 DCV, 10d6 NND (1). Cost: 36 points.

Version 3 ignores the 'minimum of 3 points and maximum of 5 points' rule for Martial Arts. Still, at 36 points, it's pricey to use in a Heroic level game.

Vulcan Nerve Pinch version 4: (GM fiat). The GM may make a house rule that it costs 5-8 points for this maneuver, no matter what the Real Cost calculates out to, to be true to the flavor of the series. The other combat elements are identical to version 2 or version 3.

landing party that the bullets couldn't hurt them. A character cannot purchase *Mind Meld (2)* without first purchasing *Mind Touch (1)*.

Vulcan Mind Meld (2): 2d6 Mind Control, Cumulative (+½), Continuous (+1), Increased Cumulative Maximum to 96 points (+¾) (32 Active Points); Requires a successful Mind Touch (-½), Concentration (0 DCV while establishing contact; -½). Total cost: 16 points.

VULCAN NERVE PINCH

The Vulcan Nerve pinch is a technique in which the user grasps the area just between the victim's neck and shoulder and applies pressure. If the pinch is successful, the victim is rendered immediately unconscious. Note that this technique only works on humanoids that are not protected by natural or artificial armor.

Several different versions of the write-up are given here, for the GM to select from.

Vulcan Nerve Pinch version 1: HA 10d6 NND (Defense is 1 or more points of resistant PD armor; +1), Reduced END (x1/2 END; +¼) (112 Active Points); Only works on humanoids (-½), Hand-to-Hand Attack Only (-½). Total Cost: 56 points.

Version 1 costs 5 END to use and will knock most unarmored humanoids out immediately. At 56 points, it's not likely to be used in Heroic level games.

Vulcan Nerve Pinch version 1a: HA +5d6, Reduced Endurance (½ END; +¼), NND (Defense is any resistant PD; +1), Continuous (+1) (81 Active Points); HTH Attack (-½), Limited Power Only versus Humanoids (-½), Concentration (1/2 DCV; -¼). Total Cost: 36 points.

["Captain Obvious" suggested Version 1a on the HERO Games Bulletin board.]

Version 1a costs 3 END per phase to use. Eventually it will knock out most unarmored humanoids, but with only 5d6 per phase, you run the risk of not immediately stunning the target, which gives them the chance to fight back - something which never happened in the show.

Vulcan Nerve Pinch 1b: HA +2d6, Reduced Endurance (1/2 END; +½), Accurate (One Hex; +½), NND (Defense is any resistant PD; +1), Autofire (3 shots; +1 1/4) (42 Active Points); HTH Attack (-½), Limited Power Only versus Humanoids (-½). Total Cost: 21 points.

["Foxiekins" suggested this version on the HERO Games Bulletin Board.]

Version 1b uses Autofire, which is an interesting way to create the effect, but runs the risk of 'missing' subsequent shots. Use with caution.

Vulcan Nerve Pinch version 2: Nerve Strike (4 Real Points), with 16 Levels of Extra DC to raise attack from 2d6NND to 10d6NND (64 Real Points). Total Cost: 68 points.

Version 2 uses the extra damage class rules from 5E. The problem is that the extra damage classes must also apply to all other maneuvers in the Vulcan martial arts according to official Hero Games rules, although a GM is free to make a house rule that says it only applies to the Vulcan Nerve Pinch. Also, at 68 points, it's extremely unlikely to be used in a Heroic level game.

VULCAN MARTIAL ARTS

The Vulcan Martial Arts training stresses non-lethal means of subduing an opponent. A suggested package is shown below.

VULCAN MARTIAL ARTS

Maneuver	Phase	Cost	OCV	DCV	Effects
Grappling Block	1/2	5	+1	+1	Grab One Limb, Block
Grappling Throw	1/2	3	+0	+2	STR +2d6 Strike; Target Falls; Must Follow Grab
Joint Lock/ Throw	1/2	4	+1	+0	Grab One Limb; 1d6 NND(7); Target Falls
Martial Grab	1/2	3	-1	-1	Grab Two Limbs; +10 STR for holding on
Strike	1/2	3	+1	+0	STR +2d6 Strike
Reversal	1/2	4	-1	-2	STR +15 to escape; grab 2 limbs
Dodge	1/2	5	-	+5	Martial dodge
Tal Shaya	1/2	5	-1	-2	Grab One Limb; HKA 2DC; Disable*
Nerve Pinch	1/2	19$			HA 10d6 NND(1)
Skills Acrobatics Breakfall KS:Vulcan Martial Arts					

*Technically, the Tal Shaya (merciful death) is used to break the neck as a merciful means of execution. However, it can also be used to break other limbs.

$ Based on version 1m. Use the cost approved by your GM.

ANDORIANS

Andorians are blue-skinned humanoids with white hair and two knobby antennas extending from the crown of the head. Andorians are also charter members of the United Federation of Planets, and have a presence on the Federation Council. Although they are a warrior race, they have a strong sense of loyalty and honor that made them worthy members.

Note: The Andorian race appeared briefly in only two episodes of *Star Trek: The Original Series* - "Journey to Babel" and "Whom God Destroys"; and one episode of *Star Trek: The Animated Series* - "Yesteryear". Very little specific information was provided in the series about Andorians. Even in *Enterprise*, we know little about them except for their warlike nature. Some of the information given is canon to the series, and some is based on Decipher's extrapolation.

ANDORIAN BIOLOGY

Andorians are humanoid, with the same height and build as the typical human. Skin color ranges from light blue to dark blue, and hair color ranges from white to off-white. Since Andor is a cold world with a thin atmosphere, they have evolved to survive comfortably in the harsh conditions.

Unlike most other humanoids, Andorians also possess two antennae on the top of their head. The antennae provide a lot of sensory information, including temperature, pressure, changes in air currents, and subsonic hearing. The information is vague, like that a human would perceive warmth from a fireplace, ears popping in pressure changes, air moving across the face, etc. The antenna do make it easier to percieve these, however.

Andorian blood is cobalt-based, giving their skin a blue color. There are similarities between Vulcan blood and Andorian blood, but not enough to be compatible for transfusions.

Design Note: Although not official, Andorians in my campaign are assumed to have a 100-year lifespan.

ANDORIAN RACIAL PACKAGE

Ability	Cost
+3 STR	3
+2 CON	4
+2 EGO	4
Antennae: Ultrasonic (Subsonic) Hearing	3
Antennae: +2 PER	6
Antennae: +2 PER: Limited: Only within 2" (-1)	3
Redundant Circulatory System: Life Support (Safe Environment: Intense Cold)	2
Disadvantages	
Physical Limitation: *Redundant Circulatory System*, Poisons and toxins take effect quicker ** (Infrequently, Greatly)	10
Total Cost of Package	**14**
Options	
Psychological Limitation: Code of Vengeance, Honorable, or other appropriate limitation (Common, Moderate)	-10
** Move poison and toxin effects up 1 step on time chart, so if a poison normally does 1d6 Body Drain per 5 Minutes, it affects the Andorian at 1d6 Body Drain per *1 Minute*	

ANDORIAN HOMEWORLD

Andor (aka Andoria) is one of the core Federation worlds, close to Earth, Tellar, and Vulcan. It is the fifth of seven planets in the Epsilon Indii (Kuy'va) system. Andoria has a single moon, Olith. Andor's gravity is nearly that of Earth, and the atmosphere is cold, with a slightly lower atmospheric pressure and a higher ozone content.

Andor's climate, cold most of the year except for brief summers, is similar to Earth's Alaska and northern Canada regions. Visitors find the cold thin air difficult to breathe after short periods.

ANDORIAN SOCIETY AND CULTURE

Andorian history is one of conflict, and theirs is a warrior culture bound by honor and family. As a people they are extremely disciplined, with a strong sense of duty and personal honor.

As with many races, their violent past almost destroyed them. Clans were the basis of their survival, but also of nationalistic pride, and clan conflicts were the cause of warfare. Competing clans fought with little provocation, blood feuds and vendettas continued out of control, in a time the Andorians call the *Age of Lament*. Then Lor'Vela, a wise leader of one of the strongest clans, replaced the Clan wars with ritual combat, or duels between the specific parties, to settle disputes. This ritual combat is known as the *Code Of Vengeance*, and defines who, how, and when vengeance may be taken. Once this Code was accepted by the other clan leaders, which significantly reduced the quantities of life lost, their culture stabilized and began to grow.

Their first interstellar contact was with the Vulcans, and opposing natures of the two races (violence versus logic) resulted in conflict. The humans were inadvertantly brought into the conflict in 2151, but were able to mediate and build trust. When the Earth became involved in the Earth-Romulan wars in 2156-2160, Andor become one of the founding members of the United Federation of Planets.

Andorians bring a zeal to everything they do. They prefer strong sensations, powerful music, bold colors, spicy food, and physical pursuits.

FAVORED ANDORIAN PROFESSIONS

Merchants, rogues, starship personnel are among the favored professions. The Andorian merchant fleet is one of the largest, moving goods and passengers throughout the Federation. Roguish types tend to join the *Volna Vrinia* (organized crime) as heavies for the Orion Syndicate. Andorian starship personnel can be found both in Star Fleet and in the Andorian Legions (protecting local merchant fleets).

Andorian "mystics" would be like the Shao-Lin's Kane, using their martial skills to champion the well-being of others.

Andorian spies in the *Ahm Tal* (Andorian Intelligence Service) are very skilled in covert actions.

BAJORANS

The Bajorans have been depicted as a highly spiritual race recently freed from 40 years of oppression. Struggling to rebuild a shattered world after the withdrawal of Cardassian occupational troops, the Bajoran Provisional Government asked for the help of the Federation, and a Starfleet presence soon established itself on Deep Space Nine.

BAJORAN BIOLOGY

Bajorans are humanoid in form and function with the exception of a ridged nose. Slight deviations from Terran human physiology can be detected through different reactions to body changes. During pregnancy, Bajoran females do not nauseate; instead they react by sneezing. Bajoran fetuses are also irremovable due to the high degree of vascularization in the placental/uterine interface.

BAJORAN RACIAL PACKAGE

Ability	Cost
None	0
Disadvantages	
None	0
Total Cost of Package	**0**
Options	
Bajoran Artistic Talent: PS (Artform) +1	3
Bajoran Faith: KS (Bajoran Sacred Texts and Rituals) +1	3
Bajoran Pagh: Luck 1d6 (5 Active Points); Only When Faithful To The Prophets (-½)	3

BAJORAN HOMEWORLD

Bajor, the seventh of 14 worlds orbiting Bajor-B'hava'el, is a world similar to Earth in most respects. Its richness in minerals, metals, and fuels made it a prime target for Cardassian occupation. The system has eight additional terrestrial worlds and three gas giants, a boon to any would-be conquerors. However, the most strategic aspect of the system is the stable wormhole that terminates in the Idran star system in the Gamma Quadrant. The wormhole is home to "The Prophets", the Bajoran deity figures. The Federation considers them "the wormhole aliens."

BAJORAN SOCIETY AND CULTURE

Bajoran culture flourished for 500,000 years. In time, the Bajorans became a race of master artisans, architects, and scholars whose lives are centered on their faith. Their deeply religious culture honors the "Prophets" who guide the Bajorans from high above in the Celestial Temple. They believe in guidance from the prophecies revealed to ancient religious men much in the same way as the Greeks believed in Delphi Oracles. Among the prophesies, many are given of an Emissary of the Prophets who is destined to find the Celestial Temple and so become the savior of Bajor. Commander Sisko found himself in the uncomfortable dual role of religious figure and Starfleet officer when he boarded the station. It was only after several years had passed that he became comfortable with the demands of both roles. There are hundreds of prophecies concerning the Emissary, some of which could be interpreted to have come true since Sisko's arrival. Within the religious texts of Bajoran faith, safe passage through the Bajoran wormhole is seen as the blessing of the Prophets. For more information, see the section *Religion and Philosophy.*

D'jarra Caste

Ancient Bajorans lived their lives according to the d'jarra caste system. A Bajoran's social status and vocation was dictated by the d'jarra at birth and usually indicated in part within the design of the earring. Passed on for generations, the system was abandoned during the Occupation, when every Bajoran became subservient of the Cardassian Guls.

Earring

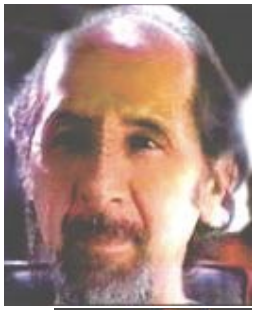
The identity of Bajorans is intrinsically connected to their earring. The designs is often deeply connected to family lineage and the archaic d'jarra, but some religious figures and Militia officers are known to change their earrings to better adapt to their line of work. The earring is most often worn on the right ear, and is usually diamide-laced birithium in substance.

Name

Bajoran custom places the family name before an individual name. Major Kira Nerys is therefore correctly addressed as Major Kira while her actual name is Nerys.

Titles

The titles of Bajoran rank also are tied to their religious rank. The Kai is the spiritual leader of Bajoran faithful, and a new Kai is named only when the preceding Kai dies or is incapacitated. The Vedek assembly of 112 influential spiritual leaders is lower than the Kai and acts as assistant and preacher to the masses. The political leadership of Bajor is given to the First Minister, who can be any Bajoran national chosen by democratic election. The current Provisional Government has been in place since the withdrawal of Cardassian forces.



BETAZOIDS

Betazoids have established themselves as a peaceful people almost identical to Terrans with the exception of their telepathic and empathic abilities.

BETAZOID BIOLOGY

Outwardly, Betazoids have the same range of height, weight, and build as humans. Often, the only distinguishing feature is the limpid black eyes that are characteristic of Betazoids. Most have olive to dark complexions, and brunette or black hair.

Betazoids hail from the Federation member planet Betazed. A peaceful race that has developed highly telepathic abilities, the Betazoid people appreciate fine arts, literature, and philosophy. As all Betazoids are telepathic, they usually do not need to vocalize their thoughts to one another in order to communicate, but can do so for the benefit of offworlders. It is a natural ability, and likewise the strength of the skill varies from one to another. Most develop the ability in adolescence, but a few have congenitally active telepathic abilities that may cause severe mental problems due to their inability to screen out other peoples' minds. Screening is a skill that is absolutely necessary for the well-being of a Betazoid, particularly for those with keen telepathic sensory skills.

BETAZOID RACIAL PACKAGE

Ability	Cost
+3 EGO	6
Betazoid Telepathy: Telepathy 6d6, Area Effect (3" Radius; +1), Megascale on Area of Effect (1" = 1 kilometer; +¼), Reduced END (0 END; +½) (52 Active Points); No Range (-½), Limited: Constantly receiving thoughts; transmit only to other Telepaths (-¼)	30
Mental Discipline: Mental Defense (INT/5 + 5)	5
Disadvantages	
None	0
Total Cost of Package	**41**
Options	
In the case of half-Betazoids like Deanna Troi, the Telepathy is diluted to Empathy (emotions only). Add the limitation Empathy reception (-½), for a Total cost of 23 instead of 30.	-7
Psychological Limitation: Peaceful or other appropriate limitation (Common, Moderate)	-10
Betazoid Confidence: +1 with all Interaction Skills	5
Betazoid Diplomacy: +2 with Persuasion/Mediation	4

Externally, Betazoids are among the most humanoid species on record, and are indistinguishable from humans in every aspect (except for the black eyes). They can reproduce with humans, although this often dilutes the telepathic abilities of the offspring, case in point: Commander Deanna Troi. The children of such a union often develop empathic rather than full telepathic abilities, though they can still communicate telepathically with their Betazoid parent and a bonded mate. Full Betazoids are unable to read the minds of Ferengi, Breen, Ullians or Dopterians due to the unusual brain lobe formations of those races, but some half Betazoids have been occasionally successful in sensing the emotions of these species.

The telepathic and empathic abilities of Betazoids need strict discipline to control and confine to oneself. In more mature Betazoids, medical conditions such as "Zanthi fever" can occur, and a breakdown of the control mechanism allows empathic thought to influence surrounding people. Ambassador Troi had once been aboard Deep Space Nine when she was under the influence of the fever and she unwittingly projected her emotions onto those in close proximity to her for the duration of her condition. For even the most disciplined Betazoid, the ability to feel what thousands of people are feeling can be too much, and a mental block must be firmly placed between the Betazoid and the outside sources. Commander Deanna Troi of the U.S.S. Enterprise has more than once been incapacitated when an alien influence jammed her mental blocking mechanism and tortured her with a flood of thoughts or a continuous play of music.

BETAZOID HOMEWORLD

Betazed, the Betazoid homeworld, is a beautiful world orbiting the star Betazed (called Hainara). The world has five continents and hundreds of islands, most filled with lush forests broken by inland grasslands and coastal grasslands.

BETAZOID SOCIETY AND CULTURE

Earliest Betazoid legends tell of their struggle against mysterious "demons of pain and anger," a noncorporeal race capable of making primitive weapons appear out of thin air (see "Day of the Dove" from The Original Series). Wherever these creatures appeared, they brought anger and war and eventual death. The mystical Betazoid hero Khrysaros was able to use her great mental power to defeat these ghost-like demons.

As the Betazoids entered space, their first contact was with a race called the Terabians. Friendly relations turned unfriendly as the Terabians grew paranoid about the Betazoid's telepathic abilities. Eventually the situation escalated, and ambassadors had to be called in to help negotiate the evacuation of Betazoids from the Terabian homeworld. The Betazoids developed the *Code of Sentience* to prevent repeating such events as they encountered more races. The *Code of Sentience* states (1) Reading the mind of another without his knowledge is forbidden; (2) Reading thoughts other than those freely communicated is forbidden; (3) Divulging information from read thoughts to another without permission is forbidden; (4) Communicating telepathically while in the presence of non-telepaths is considered rude and to be avoided.

Betazoid society tends toward more formal and elaborate traditions and ceremonies than most cultures in their present evolutionary stage. Some of the rites often make the more conservative Federation offworlder uneasy at first, most notably the traditional wedding ceremony in which no clothing is to be worn. Though there are no official gender-based restrictions in place within Betazoid society, women have traditionally held many positions of authority.

According to Peter David's popular book *Imzadi,* the proper Betazoid wedding is rich with symbolism. It is customary that all people, guests and participants, attend the ceremony nude, to symbolize that, physically and spiritually, there is nothing to hide, that all are sharing in complete cooperation in the spirit of harmony and unity. The ceremony itself is also rich in symbolism. The groom walks in, followed by his mother, who pulls on his arm, trying to stop him. The groom keeps walking, and his father steps into his path, holding up a hand in a signal for the groom to stop. The groom gently

LIEUTENANT M'RESS - An Excerpt.
Lt. M'ress is a felinoid female, a native of the planet Cait. The Lieutenant joined the crew during the Enterprise's animated series. She is the alternate Communications Officer, and of course is junior in grade to Lieutenant Uhura. M'Ress graduated from Starfleet Academy three years ago and is a specialist in communications and computer translator systems. She has served aboard a scout and the U.S.S. Hood, a sister ship of the Enterprise.
M'Ress amuses herself in off-duty hours with the pursuit of Federation and galactic planetary histories and the writing of free-form poetry.
She also pursues an interest in anthropology and archaeology, subjects which relate to the histories she studies.
Among the crew personnel, M'Ress is well liked and includes Uhura and Nurse Chapel in her close friends.
The distinctive "purr" in her voice is immediately arresting when she speaks, and she is a popular actress in the ship's small theatre company.
M'ress has golden fur and a mane of caramel-colored hair that cascades down her back. Her eyes are amber.
While Starfleet's duty uniform for females provides no problems in regard to M'Ress's tail, long dress uniforms, duty coveralls, and other such clothing have to be tailored to accomodate the appendage. Natives of Cait tend to be small and sinewy; the females are as delicately dainty as the Siamese or Abyssinian cats of old Earth.
Cait is a planet in the Lynx constellation. There is only one other planet in the system, and it is uninhabited. The atmosphere, mass and gravity of Cait are all near Earth normal.
The Caitians are fierce warriors when so called upon, but pride themselves on their accomplishments in arts and philosophy rather than on the martial arts. Their family units are extremely close. M'Ress's other three litter mates also serve in Starfleet in various capacities. The long line of her ancestors is well known on Cait, and her parents are honored citizens.
M'Ress herself is quiet about her family's rank. She brings to the Enterprise efficiency, ability, and a persistently curious attitude fortunately coupled with humor and great intelligence. (This is demonstrated by the fact she rose to the rank of Lieutenant only two years after graduation from Starfleet Academy).

but firmly pushes his father out of the way and walks to the front of the room. At this point, the bride's parents enter, the bride's mother sobbing loudly. The bride sits in the front row. A woman who is equivalent to a maid-of-honor enters and walks up to the bride, saying "I summon you to the place of marriage." She then escorts the bride to the side of the groom and the ceremony proceeds. The bride wears a white band in her hair, which she tosses over her shoulder to a crowd of waiting women, much like the Terran tradition of tossing the bridal bouquet. To the woman that catches the band, it means that the love of her life is at the gathering.

Betazoids are a race of peaceful philosophers who are more likely to observe than act, and consequently have little use for weapons or even defense systems. Their planetary defense systems were outdated the moment they were finally in place and proved to be quite useless when the Dominion attacked. Nonetheless they are considered a major world of the Federation and their fall during the Dominion war in 2374 struck home the devastation that had eaten away at the Federation's formerly secure borders.

CAITIANS

The Caitians are a biped feline race, derived from something similar to the cheetah or leopard. They have sleek bodies covered with soft fur, which also covers their faces and hangs around their head like a mane. Fur color ranges from the tawny brown of lions to the deep black of panthers, with rare individuals being white. They have large golden eyes, long tails, and voices with a purring quality.

Note: Caitians appeared only in the animated series.

CAITIAN BIOLOGY

Caitians are extremely dexterous and fast, as their ancestors were hunting carnivores similar to cheetahs or leopards. Most Caitians today are vegetarians, obtaining proteins from protein-rich vegetation such as beans. Caitians have extremely good senses of sight and smell.

Caitian family structure consists of 2 males and 2 females, with females only mating with the two males in the family group. Caitians have 2 sexes, male and female. Pregnant females give birth to 2-5 kits, and 2-3 is most common. Pregnancy lasts 4 months.

Male Caitians are typically 20% larger than female Caitians. The typical lifespan for Caitians is 90 years.

CAITIAN RACIAL PACKAGE

Ability	Cost
+3 DEX	9
Claws: HKA 1 pip, 1/2d6 with STR	5
Tail: Extra Limb (Tail) Inherent, Limited Manipulation	4
Running: +2" Running	4
Enhanced Senses: +2 PER with All Senses	6
Enhanced Smell: Tracking with Smell PER	5
Disadvantages	
-1 CON	-2
-1 BODY	-1
Total Cost of Package	**30**

CAITIAN HOMEWORLD

Information not provided in the series.

In my campaign, Cait is a world with a climate and diversity akin to Earth's African continent, of approximately the same temperature range and gravity. The Caitians have gone to great lengths to make sure that the technological advances of their world do not rob them of the natural beauty and resources of their world.

CAITIAN SOCIETY AND CULTURE

Caitians practice complete equality of the sexes, and have done so throughout their recorded history. Caitian given names have no gender associated with them, so any Caitian name may be given to males or females.

CAITIAN MARTIAL ARTS

Design Note: In my campaign, I had a Caitian player-character and thus the opportunity to develop a martial art for the Caitians. I took my cue from watching how cats (domestic and wild) fight. This is not part of the series lore, but my creation. GM's feel free to ignore this or create your own.

CAITIAN MARTIAL ARTS

Maneuver	Phase	Cost	OCV	DCV	Effects
Swat	1/2	5	+1	+3	STR Strike
Swipe	1/2	4	+2	+0	STR Strike +2d6
Block	1/2	4	+2	+2	Block, Abort
Pounce	1/2	3	+2	+1	STR Strike; both fall
Hold	1/2	3	-1	-1	Grab 2 Limbs; +10 STR to hold
Reversal	1/2	4	-1	-2	STR +15 to escape; grab 2 limbs
Dodge	1/2	5	-	+5	Martial dodge

Skills
Acrobatics
Breakfall
KS: Caitian Martial Arts

EDOANS

The Edoans are tripeds, walking upright on 3 legs and possessing 3 arms with 3 fingers on each hand. They have large round yellow eyes and a concave head.

Note: Edoans appeared only in the animated series.

EDOAN BIOLOGY

Specific to my campaign (non-canon): Edoans are a reptilian-based triped. Skin coloration ranges from reddish to dark brown.

Females have a gestation period of 2 years. Edoans have a typical lifespan of 200 years.

EDOAN RACIAL PACKAGE

Ability	Cost
+2 DEX	6
+2 CON	4
Extra Limbs: 3 arms and 3 legs	5
Edoan Longevity: (200 year lifespan)	1
Disadvantages	
-2 STR	-2
Total Cost of Package	**14**
Options	
Psychological Limitation: Introverted (Common, Moderate)	-10
Psychological Limitation: Perfectionist (Common, Moderate)	-10

EDOAN HOMEWORLD

Little information was provided in *Star Trek: The Animated Series* about the Edoan homeworld.

Edoans come from the planet Edos, the third planet in the Epsilon Minora system, with a diameter 70% that of Earth, .85G, and 22 hour days. It is said to be a lush tropical world with 60% oceans and the source for the famed Saurian Brandy. The current population is said to be 4 to 5 billion.

Edos is not a member of the Federation. Rather, it remains in loose alliance with the Federation, coming under its agreements for trade, science, and aid in an emergency. Edos lies in the Triangulum constellation, on the rim of the galaxy. It is a jumping off point for science teams studying the great energy barrier beyond the rim. It is also a peaceful planet that has never been involved in a war. The technology is as advanced as Earth's; the architectural style of its cities is strictly functional rather than esthetically pleasing. The society has no class levels. All beings on Edos are equal.

EDOAN SOCIETY AND CULTURE

Edoans are among the best toolmakers in the Federation, possessing great dexterity and sensitivity in their touch. They are meticulous about detail and make great technicians and scientists.

Edoans are a private, contemplative people. They are shy and introverted and make few close attachments, and Edoans mate for life.

It is highly unusual for there to be more than one child per family. As a result, all children are precious, and families are close. Ancestral records are kept in great detail, dating back for centuries.

LIEUTENANT AREX - AN EXCERPT.

Lt. Arex comes from the planet Edos. His appearance is at first startling...for Arex is tripodal, having three legs, three arms, and three fingers on each hand. His uniforms are specially tailored for him, and he is a rather strange sight in motion. As might be expected, he is not at all clumsy. His reflexes are quick, and he can move with great speed when necessary. In an emergency, he can operate the complex helm-navigation console by himself.

Arex's complexion is reddish. One soon becomes used to the homliness of his bony face and begins to see the compassion and sadness in his eyes. Arex is a thoughtful being, given to long silences. There are times when he retreats to the solitude of his quarters to deliberate...or perhaps to worship the many gods of Edos. One never knows, for Arex never speaks of these moments of isolaton.

Unlike M'Ress, Arex has been in Starfleet for many years. He is known as the best navigator in the Fleet. Before he entered the service as a technician, he spent ten years in the merchant space fleet. Arex's people are long lived, and Arex knew from the very beginning that he wished to spend his long life in space. While Arex is an officer, and a good one, he is not a product of the Starfleet Academy. He worked his way up through the ranks, becoming an officer via a "field commission" during a battle involving the Klingons and the small cruiser aboard which he was then serving. All the officers were killed in the fray, and Arex took command to effect a temporary retreat and then a return action which took the Klingon ship by surprise and allowed Arex to disable her and bring her in to face Federation charges. It is not fair to say Arex has never been to Starfleet Academy. He spent two years there some time ago... as a space navigation instructor. One of his high scoring students was a young Russian named Pavel Chekov.

Arex has no brothers or sisters. In fact, it is highly unusual for there to be more than one child per family. Aboard ship, Arex often keeps to himself. However, when the mood is right, he can be pursuaded to play a flute-like instrument called a sessica. (It is native to his planet.) While the music may be lively or romantic or plaintive, all of it relates to story-songs which tell the history of his race or his family. Arex also can be pursuaded...at very rare moments...to display a special proficiency in sleight-of-hand, a trick he picked up while in the merchant space service. With three hands, sleight-of-hand becomes very interesting indeed!

TELLARITES

TELLARITE NAMES

Family Names: Brok, Cherok, Gaer, Gav, Ranx
Male Names: Darasterlee, Grillon, Morbren, Oraratomik, Weethanelee, Guhvudzon
Female Names: Baralucera, Furlasturlak, Kowesteria, Pritulenia, Velusuvian

Tellarites are humanoid with a pinker skin tone than humans. This is partly due to a higher than human normal blood pressure.

Tellarites have more body and facial hair, covering all but the frontal face and the hands.

Their noses, with larger openings than humans, have been compared unfavorable to earth swine.

TELLARITE BIOLOGY

A light fur covers the Tellarite body, and they can grow full beards and lush heads of hair. The upturned, larger-than-normal nasal passages give them a swine-like appearance, and provides plenty of oxygen in the thin atmosphere on their homeworld. The higher levels of oxygen in their bloodstream gives them a greater endurance, so they can work and play longer than many other races.

Their deep-set eyes, skin, fur and hair run the gamut of usual colors; their skin hue is always a little redder than normal, caused by their high blood pressure and bright red (well-oxygenated) blood.

Tellarites are descended from mammals with similarities to Terran apes, boars, and groundhogs, and share features of these creatures. They have fewer (but larger) digits, which are just as dextrous as human digits.

They also carry an extra abdominal roll of fatty tissue which can sustain them twice as long as humans when needed. They eat and drink well, but their bodies quickly burn off the effects of alcohol. They are omnivorous.

Non-canon, campaign-specific: Tellarites have a lifespan of 100 years. They have 2 sexes (male and female) and a monogamous family structure. Tellarite females give birth to 1-3 children after a 10-month gestation period.

TELLARITE RACIAL PACKAGE

Ability	Cost
+1 STR	1
Exceptional Fortitude: +2 CON	4
Disadvantages	
-2 COM	-1
-1 EGO	-2
Total Cost of Package	**0**
Options	
Psychological Limitation: Brash (Common, Moderate)	-10
Psychological Limitation: Pig-headed/Stubborn (Common, Moderate)	-10
Exhaustive Investigator: +2 to Conversation (Inquiry) and to Persuasion (Debate) Skills	6
Meticulous: +3 to All Skills, Only To Match Bonus Provided By Taking Extra Time	6

TELLARITE HOMEWORLD

The Tellarite homeworld is the third planet of eleven around the star 61 Cygni A (61 Cygni A is .8 as bright as Earth's sun), and has a thinner atmosphere than Earth. Tellarites did not create the large metropolises common on Earth, prefering their subterranean habitats. Descended from burrowing animals, many Tellarites prefer the comfort of an underground den.

As a result, much of Tellar's natural environments still exist — forests, jungles, beautiful bodies of water. The communities that exist are melded into the landscape, with the exception of a few with some architectural wonders that bring tourists to visit.

TELLARITE SOCIETY AND CULTURE

Tellarites tend to have extreme personality traits, whether happiness, irritabilty, heroism, passiveness, etc. It can be amusing, irritating, and sometimes bizarre. A diplomat can get so caught up in asking probative questions that others think him a harsh debater. Tellarites are inquisitive and hate the unexplained. When faced with the unexplained or unknown, they ask enough questions to frustrate others. This isn't meant to attack others, it's simply a facet of their need to know. In this quest, they travel the Federation as merchants, tourists, engineers, Star Fleet officers, etc. As with most races, some are honorable and some are rogues, and most fall in between.

Tellarites admire deeds that help ensure their own security, and hate finding themselves the victims of fate. They hate the unknown.

Tellarites in their past fought wars not over resources but over ideas - the most efficient language, the most efficient social technologies, and so forth. Eventually, they redesigned and recast their society, and the wars vanished, eventually producing a de-facto world government.

Tellarites are fond of food, to excess.

TRILL

The exotic symbiotic humanoids and particularly the subterranean invertebrates that they can act as host to are often subject to debates about personal identity. The memories of each Trill host are retained by the long-lived symbiont, who often lives to be thousands of years old.

TRILL BIOLOGY

Trills are humanoids capable of hosting a small vermiform symbiont within their abdominal cavity. The process of joining links the cerebral cortex of both host and symbiont, thus intermingling the previous experiences from other hosts with the new host to form a new unique identity. Trills themselves are easily recognized by the twin columns of spots that run from the forehead all the way down to the feet. Otherwise, they look completely Terran.

TRILL (UNJOINED) RACIAL PACKAGE

Ability	Cost
None	0
Disadvantages	
None	0
Total Cost of Package	**0**

Their spots and their tendency to overlap the memory of past lives with the present set Trills apart. The symbiont roughly resembles a snail without the shell and is bred on the Trill homeworld in the vast interconnected breeding pools underneath the surface. They are tended, even pampered, by the Guardians, unjoined Trills who devote their lives to tending the pools and tracking the symbionts after joining.

Symbionts live for thousands of years, but Trills are considerably shorter-lived. So symbionts are often transferred from one host to another when the host dies. The knowledge and experiences of each host is retained by the symbiont, who shares it with a new host.

TRILL (JOINED) RACIAL PACKAGE

Ability	Cost
Past Lives: 20 points in Background skills, INT-Based skills, and/or PRE-Based skills from previous hosts.	20
Good Physical and Mental Condition: No Base characteristics below 10; No Figured characteristics below base figured value.	0
Disadvantages	
Social Limitation: Subject to Trill Commission Rules (Infrequently, Minor)**	5
Total Cost of Package	**15**
** Typically minor, but certain infractions can result in death of Trill host and/or exile of host/symbiont	

Trill hosts voluntarily join with a symbiont, but once joined, both Trill and symbiont become biologically interdependent. After some 83 hours, neither Trill nor symbiont can survive without the other. The preservation of the symbiont's health is of paramount importance to the Trill, and if one must be sacrificed to save another, the Trill will invariably give up his/her own life to save the symbiont's life. The most important gauge of the health of the joined Trill is the isoboromine levels. If it falls below 50, the symbiont will be removed from the Trill. Certain death awaits the host, but this is the standard policy for the Commission and is followed without question by all joined Trills.

TRILL HOMEWORLD

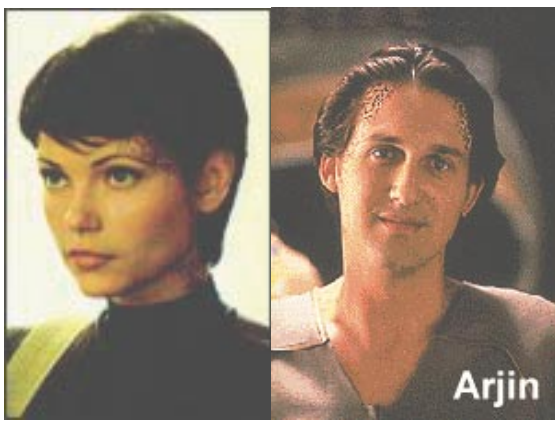
Trill is a beautiful earthlike world, the sixth of nine planets orbiting two stars. One star is a Type A7V (white dwarf) and the other is Type O4V (blue dwarf). The system is mainly "rock-balls" in the inner orbits and "sludgeballs" in the outer orbits.

The planet is entirely earth-like, with an oxygen-nitrogen atmosphere, 70% water, and a gravity of 1.1G. The average temperature is somewhat hotter than earth. The terrain consists mostly of dense forests. The unique chemical composition of Trill's oceans colors them purple.

TRILL CULTURE

Trill society regards a joining with a symbiont as a very high honor. The Trill Symbiosis Commission has been the only Trill government agency mentioned frequently, an indication of its powerful influence. The commission was set up to determine which Trill could receive the honor of joining, and tended to the medical needs of the symbionts. Trill hosts are selected only after rigorous training as an initiate under the close scrutiny of the Symbiosis trainers. Everyone was led to believe that only a few Trills are capable of hosting a symbiont, but Jadzia Dax and Benjamin Sisko uncovered evidence that proved this not to be the case. A doctor within the Committee admitted that while over half of the Trill population is eligible for joining, this truth could never be made public. If the truth got out, the symbionts would become a marketable item instead of the priceless preserver of experience it is.

The memories and lifetime of a previous host should not interfere with the duties and obligations of the new host. This is known as reassociation, a retrograde link strictly forbidden by the Symbiosis Commission. For once every personal obligation is carried on to the next host, there'd be no end to the debts and pledges from previous lifetimes. If such a disregard of Trill society occurs, both hosts will be banished from Trill for life, and the symbiont will die. Since nothing is as paramount to a Trill as the safety of the symbiont, the risks involved in reassociation make occurrences few and far between.



ORIGINAL SERIES AND ANIMATED SERIES RACES

TOS AND TAS RACES

The races in this chapter represent most of those encountered by the USS Enterprise in either *The Original Series* or in *The Animated Series*.

Some of these races are on friendly terms with the Federation or members of the Federation by the time of *Star Trek: The Next Generation*; others like the Tholians remain an enigmatic race not typically suitable for use as player races.

The races that are considered suitable (with GM approval) for a TNG campaign character are: Antosian, Argelian, Aurelian, Capellans, Ekosians, Zeons, Elasians, Troyians, Kelvan, Phylosian, Vendorian, etc.

Gorns belonging to one of the sects that favor Federation relations may also be appropriate.

Tholians, Melkotians, and Vians are not truly suitable for Federation player characters.

The races within were encountered by the USS Enterprise in the Original or Animated Series. Some are suitable for use by players, others are not.

ANTOSIANS

Antosians are a peaceful race gifted with the power of cellular metamorphosis, a learned ability to control their own bodies. This allows them to change shape and take any form they wish, and to heal damage to their bodies (which is the reason they taught the methods to *Garth of Izar* in the first place). A character must first learn Antosian Healing before learning Antosian Shape Shifting. (Source: "Whom God Destroys")

Where the Antosian information below builds on that provided in the Original Series, it is not canon.

ANTOSIAN BIOLOGY

Antosians are a humanoid race, and are outwardly identical to Terrans except for their emerald-green eyes and shorter stature. Adult Antosians (when not in another form) range in height from 4'0" to 5'0".

ANTOSIAN RACIAL PACKAGE

Ability	Cost
+1 DEX	3
Antosian Healing: Healing 3d6 (Regeneration; 3 BODY per Turn), Can Heal Limbs, Reduced END (0 END; +½) (52 Active Points); Extra Time (1 Turn; -1 1/4), Self Only (-½), Limited: Zero DCV while Regenerating (-¼).	17
Antosian Shape Shifting: Shape Shift (Sight, Hearing, and Touch Groups, any shape), Cellular, Imitation; Costs END to Change Shape Only (+¼) (70 Active Points); Automatically revert to original form if unconscious (-¼), Limited: Zero DCV during phase of transformation (-¼).	47
Disadvantages	
-2 STR	-2
-1 CON	-2
-1 BODY	-2
Total Cost of Package	**61**
Options	
Psychological Limitation: Peaceful, Compassionate, or other appropriate limitation (Common, Moderate)	-10

ANTOSIAN HOMEWORLD

Antos is the seventh planet in the Socratii system, a world with five moons and 0.9G. The world has 30% available land mass, with an 18-hour day. It is a terrestrial world, with all the same terrain types as Earth.

Antos currently maintains relations with the Federation, but has declined full membership.

ANTOSIAN SOCIETY AND CULTURE

The Antosian culture is one of peaceful reflection, caring and compassion for all life. In addition to their shapechanging ability, they are known for their eco-science skills.

ARGELIANS

The Argelians are well-known for their hospitality, and their world has been a paradise for vacations and shore-leave since discovered by the Federation.

ARGELIAN BIOLOGY

Argelians are for all intensive purposes, human.

Some few Argelians retain the psychic ability of Empathy, which allows them to sense the emotions of all those around them.

ARGELIAN RACIAL PACKAGE

Ability	Cost
+1 EGO	2
Disadvantages	
None	0
Total Cost of Package	**2**
Options	
Psychological Limitation: Peaceful, Hedonistic, or other appropriate limitation (Common, Moderate)	-10
Argelian Empathy: Telepathy 6d6, Area Effect (12" radius; +1 1/2) (75 Active Points); No Range (-½), Concentration (1/2 DCV; -¼), Extra Time (Full Phase; -¼), Empathy, receive only (-1).	25
Friendly: +1 with PRE-Based Skills	

ARGELIAN HOMEWORLD

Argelius is an Earth-like world.

ARGELIAN SOCIETY AND CULTURE

Two centuries ago (roughly 2010 AD by the Human calendar), the Argelians entered what they call the "Great Awakening". They are universally known for their friendliness and hospitality. Their culture is warm and genuinely pleased to meet visitors from other worlds. This attitude has made their planet one of the most welcoming, and is often the visiting place for those on shore leave.

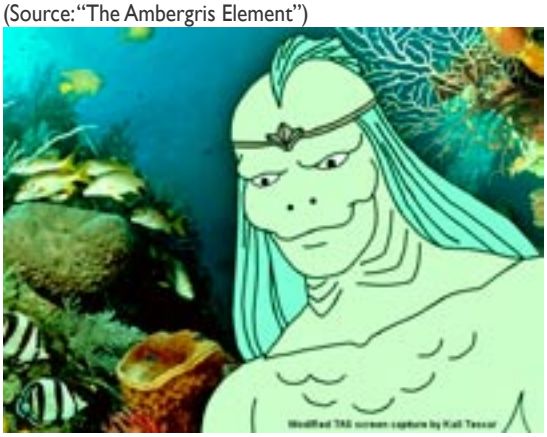
AURELIANS

Aurelians are a vaguely humanoid birdlike creature. Aleek-Om is an Aurelian who is part of the Federation historical study mission at the Guardian of Time in "Yesteryear".

Use the Mostreen culture from Terran Empire pg 34, but add Wings: Flight 8" (16 Active Points); Restrainable wings (-¼). Cost: 13 points.

ARGONS

Argons are humanoid society who became water-breathers when seismic activity lowered all continents below sea level. After several hundred years of life beneath the water, "air-breather" became a derogatory term. During a visit by the USS Enterprise, who used it phasers to change the epicenter of a large quake, portions of land rose back above the sea level, and some Argons decided to become air breathers again. (Source: "The Ambergris Element")



ARGON BIOLOGY

The aquatic argons are a humanoid race with webbed hands and feet, dorsal fins, and greenish hair. Previously a race of "air-breathers" who lived on land, they resorted to using the Surgo-Op to change most of their race to water-breathers when most of the land of their world sunk below sea level. The few groups of air-breathers that remained became enemies of the water-breathers under the hardships and lack of resources following the cataclysm. Now that some portion of land has risen above sea level again, some of the water-breathers have used the Sur-snake venom tretments to reverse the Surgo-Op, to become air-breathers again.

ARGON RACIAL PACKAGE

Ability	Cost
Water Breather: Life Support (Expanded Breathing (Water); Safe Environments: High Pressure, Intense Cold)	8
Webbed Hands and Feet: Swimming +4"	4
Environmental Movement: Underwater movement	3
Disadvantages	
Physical Limitation: Drowns out of water ("fish out of water")	-10
Total Cost of Package	**5**
Options	
Psychological Limitation: Cautious of Air-Breathers (Common, Moderate)	-10

ARGON HOMEWORLD

Argos, the Argon homeworld, was until 75 years ago, 95% under water. The Argos oceans have several great Argon (a.k.a. Aquan) cities, and several newer cities have been rebuilt on land by the air-breathers.

ARGON SOCIETY AND CULTURE

Until 75 years ago, the Argons were a reclusive aquatic culture, regarding air-breathers as enemies.

Now with a mix of water-breathers and air-breathers (mostly children and grandchildren of the water-breathers at the time of the USS Enterprise's visit), their society and more open.

CAPELLANS

The Capellans are a humanoid race native to Capella IV, with warlike tendencies and severe codes of law and tradition. They are very quick, agile and strong, males averaging 7 feet tall. They believe that only the strong should survive, and refuse medical assistance.

CAPELLAN BIOLOGY

Capellans are outwardly identical to humans. There are marked neurochemical differences, with less development in the areas of the brain that control impulsive aggressive nature. Capellans require more time and contact to form bonds with outsiders. To the Capellan brain, an outsider isn't really a person, and triggers no depth of emotional response.

CAPELLAN RACIAL PACKAGE

Ability	Cost
+2 DEX	6
Heightened Reflexes: +2 Lightning Reflexes with All Actions	3
Disadvantages	
None	0
Total Cost of Package	**9**
Options	
Psychological Limitation: Believes Medical Care Is A Sign of Weakness (Common, Moderate)	-10
Psychological Limitation: Bloodlust OR Oath Of Nonviolence (Common, Moderate)	-10
Kligat Training: WF (Kligat) and Fast Draw (Common Missile)	4

CAPELLAN HOMEWORLD

Capella IV is a Class-M planet orbiting an A6V (dim white dwarf). It is rich in Topaline, a mineral that is vital to the life support systems of Federation (and Klingon) colonies. Although the planet has a variety of landscapes, low flat expanses and bare rock are common.

CAPELLAN SOCIETY AND CULTURE

The Capellans are scrupulously honest, and can be very dangerous if lied to. The principal weapon of the Capellans is the *kligat*, a cross between a boomerang and a throwing knife, accurate and deadly to distance of one hundred meters.

Capella IV became a player on the galactic stage in 2267 when the Klingons and the Federation both attempted to negotiate a mining treaty. High Teer Akaar favored signing with the Federation, which Maab favored signing with the Klingons. Maab killed the aging Akaar to support the Klingons. However, learning of the true nature of the Klingons, Maab later made himself a target so that his people could kill the Klingon. After Maab's death, Leonard James Akaar became the child ruler, with his mother acting as Regent. She signed the treaty with the Federation.

The mining treaty brought wealth and change to the primitive Capellans. Although they retained their primitive tribal governments, they adapted technology to suit their lifestyle. It became common to see their large tents completed with generators and computers. When he became old enough to rule on his own, Leonard James Akaar sued for Federation membership, which was granted.

The government consists of the Ten Tribes, each led by a

Teer. The High Teer (Leonard James Akaar) leads the Ten Tribes, with each Teer having a council voice. The new Capellans, with years of education and better opportunies, are markedly less prone to violence than where their forbears 75 years ago.

Those Capellans wishing to join Star Fleet must take the *Oath of Nonviolence*. Those Capellans who have served in Star Fleet to date have kept their Oath and served with distinction.

EKOSIANS AND ZEONS

Capable only of planetary flight within their solar system in the time of ST:TOS, they went through a difficult period of recovery, the effects of a Nazi regime on Ekos which treated the peaceful Zeons the way Hitler treated the Jews. ("Patterns of Force")

Federation advisors assisted in the reconstruction of both societies, and at the time of ST:TNG they are members of the Federation.

Ekosians

Generations of constant warfare have made the Ekosians strong and cunning.

EKOSIAN BIOLOGY

Ekosians are physically and anatomically identical to Terrans, and the two races are nearly identical.

Ekosians tend to take the **Bold** and/or **Courageous** Talents, but otherwise have no racial package.

EKOSIAN HOMEWORLD

Ekosians are native to the inner planet of the M-43 system.

EKOSIAN SOCIETY AND CULTURE

Before the arrival of John Gill, the Ekosians were an extremely war-like people. They were organized into semi-feudal states led by warrior-kings, and were constantly at war with each other. When John Gill arrived and despaired at the endless bloodshed, he tried to spare them by violating the Prime Directive. He introduced technology and united them under a totalitarian government without the genocidal hatred of Hitler's regime. Unfortunately, Deputy Fuhrer Melakon seized power and made the 'Zeon menace' a rallying point for his power drive.

After the USS Enterprise stepped in and stopped Melakon (during which John Gill was killed by Melakon), decades of work were required to repair the damage that was done. In 2373, the Ekosians became members of the Federation, and had a true peace with the Zeons.

Zeons

The Zeons are physically and anatomically identical to Terrans (and Ekosians).

ZEON BIOLOGY

The Zeons are physically and anatomically identical to Terrans (and Ekosians).

Zeons tend to take the Scholar or Scientist skill enhancers.

ZEON HOMEWORLD

The Zeon Homeworld is the outer planet in the M-43 system.

ZEON SOCIETY AND CULTURE

Before the arrival of John Gill, the Zeons were an advanced race who had developed spaceflight and had contacted their neighbors, the Ekosians. At first they were accepted, but the warlike nature of the Ekosians and the aftermath of John Gill's Interregnum changed the Ekosians, and Deputy Fuhrer Melakon made the 'Zeon menace' a rallying point for his power drive.

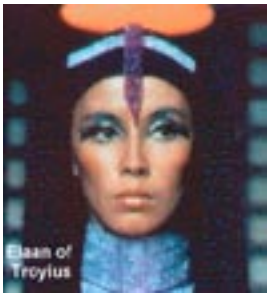
After the USS Enterprise stepped in and stopped Melakon (during which John Gill was killed by Melakon), decades of work were required to repair the damage that was done. In 2373, the Zeons had true peace with the Ekosians, and were trading partners with them. They also became members of the Federation.

ELASIANS AND TROYIANS

The Elasians and Troyians were at war for decades, both inhabitants of the Tellun star system near Klingon space.

Elasians

ELASIAN BIOLOGY



Elasians are a humanoid race, characterized by their square shoulders, tan complexions, black hair, and almond eyes.

Elasian females are renowned for their beauty, and their mystical control over men. Females secrete a substance in their tear ducts that acts as a powerful aphrodisiac, and few men can resist it.

Elasians are a strong race, but not particularly agile.

ELASIAN RACIAL PACKAGE

Ability	Cost
+2 STR	2
+1 BODY	2
-1 DEX	-3
Disadvantages	
None	0
Total Cost of Package	**9**
Options	
Psychological Limitation: Stubborn (Common, Moderate)	-10
Female Philodisiac: Mind Control 2d6, Cumulative (96 points; +1 1/4); Only Devotion To Her (-1), Based On CON (-1/2), Limited: Tears Must Make Skin Contact with Male Target (-1)	32

ELASIAN HOMEWORLD

The Elasian homeworld, Elas, is the inner planet in the Tellun system. Somewhat Earthlike, it has little mineral wealth but an abundance of fertile plains and a moderate climate.

ELASIAN SOCIETY AND CULTURE

The Elasians are a proud and unyielding race, and they believe that showing weakness to anyone (especially a non-Elasian) is a contemptible thing. They are headstrong, and unlikely to cooperate easily with others. Those of noble birth are expected by be haughty and arrogant.

From the time the Elasians and Troyian developed space flight and met, they became intense rivals and eventually went to war. The war went on for decades, when they were contacted by the Federation. The Federation sent the USS Enterprise to help negotiate the peace treaty between the two races, and after much difficulty the peace treaty (and arranged marriage) were successfully accomplished.

The Elasians have a semi-feudal government, where the local warlords are ultimately responsible to the Dohlman, the overall leader of the Elasians. Each Dohlman rules for life, and when the Dohlman dies, the warlords pick a new Dohlman from among themselves (with lots of petty intrigue and assassinations).

FAVORED PROFESSION

Elasians honor the martial virtues (like Klingons) and the youth still owe and commit to service to their warlords. A few Elasians have left their homeworld in the time of ST:TNG to serve in Star Fleet.

Troyian

Troyians are blue-skinned and blond-haired humanoids from the Tellun star system near Klingon space. At war for decades with the Elasian's who share their system, a peace treaty was signed in 2268 after the fear of interplanetary nuclear war was imminent. In 2268, their technology is limited to low warp travel within their sector, during their war they had primitive interplanetary technology equal to the Terran 2030's. Since the signing of their peace treaty both worlds have become members of the Federation. (ST:TOS:"Elaan of Troyius")

TROYIAN BIOLOGY

Troyians are a humanoid race, characterized by their blue skin and blond hair. Their world is a colder world than Elas, and they are comfortable in cold climates.

TROYIAN HOMEWORLD

The Troyian homeworld, Troy, is the outer [class M] planet in the Tellun system. Somewhat Earthlike, it has moderate mineral wealth, and an abundance of various materials.

TROYIAN SOCIETY AND CULTURE

The Troyians are a more cultured race than their Elasian neighbors, and put a great value on culture, education, and proper etiquette.

When the Elasians and Troyians met each other, the became intense rivals and eventually went to war, a war lasting decades. Thanks to the efforts of the Federation, a diplomatic treaty and marriage between the Elasians and Troyians sealed peace between the two races.

The Troyians have a constitutional monarchy, where the rulers of each domain (county) owe leige to their King. Each King rules for life, and his hereditary heirs are expected to rule when he dies.

FAVORED PROFESSION

Troyians honor education and culture, and are likely to be diplomats, scientists, and educators.

GORN

An intelligent, bipedal reptilian species who fought against Captain Kirk on stardate 3045.6 under the assumption that the Federation was threatening the Gorn claim to the planet Cestus III.

After Gorn forces destroyed the Earth outpost on Cestus III claiming it was an intrusion into their space, the captain of the Gorn vessel and Captain Kirk were transported by the Metrons to a planet where each fought for the survival of his respective crew. Kirk won, but refused to kill the Gorn after realizing that the Gorn attack had been the result of a misunderstanding.

The Gorn are a reptillian race of warriors, prizing strength and endurance. What they lack in speed, they make up for in cunning.

GORN BIOLOGY

Gorns are a humanoid-reptillian race, rarely seen inside the Federation. They are extremely strong and hardy, but their movements are slow, even in combat.

The top of the head is ridged with a structure that crosses the top and the head and over the eyebrows. The hide is tough and greenish, similar to the terran Crocodilian.

Their three-fingered hands are thick with short claws. There mouths are full of sharp teeth, which can cut and tear flesh easily.

Gorns language is like the sounds made by terran crocodilians, producing sounds from quiet hisses to fearsome roars and bellows. Their voices are raspy, and soft sounds come out as a hissing sound. Federation ambassadors often have difficult pronouncing Gorn words.

As reptilian predators, theirs senses are very keen. Their eyes are rough and silvery, with a membrane that protects their eyes in harsh conditions. However, their large nostrils are built to take in large amounts of oxygen, and their sense of smell is poor.

Gorns evolved from reptillian predators, similar to the terran crocodilian. Bony plates form a kind of armor in their thick skin. Their teeth, 30 to 40 in each jaw, are set into sockets in the jawbones and interlock when the mouth is closed.

The Gorns bear more similarity to lizards than humans internally, being cold-blooded and thus requiring warm habitations to survive. They have powerful lungs and a three-chambered heart.

The jaws are powerful, and unlike the terran crocodilian,

are strong in both opening and closing power.

Gorn muscles are so strong and thick that they cannot move quickly.

Gorns are egg-laying creatures, laying fertilized [2 to 9] eggs that hatch into infants. Gorn mature faster than humans, reaching reproductive maturity at about the age of 14.

GORN RACIAL PACKAGE

Ability	Cost
+7 STR	7
-5 DEX	-15
+4 CON	8
+3 BODY	6
-4 COM	-2
Claws/Bite: HKA 1/2d6, Reduced Penetration (-1/4)	8
Tough Hide: Damage Resistance 4PD/2ED	3
Heavy: Knockback Resistance -1"	2
Protective Eye Membrane: Flash Defense [Sight], 2 points	2
Reptilian Senses: +2 PER to Sight and Hearing groups	4
Disadvantages	
Awkward Runners: Running -3" (3" Base)	-6
Poor Sense of Smell: -2 PER to Smell Group	-2
Total Cost of Package	**15**
Options	
Psychological Limitation: Competitive, Resolute, Determined, Poor Communicator or other appropriate limitation (Common, Moderate)	-10

GORN HOMEWORLD

The Gorn homeworld lies slightly closer to its sun that Earth does to Sol, and has a smaller axial tilt. The planet's atmosphere has a larger greenhouse effect, keeping the planet fairly warm. There are few mammals on their homeworld, and none larger than a Terran possum. However, dinosaur-like creatures roam the wild lands of their world.

GORN SOCIETY AND CULTURE

Many different factions split Gorn society. Gorn leaders take a long time to make decisions, and the factions work within the current rules until the final decision is made.

Several factions want to see the Federation driven away from Cestus III and the Gorn borders expanded. Since they are not allowed to kill, but nothing precludes them from causing problems, these factions cause various problems for the Federtion in the worlds near Cestus III.

On the other hand, there are several factions that believe that Gorn would be best served by peaceful relations and cooperation with the Federation. These factions send more representatives into Federation space to learn how to coexist with their neighbors.

The Gorns on Cestus III are a mix of those seeking to free themselves of the old factions (or start their own), representatives of the old factions (to study the Federation for peace or war), and the usual malcontents, dreamers, explorers, and visionaries involved in expanded knowledge and frontiers.

Gorn consider themselves one race and work together cooperative - when their factions goals are not in conflict. Five years after reaching maturity, each Gorn must spend two years working in the Gorn version of Civil Service. The Civil Service trains them not only in service to community, but in basic job functions such as sanitation, computer usages, accounting, as well as basic military training.

Gorn are also very territorial and protective - of their mates, their children, and their territory. Encroachment is met with violence. When Gorn battle among themselves, the battles tend to be very deadly, with noone willing to back down.

KELVANS

Kelvans, beings from the Andromeda galaxy, were originally massive tentacular beings. They transformed themselves into humanoid form for the 300-year voyage to the Milky Way, and are now for all intensive purposes human.

After contact with the USS Enterprise in ST:TOS, they have been given a Class M planet to colonize. They possessed some advanced technological information, but were relatively few in number. At the time of ST:TNG, they are on friendly terms with the Federation. The Kelvans described here are those "assimilated" Kelvans still in human form.

KELVAN BIOLOGY

The natural form of the Kelvans within the Federation is now human, although their ancestors in the Andromeda galaxy are enormous balloon-like creatures with hundreds of long tentacles radiating from their bodies. The ancestors bodies are made up of gas, protoplasm, and psychic energy.

The humanoid Kelvans are human in form and physiology, but retain the Kelvans' other characteristics, including great Strength and long lives.

KELVAN RACIAL PACKAGE

Ability	Cost
+15 STR	15
+10 CON	20
+5 INT	5
+3 BODY	6
+5 EGO	10
Psionic: 30 points in Psionic Powers	30
Advanced Tech (2 Levels)	30
Life Support (Longevity: 1600 year lifespan)	4
Disadvantages	
Psychological Limitation: Trouble Adapting To Current Form	-5
Total Cost of Package	**105**
Options	
Multitasking	5

KELVAN HOMEWORLD

The ancestral homeworld is Kelva, a class J gas giant, and the center of an enormous empire in the Andomeda galaxy.

The current Homeworld (Colony) is a Class M world set aside for them by the Federation.

KELVAN SOCIETY AND CULTURE

The Kelvans of the Andromeda galaxy believe in conquest as the only logical goal for any species, and conquer and use all races they encounter. Any race that proves too hard to

control is exterminated.

Those who have become human and settled in the Milky Way galaxy are learning how to become friends instead of conquerors. They possess unbelievably high technology levels, incuding devices that can tranform a human to a hexagonal cube of constituents and back again, superdense alloys stronger than anything the Federation can create, powerful psychic/ psionic devices, and spaceships capable of travelling millions of light years in only centuries.

MEDUSANS

The Medusans are a noncorporeal race, of great inner beauty and peace, but whose visual form is so chaotic as to cause insanity to humanoid viewers. Communication is only possible with blind telepathic contact, so that the Medusans are hidden from view in a room or container away from humanoid eyes.

They have senses not possessed by humans, which give them much better navigational abilities and technology, and had begun at the time of Star Trek:TOS to work with Federation science groups on enhancing Federation navigational technology.

MEDUSAN BIOLOGY

Medusans are composed of superheated plasma and magnetic fields, existing partially in subspace and partially in real space. Their appearance is (quite literally) indescribable to conventional races.

Medusans use magnetic force "limbs" to manipulate the physical world.

When traveling among the corporeal races, they typically travel inside small containment vessels that provide life support and protect other beings from madness.

Medusans reproduce by fission, with each child having the full memories of the parent, giving Medusans a virtual immortality.

MEDUSAN RACIAL PACKAGE

Ability	Cost
+10 INT	10
+3 PER	9
Power Skill: Electromagnetic Energy Contol (INT)	3
Amorphous Form: Desolidification [affected by Magnetic Fields and Subspace], Reduced Endurance (0 END; +1/2), Persistent (+1/2), Inherent (+1/4); Always On (-1/4), Cannot pass through airtight objects (-1/2)	50
Magnetic Movement: 15" Flight, x8 Noncombat	40
Magnetic Tendrils: Magnetic Tendrils: Telekinesis (10 STR), Fine Manipulation, Reduced Endurance (0 END; +1/2), Affects Physical World (+2) (87 Active Points); Limited Range (6"; -1/4)	70
Psionic: 6d6 Telepathy	30
Subspace Senses	20
Body of Energy: Life Support: Full	45
Body of Energy: Physical Damage Reduction, Resistant, 75% plus Energy Damage Reduction, Resistant, 50%	90
Inconceivable: Major Transform 2d6 (Sane Viewer into Insane Viewer, Psychic / Psychological Counseling to Heal), Personal Immunity (+1/4), Inherent (+1/4), Reduced Endurance (0 END; +1/2), Persistent (+1/2), Partial Transform (+1/2), Continuous (+1), Area Of Effect (12" Radius; +1) (150 Active Points); Always On (-1/2), Limited Power Power Does Not Affect Those Who Cannot See Him (-1/4)	86
Disadvantages	
Plasma Being: Running -6", Swimming -2"	-14
Total Cost of Package	**105**
Options	
Multitasking	5

MEDUSAN HOMEWORLD

The Medusan homeworld, Medusa III, is a class Y world - toxic atmosphere under extreme pressure. The Medusan environment is supheated magnetic fields of approximately 500 degrees Centigrade. Medusa III is in Federation space, but is not currently a member of the Federation.

MEDUSAN SOCIETY AND CULTURE

Medusans are telepathic and do not posses a language as such. When telepathically speaking to non-Medusans, they take names that are neutral, like Bennec, Garron, Kollos, etc.

Their ancient civilization created warp drives and force fields centuries ago. Medusan starships contain no solid matter, and their explorers have traveled to many worlds, but have not claimed an empire of any kind. (Telepaths with no need of material goods find acquisition of goods to be pointless.)

MELKOTIANS

An somewhat humanoid race, the Melkotians are an isolationist and telepathic race, with the ability to create illusions that can kill if necessary (if the victim believes). After a visit from the USS Enterprise (ST:TOS), the Melkotians opened up to contact with the Federation. (Not intended as a player race)

MELKOTIAN BIOLOGY

Melkotians are a humanoid with skin that fits tightly over their skeleton, giving an otherworldly impression. Their squarish head sits on a thick rough neck with bony ridges surrounding the neck. Their skin color is a pallid white, and their eyes have an amber glow.

MELKOTIAN RACIAL PACKAGE

Ability	Cost
+3 INT	3
+5 EGO	10
Melkotian Mental Powers: Elemental Control, 130-point powers	65
1) Telepathy: Telepathy 6d6, Reduced Endurance (0 END; +1/2), Area Of Effect (36" Radius; +1 3/4) (130 Active Points)	48
2) Melkotian Illusions: Mental Illusions 14d6, Reduced Endurance (0 END; +1/2), Area Of Effect (44" Radius; +1 1/2) (210 Active Points)	145
3) Melkotian Mind Sense: Mind Scan 12d6, Reduced Endurance (0 END; +1/2), MegaScale (1" = 1 lightyear; +2 1/4) (225 Active Points)	160
Disadvantages	
Psychological Limitation: Isoliationist or Private or other appropriate Limitation (Common, Moderate)	-10
Total Cost of Package	**531**

MELKOTIAN HOMEWORLD

The Melkotian homeworld, Melkot, is guarded by a series

of buoys to prevent unwanted intrusion. The world has a lot of moisture in the air, and fog similar to stereotypical London fog is not uncommon.

MELKOTIAN SOCIETY AND CULTURE

Very little is known about Melkotian society. They are very isolationist, and speculation is that non-Melkotian minds are a bit of a shock. Like the Talosians, they are very powerful telepaths and illusionists, and likely have similar enjoyments in a good illusionary story. Unlike the Talosians, they seem to be very self-reliant.

NEURALANS

The Neuralans are a primitive human culture entering a state of war at the time of *Star Trek: The Original Series*.

NEURALAN BIOLOGY

For all practical purposes, the Neuralans are human, with only minor physiological differences. There is no Neuralan Racial Package.

NEURALAN HOMEWORLD

When the Enterprise (TOS) visits the world, Neural, it is a primitive land with a variety of terran climates. The vegetation and animal life is different from Earth (of course), and one of its notable creatures is the Mugato.

NEURALAN SOCIETY AND CULTURE

During the visit of the TOS Enterprise, Klingons have secretly given one tribal group flintlocks with the promise of better weapons to come. Tyree, Kirk's friend and leader of the hill people did not wish to fight, until his wife Nona was killed by the rival viallagers. The Federation continued to maintain the balance of power by providing Tyree's people the same level of weapons that the Klingons provided the villagers, and training to use them. ["A Private Little War"]

What happened to Neural by the time of *Star Trek: The Next Generation* is unknown.

ORIONS

Orion merchants, crooks, pirates, and colonists have transported Orions to many worlds in the Alpha and Beta quadrants.

ORION BIOLOGY

Orions have the same general build as humans, though most tend toward the Roman nose and square chin. They have copper-based blood (like the Vulcans), and their skin color ranges from emerald green to a very dark olive. Hair color ranges from black to chestnut.

ORION RACIAL PACKAGE

Ability	Cost
+3 PRE	3
Ultraviolet Endurance: Life Support (Safe Environment: UV, Gamma Ray, and Cosmic Ray radiation)	3
Disadvantages	
None	0
Total Cost of Package	**6**
Options	
Trading or Seduction	3
Pheromonal Treatments: +4 to Seduction skill (8) and +1 to all Interaction Skills (5); Either [Psychological Limitation: Arrogant OR Bloodlust OR Dull (-1 to INT-Based Skill rolls)] OR Weak-Willed: -2 to EGO.	8-9

Many of the Orion women taken into the slave trade have undergone (against their will) pheromonal treatments which increase their sexual appeal, but at the cost of some kind of damage to their higher ego functions. The side effect is different in each woman, and ranges from arrogance or bloodlust to dull-witted or weak-willed. Unfortunately for the Orion women, these treatments are permanent. Fortunately for the rest of the universe, the treatments only enhance Orion women.

ORION HOMEWORLD

Orions claim Rigel VII as their homeworld, a dry class M planet in the Orion system, although it's obvious they could not have originally developed on this world. Rigel VII is home to a number of decadent Orion kingdoms, including the infamous 'Vaj'. It's also home to dangerous nomadic tribes, ancient ruins, and hidden pirate shipyards.

The Rigel VII sky is purple, and the world is dusty and dangerous, like tales of the Arabian nights.

The Federation extended membership to Rigel XII in 2269, to Rigel IV in 2287, and to Rigel VII in 2300.

ORION SOCIETY AND CULTURE

The first Orion civilization began space exploration 200 millenia ago, and twelve Orion empires have risen and fallen in that time. There are countless lost colonies of Orions on forgotten worlds - worlds that could be in a primitive or advanced technological state.

Orion culture is happily decadent, and loosely organized by the family group ('caj'). The 'caj' (plural 'caju') acts as merchant guild, trade network, marriage arranger, and funding source for exploration and mercenary operations.

Each 'caj' speaks for itself, and cannot speak for any other caj, which is how the Orions like it. Orion government is more like a patchwork quilt of contractors than an organized government.

For millenia the Orions have carried out a thriving trade in slaves, especially their women (not unlike the Far East, with the sale of young girls and women into 'the trade'). Some of Star Fleet's earliest missions destroyed much of the Orion slave trade, although there are still hidden pockets of this infamous form of commerce.

THE ORION SYNDICATE

The Orion Syndicate is an interplanetary criminal organization descended from the pirate groups dismantled by the Federation's early efforts. They run numbers rackets,

gambling, smuggling operations, gun running, contract killing, slave traffic, loan sharking, and many other lucrative but illegal activities.

PHYLOSIANS

Phylosians are the sentient plant life of the planet Phylos, in the Merari system.

PHYLOSIAN BIOLOGY

Phylosians are human average height, with 4 "legs" and 6 "arms", a single head that looks like an inverted pinecone, with two independent eyestalks. Their planet is totally devoid of animal life, and Federation biologists have concluded that plant life evolved in place of animal life.

Phylosians are a long-lived, highly intelligent species of sentient plant, utilizing approximately seventy percent of their brain.

Phylosians "speak" through vibrations that can be heard/sensed only by others of their species. To communicate with humanoids, they must wear universal translators.

PHYLOSIAN RACIAL PACKAGE

Ability	Cost
+3 STR	3
+1 PD	1
Fibrous Skin: Damage Resistance (2PD/2ED)	2
Plant: Life Support (Diminished Eating: Only has to eat once per week)	1
Tendrils: Extra Limbs (4 legs, 6 arms)	5
Tendrils: Stretching 1"; Reduced Endurance (0 END; +½), Always Direct (-¼), No Noncombat stretching (-¼), No Velocity Damage (-¼).	4
Communication: Ultrasonic Hearing, Transmit	5
Eyestalks: 240-degree perception for Sight group	5
Disadvantages	
-2 DEX	-6
-2" Running	-4
Total Cost of Package	**16**

PHYLOSIAN HOMEWORLD

The Phylosian homeworld Phylos, a planet in the Merari system. It is a lush vegetation-rich world that has evolved with no animal life.

PHYLOSIAN SOCIETY AND CULTURE

Phylosians have a strong sense of loyalty and justice.

PHYLOSIAN HISTORY

During the early twenty first century (Terran calendar) the Phylosians built a vast space fleet with then intention of pacifying the entire galaxy. Their plans were destroyed when Earth scientist Stavros Keniclius, an exile of the Eugenics War, found his way to Phylos. Keniclius accidentally unleashed a staphylococcus infection upon the entire Phylosian race. Keniclius eventually found a cure, but not before the Phylosian population was ravaged almost beyond the point of recovery. Keniclius originally fled Earth in the hope of raising an army of 'perfect clones' to bring peace to the Galaxy. In the Phylosians he found a willing ally. Perfecting a technique of cloning and consciousness transfer, indefinitely extending his own lifespan. However, Keniclius' struggle to save the Phylosian race proved a more difficult task.(Source: "Infinite Vulcan")

During the latter half of the twenty-third century the U.S.S. Enterprise, under the command of James T. Kirk, discovered Phylos. Keniclius's fifth clone captured Commander Spock and created a clone of him, hoping to use him as the model for his 'army of light'. The transfer of consciousness endangered Spock's life, however the Spock clone chose to side with Kirk, and used a mind meld to save Commander Spock's life. Kirk eventually managed to convince Keniclius that his energies would be better directed elsewhere. Keniclius agreed to work with a Federation science team to seek a solution to the Phylosian problem. The Spock clone lived for only a few months, having sacrificed his own longevity to save Commander Spock. He used his remaining months to help Keniclius establish the groundwork for the research project,

In 2282, Keniclius Five and Federation science team successfully repaired the genetic damage the Phylosians had suffered. On September 13th 2302, the twentieth anniversary of the successful rejuvenation of the Phylosian race, Phylos was accepted into the Federation as a full member.

The current Phylosian representative to the federation council is Agmar. Phylosians serve the Federation at all levels, and are well known for their medical expertise, and their excellent dexterity.

PLATONIANS

When their star, Sahndara, exploded millennia ago, 38 individuals fled their doomed world, settling briefly on Earth during the time of Plato. When the Greek culture faded, the Platonians moved to another planet, which they called Platonius.

Here, they accidentally developed powerful psychokinetic powers from ingesting native food containing kironide, a rare and powerful element found in the native food. The Platonians remained unknown to the rest of the galaxy for centuries until their leader, Parmen, fell ill in 2268 and summoned the Enterprise to provide him with medical care.

PLATONIAN BIOLOGY

Millenia ago the people of Sahndara had their life-span increased to be virtually immortal (Parmen's wife was 2300 years old - but looked 30 - when the Enterprise arrived). One side effect was a weakened immune system, and infections from cuts or burns can be lethal. The second side-effect was a greatly reduced reproductive ability, and there have been no children for ages.

Once they arrived on Platonius and began to eat the native food, they absorbed Kironide in their system. As the Kironide metabolized, they became power psychokinetics (with the exception of the dwarf Alexander).

PLATONIAN RACIAL PACKAGE

Ability	Cost
-2 STR	-2
-2 CON	-4
+3 INT	3
+3 EGO	6
Eugenics: Life Support (Immortal)	5
Psychokinetic Telekinesis: Telekinesis (20 STR), Fine Manipulation, Reduced Endurance (1/2 END; +1/4), Invisible Power Effects, Source Only (Fully Invisible; +1/2), BOECV (Physical Defense applies; +1)	110
Psychokinetic Mind Control: Mind Control 10d6, Telepathic (+1/4), Reduced Endurance (1/2 END; +1/4) (75 Active Points); Limited Power Only Control Actions, Not Beliefs (-1), Stops Working If Mentalist Is Stunned (-1/2)	30
Disadvantages	
Susceptible to Infections (Infrequently, Greatly)	-15
Total Cost of Package	**133**
Option	
Psychological Limitation: Corrupted by Power/Sadistic (Common, Strong)	-15

PLATONIAN HOMEWORLD

The original homeworld was destroyed millenia ago when its star, Sahndara, went supernova. The only survivors are the 38 people now inhabiting Platonius.

Platonius is an Earthlike world, slightly smaller and with a slightly less gravity (.97G). With only 38 people, and little ambition to be builders, there are no great cities or other centers beyond Parmen's palace and surrounding buildings.

The food contains a high-energy compound, kironide, and after sufficient amounts build up in the body, psychokinetic power is available.

PLATONIAN SOCIETY AND CULTURE

After the Platonians discovered that living on the planet and eating its food gave them psychokinetic powers, their Platonian philosophy degenerated to a self-gratifying society.

They remained unknown until until their leader, Parmen, fell ill in 2268 and summoned the Enterprise to provide him with medical care. This brought the planet to the attention of the Federation, and the planet was in quarantine afterwards. Status at the time of ST:TNG is unknown.

SARPEIDON

Class-M planet destroyed in 2269 when its star, Beta Niobe, went nova. Sarpeidon had been home to a technologically advanced humanoid civilization. Prior to the explosion of their sun, the people of Sarpeidon developed a time portal they called the atavachron, which they used to escape into their planet's past, so that they could live out their lives.

SAURIAN

Saurians are amphibian humanoids from the planet Alpha Sauria IV. Saurians have pink to purple flesh with red and yellow eyes, and their bodies resemble upright bipedal fish. Although they appear to be fishlike, they breathe oxygen. Sauria is not a member of the Federation, although several Saurians enter Starfleet each year. Saurians are best known for their Brandy, a highly intoxicating and very prized liquor.

SCALOSIAN

A humanoid race from the planet Scalos. The Scalosians were subjected to biochemical hyper-acceleration by volcanic radiation many generations ago. The radiation also decreased fertility in females and completely sterilized the men. To preserve their species, the Scalosians were forced to mate outside their planet, dispatching distress calls to passing space vehicles and subjection the crews of any responding vessels to hyper-acceleration. This pattern continued until 2268, when the Enterprise responded to a distress call but was able to repel the invaders. Federation authorities were later advised to warn other ships to avoid Scalos.

STRATOS

Beautiful cloud city above the planet Ardana, believed to be the finest example of sustained antigravity elevation in the galaxy. Stratos was a study in the contrasts of Ardanian society. The city dwellers lived a life of leisure, while the Troglytes, who lived on the planet's surface, toiled under brutal conditions. Life improved slightly when Stratos began to provide masks to protect the Troglytes from the harmful zenite gas found in the Ardanan mines.

TALOSIAN

The Talosians are a physically weak humanoid race from Talos IV having mental powers of illusion and telepathy. Several hundred thousand years ago the Talosians were nearly destroyed in a massive nuclear war. The survivors found underground life limiting and concentrated on developing their mental powers. After several thousand years the Talosians had developed powerful powers of illusion and telepathy. They could project ultra realistic images over reality, or into the minds of others. This became a powerful narcotic and the Talosian's physical strength and skill atrophied to the point where they could not maintain their complex artificial world. They required slave labor to service their systems, they began to project their illusion to deep space to lure passing travelers to Talos IV where they would capture and enslave the unlucky passers-by. In 2255 all entry to the Talos sector was banned under penalty of death, for fear of others gaining the Talosian's powers. (Star Trek. "The Cage")

TALOSIAN BIOLOGY

Talosians are shorter and thinner than the average human, with a maximum height of about 1.5 meters (5') and mass of about 50kg (100 lbs). Talosian have large heads containing highly-developed brains. Most appear frail and old.

TALOSIAN RACIAL PACKAGE

Ability	Cost
+5 INT	5
+5 EGO	10
Talosian Mental Powers: Elemental Control, 130-point powers	65
1) Telepathy: Telepathy 8d6, Reduced Endurance (0 END; +1/2), Area Of Effect (48" Radius; +1 3/4) (130 Active Points); Limited Power - Blocked by Anger and strong emotions (-1/2)	43
2) Talosian Illusions: Mental Illusions 14d6, Reduced Endurance (0 END; +1/2), Area Of Effect (44" Radius; +1 1/2) (210 Active Points)	145
3) Talosian Mind Sense: Mind Scan 12d6, Reduced Endurance (0 END; +1/2), MegaScale (1" = 1 lightyear; +2 1/4) (225 Active Points)	160
Disadvantages	
Psychological Limitation: Addicted to Illusionary Lives (Common, Moderate)	-10
Weak Race: Age 60+	-10
Total Cost of Package	**408**

TALOSIAN HOMEWORLD

Talos IV was a class M world before a horrible nuclear war turned it into a desolate class K world. It remains under quarantine by the Federation; approaching Talos IV is the only death penalty offense in Star Fleet regulations, under General Order Seven.

TALOSIAN SOCIETY AND CULTURE

The Talosians are all that remains of a thriving culture that destroyed itself in a global nuclear war. The surviving Talosians retreated underground, and mutated to develop illusion-creating powers without the need of holographic machinery. Talosian society now exists on their use of illusions for their fantasy lives.

They can go to extremes if they feel their survival is at stake. They present a cool, proud, distant demeanor - a common trait among highly psionic species. They are fiercely protective of those they have "adopted" and callous in their disregard of the adopted's feelings and desires.

Encountering a Talosian is almost impossible, although curious Romulans or Ferengi might find a way.

THOLIANS

(Source: Startrek.Com) A highly advanced sentient, apparently crystalline species, non-humanoid in appearance and extremely territorial in disposition. They hail from a hot planet by human standards, probably not Class-M.

Together, two Tholian ships can literally spin a web of energy in space in order to trap an enemy vessel, after which the web is then drawn together, constricting and finally destroying the vessel inside.

On stardate 5693.2, the U.S.S. Enterprise NCC-1701 made first contact with this species.

Tholians are a hive-mind and known for their punctuality. They are one of the independent border races that could have been dragged into a Klingon civil war, due to their proximity.

During a period of renewed conflict with the United Federation of Planets (UFP) in 2253, they attacked a starbase and killed the entire complement, except civilian advisor Kyle Riker, who refused to give up survival. In a battle simulation during his Academy days, Riker figured out the sensory blind spot of a Tholian ship and hid there.

Tensions have eased enough for the Tholians to send an ambassador to space station Deep Space Nine.

THOLIAN BIOLOGY

Few Federation observers have actually seen a Tholians face-to-face. Tholians appear to have a crystalline body/shell, while some type of ore-based plasma flows within. They have heads shaped much like a praying mantis, and two triangular eyes. They apparently have eight limbs space radially around their trapezoidal bodies. They are silicon-based lifeforms (possibly molten or low-temperature plasma based) that breathe a chlorine-methane atmosphere.

THOLIAN RACIAL PACKAGE

Ability	Cost
+3 STR	3
+3 CON	6
+2 BODY	4
+3 INT	3
+3 PD	3
+3 ED	3
Ambidexterity: NO Offhand Penalties	9
Silicon Body Carapace: Armor (4 PD/ 12 ED)	24
Silicon Body Carapace: Lightning Reflexes (+2 with all actions)	3
Silicon Body Carapace: Entangle 3d6 DEF 3, Limited Range 16" (-1/4)	24
Silicoid Body: Life Support (Self-Contained Breathing; Safe Environments: High Pressure, High Radiation, Intense Heat)	15
Faceted Eyes: Increased Arc of Perception [Sight] 270 degree	5
Tholian Eyes: Nightvision	5
Tholian Eyes: N-Ray Vision through organic matter (stopped by inorganic material)	10
Hive Mind: Mind Link, any willing target up to 8 at once, only with others who have Mind Link (-1), only with Tholians (-0)	15
Multi-Limbed: Extra Limbs, Inherent (+1/4)	6
Internal Clock: Absolute Time Sense	3
Exceptional Concentration: +2 Overall Skill Levels, Only To Cancel In-Combat Penalties (-2)	7
Innate Navigation Sense: Bump Of Direction	3
Do The Impossible: Luck 3d6	15
Alien Mind: Mental Defense 20 points	20
Alien Mind: Power Defense 20 points, Only versus Mental Transformations (-2)	7
Alien Mind: Multitasking	5
Disadvantages	
Heavy (4x human weight)	-10
Total Cost of Package	**17**
Options	
Psychological Limitation: Punctual and Precise	-10
Psychological Limitation: Unyielding and Stubborn	-10
Distinctive Features: Tholian (Concealable, Causes Major Reaction of 'Unsettling')	-15

THOLIAN HOMEWORLD

Star Fleet triangulation has placed "Tholia" deep in an

area of chaotic space in the Alpha Quadrant. It appears to be a class K world with a high pressure methane/chlorine/carbon-monoxide atmosphere, 300 degrees Centigrade, and .75G.

The Tholians have many non-joined sectors spread across space as "Territorial Annexes" of the Tholian Assembly, and all are well-guarded.

THOLIAN SOCIETY AND CULTURE

Very little is known about Tholian culture, but it seems to be based on land ownership and some form of ruling nobility. Every member of the Tholian race is a member of at least one "subassembly" with important tasks it is responsible for.

VENDORIANS

Vendorians are a race of shape-shifters, known for their deceitfulness. Their planet is quarantined by the Federation, and is located near the Romulan Neutral Zone.

Their deceitful nature, as described by humans, is in reality a thirst for shapes...they are always looking for new shapes to assume, and when they first met the visitors from the Federation, there were many more forms to choose from. However, not showing the best judgment on what form to take and when to take that form, the Federation put the planet of Vendor in quarantine.

VENDORIAN RACIAL PACKAGE

Ability	Cost
Tentacles: Extra Limbs, Inherent (+1/4)	6
Tentacles: Stretching 2", Inherent (+1/4), Persistent (+1/2), Reduced Endurance (0 END; +1/2); Always On (-1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4), Limited Body Parts (Tentacles; -1/4)	10
Tough Skin: Damage Resistance (2 PD/ 2 ED)	2
Tentacles: +3 OCV with Grab	6
Extra Eyes: 360 Degree for Sight	10
Vendorian Shape Shifting: Shape Shift (Sight, Hearing, and Touch Groups, any shape), Cellular, Imitation; Costs END to Change Shape Only (+¼) (70 Active Points); Automatically revert to original form if unconscious (-¼), Limited: Zero DCV during phase of transformation (-¼)	47
Vendorian Neural Attack: EB 5d6 NND (Defense is not having a nervous system, not requiring sleep, or bare skin/scales/ feathers etc. are not accessible to touch; +1), Continuous (+1) (75 Active Points); No Range (-½), Only usable in Vendorian form (-¼).	43
Disadvantages	
Psychological Limitation: Devious/Deceitful, Always Seeking New Shapes to Try, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**114**

VIANS

Advanced humanoid civilization of unknown origin. The Vians rendered aid to the Minaran star system in 2268 when the star went nova. Due to limited resources, the Vians had the ability to save the inhabitants of only one of the Minaran planets. The Vians therefore conducted an elaborate experiment to determine which planet's inhabitants would be saved. The extraordinary self-sacrifice of the Minaran empath, Gem, caused the Vians to choose to save Gem's people. (Star Trek. "The Empath")

Vians are NOT intended for player character use.

TNG AND DS9 RACES

The races within were encountered by the USS Enterprise in the Next Generation series or by DS9 in the DS9 series. Some are suitable for use by players, others are not.

ACAMARIANS

Text.

ACAMARIAN BIOLOGY

Acamarians are nearly identical in appearance to humans, with the exception of a facial cleft in their foreheads. They are also known to have decorative facial tattooing.

Acamarian blood is composed of an iron and copper composite, a trait that allowed Dr. Beverley Crusher of the USS Enterprise-D to easily identify a blood sample she discovered on away team mission.

ACAMARIAN HOMEWORLD

Text.

ACAMARIAN SOCIETY AND CULTURE

The Acamerians history is one of savagery and violence, embroiled in blood feuds between clans that lasted generations. One such feud ended in 2286 with the massacre of the entire Tralesta clan by the Lornak clan, ending a feud that had lasted three centuries. Unknowns to the Lornak clan, three survivors of the Tralesta clan hid themselves and genetically altered one of their members, a woman named Yuta. The genetic engineering had two effects: a long lifespan, and carrier of a microvirus that was lethal only to members of the Lornak clan.

The blood feuds ended a century ago, over which time the Acamerians have enjoyed a relative peace. One group, called the Gatherers, left Acamar and became interstellar marauders. They called no place home, conducting raids on neighboring outposts. After a raid on a Federation outpost in 2366, the Enterprise-D became involved in the situation, eventually bringing a resolution to the Acamarian/Gatherer conflict. Unfortunately, Commander Riker had to kill the assassin Yuta to complete the mission - a woman he had developed romantic feelings for.

ALDEANS

Once a legendary hidden world, the Aldean world is no longer hidden.

ALDEAN BIOLOGY

Aldeans are humanoids and are highly advanced in the arts and sciences. Their world had a planetary cloaking device that allowed them to hide or reveal their world as they chose. However, the Aldeans have suffered severe genetic damage which has made them sterile - a result of ozone depletion caused by problems from their planetary cloaking device. The future of the Aldean race is in serious doubt.

ALDEAN HOMEWORLD

Text.

ALDEAN SOCIETY AND CULTURE

Text.

ANGOSIAN

Text.

ANGOSIAN BIOLOGY

Humanoid.

ANGOSIAN HOMEWORLD

Angosians are humanoid inhabitants of the world Angosian III.

ANGOSIAN SOCIETY AND CULTURE

Non-violent by nature, they are advanced in the development of the mind and intellect. They petitioned for Federation membership in 2366. Their application was suspended upon revelations of abuse of veterans of their Tarsian War. These veterans were treated to intense psychological conditioning and exotic biochemical alterations to make them nearly invincible. These veterans were imprisoned on an uninhabitable moon to separate them from the populace. The Angosians have since resolved these problems and are close to achieving Federation membership.

ANTICAN

Anticans are large, canine humanoids from Antica in the Beta Renner star system. Anticans are a carnivorous species, preferring to consume live or raw meat. They had a long-standing dispute with the Selay, another sentient race that lived in the Beta Renner system. They applied for Federation membership in the year 2364 and negotiated a peace with the Selay. The Anticans become members of the Federation in 2371.

ANTICAN BIOLOGY

Anticans are a caninoid species, with obvious snouts, long whiskers, and sharp claws and teeth. Their eyesight is highly developed, and they have excellent night vision.

The top of their heads are hairless. Average height ranges between 1.7m and 2.5m (6'7" to 8'2"). They hide their narrow rib cages and haunch-like legs beneath billowing robes unless hunting.

ANTICAN RACIAL PACKAGE

Ability	Cost
+3 STR	3
+1 DEX	3

Running +2"	4
Nightvision	5
Canine Senses: +1 PER with all senses	3
Canine Senses: Tracking for Normal Smell	5
Keen Hearing: +2 PER with Hearing Group	6
Bite: HKA 1/2d6 (1d6+1 w/ STR); Reduced Penetration (-¼)	8
Claws: HKA 1 pip (1/2d6 w/ STR); Reduced Penetration (-¼)	4
Disadvantages	
Psych Limitation: Irascible - Enranged When Feels Threatened (Uncommon, Occurs 11-, Recover 11-)	-15
Total Cost of Package	**26**
Options	
Native Antican: Concealment, Stealth, Tracking, Teamwork, +2 with HTH	22

ANTICAN HOMEWORLD

Antica, their homeworld, is one of two habitable planets in the Beta Renner system. It has a 1.1G gravity and an oxygen-nitrogen atmosphere. The terrain is mostly steppes and forests.

ANTICAN SOCIETY AND CULTURE

Antican society is organized around strong central leaders. Group members look for the strongest Antican in any group. Even the government is based on a pack-dominance structure, and the candidate that intimidates all the others is the one that leads.

Whenever Anticans are in a new situation, they instinctively try to determine who the strongest member of the group is, usually by verbal sparring and posturing, but physical aggression is possible.

Anticans are excellent hunters and trackers, and their culture revolves around the hunt. Families join in the hunt together. As a carnivorous species, Anticans prefer their meat freshly-killed, and the hunt and subsequent dining is a social event.

ANTIDEAN

Text

ANTIDEAN BIOLOGY

Antideans are a fish-like humanoid. Antideans appear to be an introverted species, with little outside interests.

Antideans find space travel extremely traumatic and survive the ordeal by entering a self-induced catatonic state. Upon revival they require large amounts of food to replenish their bodies.

ANTIDEAN HOMEWORLD

Antide III is the Antidean homeworld.

ANTIDEAN SOCIETY AND CULTURE

In 2365 they petitioned for admission to the Federation. The petition was a ruse however, as the ambassador attempted to smuggle large amounts of ultritium to use as an explosive and destroy the conference and it's delegates. Investigation proved that the Antidean ambassador was an agent of a small terrorist group. Since then, the Antidean government has gone to great lengths to disavow any authorization of this plot. The Antideans gained Federation membership in 2372.

ARBAZAN

Text.

ARBAZAN BIOLOGY

They are mostly humanoid except with a vestigial ridge just above the eyebrow and along the nose.

ARBAZAN HOMEWORLD

Text.

ARBAZAN SOCIETY AND CULTURE

The Arbazan are a highly conservative humanoid race known for their ultra-right, almost Fascist, political and social policies, with a reputation for arrogance. Members of the Federation, they are perennial sources of right wing dissent among the liberal Federation. They are easy to take offense, and find haven in boring, bureaucratic jobs or mundane research jobs.

ARCTURIAN

Text.

ARCTURAN BIOLOGY

Arcturians are hairless and have very, very loose skin, to the point where there are dozens of loose folds of skin throughout the body.

ARCTURAN HOMEWORLD

Arcturians are a humanoid race from Arcturus VI.

ARCTURAN SOCIETY AND CULTURE

Arcturians generally frown on sexual reproduction, and often choose to have themselves cloned. Arcturian culture frowns on individuality and sexuality and encourages conformity and asexuality. Arcturus VI is a member of the Federation, although their culture often causes conflicts with the other worlds.

ATREAN

ATREAN BIOLOGY

Atreans are a humanoid race from Atrea IV characterized by skin involutions in the temporal region of the cranium that fuse with enlarged ears.

ATREAN HOMEWORLD

Atrea IV is a class M world and a member of the Federation. Atrea IV recently underwent a ferroplasmic infusion to reliquify its solidifying core, which was causing massive seismic, magnetic, and gravitational disruptions.

ATREAN SOCIETY AND CULTURE

Atrean culture is one based on electronic entertainment and an industrial economy. Atrea IV is a leading manufacturer of computer systems, recreational holodeck programming, and commercial communications.

BA'KU

BA'KU BIOLOGY

Text.

BA'KU HOMEWORLD

Their home world is unknown, but is believed to be located beyond Federation space.

BA'KU SOCIETY AND CULTURE

The Ba'ku are a people filled with contradictions. Some three hundred and fifty years ago the Ba'ku entered a period of rapidly escalating and uncontrolled technological advancement, to the point where they were on the verge of destroying themselves. A group of Ba'ku left their world to begin again, fearing a catastrophe. Determined not to repeat the mistakes the rest of their people had made, the Ba'ku adopted a philosophy of near total avoidance of high technology. The Ba'ku claimed that when a machine was built to do the work of a person, it took away an essential quality of that person.

BANDI

BANDI BIOLOGY

The Bandi are a race of humanoids. Like the Rigelians, the Bandi were obviously a people transplanted from their homeworld onto a terraformed world. Genetic evidence suggests that the Bandi could be a Terran offshoot. The Bandi are known for their stringy white and gray hair.

BANDI HOMEWORLD

Deneb IV.

BANDI SOCIETY AND CULTURE

They recently lost their prize possession, Farpoint Station, and suffered the destruction of their Capitol city. Since then the Bandi have resorted to their old ways of nomadic wandering in clans in search of food and resources.

BARZAN

BARZAN BIOLOGY

Barzan are a humanoid race with vaguely feline features from the world of Barzan II.

BARZAN HOMEWORLD

Barzan II has a toxic atmosphere containing traces of ammonia. Native Barzans require the ammonia-laced atmosphere, and those Barzan venturing off planet must wear small breathing apparatus over the cheek. Human visitors to Barzan must wear environmental gear or stay in one of several orbital stations.

BARZAN SOCIETY AND CULTURE

The Barzan homeworld is politically neutral and has an economy based on rare mineral export and development of environmental and life support gear.

BENZITE

Benzites are blue-skinned humanoids from the planet Benzar. A recent member of the Federation, Benzar is similar to most class M worlds except it has significant quantities of methane, thus Benzite's venturing off their homeworld require a small device worn over their face to supply additional gasses. Most Benzites look similar and Benzites from the same geostructure appear identical to all but other Benzites. Benzites are known for innovative computer designs and programming techniques.

BENZITE BIOLOGY

Benzites are slight humanoids with smooth hairless skin that is mottled blue and either purple or green. They have prominent nasal lobes reminiscent of the Terran catfish.

BENZITE RACIAL PACKAGE

Ability	Cost
-2 STR	-2
+2 CON	4
+1 EGO	2
Toxic Resistance: Life Support (Immunity to Terrestrial-type toxins)	10
Disadvantages	
None	0
Total Cost of Package	**14**
Options	
Dependence: Ammonia Breather (Common, 1d6 per Turn) **	-25
Psychological Limitation: Meticulous (Common, Moderate)	-10
** Only applies to Benziters prior to 2376	

BENZITE HOMEWORLD

The Benzite homeworld is known as Benzar (designated at Securis IV by the Federation discoverers). The atmosphere is high in ammonia low in oxygen. The terrain has many large crystalline rock structures, and their cities are built with these formations. Their cities are called geostructures.

BENZITE SOCIETY AND CULTURE

Benzites descended from a now extinct species known only as the "Forbears", who came to Benzar from another world. Unable to survive the Benzar atmosphere, they engineered their descendants as a new species capable of surviving the new home. Every Benzite newborn spends time in the Birthing Chambers, a process of genetic resequencing that produces beings capable of surviving Benzar. Though the Federation has bans against genetic resequencing, the millenia of use by the Benzar for survival makes it a tolerated process.

The race follows the teachings of the philosopher Androgov, who stressed efficiency and quantifiable success as the objectives of a successful life

BERELLIAN

Berellians are a race of humanoids known for their artistic abilities and their technical ineptitude.

BERELLIAN BIOLOGY

Physically, they are tall humanoids with elongated fingers and feet.

BERELLIAN HOMEWORLD

Text.

BERELLIAN SOCIETY AND CULTURE

While highly advanced in all the arts, their science and engineering lag centuries behind similar races. They are members of the Federation, and Berellian artworks are quite treasured.

BETELGEUSEAN

Betelgeuseans are a race of blue-skinned humanoids from Betelgeuse IX. Betelgeuseans are dramatically different from most humanoid races other than Bolians, with blue skin, nickel-based blood, and facial cartilage plates. The Betelgeuseans are members of the Federation since the mid 23rd century, although they are generally isolationist. They prefer to stay on their homeworld, only leaving for diplomatic purposes.

BETELGUESEAN BIOLOGY

Tall thin humanoids with a thin bone structure that looks weak but is actually very strong. Their frames are slight, and they average 1.5 to 2.0 meters in height, with blue skin. They have deep-set eyes, and no hair or nose. (They breathe through nostrils set behind their ears.)

BETELGUESEAN RACIAL PACKAGE

Ability	Cost
Strong Bones: +2 BODY	4
Disadvantages	
None	0
Total Cost of Package	**4**
Options	
Psychological Limitation: Rigid Archetypical Caste Sytem (Won't deviate from chosen archetype; Common, Strong)	-15
Altaa Follower: WF (choose group), +1 CSL with weapon, +2 PER	11
Cordban Follower: Concealment, Persuasion, Stealth	9
Doban Follower: +1 Overall Level	10
F'ter Follower: +2 to INT-Based Skills	10
Ost Follower: +2 to PRE-Based Skills	10
Lahile Follower: +2 CON, Paramedic, PS: Artform (choose) 12-	10
Slichez Follower: Multitasking, Scientist OR Scholar, Deduction	11

BETELGUESEAN HOMEWORLD

Betelguese IV (called Hav'a'halar) is the primary homeworld, but all three class M worlds in the Betelguese system are populated by Betelgueseans. Hav'a'halar is a terrestrial world with a variety of climates.

BETELGUESEAN SOCIETY AND CULTURE

Betelgueseans are strongly influenced by their mythology, and each person follows the path of one of their seven heroes. They do so to the exclusion of other skills, so that even if a scientist knows HTH combat, they will refuse to use their combat skills, waiting for a warrior to fight for them.

Betelgueseans study their myths growing up, learning various skills as they wish. At the age of adulthood, they join a group called a naccord, which are made up of followers of a particular hero and led by a master. In ages gone by, the naccords would fight each other, but modern Betelgueseans recognize the importance and need for all heroes.

Once the Betelguesean has picked a hero and joined the corresponding naccord, they adopt the hero's personality and quirks, and further develop the skills appropriate for that hero, to the exclusion of other skills. If a Betelguesean needs medical aid, they expect that a disciple of Lahile The Healer will aid them, and any Betelguesean who possesses healing skill but is not a follower of Lahile will NOT provide medical aid.

Hero	Traits	Professions
Altaa, the Warrior	He who slew the beasts and cleared the land. Followers of Altaa collect weapons, practice contact sports, and like to hunt. They tend to be hot-headed and reckless.	Soldiers and starship security officers
Cordban, the Trickster	He who tried to tear things down, believing he was due more. Often jealous, scheming, and devious.	Spies, rogues, assassins, smugglers, thieves
Doban, the Ruler	He who created the world and order. Usually politicians and diplomats, they tend to be haughty, noble, wise.	Diplomats, politicians, bureaucrats and merchants
F'ter, the Clock-maker	He who set time in motion. They like to tinker, play games, and collect gadgets. They are inquisitive, thoughtful, and optimistic.	Scientists, starship engineers and officers.
Ost, the Vagabond	She who brought joy and sadness. Joke-tellers, musicians, and actors. Typically mischievous and light-hearted.	Actors, entertainers, etc.
Lahile, the Mother	She who could not be beaten, sowed crops, healed Altaa after battles. Followers like to dance and sing, to heal others, and create works of art.	Doctors
Slichez, the Thinker	He who gathered knowledge in the great library. Followers tend towards the abstract, and are quiet and focused.	Scientists

BILANAIAN

BILANIAN BIOLOGY

Bilanaians are humanoids

BILANIAN HOMEWORLD

from Bilana III, and are current Federation members.

BILANIAN SOCIETY AND CULTURE

Bilana III is conducting research on an alternate method of propulsion - the soliton wave. The soliton wave was generated by an array of massive generators on the surface of Bilana III and projected toward a sister facility on the planet Lemma II. The latest test of soliton wave propulsion was not successful.

BOLIAN

Bolians are a humanoid race from Bolarus IX, and are distinguished by light blue skin and a bifurcated ridge running down the center of the face. Bolians are one of the more active members of the Federation with supplying a large amount of officers and enlisted personnel to Starfleet each year along with extensive scientific and cultural attaches to civilian projects. Bolian culture is one of service and research. Their sciences are comparable to modern Federation standards.

BOLIAN BIOLOGY

Similar to humans in most physical respects, they are notable for their blue skin and the ridged structure of their heads. Their blood is cobalt-based, like the Andorians.

BOLIAN RACIAL PACKAGE

Ability	Cost
-2 STR	-2
+2 DEX	6
Disadvantages	
None	0
Total Cost of Package	**4**
Options	
Coordination: +1 Overall Level, only when providing complementary skill to another (-1)	5
Allies: Well Connected + Contacts	6
Small Group Dynamics: +1 with PRE-Based skills	5

BOLIAN HOMEWORLD

Bolarus IX is a waterworld, and the small number of land masses made it necessary for the Bolians to work together to survive, grow, and thrive. The effectiveness of doing so much with so little shows the Bolian strength of cooperation.

BOLIAN SOCIETY AND CULTURE

At one time, three rival nations were in conflict, but contact with races such as the Federation gave the Bolians thought, and they formed a united world. The Bolians joined the Federation in 2320, and have made a strong impact on the Federation with their industrious nature and their cooperative and friendly attitudes.

Bolian marriages are based on the need for teamwork, and a man may have a wife and co-husbands. Bolians also have a great need for praise, large or small. They also care for their team members, and are very compassionate.

BREEN

A powerful and mysterious Alpha Quadrant species, the Breen are one of the very few major species that have evolved on a non-class M world. The Breen homeworld has an average temperature of approximately -53 C, a record low for any inhabited planet.

BREEN PHYSIOLOGY

Breen are humanoid, at least in general shape. Few, if any, have ever seen a Breen outside of their refreigeration suits. Normal Breen body temperature is -38 C; exposure to temperatures above -13 C will kill them.

Breen have no heart or circulatory system. They breathe oxygen as do humans, but their bodies are composed of chambers of ammonia and gelatinous material. These material are semisolid at cold temperatures, but boil away and evaporate at temperatures above freezing. They do possess a blue-veined "skin" with nerves to provide a sense of touch; ears and eyes for sight and sound senses; a tongue for speech and taste and breath control; but their nose has no sense of smell. They have fingers and toes, but no nails for these appendages. Lastly, the Breen have no body hair.

The Breen have no blood or other liquid circulatory system. The gelatinous material oozes slowly among the various chambers, carrying any materials required. The Breen reproductive cycle is also unusual, in that they commonly produce offspring at a very early age.

BREEN RACIAL PACKAGE

Ability	Cost
-2 STR	-2
+2 INT	2
+1 EGO	2
Bloodless: Life Support (Immunity to Toxins that travel in bloodstream)	10
Alien Mind: Mental Defense 5 points	5
Disadvantages	
None	0
Total Cost of Package	**14**
Options	
Psychological Limitation: Secretive (Common, Strong)	-15
EV Suit Trained: Environmental Movement (EV Suit)	5
Vulnerability: x1 1/2 Effect from High Temperatures	-5

BREEN HOMEWORLD

The Breen homeworld is an unidentfied world in Sector 97 (although Star Fleet Intelligence and Romulan Intelligence are believed to know its whereabouts). The world is a frozen wasteland, so cold that humans could not survive there without special gear.

Given that most known major space faring species live on class M planets with an average temperature far above that of Breen, the Breen have had to develop environmental suits of great capability and reliability in order to co-exist with others. Given their nature, it is understandable that the Breen have become one of the Alpha Quadrants leading experts at creating and maintaining extremely cold environments. They are acknowledged experts on cold storage of chemical compounds.

Given the environmental difficulties, casual visits to Breen worlds by non-Breen are virtually impossible. The Breen strongly discourage visitors, and all those who do visit Breen worlds are confined to purpose-designed encampments. Combined with the fact that the Breen habitually design environmental suits that hide their faces from view, this has given them their air of mystery. This has been further

enhanced by the fact that some empathic species, most notably Betazoids, are unable to detect the thoughts or emotions of the Breen. Much of Breen is known to be a frozen wasteland, and it is widely thought that the Breen have deliberately avoided large surface developments for cultural reasons.

BREEN SOCIETY AND CULTURE

Politically nonaligned semi-humanoids from a world near the Black Cluster. The Breen normally wear heavy robes and an environmental support mask in a class M environment. Very little is known about their physiology or culture. Their technology is comparable to many other galactic powers. Although the Breen are politically nonaligned, many Breen act as pirates or raiders, jeopardizing their neutrality. The Breen can not be telepathically detected and have no such abilities themselves. Nevertheless, much has been discovered about the Breen over the years. They have developed organic technology to the point where they routinely use biological spacecraft. Some of these are fitted with cloaking devices, a technology the Breen apparently invented independently of the Romulans and Klingons. They use disruptor type weaponry rather than the phaser technology used by the Federation.

The Breen have something of an aggressive history; Breen privateers have conducted raids against other species on several occasions. In 2366 the Breen attacked and captured the Cardassian vessel Ravinok, using its crew as slave labor in the Dilithium mines on Dozaria. In 2372 the Breen also attacked the Bajoran colony of Free Haven. The Romulan saying, "Never turn your back on a Breen", sums up the reputation of this curious species. Star Trek: The Next Generation. "Hero Worship"

BREKKIAN

BREKKIAN BIOLOGY

Brekkians are almost identical to humans except for an extra cartridge bridge on the nose. Brekkians also possess the unique ability to discharge a limited electrical energy from their hands. The electrical discharge takes a great effort, but it can incapacitate the unwary.

BREKKIAN HOMEWORLD

Brekkians are a humanoid race from Brekka in the Delos system.

BREKKIAN SOCIETY AND CULTURE

For centuries the entire Brekkian economy was entirely built around supplying the narcotic Felicium to Onara, ostensibly as a medicine to suppress a malady. When their last supply freighter failed in 2364, their economy failed and Onara was able to break their addiction to Felicium. Since then the Brekkian economy has been in a depression.

Brekkian technology is limited to interplanetary travel with unusually good development in the refinement of narcotics illegal in the Federation. The only successful business on Brekka is selling their narcotics illegally to other worlds in exchange for supplies or equipment.

BRINGLOIDI

BRINGLOIDI BIOLOGY

The Bringloidi are colonists from Earth

BRINGLOIDI HOMEWORLD

who settled Bringloid V. Bringloid V was threatened by massive solar flares from the system's star. By 2365, the Bringloidi were relocated on planet Mariposa.

BRINGLOIDI SOCIETY AND CULTURE

The Bringloidi, under the leadership of colony head Danilo Odell, were Irish descendants who had rejected advanced technology in favor a more agrarian lifestyle.

BYNAR

The Bynar are small, pale-skinned humanoids from Bynaus in the Beta Magellan star system that are heavily dependent on their planetary computer for their means of communication. Their home star experienced a massive electromagnetic pulse in 2364 and required the massive computer core of a Galaxy class starship to restart it. The Bynars are recent members of the Federation.

BYNAR PHYSIOLOGY

They are approximately 3 1/2 to 4 feet tall, and have no visible body hair. Bynars live and work in pairs and converse entirely in binary code with the assistance of neural implants (including a cybernetic interface implanted on one side of their head) and waist mounted buffers (although the can converse with other humanoids vocally). This system of communication and working is highly efficient, but it makes them heavily dependent on their planetary computer network, a system that has become the backbone of their society.

The bynars have evolved away from sexual reproduction, and now use laboratory processes for reproduction. The specifics are governed by an alogrithm of the planetary computer.

BYNAR RACIAL PACKAGE

Ability	Cost
+2 DEX	6
+5 INT	5
Easily Hidden: +2 to Concealment, Self Only (-1/2)	3
Hard To Hit: +2 DCV	10
Hard To Perceive: +2 to Stealth	4
Cybernetic Link: +2 Noncombat Skill Levels (16), Only To Offset In-combat Penalties (-1)	8
Cybernetic Link: Mind Link to Twin	5
Cybernetic Link: Mind Link to Planetary Computer	5
Twin: Follower (75-point Base)	15
Disadvantages	
Less Impressive: -5 PRE	-5
Short Legs: -3" Running	-6
Weak: -5 STR	-5
Physical Limitation: Small (half human size; Infrequently, Slightly Impairing)	-5
Weak Race: Age 40+	-5
Total Cost of Package	**35**
Options	

Computer Maintenance Skill: +4 with Computer Programming	8

BYNAR HOMEWORLD

Bynaus is a planet in the Beta Magellan system. It's surface was devastated when the Beta Magellan star went nova in 2364, leaving it barren and radioactive. The Bynars live in underground and domed structures controled by the planetary computer.

BYNAR SOCIETY AND CULTURE

The Bynars have used technology for eons as a means of survival, being an otherwise small and frail race. The Bynars now work and live in inseparable pairs, communicating with each other through their cybernetic links. The Bynar pairs are typically reproductive tank pairs born from the same process. They live and work and think together as one, and barring any tragedies, will die at the same time.

Bynars communicate with each other in binary, but can communicate with other humanoids normally.

CALDONIAN

CALDONIAN BIOLOGY

Caldonians are a humanoid race, over six feet tall, with three-fingered hands and an enlarged cranium with a raised bony framework.

CALDONIAN HOMEWORLD

Caldonians hail from a world on the edges of Federation space. Although they have chosen to remain separate from the Federation, they do maintain scientific connections to help their renowned research institutes.

CALDONIAN SOCIETY AND CULTURE

Caldonians have a great love of research. The Caldonians have little advancement in the social or engineering fields, but their theoretical work in subspace and quantum mechanics is almost legendary.

CHALNOTH

CHALNOTH BIOLOGY

Chalnoth are vaguely cat-like humanoids with large fangs and long fur

CHALNOTH HOMEWORLD

from the planet Chalna.

CHALNOTH SOCIETY AND CULTURE

The Chalnoth are anarchists without any government or authority. Chalnoth technology is limited to the phasers and light spacecraft sold to them by traders.

CORVALLENS

The Corvallens are a neutral race of mercenaries who are trusted to operate in both Romulan and Federation space.

CORVALLEN BIOLOGY

They have cracked-looking skin and are empathetically sensible, at least to Betazoids.

CORVALLEN HOMEWORLD

Text.

CORVALLEN SOCIETY AND CULTURE

Text.

Corvallen have made two appearances: A Corvallen freighter captain was lying about taking Romulan defectors safely away and was killed by N'Vek. A Corvallen was one of the two official witnesses to Noonien and Mariana Soong's wedding.

DACHLYD

DACHLYD BIOLOGY

Dachlyds are reptilian humanoids resembling upright Terran iguanas.

DACHLYD HOMEWORLD

from Dathis II.

DACHLYD SOCIETY AND CULTURE

With moderate interstellar technology, the bulk of their space travel involves refining and reselling products from Gemaris V. Dachlyd's have a habit of being quite antisocial and prefer to conduct most trade with automated cargo drones and subspace communications. Since the Dachlyds sell valuable alloys and compounds at low prices, they still make a significant profit.

DALEDIAN

DALEDIAN BIOLOGY

Daledians are an allasomorphic race whose natural form is like a ball of light.

DALEDIAN HOMEWORLD

The Daledian homeworld is a planet that revolves only once every planetary year, so that one hemisphere is always in light, while the other is in eternal night.

DALEDIAN SOCIETY AND CULTURE

Daled IV had been torn by civil war between inhabitants of the two hemispheres. In the late 2340s, two parents from opposite sides conceived a child named Salia, and sent her to the nearby planet Klavdia III to be raised in a neutral environment. Salia returned to Daled IV at age 16 in the hopes of uniting the factions and bringing peace to her world.

Daled IV was not a Federation member, but had asked for Federation assistance.

DELTAN

DELTAN BIOLOGY

Deltans have characteristically little body hair, and both men and women are bald. Deltans have an inherent talent for mathematics and geometry.

Deltans are the one known humanoid race in which pheromones play a major role. Deltan pheromones cause powerful sexual stimulation in almost all humanoid species. Deltans have limited telepathic abilities.

DELTAN HOMEWORLD

Deltans are a humanoid race from Delta IV, and have been members of the Federation for over a century.

DELTAN SOCIETY AND CULTURE

The Deltan race has a very highly developed sexuality and some form of sexual expression is inherent in most aspects of Deltan culture.

EL-AURIAN

El-Aurians are an ancient race from the Delta quadrant with very long lifespans. The Borg assimilated their home system in 2265, and the survivors spread throughout the Galaxy, many refugees finding their way to Federation space.

EL-AURIAN BIOLOGY

El-Aurians are so physically similar to humans that they successfully and secretly lived among humanity without humanity's knowledge.

El-Aurians have some hidden evolutionary traits that differ them from humans. They are more resistant to poisons and diseases than most humans. They have also displayed the unexplained ability to be aware of possible distortions in time. They have a lifespan of seven to eight centuries, making El-Aurians appear very calm and wise. Guinan is an El-Aurian.

EL-AURIAN RACIAL PACKAGE

Ability	Cost
+2 CON	3
El-Aurian Lifespan: Life Support (800-year lifespan)	3
El-Aurian Listening Skill: +2 to Conversation	6
El-Aurian Observation: +2 to Sight Perception	4
TimeSense: Detect Time Disturbances [5], Sense; Passive	7
Disadvantages	
None	0
Total Cost of Package	**23**
Options	
El-Aurian Secret: Variable Power Pool* (Base 40; Control Cost (20), Half-Phase To Change (+1/2), Only powers based on time and cross-dimension effects (-1/2) **plus** Dimensional Skill (INT) +1	65
* This option is not canon, just my personal conjecture on why the Borg are afraid of the El-Aurian race and Q was afraid of Guinan specifically.	

EL-AURIAN HOMEWORLD

The El-Aurian homeworld was destroyed by the Borg in late 23rd century, and the survivors fled as refugees across the galaxy. The Federation is not sure why the Borg chose to destroy the El-Aurians rather than assimilate them, but the Borg apparently feared the El-Aurians as a group, not as individuals.

EL-AURIAN HISTORY AND CULTURE

The loss of the El-Aurian homeworld destroy most of their culture as well. El-Aurian fit themselves into their adopted society and home, an easy task since most races appreciate the good listeners.

Since El-Aurians live some seven centuries, families have a different meaning. After a century or two, most children drift away to their own callings, but family responsibilities are still important.

FLAXIAN

FLAXIAN BIOLOGY

Flaxians are humanoids, between 1.7 and 2.1 meters tall. They tend to have dark skin and dark harrow, with horizontal ridges running across their foreheads. Fleshy wiskers grow from the chin, knuckles, and wrists.

FLAXIAN RACIAL PACKAGE

Ability	Cost
+2 STR	2
+2 CON	4
Flaxian Senses: +1 PER with all senses	3
Disadvantages	
Reputation: Culture of Assassins 8-	-5
Total Cost of Package	**4**
Options	
Native Flaxian: +1 with Skill Group (choose)	5
Cautious: Danger Sense 11-	10

FLAXIAN HOMEWORLD

The Flaxian homeworld, Flax, orbits a binary star set (K7V and G5V) outside of the Federation, along the border of Tholian space. The world is earthlike, with a 1.25G and a standard nitrogen-oxygen atmosphere. The atmosphere contains a slightly higher amount of sulphur than earth, and the air smells like rotten eggs. The majority of the world's terrain (80%) is marshlike.

FLAXIAN SOCIETY AND CULTURE

Flaxians are by nature a reclusive people, prefering to keep to themselves around outsiders. However, they are superb artists and artisans, and they are more moved by the skill something took to accomplish than by the finished work itself. The harder the task, the more respect and fame one is likely to earn.

Their moral code is much the same as others, with a need for family, friends, and relationships, with two exceptions. First, their society is governed by an enlightened anarchy, loosely governed because no politician wants to be assassinated. Second, assassination is an honorable trade, looked on as a way to weed out the malcontents and troublemakers.

With Flax on the edge of the Tholian and Romulan borders, the Romulans have had dealings with the Flaxians, and treat Flax as a client world. The Tal Shiar makes selected use of Flaxian assassins.

HALANAN

HALANAN BIOLOGY

Members of the Federation, the Halanan are brown-skinned humanoids with elongated and curved ears, and have a very slight ridge on the nose. Halanans are also "psychoprojective." These psychoprojective abilities allow them to create images up to two cubic meters in size. The images are solid, but read as pure energy, like holograms.

HALANAN HOMEWORLD

Their current homeworld is New Halana. The original Halanan homeworld was destroyed when a large asteroidal moon crashed into the crust and triggered massive seismic disruptions. These disruptions obliterated all continents and landforms on Halana. Halana was a member of the Federation and helped the Halanan's terraform a new homeworld. New Halana was declared habitable 90 years later.

HALANAN SOCIETY AND CULTURE

Halanan culture is based on loyalty and it is famous that Halanans mate for life.

HALIIAN

HALIIAN BIOLOGY

Haliians are humanoids with light brown skin and a slight lateral ridge on the forehead. They are an empathic race, limited to person-to-person empathy under most conditions. Use of special resonator crystals found on Halii can amplify the empathy to telepathy.

HALLIAN HOMEWORLD

Their homeworld - Halii - is on the outskirts of the Federation.

HALIIAN SOCIETY AND CULTURE

Haliian culture is mostly agrarian with only a few major cities. Haliians have been members of the Federation since 2351,

J'NAII

J'NAII BIOLOGY

The J'naii are an androgynous race

J'NAII HOMEWORLD

from the J'naii system. Their world is in Federation space, but they are not members of the Federation

J'NAII SOCIETY AND CULTURE

The J'naii have no interest in becoming members. The Federation principles of tolerance and understanding run contrary to the J'naii laws preventing all J'naii from exhibiting any sign of gender specific behavior. Violators of this law are subjected to brainwashing therapy to remove the desire to express gender-specific behavior. J'naii have widely colonized their own star system but their low warp spacecraft make interstellar travel unfavorable for them.

LEGARAN

LEGARAN BIOLOGY

The Legarans are a reclusive race of gastropods, and require a viscous organic fluid environment for movement and nourishment. Because of this, they rarely travel off planet.

LEGARAN HOMEWORLD

Text.

LEGARAN SOCIETY AND CULTURE

They are highly advanced in the arts and science, particularly genetic engineering.

The Legarans signed a treaty with the Federation in 2368 after nearly a century of negotiations, thanks to the efforts of Ambassador Sarek and Captain Picard.

LENARIAN

LENARIAN BIOLOGY

Lenarians are a humanoid race found throughout the Federation, often working as miners or in other menial professions.

LENARIAN HOMEWORLD

Their homeworld has been lost to antiquity, as in their exodus a millennia from a polluted homeworld they lost the records of the pre-exodus times including the coordinates of their homeworld. All that survived were isolated stories and legends.

LENARIAN SOCIETY AND CULTURE

Their technological progress has been very slow since achieving warp flight however, and they resent the Federation because of its rapid progress and meticulous record keeping.

LETHEAN

LETHEAN BIOLOGY

Letheans are a powerful psionic humanoid species. Their psionics powers include the ability to mentally attack others, with the shock of the attack capable of putting the target into a coma or even killing them. They can also read deep into the minds of others, stealing secret information.

LETHEAN HOMEWORLD

Text.

LETHEN SOCIETY AND CULTURE

Text.

In 2371, a Lethean named Altovar mentally attacked Dr. Julian Bashir, putting him into a temporary coma. Another Lethean (Soto) attacked the Klingon Kor and telepathically stole information about the Sword of Kahless.

LIGONIAN

LIGONIAN BIOLOGY

Ligonians are dark-skinned humanoids

LIGONIAN HOMEWORLD

from Ligon II.

LIGONIAN SOCIETY AND CULTURE

They lack advanced technology but possess significant agricultural abilities. They hold ritual honor highly and have a strong and stable social structure. In Ligonian culture, females posses the land and property but allow the males to rule in their name.

The Ligonians have several trade treaties with the Federation for supplies of rare vaccines and antibiotics.

LUMERIAN

LUMERIAN BIOLOGY

Lumerians are an empathic race, gifted in matters of diplomacy.

LUMERIAN HOMEWORLD

Text.

LUMERIAN SOCIETY AND CULTURE

Text.

An exception

One such Lumerian, Ves Alkar was a Federation mediator who (mis)used his Lumerian empathic powers. He tricked women into a ceremony of bonding, secretly transferring his negative emotions into them. This gave him the emotional strength to handle even the most difficult disputes. However, the women who became receptacles for his negative emotions suffered from greatly accelerated aging and severe personality disorders, eventually dying. He almost killed Deanna Troi in this fashion, but was tricked by Picard and died from negative emotion overflow.

LURIAN

The Lurians are a race of large semi-humanoids from outside Federation space. They are burly and large, with no necks, a large chin, and a slightly apelike appearance.

Few Lurians have been found in Federation space, those encountered primarily being gamblers or barkeeps. Lurian ships and technology is estimated to be somewhat behind the Federation.

LURIAN BIOLOGY

Lurians are large, stocky humanoids, with heavily creased grayish skin and a neck as wide as their head. They have two hearts, two stomachs, and 4 lungs. They are also very prolific, many families having up to 20 children.

LURIAN RACIAL PACKAGE

Ability	Cost
-2 DEX	-6
+3 CON	6
Multiple Organs: +3 BODY	6
Thick Skin: Damage Resistance (2 PD/2 ED)	2
Likeable: +10 PRE (10 Active Points); Single Effect, Be Likeable (-1)	5
Disadvantages	
None	0
Total Cost of Package	**13**
Options	
Gambling Expertise: +3 with Gambling	6

LURIAN HOMEWORLD

The Lurian homeworld, Hainault VI, is a cold rock in space, and the only farmable area is along the equator. Surviving such a homeworld has made the Lurians a very hard race.

LURIAN SOCIETY AND CULTURE

The Lurian homeworld is a difficult place to live, and many rely on their Ferengi neighbors to take them offworld, exchanging cheap labor for a better life.

The Lurians have made no decision on whether to apply for Federation membership, as they see their only chance to survive in their willingness to serve many masters offworld.

Food is a large part of the lurian culture, and those who prepare food are given great respect. Lurians eat four large meals each day.

MARIPOSANS

MARIPOSAN BIOLOGY

A cloned race of human scientists, descended entirely from the five survivors of an Earth colony ship in the 22nd Century.

MARIPOSAN HOMEWORLD

Text.

MARIPOSAN SOCIETY AND CULTURE

With the limited gene pool, they abandoned sexual reproduction in favor of cloning, and after generations of

cloning found the idea of sex to be repugnant. In 2365, to avoid the 15-generation limit of replicative fading, they were forced to reunite with the lusty Bringloidi, their original shipmates.

MARKALIANS

MARKALIAN BIOLOGY

Markalians are a humanoid race distinguished by a bald head, no visible earlobes, and small stubby spikes about the face.

MARKALIAN HOMEWORLD

Text.

MARKALIAN SOCIETY AND CULTURE

Involved in interstellar trade, they are seen frequenting DS9. Markalians of note include the smuggler Regana Tosh and Asoth.

MEGARITE

MEGARITE BIOLOGY

Megarites are a vaguely humanoid race from Megganon I. They do not resemble most humanoids, having yellow-brown skin with numerous cartilage plates and ridges across the face. The most notable features are two triangular plates on the forehead and three horizontal flaps over the mouth.

MEGARITE HOMEWORLD

Megganon I.

MEGARATIE SOCIETY AND CULTURE

Megarite society is generally based on heavy industry. Megganon has hundreds of industrial replication plants and dozens of heavy factory complexes. While Megarites almost never travel off world, their products go to every part of the known Galaxy. The Megarites are not members of the Federation, but maintain open diplomatic relations.

MIKULAKS

MIKULAK BIOLOGY

The Mikulaks are a humanoid race

MIKULAK HOMEWORLD

Text.

MIKULAK SOCIETY AND CULTURE

The Mikulaks are devoted to the biological sciences. This technology stems from a viral plague that almost destroyed their race a century ago. They have highly developed genetic and pathological technologies and are sometimes sought for their help in epidemiology.

While they have achieved advanced space flight only in the past few decades, and lag centuries behind in some aspects of modern technology, their biotechnology is admirable. Their space technology was delayed as all efforts were aimed at biological research.

MIRADORN

MIRADORN BIOLOGY

Miradorn are reptilian humanoids

MIRADORN HOMEWORLD

from an unknown planet.

MIRADORN SOCIETY AND CULTURE

Little is known about them except that they are born in telepathically linked twins that are considered to be two halves of one being. If one is injured or killed, the other will relentlessly seek vengeance for what he perceives as an assault against him.

MIZARIAN

MIZARIAN BIOLOGY

Mizarians are humanoids having a gray, wrinkled complexion, and no body hair.

MIZARIAN HOMEWORLD

Mizar II.

MIZARIAN SOCIETY AND CULTURE

Mizarians generally wear light gray or tan robes in public. With a firm belief in pacifism, they have been conquered six times in three hundred years. They have no political alignments and the Mizar planetary system is generally considered to be neutral territory.

MOROPA

MOROPAN BIOLOGY

The Moropans are a violent humanoid race. The Moropa are generally average humanoids except for a blue-tinted skin indicative of nickel-based blood.

MOROPAN HOMEWORLD

from system just outside the Bolarus system.

MOROPAN SOCIETY AND CULTURE

They do have a longstanding hostility with the Bolians of the Bolarus system. Since their weapons technology is over a century behind the Federation, their dreams of conquest were destroyed immediately after entering space.

NAPEANS

The Napeans are a race of partially empathic humanoids from Napea II.

NAPEAN BIOLOGY

Napeans are humanoids with large leaf-shaped bone ridges running from the top of their forehead down to the top

of their nose.

They also possess a small egg-shaped organ that receives empathic signals and communicates them to the brain.

NAPEAN RACIAL PACKAGE

Ability	Cost
+5 INT	5
Napean Empathy: Telepathy 6d6, Reduced Endurance (0 END; +1/2), Persistent (+1/2); Always On (-1/4), Empathy Only (-1/2)	34
Napean Mind Shield: Mental Defense	2
Disadvantages	
None	0
Total Cost of Package	**41**
Options	
Trained Telepath: Remove Empathy limitation from Telepathy	14

NAPEAN HOMEWORLD

The Napeans have terraformed their world beyond normal, to the point of precise percentages of each terrain type for each landmass. They have also instituted weather control to average out rainfall and other variations. Rain falls according to need, and the temperature rarely varies from the base 20 C (68 F).

In the past, the Napean homeworld was a place of violent weather, active geology, and dangerous creatures. When the Napeans developed technologically, they tamed their world.

NAPEAN SOCIETY AND CULTURE

The first impression outsiders have of Napeans is sullen. Napeans are still dealing with the empathic powers that were the result of scientist Iwahe Opuh's genetic mutation.

When the Napeans first tamed their world, they grew bored and turned on each other. Opuh decided the cure would involve empathy or telepathy, and began research into genetic mutations. His reasoning was that if the Napeans could feel what the others felt, they would be less likely to violent. When he came up with a pathogen that would mutate Napeans to have empathy, in 2216, he took it upon himself to release it into the air, forcing the genetic mutation upon his fellow Napeans.

The mutation brought stability to the Napeans, and lead to a stable government. But they still fight internally to suppress negative emotions and embarassing feelings.

Napeans place a great deal of importance on science and scientific progress, as it was the means to tame their world and reach the stars.

The Napeans are members of the Federation, but take little interest in the rest of the galaxy. Most Napeans do not bother to use or cultivate their telepathic skills, as their telepathic training techniques can take years to develop the level of skill that Betazoids and Vulcans learn in weeks. Those Napeans who perfect their empathic and limited telepathic skills serve professionally in Napean culture.

NAUSICAANS

Nausicaans are tall, surly, ill-tempered humanoids from some unknown planet in deep space. After 60 years of contacts between the Nausicaans, there is still little known about them. They have scattered outposts on the borders of the Federation near Ferengi space, leading to the theory that their homeworld is somewhere in their sphere of influence. Nausicaans are generally very inhospitable with vaguely lizard like faces and have attacked people with little provocation.

NAUSICAAN BIOLOGY

Nausicaans are very tall compared with most other humanoid species, easily two meters (6'6") at a minimum. They have bony faces, wild shoulder-length hair, and fangs. Their skin ranges from orange to dark brown, and their hair is dark brown to black.

Nausicaans enjoy using their size to intimidate and bully others.

NAUSICAAN RACIAL PACKAGE

Ability	Cost
+3 STR	3
+3 CON	6
+2 EGO	6
Forceful Presence: +5 PRE, Offensive Only	3
Disadvantages	
Psychological Limitation: Fights instead of Thinks	-10
Total Cost of Package	**8**
Options	
Warrior Culture: 15 points in the following: Weapon Familiarities, Combat Skill Levels, Martial Arts	15

NAUSICAAN HOMEWORLD

The Nausicaan homeworld once teemed with dangerous creatures and giant insects that preyed on the Nausicaans as often as the Nausicaans preyed on them. Only the Nausicaans' determination and viciousness kept them alive.

In their industrial age, they hunted the creatures to extinction, both through hunts and through insecticides/poisons. Now the Nausicaan homeworld is barely liveable.

NAUSICAAN SOCIETY AND CULTURE

The Nausicaans never possessed "culture" like most other races, having to worry only about survival against the monsters of their world. They have never had to think things through, and rely of force and action rather than smarts and tools.

When they entered space, they didn't create colonies, they simply began praying on shipping. To the Nausicaans, piracy is the best time of their lives.

PAKLED

PAKLED BIOLOGY

Pakleds are a characteristically heavyset, deceptively intelligent humanoid race. Their simple, slow speech conceals their highly cunning and ambitious nature.

PAKLED HOMEWORLD

Somewher along the Federation-Cardassian border.

PAKLED SOCIETY AND CULTURE

The Pakleds maintain a profitable cargo-shipping conglomerate along the Federation-Cardassian border. They have an obsession with advanced technology developed by other races. Pakled ships usually have stolen or copied Klingon, Romulan, Cardassian, and Federation technology. Because of this they often find trouble with governmental

shipping contracts, preferring to stay to gray market or low-budget shipping.

PARADAN

Little is known of the Paradan race. Coutu, Leader in the rebel faction on planet Parada II in 2370. Coutu discovered a Paradan government plot to sabotage peace talks with the rebels using an exact replica of Miles O'Brien. Coutu was responsible for rescuing the real O'Brien from government forces.

Q

Q BIOLOGY

The Q are extra-dimensional entities with unlimited powers. On the Richter scale of cultural development, they rank as the highest known level of evolutionary development. A Q can assume any shape, any phenomena, and even manipulate the space/time continuum itself if he so desired. It is speculated that they can harness immense amounts of energy and manipulate them through thought alone.

Though a Q can live for eternity, he can also choose to end his existence by changing into a mortal form and taking his life. The Q are as close to immortality as anyone has seen.

Q HOMEWORLD

The Q originally existed in an extra-dimensional universe, known as the Q Continuum, but can switch between dimensions at will.

Q SOCIETY AND CULTURE

The Q don't have any form of hierarchal government so far as the Federation know, but they do have a system that imposes order and disciplines troublesome members by punishment. Every Q is called just that, "Q", but one entity in particular has made it a point to amuse himself with the Federation. This particular Q comes to mind most often. The Q don't intentionally inflict harm on other life, though they may interfere and become a major distraction. Their eternal lifespan probably is what instilled the Q with a quirky sense of humor and an unshakable sense of superiority.

RAMATISIANS

RAMATASSIAN BIOLOGY

Text.

RAMATASSIAN HOMEWORLD

Ramatassians are natives of Ramatis III, a planet off the beaten Federation path.

RAMATASSIAN SOCIETY AND CULTURE

The ruling family line is missing its gene for hearing, much like the Hanovers of Old Earth who suffered from hemophilia.

RUTIAN

RUTIAN BIOLOGY

Humanoids very similar to Terrans and distinguished by their hair. Their males are marked by a distinctive white streak and females usually have red hair.

RUTIAN HOMEWORLD

from Rutia IV.

RUTIAN SOCIETY AND CULTURE

Rutia IV is politically neutral in most aspects but it seeks outside help against an insurgency movement called the Ansata. While there are only around 200 active members on a planet of 4 billion, they are known to have millions of sympathizers and supporters. Rutians have spaceflight technology only slightly behind modern standards. They have significant fleet of scientific and commercial ships with a long history of trading with the Federation.

SATARRAN

SATARRAN BIOLOGY

Satarrans are a humanoid race.

SATARRAN HOMEWORLD

from the planet of the same name.

SATARRAN SOCIETY AND CULTURE

Satarran space technology is several centuries by the Federation, but other parts of their technology are quite advanced. The Sattarrans have significant memory erasure and computer manipulation abilities. The Sattarans have been at war with Lysia for decades. The Satarrans have attempted to incapacitate ships of more powerful races and through computer and memory alteration to enlist the help of third parties in their war. Satarrans have remarkable healing abilities and can recover from many injuries quickly. Satarrans hate mysteries.

SELAY

The Selay are reptilian semi-humanoids from planet Selay in the Beta Renna star system. Selayans resemble upright bipedal serpents with two arms. It is an interesting fluke that two non-humanoid sentient species evolved concurrently in the same system, with equivalent levels of technology. The Selay and the other race in their system, the Anticans, entered hostilities as soon as they discovered each other. After several decades of contained war and unconstrained hatred, both simultaneously applied for Federation membership in 2366. Federation mediators were able to resolve the conflict and both inhabited worlds are very recent additions to the Federation.

SKRREEAN

The Skrreeans are a humanoid civilization that lived for some eight hundred years as slaves to the T-Rogorans in the

Gamma Quadrant. When the T-Rogorans were conquered by the Dominion in 2370, some three million Skrreea fled, eventually finding the Bajoran wormhole. Believing the wormhole to be the 'Eye of the Universe' described in Skrreean legend, and believing the planet Bajor to be Kentanna, their ancestral homeworld, the Skrreean refugees sought to colonize Bajor. Their application was rejected by the Bajoran provisional government, and the Skrreea later settled on planet Draylon II.

SON'A

The Son'a were a nomadic and largely hedonistic people who lived in opulence and coveted such material objects as jewels and precious metals. They were originally from the Ba'ku planet, but joined with offlanders around 2275 in an unsuccessful bid to take control of the idyllic Ba'ku society. The Ba'ku elders banished the renegades, who later called themselves the Son'a. In 2325, the Son'a conquered and enslaved the Tarlac and Ellora peoples. By 2375, genetic anomalies prevented the Son'a from procreation. They used genetic manipulation and other cosmetic techniques to extend life and physical appearance, but they knew they were a dying society. They enlisted the help of a Starfleet officer to try to abduct all the residents of the Ba'ku planet and transplant them so they could possess the planet that gave them birth. The coup was defeated when the Enterprise-E became involved.

STRALEB

Straleb is a class M planet, and along with Altec is part of the Coalition of Madena. Although it was technically at peace with Altec, relations between the two planets had been strained to the point that an interplanetary incident was created when it was revealed that Benzan of Straleb had been engaged to Yanar of Altec in 2365.

T'LANI

The T'lani are a humanoid people who were at war with the Kelleran for centuries until finally reaching peace in 2370. The T'Lani suffered great losses during the war, including the entire population of planet T'Lani III from using deadly biological warfare.

TAGAUN

The Tagaun are a humanoid race from Tagus IV in the Argolis Cluster. For decades Tagus IV was a textbook example of an ecologically destroyed world, with heavy amounts of all sorts of pollutants at all levels and no ozone layer. The planet was purified by intervention of the Q continuum in 2369. The Tagrans operated a massive air cleansing operation including 1000 baristatic filters. Tagaun ecological technology is far beyond the technology of most worlds because of the necessity of keeping Tagus IV class M. At one point, when surface temperatures were above 50 C and 9% oxygen, there was talk of reclassifying Tagus IV as class C. The Tagaun culture was almost lost as survivors of their environmental destruction barely survived in underground shelters and command posts. Fortunately their massive records have allowed for the reconstruction of much of Tagra IV. The Tagauns are mostly humanoid, slightly portly, with several cartridge facial ridges along the cheeks and forehead.

TALARIAN

Humanoids from Talaria III near Cardassian space, they are mostly humanoid except with a receded hairline in both sexes and a distinctively enlarged forehead. Talarian society is highly militaristic and patriarchal. Their technology lags far behind the Federation in most aspects, however they make up for quality in quantity. All Talarian males are conscripted for a standard ten-year period that incorporates education, military service, and loyalty training. The Talarians often display unusual bravery and place minimal value on their individual lives. There was an ongoing conflict with the Talarians in the 2350's over the Galen system. The system had three Federation colonies and a Starbase with a system population of over 4 billion. The Talarians annexed the territory in 2353 and sent an armada to enforce their claim. The Talarians ignored all attempts at negotiations and ruthlessly destroyed the colony on Galen II, killing over 300 million people. For 4 years, there were a long series of skirmishes punctuated by occasional massive ground and space battles. In 2357 the Talarians were driven out after a last, bloody, battle at Galen IV. (Star Trek: The Next Generation. "Suddenly Human")

TAMARIAN

Tamarians, also known as "The Children of Tama", are a semi-humanoid race first contacted in 2268. Tamarans are faintly reptilian with yellow skin and intricate patterns of red tattoos all over the skin. Tamarian language could not be understood until 2368. Their language translates into a system of stock phrases and metaphors. It was later understood to be metaphoric analogies to Tamarian myths. Unfortunately, little else is known since their language is still largely unknown and they have limited interest in interchange since the first language breakthrough. Their technology is approximately as advanced as the Federation. (Star Trek: The Next Generation. "Darmok")

TANUGAN

Tanugans are humanoids from Tanaga IV near the Klingon empire. They are not members of the Federation but they maintain numerous trade agreements and joint research stations. Tanugan law is unusual in that it is based entirely on "Guilty until proven innocent" and they have a notoriously strict penal system. Tanugan males have a very pronounced receding hairline and enlarged forehead reminiscent of Talarians. Tanugan females are very similar to Terran females except for a slightly enlarged forehead. Tanugan technology is slightly behind the Federation in most aspects except for energy projection and generation, where they are on the cutting edge. (Star Trek: The Next Generation. "A Matter of Perspective")

TARLAC

The Tarlac are a humanoid race that were conquered early in the 24th century by the Son'a. By the late 24th century, the Tarlac were integrated into Son'a society as a labor class. Tarlac women were indentured as servants on a Son'a spacecraft. (Star Trek: Insurrection.)

TAVNIAN

Tavnians were a humanoid race possessing a patriarchal society that believed in strict separation of the sexes. According to Tavnian tradition, male infants were taken and raised by men. and women raised girls. Tavnian children were not told that the other sex exists until they were 16 years old. (Star Trek: Deep Space Nine. "The Muse")

TERELLIANS

The Terellians are a space-faring race involved in commerce, which apparently has four arms. Terellian freighters are common or at least seen near Lyaar. Terellian spices can be combined with roots to create broth. Three Terellians bragging about their Dom-jot prowess are set up for a game by Nog with he and Jake -- a date Jake wanted to break to see his then girlfriend Leanne. Alternately spelled Terrelians: some were visiting space station Deep Space Nine during Chief O'Brien's time-shifting episode. (Star Trek: Deep Space Nine. "Life Support")

Use the Catavalan Racial Package from Terran Empire, page 42.

TRAVELER

An extremely advanced humanoid race from Tau Alpha C. The Travelers have some special power over time and space and thought. This power comes from a unique fusion of physics and metaphysics not understood by other races. Little is known about their world or people, but they appear as largely bald and quite tall humanoids with a pale complexion and an enlarged frontal lobe of the brain. (Star Trek: The Next Generation. "Where No One Has Gone Before")

TYGARIANS

The Tygarians are a major space-faring race, distinguished in appearance by green scaly skin and two blunt horns at the forehead, whose natives frequent Deep Space Nine. One of its freighters, the Nanut, is due to leave DS9 for a two-year stay in the Gamma Quadrant in early 2370. A typical name is Romah Doek. (Star Trek: Deep Space Nine. "The Homecoming")

TZENKETHI

The Tzenkethi civilization is native to the Alpha Quadrant. The Tzenkethi were once at war with the United Federation of Planets. In 2371, a Founder posing as Ambassador Krajenski almost caused another Tzenkethi war when he seized control of the U.S.S. Defiant with the intent of attacking a Tzenkethi settlement. (Star Trek: Deep Space Nine. "The Adversary")

ULLIAN

Ullians are a humanoid race of telepaths characterized by skin involutions in the temporal region of the cranium. Barbaric until a revolution in the late 21st century, Ullians have since developed a modern advanced culture, even though their technology lags far behind modern standards. In the process of becoming Federation members, the Ullians are renowned historians and are conducting a grand project combining their historical research with their telepathic skills. They are creating an archive of the memories of various planets. By 2368 Ullian historians had collected the memories of 11 worlds. Their memory reading abilities can be used to commit a form of telepathic rape, although rare, it is dangerous and severely punished. It is an oddity that while the Ullians can read the minds of most humanoids, telepaths of other races cannot read Ullians. (Star Trek: The Next Generation. "Violations")

VALTESE

Planet: Valt Minor (or just Valt). Humanoid race who, judging by Chancellor Alrik in late 2368, are much shorter than their Kriosian cousins but in the modern era are less sentimental as a culture. The races do share a dark-spotted skin pattern along the hairline and down the neck and spine, not unlike the majority species of Trill hosts. (Star Trek: The Next Generation. "The Perfect Mate")

VENTAXIAN

A peaceful humanoid race from the world of Ventax II. Ventaxian technology is somewhat behind modern standards, probably since the Ventaxian people have minimal interest in spaceflight. They have a very peaceful, clean world that is the result of a 1000-year improvement plan called the "Contract of Ardra." Their system is near the Klingon/Federation border, the space surrounding it was ceded to the Federation in the Narendra Agreements. First contacted by the Klingons in 2297, they are friendly and mostly nondescript. The placid and tolerant Ventaxian countryside is used by some religious orders as a site of monasteries and abbeys. (Star Trek: The Next Generation. "Devil's Due")

YRIDIAN

Yridians are a race of humanoids known as dealers of information. Operators of several deep space freelance spy networks, they can be considered sources of both legal and

THE KLINGON EMPIRE

KLINGONS

From their first appearance in the year 2218, the Klingons developed from a zealous "seek-and-destroy" warrior race to one with honorable principles and some of the bravest warriors yet seen. With a partly exoskeletal bone structure, Klingons are capable of comparably greater physical strength and endurance than Terran humans.

Their ages-old honor system and house/lineage centered society is a throwback to the chivalry of medieval Europe on Earth. Despite their tendency towards blood and violence, the Klingons have proven to be vital in the defense of the Alpha Quadrant.

KLINGON BIOLOGY

Klingons are among the earliest civilizations the Federation has contacted. Though classified as humanoids, Klingons possess several distinctive physiological characteristics that belong uniquely to their species. They have a body structure that is partly exoskeleton, meaning their resistance to physical force is far greater than mere flesh, and they have a higher muscle mass ratio than most humans. Their organs also have multiple redundancies, given the term "brak'lul", allowing the Klingon warriors enormous resiliency during battle.

KLINGON PACKAGE DEAL	
Ability	**Cost**
+3 STR	3
+1 DEX	3
+2 CON	4
+2 BODY	4
Enhanced Smell: +1 PER to Smell/Taste group	2
Partial Exoskeleton: Damage Resistance 1PD	1
Disadvantages	
None	0
Total Cost of Package	**17**
Options	
Psychological Limitation: Warrior Code or other appropriate limitation (Common, Moderate)	-10

The forehead is ridged, and the ridge is different for each Klingon. Very evident in pure Klingons, for half-Klingons, it is much less pronounced. The olfactory sense of a typical Klingon is very keen, and by the way they initiate the mating ritual with a lot of sniffing of the mate, it is possible that this is a possible way of identifying another Klingon.

Klingons are a warrior society, and stress physical abilities.

KLINGON HOMEWORLD

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

KLINGON SOCIETY AND CULTURE

The Klingon Empire is adjacent to the Federation and Romulan Star Empire borders. A central government in the form of a Chancellor and equally powerful High Council is located on the planet Qo'noS. The Chancellor and High Council are roles only for males with powerful houses and a rightful lineage; women may not serve on the Council.

Klingon society functions through a system of family reputation and honor. Tradition is an integral part of their lives, and breaking from traditional observances is considered a grievous insult to society that is not easily forgotten. Such insults bring shame to the offender's name and house for several generations.

Any true Klingon takes bloodlines and relations very seriously. The concept of Houses, or Lines, consists of more than mere family members. It is more like a network of mutual obligations and defense agreements. Deeds done beyond living memory can indebt one family to another for generations - such is their emphasis on repaying debts. Eventually the line is too massive to maintain, and some line-founders must split off to form a new name. For a Klingon to join a family, it must be done according to the rite of R'uustal, after approval by the matriarch or patriarch of the family house.

An integral part of tradition is the various rituals that mark milestones in a Klingon's life or the history of the Empire. Most notable of the rites is the "Rite of Succession", which a future leader of the Empire must complete with a valid Arbiter of Succession (Captain Jean-Luc Picard in the case of Gowron) overseeing the proceedings. Before the Rite can begin, there's another elaborate ceremony needed to confirm the death of the previous leader. This is known as the "Sonchi Ceremony".

For individual Klingon warriors, they are expected to go through the Rite of Ascension to be recognized as a full adult.

Over time, the Klingon's view of life has warped to become increasingly obsessed with dying honorably instead of living with honor. Too often, the only words spoken before battle is "It is a good day to die!" Dying gloriously in combat, preferably having slain a few enemies, is the pinnacle of

achievements for Klingons, and to all proud warriors, the only way to go. Groveling for mercy and prolonging life is enough for condemnation and the shaming of the whole house. For some dishonored Klingons, the only way to restore their lost honor is through the ritual of "Mauk-to 'Vor", which involves the killing of an individual to repair his honor.

Their code of honor, however, does not forbid treachery. On birds of prey or in any system of hierarchal command, lower ranked crew continually target officers for death. Though incomprehensible to outsiders, this is their method of keeping officers strong and capable.

Klingon women are treated as equals except in politics and matters of inheritance. They are prohibited by law from serving in the Council and cannot take control of their houses unless they have the money and no male successors of the lineage. Otherwise, it is expected of Klingon women to exhibit the same physical prowess and lust for blood and honor as the men.

OTHER RACES

CHAMELOID

Chameloids are a humanoid race of shapeshifting aliens from an unknown world in deep space. Virtually nothing is known about their home. Chameloids can assume any humanoid form, but are generally restricted to a basically humanoid shape. Most encounters with Chameloids have occurred in or near Klingon space, hinting to a homeworld in the Empire.

GRIZZELAS

Grizzelas are a burly, bear-like semi-humanoid race from Garasa III. These relatively primitive people have an advanced society based on equality and fairness, but their technology is barely above the Bronze Age level. Their world is in Klingon space and not under the influence of the Federation's Prime Directive, so they are aware of the rest of the galaxy.

Since a year on their world is equal to 2.3 Standard Years, their natural winter hibernation takes six standard months, this causes the total shutdown of Grizzelas society. Both hemispheres hibernate at once because of an axial tilt of less than 1 degree causing planetwide uniform seasonal changes.

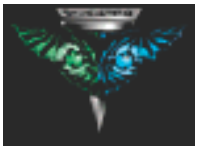
KRIOSIAN

Kriosians are tall, slender humanoids from the planet Krios. Members of this race share similarities in their skin pigments -- a dark-spotted, skin pattern along the hairline and down the neck and spine -- with the Valtese and the Trill.

The Klingon Empire controls the Kriosian system.

In 2367, Captain Picard and Klingon Ambassador Kell met with Klingon Governor Vagh at Krios, following a Kriosian revolt. The Klingons believed the Federation had supported the revolt.

The Kriosians had been at war with the neighboring system, Valt Minor, for centuries. In 2368, a historic Ceremony of Reconciliation was held in hopes of ending the centuries of conflict.



THE ROMULAN EMPIRE

Romulans have spent most of their screen time trying to take over the Quadrant. Their plotting and scheming came from a xenophobic past, where isolation had protected the safety of their Empire. Now with interstellar traffic so common, the Romulans adopted their method of interfering with foreign policy so as to strengthen the power of their Empire as well as weaken those of their neighbors. With the Dominion threat, however, the Romulans have been forced out of their isolationism to fight alongside their once enemies.

ROMULANS

Romulans look like Vulcans, a fact that surprised both Human and Vulcan when the first Romulans were seen (ST:TOS, "Balance of Terror").

ROMULAN BIOLOGY

With the same pointed ears and converging eyebrows, Romulans bear a very striking resemblance to the Vulcans. And for good reason: they are the direct descendants of a group that split away from Vulcan society two millennia ago. So it is assumably true that their physiology is nearly identical to the Vulcans, except in smaller aspects that are the result of evolutionary adaptation to Romulus conditions. The ears are less pointed than their Vulcan counterparts, and their features less severe. Though identical in almost every way to their cousins, the Romulans lack the rigorous mental disciplines developed by the followers of Surak. They are a passionate group, easily moved to extreme emotions. This and the more benign environmental conditions on Romulus have gradually worn away the physical capabilities of Romulans in comparison to their ancestors.

ROMULAN PACKAGE DEAL

Ability	Cost
+3 STR	3
+1 DEX	3
+1 EGO	2
+2 CON	4
Romulan Longevity: Life Support (Longevity: 200 year lifespan)	1
Romulan Ears: +1 PER with Hearing Group	2
Disadvantages	
None	0
Total Cost of Package	**15**
Options	
Psychological Limitation: Bound by Duty (Common, Strong)	-15
Discipline of D'era: +1 with all Skills	8
Surveillance: +1 with Conversation and PER Rolls	3

ROMULAN HOMEWORLD

Romulus is in the Beta Quadrant, coreward of the Klingon Empire and anti-spinward of the Federation. It is the third of ten planets orbiting a F1V star. The Romulans also count Remus, the fourth planet, and a homeworld.

Romulus is a class M world with the same variety of climates as Earth, ranging from arctic to tropical. It has a gravity only slightly higher than Earth.

Remus is smaller than Romulus, with a higher gravity (1.1G), higher Atmospheric Pressure, and is colder on average than Romulus.

Life for the early Romulans was difficult, and to survive they formed city-states like the Greeks did on Earth. That practice continues today with Remus and colony worlds.

ROMULAN SOCIETY AND CULTURE

Millenia ago, Surak of Vulcan sought to bring peace to the Vulcan people through his philosophy of logic and non-emotion. Some Vulcans disagreed with this philosophy, claiming that the Vhorani had created the Vulcans at Vorta Vor and put them on Vulcan to strengthen them for their destiny of ruling the stars. They felt Surak's philosophy was a betrayal of their birthright, and persecuted Surak's followers whenever they came into their lands. Eventually the tide opinion changed, and they fled Vulcan to preserver their birthright, the Way of D'era.

Those who would become known as Romulans traveled for 190 years in generation ships, traveling at near-warp speed. Some of the ships gave up early, and settled other planets (which explains the Rigel V Rigelians, the Debrune, and the Mintakans). After 190 years, they found and settled Romulus.

After settling Romulus, they began their path of conquest. They defeated the natives of Remus and claimed that world as one of their own. They continued to spread out from Romulus, conquering dozens of worlds. All Romulans are taught that it is their destiny to rule the Galaxy; there is always something new to conquer, and the Romulans will conquer it.

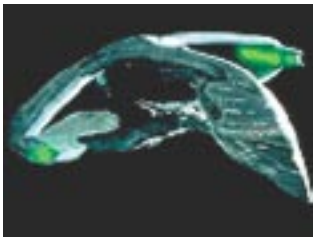
Family

Family is very important to the Romulan people, and is a source of pride. It's also a way to become wealthy and power in the Empire. Some Romulan families control whole fleets and worlds, and have members sitting on the Senate. Such Romulans are true Patricians, treating their constituents as family members/ beloved children.

Government

The Senate rules the Romulan Star Empire. It determines policy and laws, gathers resources, and speaks on behalf of the people. The Senate is not elected, but appointed from a group of worthy and influential Romulans. The Senate is full of intrigue, as senators try to appear as loyal Romulans while elevating their constituents needs and resources and blocking the plans of rival senators.

The Praetor is the leader of the



empire, and the commander in chief of the Romulan military. He (or she) is expected to personify the way of D'era and expand the Romulan Empire.

Imperial Intelligence

The Tal Shiar is Romulan Imperial Intelligence, a name that spread fear within and outside of the Empire. They enforce loyalty of Romulans and spy on enemy powers. They can overrule Romulan military commanders in the field without reprisal.

Citizens of the empire who express their dissatisfaction often disappear and are never seen again.

Agents look for potential invasion targets, supply rebels in other governments with supplies, and work to destabilize foreign powers.

Military

The Romulan Star Navy is a prime force in the way of D'era, the expansion of the Romulan Empire. Service in the military is required for all citizens, and those who remain in the Romulan Star Navy as a career are special indeed.

BAROLIAN

Barolians are humanoids from a world on the fringes of Romulan space. Discovered on the fringes of the Romulan Empire in 2364, they were annexed within a year. Considered subjects of the Romulan Empire, the Barolians industrial and commercial base is built around supporting the Romulan Empire. Barolian's have a limited interstellar capacity with only a few dozen freighters mainly used for commerce with the Romulan Empire. Several rogue or pirate Barolian ships have been sighted.

Barolians are humanoids with unusually photosensitive skin and wear gray or brown robes in public. They have the ability to see many infrared frequencies, thus allowing them to work normally in very low light. (Source: Star Trek: The Next Generation, "Unification Part II")

CARDASSIAN UNION

CARDASSIANS

Highly intelligent, but equally ruthless, the Cardassian Empire was built on conquest and expansion, occupying planets like Bajor to exploit its resources.

CARDASSIAN BIOLOGY

The Cardassians are a humanoid race native to Cardassia Prime. Evolved from reptilian ancestors, they prefer a darker, hotter (90 degrees Fahrenheit appears to be their room temperature), and more humid environment than humans. Their hearing isn't as acute as humans, but while their sensory organs aren't the sharpest of humanoids, their disciplined mind is an extraordinary feature of the race as a whole. Cardassians are known for their photographic memory and extraordinary ability to resist a Vulcan mind-meld.

CARDASSIAN PACKAGE DEAL

Ability	Cost
+2 STR	2
+2 CON	4
Disciplined Mind: +2 EGO	4
Disciplined Mind: Mental Defense (5 + INT/5)	5
Disciplined Mind: Eidetic Memory	5
+1 PD	1
Thick Skin: Damage Resistance (2PD/2ED)	2
Disadvantages	
-1 PER to Hearing Group	-2
Total Cost of Package	**21**
Options	
Psychological Limitation: Disciplined, Ruthless, or other appropriate limitation (Common, Moderate)	-10
Cardassian Deviousness: +1 with Interaction Skills	5
Cardassian Prying: Inquiry +1	5
Vesala: Well-Connected Skill Modifier	3
Vesala Network: up to 8 points in Connections and Favors	8

Externally, Cardassians are easily recognizable by their two thick vertical neck ridges that recede back to the crown of the head and an inverted tear-shaped ridge in the center of the forehead. The ridge is thickest immediately above the eyes; protecting the eyes and making them look especially deep-set. Most Cardassian men have poker straight hair with jet-black to dark brown shades that are slicked back as inconspicuously as possible while the women have more varying hairstyles.

CARDASSIAN HOMEWORLD

Cardassia Prime, the third of eight planets orbiting the star Cardassia, is one of three inhabited worlds in their system. The other two are colonies.

CARDASSIAN SOCIETY AND CULTURE

Cardassians value family and relations above all else. While orphans are shunned and left to die, households with several generations living together are considered an honorable establishment. Unlike humans, Cardassians don't avoid or try to slow the aging process, instead welcoming old age and the power and wisdom it denotes. The education system implemented on Cardassia dictates that intellectual pursuits begin at the young age of 3 or 4. Every Cardassian is raised with an appreciation of fine arts and culture, though the government may not have always been so like-minded in its policies. Educational attainment is regarded as a major source of social status and the source of creativity in Cardassian society. The Cardassians are known for their photographic memories and the ability to resist a Vulcan mind meld. They pride themselves on resourcefulness and often say of themselves:

> *There is no dilemma that cannot be solved by a disciplined Cardassian mind.*

Men and women court each other with a show of outward irritability, a practice often misunderstood by offworlders, particularly humans. Women who are looking for a mate paint their forehead ridge with a bright blue tint instead of the usual, more sedate, aqua coloring and they offer their fertility as an incentive for marriage. The deceased are honored with elaborate rites that do not permit offworlders to view the body, as it would desecrate the dead.

Cardassian society has the most rigid and, to the Federation, incomprehensible, of all legal systems. All suspects are guilty before even appearing in court, their sentence already spelled out-invariably an execution. No prisoner ever escapes the death penalty, and only very tempting incentives can change the sentence to a lifetime in a labor camp. The criminal is given a Conservator, equivalent to a public defender; only the Conservator is not supposed to win, but to prepare the criminal for a moving confession of guilt on the floor of the court. The Chief Archon, or judge, of the court plays to a televised audience, her duty not to judge the prisoner's innocence or guilt, but rather to give an emphatic display of the futility of crime in Cardassia and reinforce the public's trust in the justice system.

The civilian Detapa Council staged a successful coup against the Central Command in 2372, when the dissident movement reached its peak. The military no longer had full control of the government, and it worked as an agency of the Union, as did the Obsidian Order, Cardassia's secret intelligence agency.

The Obsidian Order is slightly different, as it functions autonomously and does not report to the Detapa Council. However, the Council was not in place for a month before Klingon forces attacked Cardassia Prime and nearly killed the entire Council. After Cardassia's entrance into the Dominion, the Council became defunct, and all power once again rested on the Legate who must answer to the Vorta and their Founders.

OTHER RACES

KLAESTRONIANS

Klaestronians are a humanoid race distinguishable in appearance by an ear ridge that comes forward to the eye, raising the hairline over the ear. Both genders hold equal roles in society, judging by the two guards sent to take Science Officer Dax into custody on stardate 46910.1.

Klaestronians are an advanced space-faring humanoid race, and are allies of the Cardassians. Their world was recovering from a civil war mediated by Curzon Dax in recent decades.

LISEPIANS

Lisepians are a humanoid race, characteristically burly with yellowish-green skin. Lisepians also have a large aft lobe of the brain with an aft ridge vaguely reminiscent of Dopterians. Lisepians are from the planet Liseppia.

Lisepians are well-known traders from Cardassian space, possessing modern interstellar spaceflight technology and operating many independent trading and cargo vessels. Lisepians trade in anything legal (usually) of value, including holographic equipment, building equipment, and foodstuffs.

VALERIANS

Valerians are humanoids from a world in Cardassian Space, possessing a distinctive sixth finger per hand. Some Valerians operate a giant arms sales cartel specializing in chemical explosives but selling almost anything. Their reputation as arms sellers has hurt their legitimate businesses, and Valerian ships are banned at many ports.

XEPOLITES

The Xepolites are a politically unaffiliated humanoid civilization who, like the Lissepians, served as covert intermediaries for the Cardassians. However, unlike the Lissepians, Xepolite free traders have never been caught doing so. Xepolite ships had a maximum speed of warp 9.8, with hulls made of sensor-reflective material.

FERENGI ALLIANCE

FERENGI

Ferengi have proven themselves to be capitalists who can be counted on appearing wherever there is even a hint of profit. They are considered a neutral race, with no affiliation to any other political power in the Galaxy. Known for their shiftiness and marked materialism, the Ferengi's disrepute precedes them, so the discovery of the Gamma Quadrant is seen as an unprecedented opportunity to exploit naive new worlds for profit.

FERENGI BIOLOGY

Ferengis are slight for humanoid races, rarely passing 5 feet in stature. Primary facial features are their ridged nose, razor-sharp fangs, and highly sensitive ears, but their main deviation from ordinary humanoid physiology is the four-lobed design of the brain, whose unusual patterns prevent telepaths such as the Betazoids from reading their mind.

Ears The other uniquely Ferengi characteristic is the large ears that are receptive to touch. Their homeworld of Ferenginar has a thin atmosphere, and in time the Ferengi ears grew larger to better receive sound waves. The lobes are receptive to touch, and fondling them, termed oo-mox, is pleasurable to most males. The ears also have fine hairs on them, which with age grows to be lengthy and even shaggy. Hearing is undoubtedly the finest tuned sense of a Ferengi, and the ears unmistakably symbolize their innate "Ferenginess". One who has the "lobes" for something is marked out as gifted.

FERENGI PACKAGE DEAL	
Ability	**Cost**
+2 PRE	2
Four-Lobed Brain: Lightning Calculator	3
Four-Lobed Brain: Mental Defense (5 + INT/5)	5
Sensitive Ears: +2 PER to Hearing Group	4
Sensitive Ears: Ultrasonic Hearing	5
Fangs: HKA 1 pip	5
Disadvantages	
-2 STR	-2
-1 CON	-2
-1 BODY	-2
Total Cost of Package	**18**
Options	
Psychological Limitation: Greedy, Corrupt, or other appropriate limitation (Common, Moderate)	-10
Eye For Profit: Analyze Profitability	3
Lobes For Business: +1 with all Business Skills	5

Eating habits Ferengis delight in worms and various insects, preferably alive and squirming. The one caveat is, insects must come from Ferenginar, or it isn't food at all. Their small and sharp teeth make them efficient eaters. When young Ferengis need to sharpen dull teeth they use latinum tooth-sharpeners or chew-sticks.

FERENGI HOMEWORLD

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

FERENGI SOCIETY AND CULTURE

The Ferengi society was founded on the principles of capitalism and chauvinism combined. Though reasonably advanced in technology, they live for the accumulation of profit, whatever the means of acquiring it. Their whole race lives by the Ferengi Rules of Acquisition, a compilation of the proven methods for earning profit. After all, as ROA no. 18 puts it: A Ferengi without profit is no Ferengi at all. Never mind leaving all the rest to lie in the gutter when you're through stepping on them, ROA no. 212 states quite explicitly: Employees are the rungs on the ladder to success. Don't hesitate to step on them. In fact quite a few of the Rules of Acquisition endorses such disregard for sentiment or compassion when it comes to making profit. As ROA No. 21 warns: Never place friendship above profit.

Most Ferengi characters should take the Ferengi Mercantile Package Deal.

FERENGI MERCANTILE PACKAGE DEAL	
Ability	**Cost**
Trading	3
6 points of skills from the following list: Bribery, Bureaucratics, Conversation, Persuasion, Electronics, Systems Operation	6
Business Contacts (4 points worth)	4
Disadvantages	
None	0
Total Cost of Package	**13**

Capitalism aside, Ferengis are a sexist society. The Ferengi male views his female as property not to be shared nor exposed to the public. Females are not allowed any clothing, earning of profit, traveling, looking or speaking to strangers, or even quoting from the sacred Rules of Acquisition. Another demeaning practice females are subjected to is chewing food for the males. This inbred sexism is sanctioned in rule no. 94: Females and finances don't mix and no.139: Wives serve, brothers inherit. Even so, a Ferengi regards his mother with affection, often taking comfort in laying his head in her lap and defending her honor against the taunts of mean-spirited playmates.

Small nuclear families consisting of the father, mother, and children makes up the family structure of Ferengi society. Grandparents and cousins do not live within the same household. The father figure is the sole bread-earner, so his position is supreme in the house. Quark the Deep Space Nine bartender has an exceptionally unique mother. Ferengi marriages are male-oriented, with a string of Latinum Dances, Bridal Auctions, and of course the scantily clad bride to mark the event.

The total enslavement of the female population seems to come quite natural to the males, and they even attribute their family harmony to such a culture. However, affirmative action seems to have come into vogue even in Ferenginar. Grand Nagus Zek revised the Ferengi Bill of Opportunities to include female Ferengis. Understandably, Ferengi culture is still adapting to the sweeping winds of change.

In government, the Ferengis are as openly corrupt as they are in daily life. The Tower of Commerce on Ferenginar, the tallest building within the Ferengi Alliance, is the bastion of profit-taking and scheming. Going up the tower in an elevator will cost seven slips of latinum. Talking to the front desk will mean another slip. Standing, sitting, coming, going, the Tower absolutely swallows latinum with unparalleled voracity. Housed within the Tower of Commerce is the headquarters of the Ferengi Commerce Association (FCA), the most powerful single organization within the Alliance. It is the terror of the land, as is has jurisdiction over every aspect of a Ferengi's profit and property. Every Ferengi must submit a yearly statement listing all the profits earned that year. Most Ferengis conveniently "forget" to put a few items on the list, and that is where the Ferengi IRS personnel come in. Registered Liquidators are sent in to investigate charges of misreported profits, and if evidence is found, or the bribe insufficient, all the property and holdings will be summarily liquidated.

OTHER RACES

DOPTERIAN

Dopterians are a humanoid race from somewhere in Ferengi space. They appear as short humanoids with skin tones ranging from dull yellow to dark brown. They have a cranial ridge extending from the lower rear base of the skull and extending up through the upper rear part of the skull.

Dopterians are distant relatives of the Ferengi, and current theory holds that Ferengi proto-humanoids were transplanted to the Dopterian homeworld. Dopterians have no telepathic abilities and cannot be scanned because of their four-lobed brains, a similarity to their Ferengi cousins.

HUPYRIAN

Hupyrians are a tall race of quiet humanoids from somewhere in Ferengi space. Hupyrians are very tall humanoids with tight skin, a continuously slightly frowning expression and a very weak voice that leads many to believe that they are mute. Instead they only talk when absolutely necessary.

Hupyrians live mainly as servants to rich or prominent businessmen and politicians, particularly Ferengi. Their devotion to their masters is legendary, and they are willing to die to protect them. Hupyrians have been servants of the Ferengi since very early in Hupyrian history, thus they have no native modern technology.

TAKARAN

Vaguely reptilian semi-humanoids from an unknown world in Ferengi space. Little is known about Takaran culture or technology, but if they meet the pattern of worlds in Ferengi space they have minimal indigenous technology and are integrated fully into the Ferengi Alliance. Takarans appear to be normal humanoids with slightly reptilian features, but their internal physiology is astounding. It is highly decentralized with redundancies for every vital organ in all limbs and throughout the torso. This makes Takarans difficult to kill since most weapons would be ineffective, even phasers as high as level 6 do not kill a Takaran. Takarans can also control their metabolisms at will, thus regenerating quickly or faking death. Star Trek: The Next Generation. "Suspicions"

THE DOMINION

The Dominion is the major power in the Gamma Quadrant, and the major nemesis to the Federation during the time of DS9.

CHANGELING

The Changeling race is one of the most biologically distinct species yet encountered. Though Constable Odo is a Changeling, he himself did not know of the full extent of capabilities that are possible in a Changeling until he visited the homeworld of his people. They are xenophobic in the extreme, fearing all other species would harm them unless they conquered them first. Thus, the Dominion was founded, and the Changelings who operated the Dominion called themselves the "Founders".

CHANGELING BIOLOGY

The Changelings, or Founders, are skilled shapeshifters who are viscous liquid in their original form. They have the specialized ability to change their biomolecular structure to mimic anything, even energy forms such as fire, as they can manipulate mass as well as shape.

A limitation of this skill, at least for Constable Odo, is the inability to hold a solid shape over 16 hours. Changelings must revert to their liquid state or endure a painful "decomposition". A quantum stasis field generator designed by the Tal Shiar was proven successful in trapping a Changeling in solid form.

Changelings need neither food nor rest, and even in liquid state maintain a level of alert consciousness. In their liquid state, Changelings can "link" with each other, melding separate bodies into one mass and completely exchanging all the information, feelings, and emotions with the other.

Changelings have long lifespans, often living for hundreds of years. Thus far, no Changeling has died of natural causes, so the age expectancy cannot be determined. Once dead, Changelings turn to a solid ashen compound.

CHANGELING PACKAGE DEAL

Ability	Cost
Viscous Form: Elemental Control (30 Active Points base)	15
A) **Seep through openings:** Desolidification (40 Active Points); Not through solid objects (-1/2)	17
B) **Pseudopod:** Stretching 6" (30 Active Points); No non-combat stretch (-1/4)	12
Viscous Body: Life Support (Self-Contained Breathing; Diminished Eating: No need to eat; Diminished Sleeping: No need to sleep; Longevity: Immortal; Immunity: All terrestrial diseases, poisons, and bioagents; Safe Environment: Low pressure/vacuum)	36
Great Link: Mind Link (5), Any changeling (+5), up to 8 changelings at one time (+15) (25 Active Points); No Range (-1/2), Concentration (1/2DCV; -1/4), Link is severed if not in direct contact (-1/2)	11
Shapeshifting: Shape Shift (Sight, Hearing, and Touch Groups, any shape), Cellular, Imitation; Costs END only to Change Shape (+1/4)	75
Shapeshifting: Variable Power Pool, 200 points; Control Cost (100 points), 1/2 phase to change (+1/4), No Skill Roll Required (+1), Only for powers of the form shapeshifted into (-1/2)	350
Disadvantages	
Dependence: Must return to viscous form for rest/ revitalization every 16 hours, or suffers painful decomposition (No substance required, Takes 2d6 every hour)	-5
Physical Limitation: No taste sense	-5
Total Cost of Package	**507**
Options	
Psychological Limitation: Founder (distrusts all "solids") (Common, Strong)	-15
Psychological Limitation: Seeker (seeks to uncover where self came from) (Common, Moderate)	-10

Note: To be able to become a tiger or rhino, the VPP has to be 200 points to cover all the extra characteristics and such. To be able to replace a diplomat/ ambassador, it takes Imitation on the Shape Shift, and to read as human on sensors takes Cellular adder for Shape Shift. Being a Changeling is expensive!

CHANGELING HOMEWORLD

The changeling homeworld is an uninhabited planet in the Omarion Nebula. From what little has been seen of this world, it's little more than a barren rock with a breathable atmosphere.

CHANGELING SOCIETY AND CULTURE

The Founders (Changelings who head the Dominion) live reclusively in the Gamma Quadrant, spending their leisure shaping themselves into various forms in their gardens, deriving an understanding of the world from different perspectives. There is no hierarchy of power within their society: No single changeling is superior to others except inherent differences in skill and knowledge. Equality and peace reigns within the Founders society. They take pride in having never inflicted harm upon one of their own, regardless of the damage they inflicted off world. Other Changelings, the ones they sent out on data-collection missions, have been genetically implanted with "homing beacons" which compel them to return to the

Founder homeworld once they've come close enough to be affected. Once these Changelings return, they're welcomed into the fold and join the Link permanently.

CHANGELING HISTORY

Long ago Changelings traveled as peaceful explorers through the Galaxy, seeking to expand their knowledge and coexist with other species. However, their shape-shifting ability was met with fear and hatred by the solids (non-shapeshifters), who shunned and hunted them without provocation. To protect themselves from further harm, they retreated to an uninhabited planet in the Omarion Nebula. There, away from prying eyes, they could meld together into liquid forms and enter the Great Link: a state of intertwined matter and collective thought. They could engage in their meditation in various solid forms, and peace was as long as the day.

From this remote region, they founded the Dominion Empire and called themselves the "Founders". Believing that forceful control of other worlds was the only method of securing their safety ("What you can control can't hurt you"), the Founders imposed their form of order throughout the Gamma Quadrant, conquering worlds and governing through fear. Before annexing a new planet or system, the Dominion would usually negotiate first through the Vorta, and if the world remained uncooperative, then the Jem'hadar were sent in to "convince" them of their futility. Both Vorta and Jem'hadar were genetically engineered to ensure their absolute loyalty to the Founders, and each specializes in their designated tasks. The Vorta are administrators and diplomats, the spokesperson for the Founders. The Jem'hadar are the soldiers who kill or die for the glory of the Founders. With such highly efficient and blindly obedient subordinates, the Dominion rarely, if at all, knew failure. It steadily expanded, the result of world after world subjugated under Dominion rule, and now the Founders control the most powerful force to be reckoned with in the Gamma Quadrant.

The Founders are loath to leave the seclusion of their planet, but they still retained some of the exploratory impulses from the past. To learn more about the universe without endangering themselves unnecessarily, they sent many of their own kind throughout the galaxy in their infancy, using them as living probes of the galaxy. To ensure the infants returned one day, they placed homing "beacons" into the minds of each, expecting to see them again when they would return to the homeworld with the experience of hundreds of years. Among these infants was Deep Space Nine's chief security officer, Odo. The Founders rarely leave their planet within the Nebula, instead delegating the work involved in governing the Dominion to the Vorta.

JEM'HADAR

The Jem'hadar are a genetically engineered species that strikes fear in the hearts of all who oppose them. Their menacing appearance and rigid bearing reveal their designation as warriors of the Dominion. Coded within their DNA are genes that manifest into an inborn propensity for violence. However, their devotion to the Founders and the Dominion cause is equally impressive, and they willingly sacrifice their lives to serve their "Gods".

JEM'HADAR BIOLOGY

The Founders enhanced the Jem'hadar from their original savage state. The Jem'hadar today are a genetically engineered race of elite fighters, imprinted with blind obedience to the Vortas and particularly to the Founders, whom they regard as gods and superior beings. Few Jem'hadar have actually seen the Founders, instead acting under the directions of a Vorta supervisor, intermediaries and executors of the Founders' will.

JEM'HADAR PACKAGE DEAL

Ability	Cost
+5 STR	5
+3 DEX	9
+5 CON	10
+3 BODY	6
Reptilian Skin: Damage Resistance (2 PD/2 ED)	2
Genetically Enhanced: Life Support (No Need to Eat, No Need to Sleep)	6
Cloaking: Invisibility to Sight group (20 Active Points); must become visible during attack (-1/2)	13
Weapon Familiarities: Advanced Small Arms, Common Melee Weapons	4
Disadvantages	
Dependence: Ketrocel White (Uncommon, 2d6 per Hour, Powers are affected 14- roll)	-25
Psychological Limitation: Loyal to Founders (Common, Total)	-25
Total Cost of Package	**5**
Options	
Psychological Limitation: Enthusiasm for Combat / Victory is Life (Common, Strong)	-20
Innate Fighting Instincts: +3 CSLs with Unarmed Combat	9
Battle Training: +2 Overall Combat Levels	16

In line with their function as fighting machines, the Jem'hadar are known for their tremendous physical endurance and zealous enthusiasm for combat. To keep the focus of Jem'hadar fighters on their work, the Founders have made the entire species male, thus rendering them incapable of natural procreation and possibly deviations from the original blueprint due to DNA mutation. They possess a natural ability to cloak themselves, do not sleep, do not eat, do not relax, and their every victory is glory for the Founders.

The Jem'hadar live for war and victory, as their mantra "Victory is life!" suggests, but their lifespan is short: they are engineered for accelerated growth and rarely live pass the age of 20, at which stage the Jem'hadar is considered an honored elder. The blood chemistry of the Jem'hadar is designed to collapse without regular intake of an isogenic enzyme, Ketrocel White, an additional guarantee of their loyalty to the Founders. Born within a birthing chamber, a Jem'hadar infant will reach full adulthood within 3 days, ready to fight and vulnerable to the addiction on "White" (Short for Ketrocel White). White cannot be reproduced through regular means, only handed out by the Vortas, who are in turn supplied by the Founders. Jem'hadars that go without the White will experience severe withdrawal and eventually die. Before death, they will slaughter any and all living creatures around to bring as many to the grave as they can. Once weakened by a lack of White, their various functions, such as cloaking, will be impaired and eventually dissipate.

Dr. Bashir and Chief O'Brien once met with a Jem'hadar that had lived for years without the white. He was unlike any Jem'hadar they had met: logical, less volatile, less willing to kill, and more open to reason. He had brought along a company of normal, dependent brethren to the planet where he claimed the conditions gave him independence from the White. However, the other Jem'hadar did not go through the same experience as he did and still remained reliant upon the White. Dr. Bashir worked furiously to find a way to simulate the missing enzyme for the dying Jem'hadar, but was kept from completing his work by Chief O'Brien, who, not bound by the Hippocratic oath, was anxious to leave. From this incident, it could very well be that the Jem'hadar is capable of independence from the drudgery of Dominion service, but how that can happen is not known.

Jem'hadar dependence on Ketrocel White had provided the assurance of total obedience to the revered Founders and, to a lesser degree, their Vorta supervisors. The lack of accessibility to White would deter any renegades and end the life of runaways, but the same attributes that make it so powerful in the hands of the Founder make manufacturing bases of White prime targets for the Federation. With the Gamma Quadrant route closed off by the wormhole aliens, the Dominion had to make the White in the Alpha Quadrant itself and the sabotage of the major supply depots has been central in the battle against the Dominion.

The Jem'hadar are unchanging and unchangeable from

their present state as warriors of the Dominion. Their lifespan being short and volatile, they never had the chance to develop a society, a government, or any independent thought. As long as they are born in birthing chambers and live only to kill, they will never reach the same level of development as other sentient beings, and remain as they had been for thousands of year.

JEM'HADAR HOMEWORLD

Unknown.

JEM'HADAR CULTURE

The Jem'hadar have only one purpose in life: conquer enemies in victorious battle. Once taken prisoner or failing a mission, they will end their own existence without further thought. If the death of one Jem'hadar will make the rest stronger, then that Jem'hadar will freely give his life. That is the way of things-the Jem'hadar are expendable, much more so than the Vorta, who, as diplomats and administrators value their lives highly. Though the Jem'hadar are subservient to the Vorta and Founders, the Jem'hadar combine all the necessary qualities that make them the most efficient and terrifying agents of the Dominion. In interstellar travel and warfare, they often can be seen manning the small Attack Craft, and the larger Battle Cruiser. The Jem'hadar see their only redemption in the eyes of their gods is victory in the name of the Founders. Before entering battle, the First or Commanding officer of the Jem'hadar, will declare a battle cry similar to this:

"I am First [Name], and I am dead. As of this moment, we are all dead. We go into battle, to reclaim our lives. This we do gladly, for we are Jem'hadar - remember, Victory is life!"

The Jem'hadar are organized into a very strict hierarchy. The "First" is equivalent to the Captain of Starfleet; the "Second" is equivalent to the first officer, and so on. The decision of the First cannot be argued with and it is against the of Jem'hadar teachings of "Obedience brings victory!" to even question the judgment of a higher officer. The First takes full responsibility for the action of his men, and while he allows the Vorta to discipline him, he will not let the supervisor discipline his men. The standard Jem'hadar warship does not have a viewscreen. Instead, two visors-one for the Vorta supervisor and one for the First-provide the only means of seeing what is outside the ship. This design is meant to solidify the Jem'hadar's obedience in their First and the Vorta, and also prevents panic reaction in suicide missions.

VORTA

This humanoid species comes across as unreliable, deceitful, and cunning. Eris, the Vorta operative with psionic powers, almost succeeded in infiltrating Deep Space Nine by befriending Sisko and helping them escape from the Jem'hadar prison. Later Vortas, most notably Weyoun, proved equally deceptive and manipulative under their insincere smile.

VORTA BIOLOGY

The Founders created the Vorta as diplomats of the Dominion. They were not built from scratch, but improved upon an already existing species. If the Vorta Eris's account of the Vorta homeworld could be trusted (which is in doubt), Vortas originate from the planet Kurill Prime, in the Gamma Quadrant. Weyoun No. 6 gave another narrative of how the Founders changed their evolutionary path. Long ago, the Vorta were a race of tree-dwelling, ape-like species with undeveloped intelligence. An injured Founder stumbled into their forest, and a family of Vorta sheltered him. In return, the Founder promised that one day the Vorta would become an integral part of an empire that spanned the galaxy. As the Jem'hadar are too violently inclined and lacking in social graces, the Founders resequenced Vorta DNA and populated them into the second tier of the Dominion-diplomacy and administration.

VORTA PACKAGE DEAL

Ability	Cost
+3 INT	3
+3 EGO	6
+3 PRE	3
Enhanced Hearing: +3 PER to Hearing Group	6
Genetic Resequencing: Life Support (Immunity to all Poisons)	10
Disadvantages	
Physical Limitation: No taste sense (Infrequently, Slightly)	-5
Near-Sighted: -2 PER to Sight Group	-4
Total Cost of Package	19
Options	
Psychological Limitation: Loyal to Founders (Common, Strong)	-15
Psychological Limitation: Devious and Manipulative (Common, Moderate)	-10
Dominion Expert: KS: Dominion Cultures 11- plus KS: Dominion History 11- plus 4 points in KS for specific Dominion Worlds	8
Superb Diplomat: +3 with Persuasion	6

Vortas have pointed ears, which are connected to the mandible, and the size and shape of the ears allow for a highly acute sense of hearing. They are all highly intelligent and soft-spoken as a rule, but the outer appearance of compliance and friendliness hide a manipulative nature. In the numerous dealings with the Dominion, the Federation officers have learned to trust the Jem'hadar more than the Vorta.

While the Jem'hadar are blunt and almost incapable of lying, no one can easily read the intentions of a Vorta. The Founders changed the genetic coding of the original species, and the "enhanced" Vorta also blindly follow the Founder's orders and regard them as Gods. As Weyoun No. 6 said, "Why be a God if there is no one to worship you?"

In line with their diplomatic duties and posts of command over the Jem'hadar, Vortas are immune to almost every kind of poisoning. This comes in very handy when they are dealing with hostile races. Vortas are experts at cloning, and seem to reserve backup copies of themselves that can be cloned if an earlier version was killed or lost in the treacheries involved with Dominion diplomacy.

One particularly prominent Vorta supervisor, Weyoun, has gone through 8 reincarnations. The same Vorta has supplied the Federation with knowledge that Vorta have poor hearing while they have a keen olfactory sense. They also cannot "taste" anything, another genetic programming from the Founders to help them "remember their roots" and keep them in their place. When asked whether the Founders made a mistake in choosing a species with poor hearing to be diplomatic delegates, the Vorta Weyoun fervently denied even the possibilities of their "Gods" making mistakes.

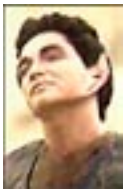
The Founders sometimes gives special abilities to certain Vortas for the successful completion of their mission. The first Vorta seen by the Federation was a female named Eris. She had telekinetic powers that enabled her to manipulate energy. Later Vortas have not been noted to possess such powers, and it is the belief of the Federation that Eris was an exception.

VORTA HOMEWORLD

Unknown, beyond being a class M world with forested areas.

VORTA CULTURE

The Vorta are the administrators and diplomats of the Dominion, the ones who carry out the dictates of the Founders and "negotiate" new worlds into submission. In serving the Founder, Vortas are also zealous in protecting the Dominion's agenda. If captured, Vortas are also obligated to commit suicide rather than surrender to enemies. One Vorta, Keevan, however did not follow this policy and opted to kill his Jem'hadars rather than die. They revere the Founders in much the same light as Jem'hadar do, and give precedence to the safety of a Founder's life over everything else. Vorta supervisor Kilana once exchanged a whole Jem'hadar ship for the ashes of a dead Founder.



One Vorta is usually at the head of every Jem'hadar Attack Craft, along with a complement of 42 Jem'hadar. Several are believed to be aboard the larger Jem'hadar Battle Cruiser. Inside the Jem'hadar ship, the supervisor and the Jem'hadar First are given headsets that allow them to visually see what is happening outside of the ship.

Their hold over the Jem'hadar is nowhere as solid as the Founders', but given the Jem'hadar's loyalty complex and their dependence on Ketrocel White, the Vorta almost always come out with the upper hand. There had been stories of the Jem'hadar First killing his Vorta supervisor, but such occurrences are rare. Before distributing the White, the Vorta and the Jem'hadar both solemnly go through a brief ceremony where the Vorta asks the First to vouch for the loyalty of his men.

"First [Name], can you vouch for the loyalty of your men?"

"We pledge our loyalty to the Founders from now until death."

"Then receive this reward from the Founders. May it keep you strong."

THE BORG COLLECTIVE

BORG

The Borg had at one time posed the most dangerous threat to the Federation and the Alpha Quadrant in general. These cyborgs have no feeling, no emotion, no individual thought, but share in the network of thought which comprise the Collective and work as a drone at a very specific task upon activation. The Borg are anything but peaceful, however, and their drive to learn more and improve themselves evolved into a predatory process which involved seeking out new civilizations to "assimilate" and add to their Collective consciousness.

BORG BIOLOGY

The Borg are a race of "enhanced" humanoids native to the Delta Quadrant. Originally completely organic, their evolutionary path led them to create a highly effective hive social structure that achieves a collective consciousness through cybernetic implants.

BORG COLLECTIVE PACKAGE DEAL

Ability	Cost
Borg Neural Subspace Link: Mind Link, Any willing target (+10), up to 8 minds (+15), Any Distance (+5); Only With Others [Borg] Who Have Mind Link (-1).	17
Borg Collective Knowledge: Galactic Database/ Knowledge 25-; Only Works With Mind Link (-1/2)	11
Borg Cybernetic Arm: +10 STR (10 Active Points); Only usable with right arm (-1/4), Restrainable (-1/4), No Figured Characteristics (-1/2)	4
Borg Cybernetic Eye: (Total: 26 Active Cost, 17 Real Cost) IR Perception (Sight Group) (5 Active Points); Restrainable (Removable Eyepiece; -1/2) (Real Cost: 3) **plus** UV Perception (Sight Group) (5 Active Points); Restrainable (Removable Eyepiece; -1/2) (Real Cost: 3) **plus** Microscopic (x100) with Sight Group (10 Active Points); Restrainable (Removable Eyepiece; -1/2) (Real Cost: 7) **plus** +4 versus Range Modifier for Sight Group (6 Active Points); Restrainable (Removable Eyepiece; -1/2) (Real Cost: 4)	17
Borg Regulated Physiology: +10 CON (20 Active Points); Limited Power Only To Resist CON-Stunning (-1)	10
Assimilation by Nanoprobes: Transform 1d6 to Borg, Partial Transform (+1/2), Continuous (+1), Uncontrolled (+1/2), Reduced END (0 END; +1/2) (52 Active Points); No Range (-1/2), Gradual Effect (1d6/5 minutes; -3/4), Limited Target (humanoids; -1/4). Uncontrolled stopped by Omicron radiation, counter nanoprobes, or similar effect that destroys the nanoprobes.	21
Borg Defenses: Armor (2PD/2ED)	6
Borg Defenses: Force Field (10 ED)	10
Borg Defense Adaptation: Missile Deflection (Any Ranged Attack) (20 Active Points); Only Works Against Energy Attacks (-1/2), Activation Roll 11- (x1/2 Lim as Activation is for Startup Only; -1/2) **Note:** May not use to defend against first attack; second attack gives Missile Deflection an 8- roll; each subsequent attack gives the Borg an 11- startup Activation roll. Once the Activation roll succeeds, the Borg has adapted to the weapon.	10
Borg Defense Adaptation: +10 with Missile Deflection OCV	20
Disadvantages	
Physical Limitation: Slow Physical Movement (No Noncombat Running)	-5
Physical Limitation: Slow Physical Movement (Maximum SPD is 2)	-5
Psychological Limitation: Borg Collective Intelligence (Common, Total)	-25
Total Cost of Package	**81**

Each Borg has cybernetic implants that differ with the specific designated task. The assimilated drone has only to listen to the murmur of thousands that transmit into his/her mind precisely the task at hand, never needing to decide independently nor worry about what course of action to take. The result is an outward harmony and complete cooperation among the drones at the price of surrendering individual thought. Yet such a life of security has prompted Borgs separated from the Collective to long to lose themselves within the Collective again and return to the hive. Powerful transmitters within the Borg cubes are responsible for sending out signals in subspace that activate the homing signal within Borg implants which forces lost drones to return to a Borg hive in the event of separation with the Collective.

TYPICAL BORG DRONE

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400.0kg; 4d6; [2]
10	DEX	0	11-	OCV 3 DCV 3
15	CON	10	12-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
13	PRE	3	12-	PRE Attack: 2 1/2d6
8	COM	-1	11-	
4/6	PD	0		Total: 4/6 PD (0/2 rPD)
3/15	ED	0		Total: 3/15 ED (0/12 rED)
2	SPD	0		Phases: 6, 12
7	REC	0		
30	END	0		
31	STUN	0		Total Characteristic Cost: 39

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 4"

Cost	Powers	END
17	*Borg Neural Subspace Link:* Mind Link , Any Willing Target, Any distance, Number of Minds (x8) (35 Active Points); Only With Others [Borg] Who Have Mind Link (-1)	0

11	*Borg Collective Knowledge:* KS: Galactic Database of Knowledge (16 Active Points); Linked (Borg Neural Subspace Link; Only Available Through Borg Neural Subspace Link; -1/2) 25-	
4	*Borg Cybernetic Right Arm:* +10 STR (10 Active Points); Restrainable (-1/2), No Figured Characteristics (-1/2), Limited Power Only Usable With Right Arm (-1/4)	1
17	*Borg Cybernetic Eye:* (Total: 26 Active Cost, 17 Real Cost) IR Perception (Sight Group) (5 Active Points); Restrainable (Removable Eyepiece; -1/2) (Real Cost: 3) **plus** UV Perception (Sight Group) (5 Active Points); Restrainable (Removable Eyepiece; -1/2) (Real Cost: 3) **plus** Microscopic (x100) with Sight Group (10 Active Points); Restrainable (Removable Eyepiece; -1/2) (Real Cost: 7) **plus** +4 versus Range Modifier for Sight Group (6 Active Points); Restrainable (Removable Eyepiece; -1/2) (Real Cost: 4)	0
21	*Assimilation by Nanoprobes:* Major Transform 1d6 (Transform Living Being into Borg), Partial Transform (+1/2), Uncontrolled (Uncontrolld is stopped by Omicron radiation, counter nanoprobes, or similar effects that destroy the Borg nanoprobes; +1/2), Reduced Endurance (0 END; +1/2), Continuous (+1) (52 Active Points); Gradual Effect (1d6 per 5 Minutes; -3/4), No Range (-1/2), Limited Target (Living beings similar to humanoids) (-1/4)	0
10	*Borg Regulated Physiology:* +10 CON (20 Active Points); Limited Power Only To Resist CON-Stunning (-1)	
6	*Borg Defenses:* Armor (2 PD/2 ED)	0
10	*Borg Defenses:* FF (10 ED)	2
10	*Borg Defense Adaptation:* Missile Deflection (Any Ranged Attack) (20 Active Points); Only Works Against Energy Attacks (-1/2), Activation Roll 11- (x1/2 Lim as Activation is for Startup Only; -1/2) **Note:** May not use to defend against first attack; second attack gives Missile Deflection an 8- roll; each subsequent attack gives the Borg an 11- startup Activation roll. Once the Activation roll succeeds, the Borg has adapted to the weapon.	0
20	*Borg Defense Adaptation:* +10 with Missile Deflection OCV	
5	*Multitasking:* Rapid Attack (HTH) , Limited Power Noncombat actions only (+0)	

Cost	Skills
6	+2 with any Grab
14	Computer Programming (Hacking and Computer Security, Data Mining and Retrieval) 17-
7	Demolitions 14-
24	Electronics (Communications Systems, Computer Systems, Defensive Systems, Environmental Systems, Flight Control Systems, Matter Tranport/Transmutation Systems, Medical Systems, Power Generation Systems, Sensor Systems) 15-
9	Mechanics 15-
4	Tactics (Ground Forces, Starship Fleet) 12-

Total Powers & Skill Cost: 195
Total Cost: 234

100+	Disadvantages
0	Normal Characteristic Maxima
5	Physical Limitation: Slow (No Noncombat Running) (Infrequently, Slightly Impairing)
5	Physical Limitation: Slow, maximum SPD is 2 (Infrequently, Slightly Impairing)
20	Psychological Limitation: Borg Hive Mind / Collective Intelligence (Common, Total)
104	Experience Points

Total Disadvantage Points: 234
Background/History: Poor soul assimilated by the collective.
Personality/Motivation: Collective's goals
Quote: "You will be assimilated. Resistance is futile."

EX-BORG

EX-BORG PACKAGE DEAL

Ability	Cost
Borg Neural Subspace Link: Mind Link, Any willing target (+10), up to 8 minds (+15), Any Distance (+5); Only With Others [Borg] Who Have Mind Link (-1).	17
Assimilation by Nanoprobes: Transform 1d6 to Borg, Partial Transform (+1/2), Continuous (+1), Uncontrolled (+1/2), Reduced END (0 END; +1/2) (52 Active Points); No Range (-1/2), Gradual Effect (1d6/5 minutes; -3/4), Limited Target (humanoids; -1/4). Uncontrolled stopped by Omicron radiation, counter nanoprobes, or similar effect that destroys the nanoprobes.	21
Retained Borg Collective Knowledge: Galactic Database/ Knowledge 18-	9
Disadvantages	
Distinctive Features: Ex-Borg (Easily Concealed, Major Reaction	-10
Physical Limitation: Requires Borg Regeneration alcove instead of sleep (Infrequently, Slightly)	-5
Total Cost of Package	**32**
Options	
Psychological Limitation: Feels empty without Borg mind (Common, Strong)	-15
Psychological Limitation: Hatred of all things Borg (Common, Moderate)	-10
Psychological Limitation: Keenness on Efficiency of tasks (Common, Moderate)	-10

Assimilation is the Borg's means of adding or replacing drones, as well as their sole purpose of existence. New technology and knowledge is gathered by converting all encountered species into Borg and the added knowledge merges with the Collective to increase the knowledge base of the hive. Nearly every species encountered has been assimilated easily, with Species 8427 the notable exception. Assimilation is achieved by injecting nanoprobes below the victim's subcutaneous layer into the bloodstream, whose blood cells are then attacked and subjugated by the probes to work together and lay the groundwork for connection to the Collective. Thousands of such probes can be injected within seconds, making the effects of initial assimilation immediate. Bio-technological interface with Borg cybernetic implants and attachments are also created by the nanoprobes in preparation for surgical procedures that may include modified extremities for specific tasks, or optical and aural implants. Constant to all assimilated drones is the neural implant that is irremovable once installed.

It is the actual connection the drone has to the rest of the collective, relaying all orders while maintaining records, coordinates, and other information about the drone's activities. The integration of biological and mechanical in the Borg is so complete a Borg cannot survive with all of its implants removed.

The Borg may not need eight hours of sleep a day, but their organic origins still force them to go through a regeneration process regularly to replenish their energy. This is done in an alcove, where the Borg connects themselves to the console and operates at the lowest energy level. The regeneration process is also regulated by the Collective, but it is considered a low priority function and therefore not guarded as well as other crucial matters like shield generation or repair maintenance.

BORG HOMEWORLD

Unknown world in the Gamma Quadrant.

BORG CULTURE

The immense knowledge of all the assimilated Borg minds function as one, and each Borg is part of a giant subspace communications network called the Borg Collective. All critical information is relayed to each Borg through this network, allowing the instantaneous adaptation and reaction to any outside factors. The hive society of the Borg is extremely specialized: the decisions are not made by the Borg themselves, rather, the needs of the Collective determines their actions.

To the Borg, individual thought and action are considered imperfect and weak. They travel through the universe in their cubes or spheres seeking new civilizations to assimilate into their own consciousness, or in their words, "add the biological and technological distinctiveness of your species to our own". They don't simply assimilate individuals; they strip cultures, races, and entire worlds of their identity. New species encountered are classified with numbers and referred to as such, further eliminating the distinctiveness of the species. The emptied shells of assimilated individuals are integrated into the hive while their understanding and technology are added into the Collective. If a Borg drone dies or is beyond repair, the Collective will still retain all his memories. So in a sense all Borg are immortal.

The Collective can be subdivided into three components: A queen to oversee and monitor the hive activity, battle drones [as revealed on Voyager] that concentrate on defense and offense, and the vast numbers of drones whose jobs it is to maintain the hive's efficient systems and carry out orders given by the Collective. The Queen does not function as a breeder of new drones, but rather as the central consciousness that dictates the will and motives of the Collective. She uses the pronoun "I" instead of "We" but does not appear to be truly individual, instead maintaining an awareness above that of that of an ordinary Borg.

QUADRANTS OF THE GALAXY

Federation cartographers have divided the Milky Way galaxy into four quadrants: Alpha Quadrant, Beta Quadrant, Delta Quadrant, and Gamma Quadrant.

ALPHA QUADRANT

The majority of the Federation, including Earth. Deep Space Nine and Bajor, likes within the Alpha Quadrant, although a portion extends into the Beta Quadrant. Other governments in the Alpha Quadrant include the Breen, Cardassian Union, and the Ferengi Alliance.

A wormhole near Bajor leads to Dominion space in the Gamma Quadrant.

BETA QUADRANT

This area of space also remains mostly unexplored and contains the Klingon and Romulan Star Empire. This area also contains some member planets of the Federation.

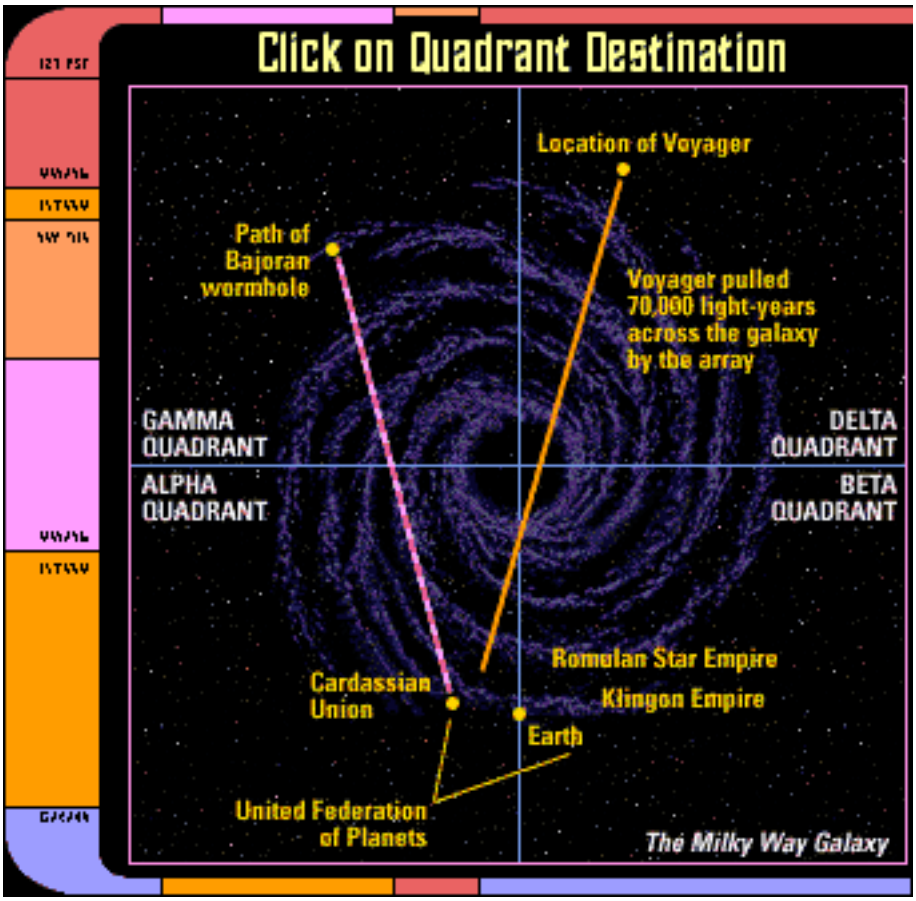
The known governments in the Beta Quadrant include the Gorn Empire, the Klingon Empire, the Romulan Empire, and the Tholian Assembly.

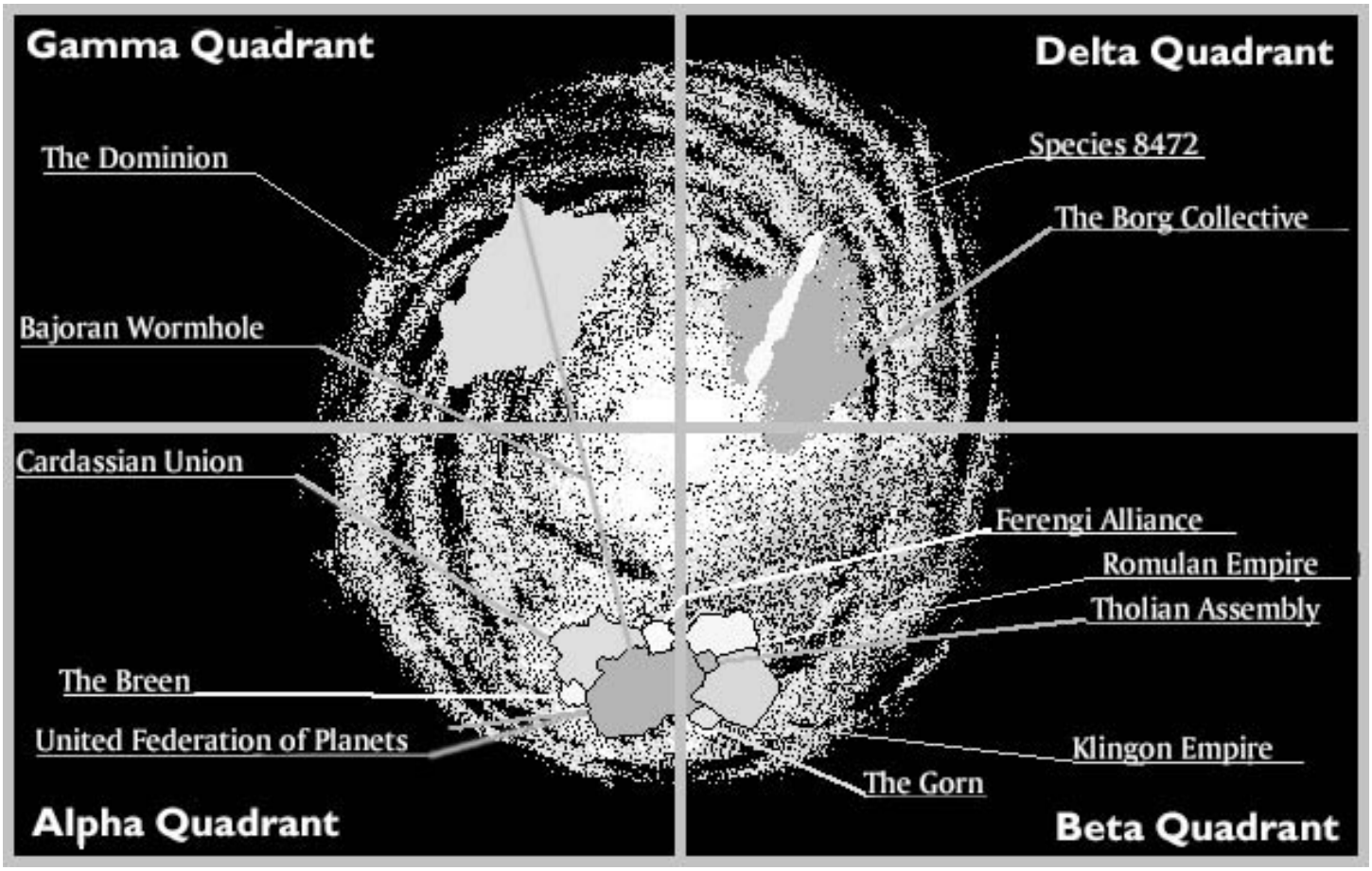
DELTA QUADRANT

The Delta Quadrant, where the Star Trek: Voyager series took place, is home to the Borg, the Borg victims, and numerous other civilizations.

GAMMA QUADRANT

The Gamma Quadrant contains the Dominion.


Click on Quadrant Destination
Location of Voyager
Path of Bajoran wormhole
Voyager pulled 70,000 light-years across the galaxy by the array
GAMMA QUADRANT
DELTA QUADRANT
ALPHA QUADRANT
BETA QUADRANT
Romulan Star Empire
Cardassian Union
Klingon Empire
Earth
United Federation of Planets
The Milky Way Galaxy


Gamma Quadrant
The Dominion
Bajoran Wormhole
Delta Quadrant
Species 8472
The Borg Collective
Cardassian Union
The Breen
United Federation of Planets
Alpha Quadrant
Ferengi Alliance
Romulan Empire
Tholian Assembly
Klingon Empire
The Gorn
Beta Quadrant

THE UNITED FEDERATION OF PLANETS

AT A GLANCE
OFFICIAL NAME: United Federation of Planets, incorporated 2161 ("The Outcast" [TNG])
HEAD OF STATE/GOVERNMENT: President Jaresh-Inyo, of the planet Grazer ("Homefront" [DS9])
CAPITAL WORLD/CITIES: Terra (Earth); San Francisco, North America (legislative capital); Paris, European Alliance (administrative capital) (Star Trek IV; Star Trek VI; "The Price" [TNG]; "Future's End, Part 2" [VOY])
AREA/STAR SYSTEMS: at least 150 star systems, stretched out over 8,000 light years (Star Trek: First Contact)
POPULATION: less than 1 trillion (nc; "The Last Outpost" [TNG])
LANGUAGE(S): Linguacode (also Standard); (NOTE: use of universal translation devices and software render language barriers non-effective) (nc, Star Trek 1)
MONETARY UNIT(S): Federation credit (nc; "The Trouble With Tribbles" [TOS])
GOVERNMENT: Supreme law vested in a Constitution of the United Federation of Planets, ratified in 2161 ("The Drumhead" [TNG]). Strong democratic tradition, consisting of a popularly-elected legislative Federation Council, composed of representatives from the various member planets, which meets in San Francisco, North America, and a chief executive Federation Council President, officed in Paris, European Alliance. Personal civil liberties protected and governed judicially by the Supreme Court of the United Federation of Planets ("Dr. Bashir, I Presume" [DS9]) and by a Uniform Code of Justice ("The Drumhead" [TNG]), as well as by precedent-setting legal documents, such as the Acts of Cumberland ("The Measure of a Man" [TNG]) and the Statutes of Alpha III ("Court Martial" [TOS]) in addition to the Constitution.
MILITARY STRENGTH: Starfleet armed forces (naval forces and marines), totalling over 2500 starships and some several million personnel (Star Trek VI, "...Nor the Battle to the Strong" [DS9], "Call to Arms" [DS9]). Federation Department of Defense based in San Francisco, North America at Starfleet Command (Star Trek 1).
NATIONAL HOLIDAY: Federation Day, celebrated annually ("The Outcast" [TNG])

The United Federation of Planets, also known as the UFP or the "Federation", contains thousands inhabited worlds of more than 100 unique races. It covers more than half of the spiral arm of the Milky Way galaxy containing Earth, spanning some 8000 light years. Humans make up 40% of the Federation population. In the 23rd Century, the Federation borders the Klingon Empire, the Romulan Empire, the Gorns, and the Tholians, leaving only one direction for expansion. In the 24th Century, the expanded borders have added the Cardassians and Ferengi to border powers.

Two hundred years after its founding in 2161, the United Federation of Planets has 150 members and dozens of planets being considered for membership at any time.

THE FEDERATION GOVERNMENT

The Federation is a Republic style of Government, based on a central governing body of elected officials. Its branches include the Executive Branch (Federation President), Legislative Branch (Federation Council), and Judicial Branch (Federation Judiciary).

The Federation President

The Federation President presides over the council, and is elected by the council from its members. The office of Federation president is the most powerful office in the Federation, as the president is the final arbiter of treaties and casts the deciding vote in any council voting ties. In cases of emergency he may act on behalf of the council, but requires ratification of any measures he imposes.

The Federation President serves his five-year term as president.

The Federation Council

The Federation Council is the representative body of the Federation. It is composed of six representatives each from Earth, Vulcan, Andor, Tellar, and Alpha Centauri. The representatives are elected by their planet and serve five-year terms.

THE FEDERATION ASSEMBLY

The Federation Assembly is composed of representatives from every member planet of the Federation. Full Members have two delegates; Associate Members have only one delegate. Delegates serve 6-year terms.

The Federation Assembly's purpose is to formulate legislation for ratification by the Federation Council.

THE FEDERATION SECURITY COUNCIL

"Provide for the common defense, promote the general welfare..." These words are part and parcel of the Security Council. It consists of 20 members appointed by members of the Federation Assembly to handle matters of internal and external security. They get involved matters like the shipments of grain to Sherman's Planet, sending plague vaccine to Macas V, and other matters of importance.

They also oversee the FSA (Federation Security Agency).

The Federation Judiciary

The Federation Judiciary consists of a Supreme Court (called the Federation Tribunal) and Lower Courts.

THE FEDERATION SECRETARIAT

The Federation Secretariat is composed of various departments that operate independently of the Federation Council. The Secretary of each department has a 3-year term, and is appointed by the Federation Council. Deputy Secretaries are appointed by the Secretaries, and remain until replaced.

DEPARTMENT OF STAR FLEET

This Secretary, who is usually a retired Star Fleet Admiral, works with Star Fleet to coordinate long-range planning and funding.

DEPARTMENT OF INTERSTELLAR RELATIONS

This department is responsible for appointing all ambassadors and coordinating their efforts.

DEPARTMENT OF INTERSTELLAR TRADE AND COMMERCE

This department is responsible for regulating and managing trade throughout the Federation, and includes various Bureaus to facilitate that arduous task. The Bureaus include: Bureau of Weights and Measures, Bureau of Interstellar Navigation, Bureau of Interstellar Trade, Bureau of Corporate Development, and the Bureau of Economic Development.

DEPARTMENT OF COLONIZATION

This department is responsible for locating planets for colonization, administering those planets, and supporting new colony worlds. Since groups other than Star Fleet also perform exploration and discovery, there are various bureaus to assist with this undertaking: Bureau of Civilian Exploration, Bureau of Colonial Administration, and the Bureau of Planetary Classification.

DEPARTMENT OF PLANETARY DEVELOPMENT

This department is responsible for aiding and development of planetary resources. Its bureaus are: Bureau of Agriculture, Bureau of Mining, and Bureau of Planetary Relief.

DEPARTMENT OF SCIENTIFIC RESEARCH & DEVELOPMENT

This department provides grants for scientific research, determines what research is within the moral bounds of the

Federation, distributes the findings of such research through seminars, etc.

DEPARTMENT OF JUSTICE

This department deals with criminal acts within the Federation that are not subject to local planetary justice. Its head is the Federation Attorney General, and the bureaus are the Federation Bureau of Investigation and the Federation Bureau of Corrections. [qf Tantalus Prison Colony, DMd]

DEPARTMENT OF EDUCATION

This department is responsible for the free exchange of information regarding Federation cultures.

DEPARTMENT OF FINANCE

This department is responsible for collecting and administering the Federation's finances, and includes the Bureau of Budgetary Control, Bureau of Federation Revenue (taxation), and Bureau of Federation Comptroller.

DEPARTMENT OF THE INTERIOR

This department is a collection of Bureaus designed to manage the internal affair of the Federation that are not covered by other Departments.

STAR FLEET

Star Fleet is the military branch of the Federation. Its charter is exploration and discovery, but out of necessity it's the armed forces as well. It carries out the policies and directives of the Federation, expanding both borders and knowledge.

EXPLORATION

Exploration, whether deep space or planetary exploration, is one of Star Fleet's primary missions. "To seek out new life and new civilizations..."

DEFENSE

Defense of the Federation is another primary mission, and can take the form of patrols (such as patrolling the Romulan Neutral Zone), threat alerts (such as Cardassian incursions into Federation space), tactical missions (also known as battles), and escorts (such as protecting a fleet of freighters delivering agricultural goods to an endangered planet).

DIPLOMACY

Star Fleet is often called upon to be involved in diplomatic affairs, including first contacts with unknown species, negotiations of trade agreements and territorial disputes, and escorting diplomatic teams to troubled areas.

AID

Star Fleet may be called upon to help render aid and assistance to planets suffering plagues or natural disasters, or assisting in the evacuation of planets and colonies when no other recourse is available.

SCIENTIFIC PROGRESS

Start Fleet is often called in for cases of experimentation and research that are important to the Federation, such as new FTL or warp systems, studying the collapse of a star, or studying some newly discovered phenomena.

Divisions of Star Fleet

There are five divisions of Star Fleet, each directed by one of five Chiefs who are together called the Joint Chiefs of Staff. They are: Chief-in-Command, Chief of Fleet Operations, Chief of Research and Exploration, Chief of Strategic Operations, and Chief of Interplanetary Affairs. As a group, they are responsible for setting policy and guidelines for Star Fleet operation.

FLEET OPERATIONS

The Office of Fleet Operations manages the 27 fleets, each of which is assigned to a particular area of space.

STRATEGIC OPERATIONS

The Office of Strategic Operations manages and plans for the defense of the Federation.

RESEARCH AND EXPLORATION

The Office of Research and Exploration coordinates and supervises the exploration and research efforts of Star Fleet in conjunction with other organizations.

INTERPLANETARY AFFAIRS

The Office of Interplanetary Affairs is responsible for diplomatic relations, first contacts, and other such affairs.

Star Fleet Academy

Star Fleet Academy trains recruits to become Star Fleet personnel. The academy is a 4-year program that teaches the physical and mental requirements to be a member of Star Fleet.

Star Fleet Academy is based on Earth in San Francisco. The academy has thousands of graduates each year. There are other training sites at other Starbases for recruits that are too far away to travel to Earth for training.

Star Fleet Forces

Star Fleet maintains 27 fleets of starships to monitor borders, deter invaders, escort colonial and merchant fleets in dangerous areas, map uncharted regions, gather intelligence, and if necessary go into battle. Fleet 001 guards sector 001, which includes Earth, Vulcan, Andor, Alpha Centauri, and other worlds of sector 001.

23rd century: Star Fleet ships include Constitution-class Heavy Cruisers (like the Enterprise), as well as Destroyers, Scouts, Tugs, and a host of other vessels.

24th century: Galaxy-class and other ships patrol the Federation.

Star Fleet Officer Rank

Ensign
Lieutenant JG
Lieutenant
Lieutenant Commander
Commander
Captain
Commodore/Fleet Captain/Rear Admiral
Vice Admiral
Admiral
Fleet Admiral

STAR FLEET BRANCHES

23RD CENTURY STAR FLEET

In the 23rd century, Star Fleet organizes its personnel into the following branches: Command, Helm & Navigation, Communications, Sciences, Medical, Engineering, and Security.

Command

Command personnel are responsible for the management / leadership ship of other personnel. Command personnel include Captain, First Officer, Chief Science Officer, Chief Medical Officer, and so on. They are the department heads, leaders of away missions, and coordinators of research.

Helm & Navigation

Helmsmen and Navigators are responsible for the movement of the ship as well as the tactical systems (shields, phasers, etc.). More ship captains come from this branch than any other.

Communications

Communications personnel handle the communications aboard ship, as well as between ship and Star Fleet, ship and unknown civilizations, translation of coded messages, etc.

Sciences

Sciences personnel operate the ship's sensors, conduct research, and apply their scientific expertise to problems encountered during missions. Larger ships such as the Enterprise actually have a host of specialists - geologists, zoologists, archaeology & anthropology, botanists, and so on. Smaller ships will have fewer specialists.

Medical

Medical personnel are responsible for the physical and mental well-being of the crew, and well as treating any others they encounter who require medical attention. Larger starships will have a Chief Medical Officer, Chief Nurse, and Chief Psychologist with others who report to them.

Engineering

Engineering is responsible for the maintenance of the ship and all of its systems - not only the warp drive and impulse drive, but the transporters, food replicators, life support systems, and so on.

Security

In the 23rd century, security personnel maintain the security aboard ship and on landing parties. They escort visitors, accompany landing party members into potentially hostile areas, guard prisoners in the brig, and so on.

24TH CENTURY

Star Fleet organizes its personnel into the following branches: Command, Flight Control, Operations (Engineering, Operations (Communications, Sensors, Transporters, etc.), Security), Sciences (Science Officer, Medical Officer, Counselor).

Command

Command personnel are the officers who perform command duties on board starship and starbases. They are captains, section heads, first officers, and others who command. Their responsibilities include ensuring their mission's success, looking out for their crew's safety, and maintaining the policies of their organization.

Flight Control

Flight control handles the piloting and navigation of spacecraft. They monitor all critical systems such as navigational deflectors, warp output, and other factors to ensure a safe journey. During battle they work with the tactical officer, who has control of weapons and shields.

Operations

Operations officers handle the day-to-day activities, making sure things are working correctly at their posting, whether that is a starship, starbase, monitoring station, or other such location. Operations officers include the engineers who operate the transporters and repair faulty systems, the security personnel who guard prisoners and beam into dangerous situations, and the various ops officers who specialize in manning transporters, life support systems, communications, and other important systems.

Engineering

Engineers are highly trained and specialized ops officers responsible for keeping the systems and equipment operating at its best.

Starship Ops

Starship Ops officers are specialized in a particular area, such as communications ops, transporter ops, life support ops, sensor ops, power management ops, and so forth.

Security

Security ops are the guards, soldiers, and police. They protect, escort, guard, and leap into dangerous situations to defend the ship, station, or crew.

Sciences

Science Officer

Science officers lead scientific research and investigation, providing the data and information for command to make an informed decision. Science officers include geologists, botanists, astrophysicists, and so forth. Some science officers specialize on a particular topic, others prefer a broad range of knowledge.

Medical

Medical personnel are responsible for the physical and mental well-being of the crew, and well as treating any others they encounter who require medical attention. Larger starships will have a Chief Medical Officer, Chief Nurse, and Chief Psychologist with others who report to them.

Counselor

Counselors are responsible for the mental and emotional well-being of the crew. They provide advice, assist with morale, advise the captain regarding motives and customs of other races, and so forth.

UNIFORMS

23rd century

Star Fleet uniforms are based on gender. Male crewmen wear black pants and black boots, with a shirt colored as per their Branch of service. Women wear a knee-length dress colored as per their branch of service.

The colors are: command may wear green or the color of their original branch; communications, engineering, and security wear red; sciences and medical wear blue; helm and navigation wear gold.

24th century

Star Fleet uniforms are the same for either sex, consisting primarily of a two-piece jumpsuit, primarily black with a single color stripe across the shirt, which is based on department. The colors are: Red for command, JAG, Flight Control; Blue for Sciences, medical, and counseling; Gold for engineering, security, and operations; and Green for marines.

STAR FLEET INTELLIGENCE

Star Fleet Intelligence is essentially Naval Intelligence. Its mission is to collect and record "such information as may be useful ... in time of war as well as in peace."

It processes, analyzes, produces, and disseminates scientific and technical intelligence on foreign star fleets for the use of Star Fleet Command. This includes automated intelligence, information processing, and communications systems; operational intelligence, indications and warnings, spatial surveillance information, and in-depth analyses of adversary strategy, doctrine, tactics, and readiness.

Star Fleet Intelligence routinely monitors all neutral zones and empires, including Klingon, Romulan, Gorn, and Cardassian borders.

INFORMATION GATHERING

SFI Administration Intelligence conducts most intelligence through passive means...observation of electronic transactions and interception of messages, and other such activities. It focuses mainly on Interaction skills (e.g., Bureaucratics, Bribery, Conversation, Trading) and observation skills (e.g., Stealth, Shadowing, Concealment).

SFI Analysis personnel conduct research and provide analysis of gathered information. SFI Analysis focuses mainly on Intellect skills (e.g., Systems Operation, Cryptography, Forensic Medicine) and Background skills (e.g., Science skills, Culture skills, Languages).

SFI Field Agents perform the dangerous intelligence operations, going into foreign zones of control to discover or retrieve information. SFI Field Agents have a broad spectrum of skills but are expected to also have Combat skills (Weapon Familiarities) and spy skills (e.g., Stealth, Shadowing, Security Systems).

SFI Transport Services provide starship transportation and information for field agents and other missions. They focus mainly on skills related to transportation (e.g., Combat Piloting, Combat Driving, Navigation) and transportation maintenance (e.g., SS: Warp Drive Technology, Mechanics, Electronics).

STRUCTURE AND ORGANIZATION

Star Fleet Intelligence has support "desks" which are specific to sectors of interest...the Gorn desk, the Romulan desk. These desks collect, analyze, and dispense information as needed to Star Fleet Command and to agents in regards to missions.

Overt operations include the Public Affairs office, Counter-intelligence, and Unclassified Information office.

Covert Operations includes the Special Equipment Section, Informants Section, Front Organizations Section, Field Agent Section, and Deep Cover Operations Section.

MISSION CLASSIFICATIONS

Most simple intelligence missions can be classified by one of the categories below. Simple missions have a limited scope - find out what the Orions are doing on Vega Prime and report back; MegaMining is a possible Maquis front organization, and we need to infiltrate it and find out; and similar missions. However, some missions may change their nature when further information is obtained or unexpected events occur, and some missions may actually be a complex set of deep-cover operations.

SURVEILLANCE MISSION

Surveillance missions gather information by quietly observing people, locations, vehicles, and other targets. Agents do not make direct contact or allow themselves to be detected. They perform data gathering, track the movement of subjects, follow transactions and vessel movements.

The most useful skills for participants in surveillance missions are: Language of targets, KS: Culture in question, Systems Operation (Sensors), Bugging, Concealment, Stealth, Cryptography, Combat Driving, Combat Piloting, and Streetwise.

Sensors, bugging, information gathering and analysis equipment are standard assignment for this type of mission. Requests for weapons are typically denied for this type of mission.

INFILTRATION MISSION

Infiltration missions use deception to infiltrate an organization, group, or culture. Infiltration can be for reasons of surveillance, subversion, or arrest.

The most useful skills for participants in infiltration missions are: Knowledge skill or Professional skill in organization or group being infiltrated (e.g., PS: Mining for infiltration the Tellarite Miners Union or KS: Parmethian Culture for infiltrating a Parmethian sect), skills of potential use to the target group (e.g., Demolitions for a terrorist faction, Combat Piloting for a group that steals ships), Forgery, Disguise, Acting, Mimicry and Streetwise.

Communications, surveillance, and professional equipment appropriate to the position supposedly held by the agent(s) are standard. Weapons are allowed, but must be concealed to avoid breaking cover.

DECEPTION MISSION

Deception missions use active or passive deception to transfer false information into a group. Passive deceptions include transmitting false information into an area knowing that it will be intercepted. Active deception includes faked arrests of agents as a means to provide false information to observers.

The most useful skills for participants in Deception missions are: Language skills and background skills of the target type (e.g., Language: Romulan for deceiving Romulans), Cryptography, Forgery (data, identification), Shadowing, Concealment, Systems Operation (Communications), Security Systems, and various Science skills.

Security access, communications, and information

gathering/ analysis equipment are standard.

TRANSPORTATION MISSION

Transportation missions involve the secure transfer of a person or object of great value...a prisoner, dignitary, scientist, prototype technology...to another location.

The most useful skills for participants in Transportation missions are: appropriate transport skills (Combat Piloting, Combat Driving), Tactics, Security Systems, Weapon Familiarity and Combat Skill Levels, various Interaction skills (Bribery, Persuasion, Conversation), and Systems Operation.

Personal security equipment and weapons are standard issue, and usually the mode of transportation. Sometimes, the vehicle is the item being transported

RECOVERY MISSION

Recovery missions involve the recovery of a lost or stolen object, kidnapped person, captured operatives, hijacked ships, or other objects of value. Such objects or people may be under close guard, taken to enemy territories, have been drugged or brainwashed, been dismantled for technological study, and so forth.

The most useful skills for participants in Recovery missions are: transportation skills (e.g., Combat Piloting, Combat Driving), information gathering skills (e.g., Conversation, Persuasion, Inquiry, Interrogation), offensive skills (e.g., Weapon Familiarities, Demolitions), medical skills (e.g., Paramedic, SS: Pharmacology), and system skills (e.g., Security Systems, Systems Operation (sensors)).

Any equipment the agents need is usually available for this type of mission.

LIQUIDATION MISSION

Liquidation missions reduce or eliminate the effectiveness of a dangerous target. Targets can include companies, factories, communication systems, military targets, scientists, politicians, dignitaries, and so forth. The object is to demoralize the opponent using the most peaceful means possible. Examples include operations like taking out an unmanned supply depot, cutting lines of communication, and other actions that do not take lives.

The most useful skills for participants in Liquidation missions are: transportation skills (e.g., Combat Piloting, Combat Driving), offensive skills (e.g., Weapon Familiarities, Demolitions), and system skills (e.g., Security Systems, Systems Operation (sensors)).

Any equipment the agents need is usually available for this type of mission.

TERMINATION MISSION

Termination missions are those that are to remove an obstacle - person, group, or object - permanently.

The most useful skills for participants in Termination missions are: transportation skills (e.g., Combat Piloting, Combat Driving), cloak and dagger skills (e.g., Stealth, Concealment, Shadowing), offensive skills (e.g., Weapon Familiarities, Demolitions, Combat Skill Levels), and system skills (e.g., Security Systems, Systems Operation (sensors)).

Any equipment the agents need is usually available for this type of mission.

INVESTIGATION MISSION

Investigation missions deal with gathering information and solving puzzles...what happened to the missing agent; why didn't the Andorian show up for the meeting; why is everyone afraid to go outside at night? What is the weird noise every morning at 2am? Anything that requires investigation goes in this category.

Investigation requires a diverse set of skills, and no specific skills are more or less important.

Communications and sensor equipment are standard issue; other equipment is available as needed. Weapon use is discouraged during investigations

FEDERATION SYSTEMS

The Federation has thousands of inhabited worlds, and detailing them is a job best left to the GM for his specific campaign. Here are some of the more important locations.

EARTH

System Name: Sol
Dominant Life Form: Humans
Position in system: 3
Number of satellites: 1
Planetary Gravity: 1.0G
Planetary Size: 12,800 km diameter
Percent Land Mass: 75%
Length of Day: 24 hours
Atmospheric Density: Terrestrial
General Climate: Warm Temperate
Mineral Content: (Metals 47%, Radioactives 35%)
Description: Earth is a highly cosmopolitan world, considered one of the richest (if not THE richest) of the Federation. Earth is best known for Star Fleet Academy and the Federation Council locations.

Earth, the homeworld of Humanity, is a highly cosmopolitan world, considered one of the richest (if not THE richest) of the Federation. In the aftermath of the World War III, many of Earth's cities have been rebuilt with proper urban and rural planning.

The Earth is a Utopian world, where all people have everything they need (except, perhaps, some good adventure). Earth is best known for Star Fleet Academy and the Federation Council locations.

Year of Admission to Federation: 2161 (charter world)

Primary: Sol (yellow, middle-aged, medium-sized star with 9 planets)

Satellites: one, Luna, with population of 50 million (major cities Copernicus City, New Berlin, Tycho City)("Conundrum" [TNG]; Star Trek: First Contact)

Native race(s): human/Terran race (humanoid)

Brief history/Comments: Located in Sector 001 ("The Best of Both Worlds, Part 1" [TNG]), Earth is a founding world of the United Federation of Planets. Earth is the capital world of the Federation, as it is the location of the Federation President's office (in Paris, European Alliance) (Star Trek VI; "The Price" [TNG]; "Homefront" [DS9]) as well as the chambers of the Federation Council (in San Francisco, North America) (Star Trek IV; "Future's End, Part 2" [VOY]). Starfleet Command is also located in San Francisco, as well as Starfleet Academy, founded in 2161 for the training of the majority of Starfleet officers ("The First Duty" [TNG]). Despite its numerous past troubles and an attempted coup in 2372 ("Paradise Lost" [DS9]), Earth is a peaceful paradise and has been the Orion Arm's superpower since defeating the Romulan Star Empire in the Romulan Wars (2156-2160) ("Balance of Terror" [TOS]).

The Moon

The moon has several domed cities, including Copernicus City, New Berlin, and Tycho City.

Jupiter

Jupiter Station.

Mars

Mars colony.

ALPHA CENTAURI

System Name: Alpha Centauri
Dominant Life Form: Alpha Centaurians
Description: Alpha Centauri is a trinary star system (see *Star Hero 107*). The closest star system to Earth, the natives of Alpha Centauri are in all respects human. It is hypothesized that the natives were transported there by the "Preservers", who have seeded other worlds with smatterings of humanity.

It has three inhabited worlds (according to the FASA guide): Alpha Centauri 7 (Al-Rijil), Alpha Centauri 4 (Al-Kuri, a colony world), and Alpha Centauri 5 (Ab-Dijurka, a colony world).

Alpha Centauri is one of the five founding members of the UFP, and has representatives in both the Federation Council and Federation Assembly. In addition there are chambers for the Federation Assembly on Al-Rijil.

Al-Rijil

System Name: Alpha Centauri
Dominant Life Form: Alpha Centaurians
Position in system: 7
Number of satellites: 2
Planetary Gravity: 0.86G
Planetary Size: 18,000 km diameter
Percent Land Mass: 30%
Length of Day: 25 hours
Atmospheric Density: Terrestrial
General Climate: Tropical
Mineral Content: (Metals 60%, Radioactives 10%)
Description: Al-Rijil is a lush tropical world of 20 billion inhabitants. The society is a republic very similar to those of Earth history.

Al-Kuri

System Name: Alpha Centauri
Dominant Life Form: Alpha Centaurians
Position in system: 4
Number of satellites: 1
Planetary Gravity: 1.01G
Planetary Size: 14,000 km diameter
Percent Land Mass: 50%
Length of Day: 22 hours
Atmospheric Density: Terrestrial
General Climate: Desert
Mineral Content: (Metals 30%, Radioactives 15%)
Description: Al-Kuri is a colony world with 240 million inhabitants.

Ab-Dijurka

System Name: Alpha Centauri
Dominant Life Form: Alpha Centaurians
Position in system: 5
Number of satellites: 3
Planetary Gravity: 1.1G
Planetary Size: 12,000 km diameter
Percent Land Mass: 70%
Length of Day: 23 hours
Atmospheric Density: Terrestrial
General Climate: Cool Temperate
Mineral Content: (Metals 10%, Radioactives 5%)
Description: Ab-Dijurka is a colony world with 320 million inhabitants.

ALDEBARAN

Aldebaran is the third planet in the Alpha Tauri system. Larger than Earth, with 6 moons and a thin cool atmosphere, it is nonetheless a lush garden world. It is also a major Federation port.

ALTAIR

Altair (also called Alpha Aquilae) is a type A7 dwarf star that is 16.8 LY from Earth (see *Star Hero 108*). There are two inhabited planets: Altair 6 and Altair 4.

Altair 6

System Name: Alpha Aquilae
Dominant Life Form: Humans
Position in system: 6
Number of satellites: 2
Planetary Gravity: 1.5G
Planetary Size: 20,500 km diameter
Percent Land Mass: 60%
Length of Day: 22 hours
Atmospheric Density: Terrestrial
General Climate: Terrestrial
Mineral Content: (Metals 65%, Radioactives 15%)
Description: Relics on Altair 6 from an ancient civilization are believed to be remnants of either the Preservers or the Vegan Tyranny, but no firm evidence of which yet exists. Altair 6 is also known for the healing properties of its mineral springs.

Altair 4

Altair 4, a colony world, has declared independence and sparked a brief civil war. UFP intercession stopped the war, and UFP diplomats continue to negotiate a peaceful resolution to the conflict.

ANDOR

System Name: Epsilon Indii
Dominant Life Form: Andorians
Position in system: 8
Number of satellites: 3
Planetary Gravity: 1.2G
Planetary Size: 18,000 km diameter
Percent Land Mass: 80%
Length of Day: 21 hours
Atmospheric Density: Thin
General Climate: Cold
Mineral Content: (Metals 40%, Radioactives 20%)
Description: Andor, the home of the blue-skinned humanoids, is one of the founding members of the Federation. Andorians are quickly recognizable by their blue skin and antennae, and are known for their aggressiveness. Andor currently has a population of over 20 million inhabitants, and as one of the most advanced members of the Federation, has a permanent seat on the Federation Council.

ANTARES

System Name: Alpha Scorpii
Dominant Life Form: Human
Position in system: 2
Number of satellites: 3
Planetary Gravity: 1.1G
Planetary Size: 10,200 km diameter
Percent Land Mass: 50%
Length of Day: 25 hours
Atmospheric Density: Terrestrial
General Climate: Warm Temperate
Mineral Content: (Metals 30%, Radioactives 10%)
Description: Antares is a huge red giant 604 LY from Earth. The second planet in the system, Antares II is the largest interstellar trade center outside of Rigel, and is the commercial and financial capital of the Federation. It's often said that if a commodity exists anywhere, it can be found on Antares.

ANTOS

Class: M
Primary: Antos (at least 4 planets)
Native race(s): Antosian race (humanoid)
Brief history/Comments: The citizens of Antos IV are noted for their unusual abilities of cellular metamorphosis, the only Federation world that exhibits such characteristics (somewhat similar to the Chameloid Homeworld and the Founder's Homeworld in the Gamma Quadrant). The characteristic is different on Antos IV in that it is not a genetic trait, i.e.- it is an acquired ability that can be taught to non-Antosians. However, by Antosian law, such techniques are no longer taught to non-Antosians, as doing can in rare cases induce dangerous insanity in the subject, as demonstrated by the example of Captain Garth of Izar in the 2260s ("Whom Gods Destroy" [TOS]). Antos IV is also noted for its species of giant energy-generating worms ("Who Mourns For Adonis" [TOS]).

ARCTURUS

System Name: Alpha Bootis
Dominant Life Form: Human
Position in system: 4
Number of satellites: 7
Planetary Gravity: 0.78G
Planetary Size: 10,200 km diameter
Percent Land Mass: 60%
Length of Day: 25 hours
Atmospheric Density: Terrestrial
General Climate: Warm Temperate
Mineral Content: (Metals 40%, Radioactives 10%)
Description: Alpha Bootis is 37 LY from Earth. Its fourth planet, Arcturus, is a major cultural and commercial center. The culture is equivalent to that of Elizabethan England, and they have adopted that style of dress and mannerism. The people are human. Arcturus is an Earth-like planet.

ARGELIUS

System Name: Argelius
Dominant Life Form: Argelians
Position in system: 2
Number of satellites: 1
Planetary Gravity: 1.1G
Planetary Size: 11,500 km diameter
Percent Land Mass: 50%
Length of Day: 25 hours
Atmospheric Density: Terrestrial
General Climate: Cool Temperate
Mineral Content: (Metals 60%, Radioactives Trace)
Description: Argelius is a favorite Shore Leave and vacation spot, a site of culture, art, and hospitality known throughout the Federation. ("Wolf in the Fold").

Some members of the Argelian race possess empathic abilities.

AXANAR

System Name: Delta Orcus
Dominant Life Form: Axanarian
Position in system: 1
Number of satellites: 0
Planetary Gravity: 1.12G
Planetary Size: 14,300 km diameter
Percent Land Mass: 11%
Length of Day: 27 hours
Atmospheric Density: Terrestrial
General Climate: Arctic
Mineral Content: (Metals 10%, Radioactives 9%)
Description: First planet in the Delta Orcus star system, this site of the first battles in the Four-Years War, Axanar is home to a primitive humanoid people. It is an arctic world, with conditions similar to life in the Scandinavian Peninsula of earth. Planetary gravity is 1.12G.

BABEL

System Name: Wolf 424
Dominant Life Form: None
Position in system: 12
Number of satellites: 8
Planetary Gravity: 0.7G
Planetary Size: 8,700 km diameter
Percent Land Mass: 90%
Length of Day: 18 hours
Atmospheric Density: Thin
General Climate: Cool Arid
Mineral Content: (Metals 80%, Radioactives Trace)
Description: Babel is a terraformed rock in the Wolf 424 star system. It is now habitable, although barren, and contains little more than facilities for the Babel Conferences and a major library.

BENECIA

System Name: Delta Majoris
Dominant Life Form: 65% Alpha Centauri, 35% Human
Position in system: 3
Number of satellites: 12
Planetary Gravity: 0.98G
Planetary Size: 10,200 km diameter
Percent Land Mass: 70%
Length of Day: 23 hours
Atmospheric Density: Terrestrial
General Climate: Terrestrial
Mineral Content: (Metals 70%, Radioactives 20%)
Description: Benecia Colony was founded after the Romulan War by a joint Human-Alpha Centauri mission. It remains a vast, unexplored wilderness, with only a quarter of the planet having been explored. Local industries include forestry and mining, and the colonists have resisted the importation of high-tech goods to maintain the eco-balance of the planet. Current population is under 25,000.

CAIT

System Name: Caitia
Dominant Life Form: Caitians
Position in system: 4
Number of satellites: 2
Planetary Gravity: 1.25G
Planetary Size: 10,100 km diameter
Percent Land Mass: 50%
Length of Day: 27 hours
Atmospheric Density: Thick
General Climate: Warm Tropical
Mineral Content: (Metals 40%, Radioactives 20%)
Description: Caitia is a lush, tropical world, and the felinoid race native to the world are among the Federation's newest members. The planet contains all the varieties of terrain found on Earth's African continent (including Madagascar island). Cait maintains a large starship construction facilitly producing a wide range of military and commercial starcraft each year.

CAPELLA

System Name: Alpha Aurigae
Dominant Life Form: Capellans
Position in system: 4
Number of satellites: 1
Planetary Gravity: 1.5G
Planetary Size: 18,200 km diameter
Percent Land Mass: 70%
Length of Day: 22 hours
Atmospheric Density: Terrestrial
General Climate: Desert
Mineral Content: (Metals 40%, Radioactives 20%)
Description: Capella, known also as Alpha Aurigae, is a binary star system.

The Capellans reside on the fourth planet, a desert world. The inhabitants are humanoid nomads with a loose tribal organization. The planet is valuable for its minerals and industrial crystals (including dilithium). The Federation has negotiated a temporary trade agreement with Capella through the reagent of Leonard James Akaar.

The other well-known inhabitant of Capella is the Capellan Power Cat, a feline hunter that emits an electrical charge like earth's electric eels.

CORIDAN

System Name: Danthos
Dominant Life Form: Coridans
Position in system: 4
Number of satellites: 1
Planetary Gravity: 1.29G
Planetary Size: 15,600 km diameter
Percent Land Mass: 95%
Length of Day: 25 hours
Atmospheric Density: Thin
General Climate: Cool Temperate
Mineral Content: (Metals 32%, Radioactives 30%)
Description: Coridan is a planet in the Danthos star system. Over the last 30 years, the natives have been the subject of raids, privateers, and illegal mining, being rich in minerals and large amounts of dilithium crystals. Coridan applied for membership in the Federation.

CYGNET XII

Class: M
Primary: Cygnet (at least 12 planets)
Comments: Unlike the custom of other Federation worlds, women dominate Cygnet society. Cygnet XII has been the site of a Starfleet ship repair and maintenance facility since at least 2267 ("Tomorrow is Yesterday" [TOS]).

DENEB

System Name: Alpha Cygni
Dominant Life Form: 60% Human, 40% Alpha Centauri
Position in system: 4
Number of satellites: 3
Planetary Gravity: 1.1G
Planetary Size: 10,500 km diameter
Percent Land Mass: 15%
Length of Day: 19 hours
Atmospheric Density: Thick
General Climate: Tropical
Mineral Content: (Metals 20%, Radioactives Trace)
Description: Also known as Alpha Cygni, this system is 3270 LY from Earth. The fourth planet in the system is a human/alpha centauri colony world prized for its pharmaceutical plants. Its other famous inhabitant is the loathsome Denebian Slime Devil.

EDO

System Name: Epsilon Minora
Dominant Life Form: Edoans
Position in system: 3
Number of satellites: 1
Planetary Gravity: 0.85G
Planetary Size: 8,520 km diameter
Percent Land Mass: 40%
Length of Day: 22 hours
Atmospheric Density: Terrestrial
General Climate: Tropical
Mineral Content: (Metals 50%, Radioactives Trace)
Description: Sometimes called Sauria, Edo orbits an orange Type K sun. The inhabitants, Edoans, are a trispacial (3 arms, 3 legs) race, and are one of the newest additions to the Federation. Edo is a lush, tropical world with a plethora of mineral and natural resources. The planet's population is between 4 and 5 billion.

IOTIA

System Name: Sigma Iotia
Dominant Life Form: Iotians
Position in system: 4
Number of satellites: 1
Planetary Gravity: 1.1G
Planetary Size: 10,300 km diameter
Percent Land Mass: 60%
Length of Day: 25 hours
Atmospheric Density: Terrestrial
General Climate: Terrestrial
Mineral Content: (Metals 22%, Radioactives 8%)
Description: Iotia was discovered early in the history of the Federation, before the Prime Directive. The result was cultural contamination based on the Chicago Mobs of the early 20th century. Since the visit by the USS Enterprise to investigate the contamination, Federation sociological teams have worked to guide the Iotians to a more ethical type of government.

MEMORY ALPHA

System Name: Karn Sim
Dominant Life Form: None
Position in system: 2
Number of satellites: 0
Planetary Gravity: 1.0G
Planetary Size: 14,000 km diameter
Percent Land Mass: 100%
Length of Day: 22 hours
Atmospheric Density: Terrestrial
General Climate: Controlled Terrestrial
Mineral Content: (Metals 55%, Radioactives Trace)
Description: This barren asteroid is the site of the Star Fleet Museum, which houses all relevant historical, scientific, and cultural knowledge of every Federation member. Access is open and free to Federation scholars.

RIGEL

RIGEL V

(also known as ORION to non-natives)
Class: M
Primary: Beta Orionis (also known as Rigel, red supergiant star with at least 12 planets)
Native race(s): Rigellian race (humanoid)
Brief history/Comments: The Rigel system has historically been a galactic hotbed for criminal activity and shadier pursuits. Rigel II was a resort world noted for its casinos and gambling facilities ("Shore Leave" [TOS]), Rigel IV was the site of serial killings of women in 2266 ("Wolf in the Fold" [TOS]), and Rigel VII was the site of a violent altercation between crewmembers of the USS Enterprise and natives in 2254 ("The Cage" [TOS]). In addition to being the origin of some the galaxy's deadliest diseases such as Rigelian fever ("Requiem for Methuselah" [TOS]) and Kassaba fever ("By Any Other Name" [TOS]), Rigel was source and center of one of the galaxy's greatest crimes against sentient life forms in history, the Orion animal woman slave trade. Orion smugglers also attempted a violent prevention of the 2267 Babel Conference, hoping to protect their secret illegal dilithium crystal mining deals in the Coridan system ("Journey to Babel" [TOS]). After such a tumultuous history, the Rigelians, a race physiologically similar to the Vulcan race, began to follow the lead of technologically advanced Rigel V ("Journey to Babel" [TOS]).

So the question is, have they since become productive members of the United Federation? Rigel VI is viewed as the small spacecraft center of the Alpha Quadrant, this fact highlighted by the presence of Starfleet's Shuttle Integration Facility at Starbase 134 (TM) and the annual Rigel Cup flight formation competition, which draws the premier flight teams from the Alpha and Beta Quadrants ("The First Duty" [TNG]).

RISA

Class: M
Primary: (two yellow, middle-aged, medium-sized stars)
Native race(s): Risian race (humanoid)
Brief history/Comments: Risa is a tropical rain forest world most noted as being the chief vacation and resort world of the Federation. Risa exhibits the most controlled ecology in the Federation, as weather modification nets and seismic regulators tightly control both the weather patterns and the seismic activity, both of which are normally unpredictable and uncontained ("Let he who is Without Sin..." [DS9]). Risa is most noted for the frank and open sexuality of its native population. Identified by a decorative emblem on their foreheads between the eyes, Risians often initiate or respond to the desire for sexual relations through the use of a small statuette called a Horga'hn, the Risian symbol of sexuality. Display of a Horga'hn announces that the owner wishes to participate in jamaharon, a Risan sexual rite ("Captain's Holiday" [TNG]). Risa's comparatively lax morality was challenged in 2373 by a fringe Federation political activist group called the Essentialists, who engaged in ecological terrorist activities against the planet until apprehended by Starfleet authorities ("Let he who is Without Sin..." [DS9]).

TELLAR

System Name: 61 Cygni
Dominant Life Form: Human
Position in system: 5
Number of satellites: 3
Planetary Gravity: 1.25G
Planetary Size: 8,500 km diameter
Percent Land Mass: 50%
Length of Day: 20 hours
Atmospheric Density: Terrestrial
General Climate: Warm Temperate
Mineral Content: (Metals 40%, Radioactives 20%)
Description:

VEGA

System Name: Alpha Lyrae
Dominant Life Form: Human
Position in system: 4
Number of satellites: 1
Planetary Gravity: 0.98G
Planetary Size: 9,000 km diameter
Percent Land Mass: 50%
Length of Day: 23 hours
Atmospheric Density: Terrestrial
General Climate: Terrestrial
Mineral Content: (Metals 70%, Radioactives 5%)
Description: Once thought to be the homeworld of the Vegan Tyranny (although some scholars point to Triacus), Vega possesses extensive ruins belonging to some sentient life no longer on the planet.

VULCAN

System Name: 40 Eridani
Dominant Life Form: Vulcan
Position in system: 3
Number of satellites: 0
Planetary Gravity: 1.4G
Planetary Size: 9,700 km diameter
Percent Land Mass: 75%
Length of Day: 27 hours
Atmospheric Density: Thin
General Climate: Warm Terrestrial
Mineral Content: (Metals 50%, Radioactives 20%)
Description: The home of the Vulcans, the high gravity, thin atmosphere, and high surface temperatures created the familiar phrase "hot as Vulcan".
Year of Admission: 2161 (charter world)
Class: M
Primary: 40 Eridani A (at least 2 planets) (nc; Star Trek I)
Satellites: none ("The Man Trap" [TOS])
Capital/Major cities: ShirKahr (nc; "Yesteryear" [TAS]); Vulcana Regar ("Coming of Age" [TNG])

Native race(s): Vulcan race (humanoid)

Brief history/Comments: Vulcan is a founding world of the United Federation of Planets ("Gambit, Part II" [TNG]) and due to its close proximity to Earth (15.9 light years) and similar history, is that planet's greatest political ally [note: Vulcan was the first extraterrestrial civilization to come in contact with Terran humans, on Earth, doing so on 5 April 2063 (Star Trek: First Contact)]. Possibly descendants of humanoids who lived on Sargon's planet over 500,000 years ago ("Return to Tomorrow" [TOS]), Vulcan was a world of violent and incredibly passionate people until the philosophers Surak (c. AD 360s) and T'plana-Hath ("The Savage Curtain" [TOS]; Star Trek IV) led Vulcan to reject their overpowering emotions in favor of a philosophy of logical thinking in a period called the Time of Awakening ("Gambit, Part II" [TNG]). Vulcan is now noted for its total reliance upon logic and its famous rejection and suppression of all emotional states, summed in their philosophy of Infinite Diversity in Infinite Combinations ("Is There in Truth no Beauty?" [TOS]) [note: one rebel Vulcan group rejected the logic philosophy and emigrated to several planets in the Romulan star system, forming the warrior Romulan Star Empire ("Unification, Part I" [TNG])]. Vulcan supreme law is vested in the Vulcan Bill of Rights ("The Maquis, Part I" [DS9]).

Though Vulcans attempt to repress all emotions and feelings through such rigorous exercises such as the Kohlinar discipline (Star Trek 1), the incredibly strong passions legendary to their ancestors still escape under certain circumstances. Vulcans are telepathically betrothed at age seven and marry when compelled to reunite in later life. Vulcan males undergo a mating cycle, accompanied by ancient rituals, every seven years called pon farr ("Amok Time" [TOS]; Star Trek III), which is most commonly characterized by loss of all emotional control. Some Vulcans over the age of 200 also experience a rare illness called Bendii Syndrome, which results in the loss of all emotional control and in some instances the projection of these emotional outbursts onto others ("Sarek" [TNG]). Vulcans also retain (yet contain) their ancestors' capacity for savagery in fighting, as evidenced in such techniques as the Vulcan neck pinch ("The Enemy Within" [TOS]) and use of such deadly weapons as the lirpa ("Amok Time" [TOS]). Vulcan physiological makeup also contributes to these abilities. Vulcan, being an arid world with higher surface gravity and thinner atmosphere than most class M worlds, endows greater physical strength and endurance to native-born and reared Vulcans in comparison to other humanoids.

In keeping with their devotion to logic, Vulcans are some of the greatest academicians in the galaxy, especially in the areas of the natural and physical sciences. The Vulcan Science Academy, an educational institution of higher learning, is galactically renown for studies in all branches of scientific study and was the only school Vulcan science students attended until the admission in 2249 of Spock to Starfleet Academy ("Journey to Babel" [TOS]). Vulcan science has made several notable discoveries, among the most recent contact with the Wadi, the first Gamma Quadrant species introduced to the Alpha Quadrant ("Move Along Home" [DS9]), in 2369.

Other Regions

KLINGON NEUTRAL ZONE

23rd century: The Klingon Neutral Zone is a band of space separating the Klingon Empire from the Federation. Its width varies, but both Klingon and Federation forces patrol the zone to prevent incursions. It is a violation of the Axanar and Organian treaties for either side to enter the zone without permission from the other. The Klingon Cloaking device makes preventing Klingon incursions into the Neutral Zone and into Federation space difficult.

24th century: To be determined.

ROMULAN NEUTRAL ZONE

Another band of space separating the Romulan Empire from the Federation. Its width varies, and both Romulan and Federation forces patrol the zone. Preventing incursions from the Romulans into the Romulan Neutral Zone and into Federation space is difficult since the Romulans also possess cloaking technology. This zone remains throughout the 23rd and 24th centuries.

BORG COLLECTIVE

An area of space in the Delta Quadrant, with a volume easily 10 times that of the Federation. Countless worlds have been assimilated in that region, while other undiscovered worlds exist for a while longer.

CARDASSIAN UNION

The Cardassian Union consists of a number of member and conquered worlds under the control of the Cardassians.

Planets: Amleth Prime, Arawath Colony, Aschelan V, Bryma, Cardassia Prime, Cardassia IV, Juhraya, Kora II, Korma, Kraus IV, Lazon II, Loval, Omekla III, Orias III, Panora, Pullock V, Quatal Prime, Rakal, Rakal Moon 4, Saltok IV, Salva II, Unefra III, Velos VII, Veloz VI, Veloz Prime.

DOMINION, THE

An area of space in the Gamma Quadrant, easily ten times the size of the Federation. Known inhabitants include the Changelings, Jem'hadar, and Vorta.

FERENGI ALLIANCE

Coreward from the Federation, the Ferengi Alliance has a volume of roughly 1/3 that of the Federation.

GORN ALLIANCE

To Be Determined.

KLINGON EMPIRE

To Be Determined.

ROMULAN EMPIRE

To Be Determined.

THOLIAN ASSEMBLY

To Be Determined.

OTHER POWERS

Klingon History

1255	Kahless the Unforgettable unites the Klingon empire.
2071	First nuclear war takes place. This war was started by K'tel the Terrible as he attempted to take control of the homeworld.
2218	First contact with the Federation. This leads to more than a century of hostilities.
2267	Relations between the Federation and the Klingons deteriorate. The Klingons attempt to gain control of the underdeveloped planet of Organia, a very strategic military position for the Klingon empire against the Federation. The Organians, who turn out to be powerful, non-corporeal life forms forbid a war and establish the Organian Peace Treaty
2268	The Romulans and the Klingons establish an alliance in which they trade ship designs and military technology. The Klingons acquire cloaking technology
2292	The Romulan/Klingon alliance collapses. The two former allies remain enemies for at least 75 years.
2293	Klingon moon Praxis explodes, crippling the Klingon environment . Chancellor Gorkon tries to establish a peace treaty, but is assassinated . His daughter Azetbur continues the talks. Captain James T. Kirk and Doctor Leonard McCoy are accused of Gorkon's murder and are extradited to Qo'noS. Colonel Worf (Grandfather of Worf, son of Mogh) unsuccessfully defends Kirk and McCoy. They are sent to the prision planet Rura Pente. Khitomer Peace Conference takes place. A peace treaty is signed by The Klingon Empire and the United Federation Of Planets.
2344	The starship Enterprise-C is destroyed battling four Romulan warbirds at Narendra III, a Klingon outpost.
2346	Romulans destroy the Klingon outpost on Khitomer. Worf, son of Mogh, was one of the few survivors.
2357	Worf, son of Mogh enters Starfleet Academy.
2367	K'mpec Dies. Gowron is named leader of the Klingon High Council.
2368	The duraS family attempts to gain control of the Klingon High Council plunging the empire into a brief civil war.
2369	A clone of Kahless the Unforgettable is installed as the ceremonial Emperor of the Klingon people.
2372	Gowron invades the Cardassisan Empire, attacking DS9, and breaking the Klingon/Federation peace treaty.

The Federation is by no means the only interstellar government within the Milky Way galaxy. Other interstellar governments make themselves known from time to time, either as friend or foe. Over time, foe may become ally and friend may end treaties over issues. And in the travels of the Enterprise, Voyager, and DS9 runabouts, there is always a new government to discover...

"History repeats itself, usually in fractals...*unknown*"

THE KLINGON EMPIRE

The Klingon Empire lies "east" of the Federation. It contains many planets and races under its control, but not nearly the richness of those found within the Federation.

During the ST:TOS era, the Klingon Empire is comparable to the Cold War Soviets at the time of Stalin, and the empire stresses tight control of all under its sway. Following the ST: TOS era, the Klingons form an alliance with the Federation, and sign the Khitomer accords (comparable to the fall of the Soviet Union).

During the time of ST:TNG and ST:DS9, the Klingons are allies of the Federation, though not always in agreement.

The Klingons are aggressive warriors, with a warrior's code of honor. The Klingons spend the majority of their economic and personnel resources on their military.

The Klingon Empire is on good terms with the Federation after their allied victory over the Dominion. They suffered many losses, but under the new leadership of Chancellor Martok, with Ambassador Worf assisting, the Empire has a glorious future ahead of it.

Klingon Government

The Klingon Empire was founded almost 1,500 years ago by Kahless the Unforgettable, who first united the Klingon people by killing the tyrant, Molar. Kahless ruled as Emperor until his death, followed by many others, until the role of Emperor was taken over by the Chancellor.

The Chancellor of the High Council, or Qang, is the leader of the High Council and the Empire. The Emperor, a position currently filled by a clone of Kahless, is the spiritual leader (but has no political power). The main seat of power in the Empire is Qo'noS, which is at the center of the Empire. The Chancellor and members of the High Council are always men.

The ruling legislature of the Klingon Empire is the High Council. Located in the Klingon Capital of Qo'noS, it is comprised of some twelve representatives of the most powerful houses. The members of the Council are charged with overseeing the welfare of the Empire and its citizens, with each member usually heading a major department. When the Council meets and determines policies, each member of the High Council has input.

The High Council has a long history of political intrigue, as the major houses battle for control over the Empire. The strong person prevails, whether that strength is based on political savvy or raw physical strength. Only the strong and savvy survive; fools and cowards do not last long. Assassinations, duels, and hostilities are common during power struggles. When the Chancellor is deposed, either through assassination or other means, the new Chancellor is instated with a *Rite of Succession*. As with all Klingon occasions, an honorable battle is inevitable. The two strongest contenders fight for the throne at the conclusion of the *Rites of Succession*.

The Klingons believe this method of succession keeps their Empire and their people strong. They also conduct their dealings with other cultures in the same way, using combinations of overt military strength and deceit and assassination. (Examples: treatment of the Organians in "Errand of Mercy"; dealing with the Capellans in "Friday's Child"; providing weapons to the primitive culture in "A Private Little War"; poisoned grain bound for Sherman's planet in "Trouble with Tribbles".)

At the end of the *Star Trek: The Original Series* era and the signing of the Khitomer Accords, the Klingon Empire went from being cold war enemies of the Federation to being allies with the Federation. This alliance lasted until the Dominion Wars, but was reinstated and remains beyond the time of *Star Trek: Deep Space 9*.

The current Chancellor (at the end of ST:DS9) is Chancellor Martok. Martok and Ambassador Worf are both honorable men, with friends and allies in the Federation, and should keep the Empire in good relations with the Federation for some time. With the death of former Chancellor Gowron and the Duras sisters, it will be interesting to see what challenges await the Empire.

Klingon Defense Force

The Klingon Defense Force is the military arm of the Empire and has been responsible for the life and expansion of the empire over the course of 1,500 years.

The Klingon Defense Force serves a key role in both the Empire and in Klingon culture. Military service is the noblest calling within the Empire.

At the time of *Star Trek: The Original Series*, the Klingon military policy is that any Klingon may rise to any position. However, the reality at that time is that no female will ever become Captain or First Officer of any Klingon military vessel.

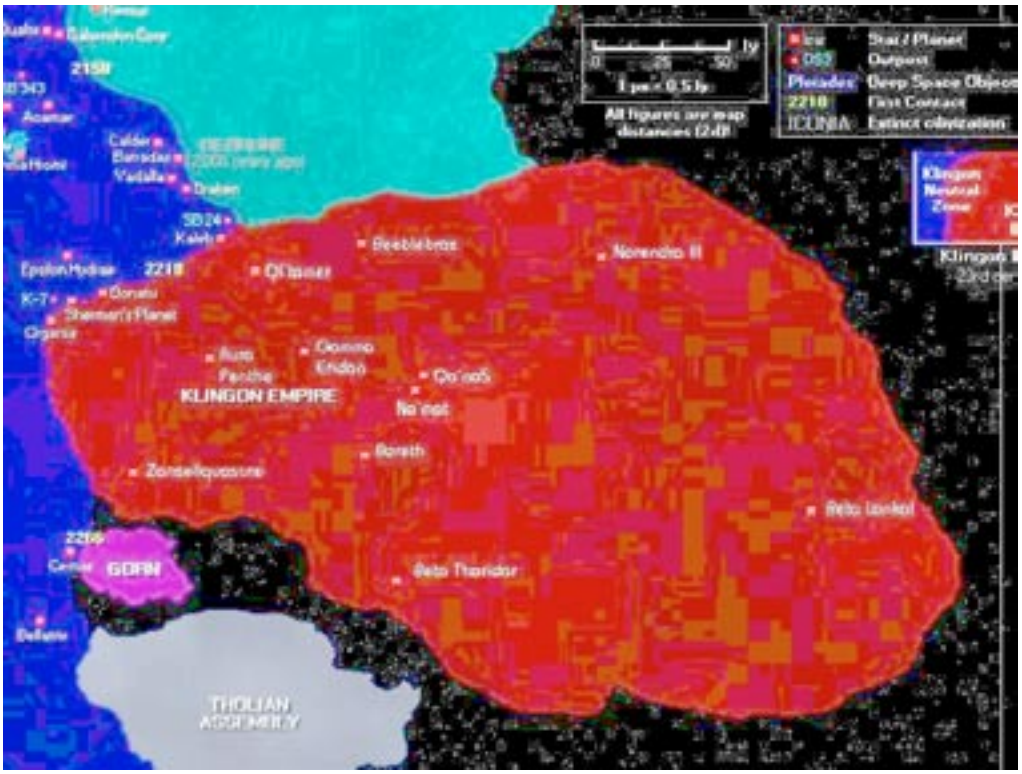
The Klingons put a great deal of money into the military - the Klingon Defense Force, Klingon marines, military technology (disruptors, cloaking devices, etc.). They maintain a large force patrolling in their outlying regions, as a show of strength to keep the client worlds in line. This expenditure on military forces is a great drain on the economic wealth of the Klingon Empire. The empire has complained that it is the lack of wealth within the Empire that drives it to expand; the reality is the maintenance of their military means few funds are available for the general population's welfare.

At the time of *Star Trek: The Next Generation* and *Star Trek: Deep Space 9*, the Klingon continues to be a militaristic society, patrolling borders along the Romulan Neutral Zone as well as routine patrols along the Federation border.

The Klingon Defense Force is divided into several branches, which have dedicated purposes and a large budget.

IMPERIAL NAVY

The Imperial Navy serves as the Klingon Empire's space forces. While one of their tasks is to defend the Empire from all space-based threats, it is not their only task.



IMPERIAL SECURITY

At the time of *Star Trek: The Original Series*, Imperial Security, also known as Imperial Intelligence, gathers intelligence within the Empire to assure the loyalty of its members and deal with disloyal members.

Each starship has a room aboard where the KIS agents monitor all conversations and actions, recording them for later use. Any action or conversation by one or more individuals that may be interpreted as detrimental to the Empire is logged, and those involved are reprimanded. They are warned not to repeat such activity on pain of death.

The KIS has hidden and secret agents in every branch of the government and on every vessel operated by Klingon personnel, much as the Soviet's did with the KGB.

By the time of *Star Trek: The Next Generation* and *Star Trek: Deep Space 9*, Klingon Imperial Intelligence is less of an internal secret police and more of an intelligence gathering organization. It was pushed to its limits during the Dominion War.

IMPERIAL MARINES

The Imperial Marines, as the ground forces of the Empire, provide the Empire with a solid ground force that can protect any Imperial planet or starbase. The Imperial Marines are responsible for planetside attacks, with support from the Imperial Navy. The number of Imperial Marines is large, proportional to the vast amount of space within the Empire that they guard.

Worlds Of The Klingon Empire

Worlds within the Klingon Empire fall into two categories: worlds that are wholly Klingon populated, and client worlds that are run by a Klingon military governor.

At the time of *Star Trek: The Original Series*, merchants who want to trade with the Klingon Empire are limited to trading along the Klingon Neutral Zone. Klingon traders then take any such goods further into the Empire. Non-Klingon merchants traveling into Klingon space beyond the Neutral Zone are typically destroyed on the spot by patrols.

At the time of *Star Trek: The Next Generation*, various races are allowed to transport limited goods and passengers between the Federation and Klingon Empire.

QO'NOS

Klingon Homeworld
Affiliation: Klingon Empire
Class-M
System: Qo'noS System
Location
X: -9519
Y: 48
Z: -87
Gravity: 1.26 G
Atmosphere Pressure: 1.25:1 (1=Earth)
Orbital Speed: 322 km/s
Mean Temperature: 17.5 C
Population: 16.2 Billion
Rotation Period: .89:1 (21 Hours)
Climate and Atmosphere:
Nitrogen: 75.6%
Oxygen: 22.7%
Argon: 0.8%
Inert Gasses: 0.3%

Temperate with wide equatorial tropical zones, Qo'noS has average-sized ice caps around the poles. The surface consists primarily of grasslands and temperate forests. With the exception of a small polar tundra zone that influences only a few extreme islands, extreme climate zones are all but absent from this planet. The atmosphere is heavy on Qo'noS, nearly 125% of Earth. However, in the elevated regions the atmosphere is thinner.

Details

Qo'noS is one of two Class-M planets in the Qo'noS

system. The planet has moderate to slightly heavy precipitation, with dramatic tides caused by the strong gravitational forces of the moon. Qo'noS is the fourth planet in the system, with a single moon, Praxis, in orbit of it. However in the late 23rd Century, a large explosion on Praxis caused it to lose over 45% of the mass following an explosion of the Praxis energy production facility.

Specifics

Qo'noS is the capitol planet of the Klingon Empire. It's a large, green, class-M world that is frequently called the 'Klingon Homeworld' instead of by the name of Qo'noS (Kronos). The planet is nearly 60% water, with only one large continent in the eastern hemisphere stretching along the planetary equator. The bulk of the continent is in the northern hemisphere, with two peninsulas extending into the southern hemisphere. The continent is known as the ruq'e'vet Sup, or Ruq'evet Continent. The majority of the population of Qo'noS lives on ruq'e'vet Sup, which is home of the First City, capitol of the Klingon Empire, and nearly 95% of the population. Along the coast of the continent are several chains of islands, most along the eastern and western coasts.

Most of the western hemisphere is ocean, as Qo'noS has one continent and one large ocean. There are several small islands spread throughout the ocean, but the largest piece of land in the western hemisphere is the small island of Vospeg. This island is famous as being the site of the largest military base before the destruction of Praxis. The island now is the site of a government lab and security center.

Qo'noS was nearly rendered inhospitable in the late 23rd century when the moon, Praxis, was destroyed due to grossly inadequate safety precautions. Qo'noS suffered an ecological disaster, which could have forced the evacuation of the entire planet. The explosion disrupted Qo'noS' environmental balance, a disruption that would poison the planet within 50 years. However, due to the alliance with the Federation, sharing technology and effort by both the Klingons and the Federation, Qo'noS was stabilized and evacuation was not necessary. However, in preparation of a possible evacuation of Qo'noS, the colony on No'mat was expanded and many Klingons started to call No'mat home. When Qo'noS was finally repaired, some Klingons moved back to Qo'noS, but others remained on No'mat.

Qo'noS is also still recovering from the industrial pollution that plagued the planet during the long-standing conflict with the Federation. The peace treaty between the UFP and the Klingons has lead to the Federation assisting the Klingon Empire in the safe production of clean power, in addition to moving their industrial base to a far cleaner system. While Qo'noS is still damaged from the pollution that plagued it for so long, it's finally starting the healing process with new clean industries.

Qo'noS has a considerable industrial base, one of the largest in the galaxy. It has industrial districts in most of the cities on the planet, with highly automated and very sophisticated factories. CFI replicators throughout the planet assist in the construction of new factories. As home of the Klingon Empire's industrial base, Qo'noS has factories producing everything the Empire needs, as well as several large shipyards to build new ships for the Defense Force.

In addition to the factories, there is also a considerable agricultural industry on Qo'noS. Most people believe that the existence of replicators has made farming obsolete, and while there may not be as many farms as there were before, there is still a considerable amount of farming still going on. Since Klingons prefer "fresh" food, farming is necessary for people who don't want to eat replicated food, as well as cash crops for export (a booming business). While the Federation or Romulans may produce more farm produce, the Klingon Empire still has an efficient and productive farming community. Many warriors may consider farming to be dishonorable and embarrassing, but most of the houses in the Empire operate farms to fill their coffers with funds, tended to by older women and young children.

Production

Qo'noS is the capitol of the Empire, with the largest population in the Empire. In addition, it also ranks number one for industrial production and number two for agricultural production. As the capitol of the Empire, it's home to the Klingon High Council and the Klingon High Command, the military's leadership. It's also home to the civilian government offices, such as the diplomatic corps and the economic office. In orbit above Qo'noS are a shipyard, a starbase, and a sensor array.

NO'MAT

Affiliation: Klingon Empire
Class-M
Star System: Qo'noS System
Location
X: -9519
Y: 48
Z: -87
Gravity: 0.74 G
Atmosphere Pressure: .85:1
Orbital Speed: 514 km/s
Mean Temperature: 32.3 C
Population: 2.25 Billion
Rotation Period: .62:1 (15 Hours)
Climate and Atmosphere:
Nitrogen 68.0%
Oxygen 20.9%
Argon 4.5%
Inert Gasses 6.6%

A diverse planet, with barren desert plateaus around the equator, a hot savanna between the equator and polar ice caps in both hemispheres, and small ice caps in the polar regions. There is a mid-sized temperate region between the polar caps and equator, a habitable region with water. There are large global sand storms.

Details

No'mat, one of two Class-M planets in orbit around the star Qo'noS, is the third from the star. It's a desert planet, with very small polar ice caps due to the planet's extreme heat. No'mat is dominated by hot, dry air. The equatorial region of the planet is almost inhospitable, with the area between the equator and the polar ice cap being the habitable area. However ,the gravitational forces of the Qo'noS sun and the barren equatorial desert causes large sand storms that ravage the surface.

Specifics

No'mat is the third planet in the Qo'noS system. It was the first planet colonized by the Klingon Empire, due to its proximity to Qo'noS. It was originally a small colony, but eventually grew into a sizable colony with a large

manufacturing base. The manufacturing base was placed along the border of the habitable and inhabitable regions to maximize livable space. No'mat achieved a population of nearly 60 million by the late-23rd century; however with the destruction of the Qo'noS moon, Praxis, there was widespread ecological damage. No'mat has large storms and unpredictable weather, but fared far better than Qo'noS.

Originally, it was thought that Qo'noS would need to be evacuated within 50 years, when the planet would become unlivable. The obvious choice for a sizable portion of the evacuated personnel from Qo'noS was No'mat. With the alliance between the Federation and Klingon Empire, the Klingon Empire was able to use the advanced Federation knowledge of environmental engineering to stabilize the environment and begin to reverse the ecological damage. However, it took nearly 38 years after the Praxis explosion before the effects were reversed. By the time it was realized that Qo'noS didn't need to be evacuated, the population of No'mat had grown to nearly 1 billion people.

With the evacuation of Qo'noS stopped, and declared livable again, many Klingons moved back to Qo'noS. However, others stayed on No'mat and made it their home. By the time the exodus of people back to Qo'noS finally stopped, the population of No'mat numbered nearly 2.25 billion Klingons.

While the joint Federation-Klingon environmental engineers did wonders for Qo'noS, there was no way to make No'mat more habitable. So the planet still consists of a barren, unlivable equatorial zone, and a habitable zone between the equator and the small polar ice caps. This area is a hot, desert zone with sparse rivers and lakes where the Klingon population has settled, and surprisingly flourished.

No'mat continues to grow, and has become the third largest manufacturing planet behind Qo'noS and QI'tomer. While QI'tomer is used mainly for the refining of ores into metals, No'mat and Qo'noS are used for the production of final products. The main use of goods in the Qo'noS system is for the production of ships in the orbital shipyards, but the factories on the surface also produce a wide variety of items that are essential to the Empire, ranging from the production of replicators and bladed weapons down to farming equipment and construction equipment.

Production

No'mat shares the system with Qo'noS, and has the third largest population in the Empire. It ranks third for industrial production but has almost zero agricultural production. The industrial production is the main export of the planet, but there is also a large shipyard that orbits Qo'noS, to which both planets contribute considerable industrial capacity for the production of Defense Force vessels. In orbit with the shipyard are a starbase, and a sensor array.

QI'TOMER

[Khitomer]

Affiliation: Klingon Empire
Class-M
System: QI'tomer System
Location
X: -9439
Y: -42
Z: -28
Gravity: 1.17 G
Atmosphere Pressure: 1.2:1
Orbital Speed: 210 km/s
Mean Temperature: 24.9 C
Population: 1.13 Billion
Rotation Period: 1.25:1 (29 Hours)
Climate and Atmosphere:
Nitrogen 72.4%
Oxygen 26.7%
Argon 0.2%
Inert Gasses 0.7%

Exceptional climatic conditions result from the superb orbital configuration. Temperate forest covers most regions of the world with large savannas, with the exception of some areas of high altitude and extreme latitudes. Warm ocean currents contribute to the higher than average precipitation on the planets' large landmasses.

A large rain forest area is found along the southern region of the smallest continent. There are small polar ice caps, with the majority of land masses concentrated near the equator. The majority of water on the planet is around the poles. The atmosphere is slightly thinner than that of Qo'noS, but the difference is hardly noticeable.

Details

QI'tomer is the only class-M planet in the QI'tomer system. QI'tomer is the third planet in the system, with no moons. QI'tomer gets a moderate to heavy amount of precipitation across most of its surface, and heavy precipitation in the small rain forest region along the southern area of the smallest continent. The Klingons colonized the planet, and the climate has suffered only slightly.

Specifics

QI'tomer is a planet on the edge of the Klingon Empire. This system is located on the border of Romulan/Federation/Klingon space, and the colony was established nearly 300 years ago. It consisted mainly of a monitoring post, to watch the Federation and Romulans. It also had a small colony on it, which started with a few hundred warriors stationed there but as time went by, crew and families started moving in there. By the beginning of the 24th century, the outpost, which was then known as Camp QI'tomer, consisted of nearly 4,000 people.

The capitol of QI'tomer is located on a small southern continent, while most of the population is spread across the northern continents. However, most of the industrial base for the planet is stationed on the large southern continent. This planet is one of the largest colonies in the Empire, and one of the most important. It was the location of the diplomatic conferences that finally brought peace to the Federation and Klingon Empire. Nearly 50 years after the UFP-KE diplomatic conferences, the Romulans attacked and killed many of the Klingons living on the outpost, an attack that became known as the QI'tomer Massacre.

Until the QI'tomer Massacre, Camp QI'tomer was a relatively small outpost. With the death of all but a handful of people, the base needed to be rebuilt from scratch. However, with the rebuilding the colony grew. In an act of defiance to the Romulan attack, a flood of Klingons moved to QI'tomer and made it their home. While the majority of personnel lived on the two northern continents, the factories and manufacturing base of the planet were constructed on the small southern continent. They are all connected by a small isthmus running between a large island between the 3 continents. With the population and factory base spread out, the government on QI'tomer built a revolutionary tram system to move the people back and forth.

Unlike the factories on Qo'noS, which were modernized to be more environmentally friendly after the alliance with the Federation, the Ql'tomer factories are newer and so were built with these improvements. This allowed the environment of Ql'tomer to be almost as it was before the Klingons inhabited the planet. Unfortunately, there was still some damage done by the early Klingon settlement and the Romulan attack.

The industrial capacity of Ql'tomer has increased nearly four times in the last century, making Ql'tomer one of the largest industrial production planets in the Empire. While there are farms on the planet, the agricultural output of the planet pales in comparison to the industrial output. The main industrial production capacity is used for the refining of ores into metals. While Ql'tomer is rather poor, mineral-wise, it is close to several rich mining colonies, so the raw ore is transported to Ql'tomer to be refined into useable metals. The factories construct several key items for the Empire. Several large refineries process duranium, which is used for panels and starship hulls. There are also several large refineries processing baakonite, which is used for the construction of Klingon ships and Klingon bladed weapons.

Production

Ql'tomer is the largest colony outside the Qo'noS system. It's home to the 3rd largest population in the Empire, and ranks second in industrial production for the Empire. It also ranks third for agricultural production in the Empire, providing the Empire with a considerable amount of farm goods and industrial items for export to other planets in the Empire, and also out of the Empire. There are also a large shipyard, a sensor array, and an armored station in orbit of Ql'tomer.

BEEBLEBROX

[Beeblebrox]
Affiliation: Klingon Empire
Class-G
System: ogatlh System
Location
X: -9528
Y: -113
Z: -89
Gravity: 1.92 G
Atmosphere Pressure: 3.2:1
Orbital Speed: 882 km/s
Mean Temperature: 39.1 C
Population: 150,000
Rotation Period: .35:1 (8.5 Hours)
Climate and Atmosphere:
Carbon Dioxide 56.2%
Hydrogen 21.5%
Oxygen 8.2%
Inert Gasses 14.1%

Beeblebrox is a hostile, barren world with a crystallizing surface of molten lava. There is no water of any type on the planet, due to the extreme heat present on the planet. The atmosphere contains a high amount of carbon dioxide, and is poisonous to humanoid life. The atmosphere is composed mainly of carbon dioxide and hydrogen, with small amounts of oxygen and inert gasses, and the atmospheric pressure is nearly 3 times that of Qo'noS' atmospheric pressure. The colonies live in atmospheric domes.

Details

Beeblebrox is the only planet in the ogatlh system that is capable of supporting a Klingon colony; however, since it's a Class-G planet, the colony lives in atmospheric domes. Beeblebrox is the large second planet in the ogatlh system, with an extremely fast rotation and a day of just 8 and a half hours. Gravity is nearly twice as much as Qo'noS. It also has an extremely fast stellar orbit, with a year of only 85 days, due to its proximity to the star. Beeblebrox is nearly twice as large as Qo'noS, with five moons. Three of them are small moons, which more resemble asteroids, but two of the moons are rather large.

The planet has no water, either liquid or gas, on it's surface, and is extremely hot and dry. The world is barren, with a surface of crystallizing molten lava. There are no lifeforms on this world, with the exception of a handful of one-celled organisms.

Specifics

While three of the five moons in orbit around Beeblebrox are small, two are Class-I moons, and have been settled by small Klingon colonies in the last 20 years. These colonies are rather small, one moon with a colony of 50,000 Klingons and the second moon with a colony of 35,000 Klingons. These colonies are used mainly for mining, with the population consisting of mainly miners and their families.

Production

Beeblebrox is a small colony on an extremely hostile world. The entire colony exists within atmosphere domes, which gives no space for any agriculture growth but there is a small industrial base here. It's home to the second smallest population center in the Empire, with no agriculture production in the Empire. While it does have a little bit of industrial production, which ranks it 11th in the Empire, its main export is scientific research.

ZANSELLQUASURE

[Zansellquasure]
Affiliation: Klingon Empire
Class-N
System: qlbmln System
Location
X: -9478
Y: 311
Z: -56
Gravity: 2.10 G
Atmosphere Pressure: 7.26:1
Orbital Speed: 655 km/s
Mean Temperature: 71.55 C
Population: 220,000
Rotation Period: 0.70:1 (17 Hours)
Climate and Atmosphere:
Carbon Dioxide 66.4%
Sulfur 21.4%
Magnesium 8.2%
Inert Gasses 4.0%

Zansellquasure is a barren, hot, and poisonous world. This world is extremely hostile, and one of the most difficult the Empire has ever tried to colonize. The atmosphere is composed of carbon dioxide and sulfur, with small amounts of magnesium and inert gases; the high amounts of carbon dioxide and sulfur in the atmosphere is poisonous to humanoid life, and the colonists live in atmospheric domes. There is no liquid

water on the planet due to the extreme heat present on the planet. The atmospheric pressure is nearly 7 times as much as Qo'noS' atmospheric pressure.

Details

Zansellquasure is the only planet in the qIbmIn system that is capable of supporting a Klingon colony, however since it's a Class-N planet, the colony was constructed in atmospheric domes. Zansellquasure is the large, second planet in the ogatlh system, with a rotation period of 17 hours. Gravity on the planet is nearly twice that of Qo'noS. Zansellquasure has one moon in orbit, but this moon has no atmosphere or any type of colonies. The planet has no liquid water on the surface, due to the extreme heat, although there is some water vapor in the atmosphere. Due to the extreme heat, there are no lifeforms native to this world, with the exception of a handful of one-celled organisms.

Specifics

Most Klingon colonies are constructed in Class-M environments, due to the ease of construction and ability for nearly unlimited expansion. However, Zansellquausure is in a strategic location on the Cardassian border, so the Klingon Empire built an atmospheric-domed colony, with accompanying orbital sensor arrays to track all Cardassian naval traffic.

There are six large cities on the surface, in atmospheric domes, with a large dome in the center of each settlement. This dome is home to the majority of businesses and government complexes, while smaller domes are built around the large dome to house the citizens who choose to call Zansellquasure their home. Spreading out from the dome in three directions are the residential domes where the populations of the cities live. Off by itself is the transportation dome, which houses the landing pad for ships and the tube transport station that connects the six cities.

In addition to the civilians which inhabit Zansellquasure, there is also a minor military base located on it. The military base is located near the capitol city of Zansellquasure, and consists of a small defense installation and a training facility that specializes in teaching damage control parties. With a population of a 215,000 Klingon civilians, there is also a small garrison of Klingon forces that number only 5,000 warriors. This small military installation is used mainly for tracking the Cardassian border, and their military forces, but there is also a small amount of Klingon warriors there to defend the population of Zansellquasure. In addition to the military facility on Zansellquasure, there is also a rather sizable research facility, due to its isolation. The majority of research on Zansellquasure is devoted to industrial and biological sciences, but there is also a small weapons development lab.

There is a small industrial base located on Zansellquasure, and the waste is vented off into the already toxic atmosphere. While the industrial output of Zansellquasure is small compared to other Klingon planets, the main export of the planet is its scientific research. The planet continues to bring in more Klingon colonists, moving at a slow pace due to expense of building more residential domes.

The main industrial output of this world is mining. This is the best use of the space, as building down into the planet allows them to use the atmospheric dome to maintain the atmosphere. The mining equipment brings out a considerable amount of goods, which are stored in warehouses until shipped offworld for refining. The amount of ore mined is limited only by the storage space.

Production

Zansellquasure is a small colony on an extremely hostile world. The entire colony exists within atmospheric domes, which gives no space for any agriculture growth but there is a small industrial base here. It's home to the third smallest population center in the Empire, with no agriculture production in the Empire. While it does have a little bit of industrial production that ranks it number 10th in the Empire, its main export is scientific research and mined minerals.

GAMMA ERIDON

[Gamma Eridon]
Affiliation: Klingon Empire
Class-M
System: toQar System
Location
X: -9597
Y: -25
Z: -58
Gravity: 1.05 G
Atmosphere Pressure: .97:1
Orbital Speed: 395 km/s
Mean Temperature: 17.2 C
Population: 579 Million
Rotation Period: 2.15:1 (51.6 Hours)
Climate and Atmosphere:
Nitrogen 62.7%
Oxygen 34.8%
Carbon Dioxide 2.0%
Inert Gasses 0.5%

Gamma Eridon is a tropical world. Tropical forests cover 70% of the land surface area, the remainder being the polar ice caps and five large mountain ranges that cut across the continents. Gamma Eridon is 65% land and 35% water. There are many indigenous life forms under the canopy of the tropical forests, in addition to considerable lifeforms in the aquatic zones. The atmosphere is slightly thinner than Qo'noS, but it's not noticeable.

Details

Gamma Eridon is the only Class-M world in the toQar system. It's the third planet in the system, with no moons. The planet is a tropical world, and receives a lot of precipitation across the entire surface, except for high altitude regions and the extreme latitudes. The planet was colonized nearly 250 years ago. To form the cities and industrial base, it was necessary to carve the cities into the forest and clear vast amounts of land. However, the factories on this planet were built after the Empire started using Federation technology, which lead to extremely clean factories, and no damage to the environment.

Specifics

Gamma Eridon is one of the larger colonies in the Empire, which was formed as a defense post on the Klingon border with the Romulan Empire. However, the planet proved to be a popular place for colonists to settle down, as it offered large wild areas for which the Klingons to use their natural hunter instincts. In addition, with so much land available it was possible for a Klingon to make his own home and live on his own. The colony was formed nearly 250 years ago, and the original colony consisted of 3,500 people, consisting of mainly military personnel and their family. Over the next century the colony grew slowly but surely. It took the explosion on Praxis,

and the likely hood that Qo'noS was going to be evacuated for the planet to grow at an unheard of rate.

During the 38 years in which it was believed that Qo'noS needed to be evacuated, the population of Gamma Eridon grew from 28 million Klingons to nearly 415 million people. When it was finally discovered that Qo'noS could be saved, due to the alliance and joint research of the Klingon Empire and the Federation, some moved back to Qo'noS but many stayed on Gamma Eridon. In addition, a considerable number of warriors moved to Gamma Eridon to get in on the hunting with a current population of almost 600 million Klingons.

While this is a large planet with a considerable population, it doesn't have the industrial production capacity that most would think would be possible from a planet such as this. The Klingons have used this planet mostly for agriculture, but there is still a large industrial base on the world. The factories are contained mostly in the cities on the planet, to avoid them damaging the natural environment on the planet. Most of this industrial capacity is used for the production of farming equipment and non-military goods.

Gamma Eridon's primary function in the Empire is agricultural. A large percentage of the supplies used to feed the Empire come from this planet. The farming operations here have been carefully designed not to interfere with the wild surroundings. Some farms lack technology altogether, either out of a desire to conserve funds that are best spent on the military or to be closer to the dangerous natural environment.

Production

Gamma Eridon is a large colony for the Empire, used mainly for farming and feeding the Klingon people, in addition to the export of farm goods. It's the fourth-largest population center in the Empire, with the largest agriculture production in the Empire. While it may have a large farming production, its industrial production isn't nearly as large. It ranks fifth for industrial production, mainly used for the production of items used on the planet. In orbit of the planet is a Weapons Outpost, used to protect the planet and check the border.

BORETH

[Boreth]
Affiliation: Klingon Empire
Class-M
System: wovHov System
Location
X: -9588
Y: 130
Z: -100
Gravity: 0.84 G
Atmosphere Pressure: 0.75:1
Orbital Speed: 405 km/s
Mean Temperature: 6.95 C
Population: 162 Million
Rotation Period: 1.10:1 (26.5 Hours)
Climate and Atmosphere:
Nitrogen 76.9%
Oxygen 21.8%
Argon 1.1%
Inert Gasses 0.6%

Mainly a mountainous and cold tundra world, Boreth's surface is 25% land and 75% water. There are two large continents and one small continent, in addition to various islands. Most of the land areas are covered with large expanses of tundra, except for large mountain ranges that crisscross the continents. There are large polar ice caps, due to the low average temperature across the world. The atmosphere on this world is thinner than that of Qo'noS, and it's readily noticeable to any Klingon who steps foot on this world. The weather patterns include heavy storms, mostly snowstorms, which move around the world with high winds and considerable precipitation.

Details

Boreth is the only Class-M in the wovHov system. It's the fourth planet in the system, with no moons. The planet is a frigid tundra world, and gets a considerable amount of precipitation, mainly snow, across the entire surface. There are only three land masses, each having several mountain ranges running across them. The land masses are mostly covered with snow, with only the land at sea level being warm enough for liquid water.

The planet was colonized about 310 years ago, with several cities on the coast of the continents. There are also many industrial factories and production facilities located inland, just above the freezing point. However, the factories on this planet were built before the Federation alliance, so they weren't able to use their technology for clean factories. Due to the religious importance of this world, the industrial base on this world is minimal to keep the environment pristine. Since the alliance, there has been an increase in the construction of factories that won't damage the environment. Between where the cities and the factories are located is mostly farm land, but little of the planet can be farmed due to the cold temperature.

Specifics

Boreth is a mid-sized colony in the middle of the Klingon Empire. Being in the middle of Klingon space, it's never really served as a defensive installation. The real reason for the colony is the legend of Kahless. Just before Kahless left to go to Sto-vo-kor, he looked into the sky and pointed to a star. He said that he would return there to lead his people again. The star he pointed to was the wovHov system. Boreth was the first Klingon colony formed outside the Qo'noS system. During the first 100 years, the colony was relatively minor as there weren't many followers of Kahless. However, nearly the entire Empire follows the teachings of Kahless now and the colony has boomed.

When the colony was first formed, it consisted of nearly 2,000 monks who follow the teachings of Kahless. In addition to those monks, there were another 1,500 citizens who were the first colonists who helped settle Boreth. The main settlement was constructed along the coast on the largest continent, in a tight valley between the coast and a large mountain range. The mountain range is one of the tallest on the world, which is where the followers of Kahless constructed temple. The main settlement grew over the next hundred years, thought it was mainly with citizens looking for a better life off of Qo'noS. The population of the colony on Boreth at the beginning of the 23rd century was nearly 200,000.

By this time, more people within the Empire started to follow Kahless. As more people started to follow Kahless, the population of the colony blossomed. In addition to the inflow of people to Boreth, there was the additional formation of several different settlements across the 3 continents and the construction of a mass-transit system that connected all the settlements. The main settlement near the Temple of Kahless was the capitol, but this city had a very small industrial base due to the limited amount of space between the mountain

range and the ocean. There was also the constructed of factories and production facilities on the plateaus above the freezing zones. The construction of these factories centered around the settlements that were formed on these plateaus, but there were also several new settlements that started around small factory complexes.

In the late 24th century, when it was believed that Qo'noS was going to need to be evacuated, the population of Boreth boomed, like the population of almost every other colony in the Empire. By the time Qo'noS had it's ecological damage repaired, Boreth had a population of almost 150 million Klingons. The capitol city of Sa'Qej continued to grow along the coast of the ocean, as it was prevented from moving inland by the mountain range. In addition, several settlements grew at an incredible rate above the plateau near the factory complexes. These population centers also produced several new factory complexes, but their construction was limited to prevent environmental damage to a world which the government deemed important to keep safe, to facilitate the return of Kahless.

Qo'noS was ecologically repaired after the alliance between the Klingon Empire and the United Federation of Planets. While the Klingon Empire is technologically advanced in many areas, such as weapons, shielding, industrial production and engine design, they lacked behind in areas such as environmental sciences, sensors, and medical technology. The Alliance between the Klingons and the Federation was beneficial to both, as the alliance gave the Federation security and stability along the Klingon border, it gave the Klingons much needed assistance in those areas which they lagged behind. The Federation gave the Klingon the technology required to reduce their industrial pollution by nearly 90%. With this, there was an industrial boom on Boreth. The settlements in the frozen plateaus grew considerably as the number of factories went up.

As the 24th century came to a close, the population of Boreth was nearly 162 million Klingons. Boreth also became the center of a recent controversy because the clerics there cloned Kahless from his DNA, and they attempted to portray him as the real Kahless returned. Chancellor Gowron challenged Kahless, as the clerics urged him to lead the Empire. Eventually, the Federation helped the Empire learn the truth about Kahless. They came to an agreement, allowing Kahless to become Emperor, but to keep the position mostly for ceremonial purpose.

Production

Boreth is mainly a religious colony for the Empire, consisting mainly of clerics and followers of Kahless. However, just recently there has been the construction of several industrial complexes on the planet, which was constructed after the Federation shared their technology on cleaner factories. Boreth is the sixth largest population center in the Empire. Its industrial production is small compared to the size of the colony, ranking ninth in the Empire. Its agricultural production is rather small, due to the extreme low temperature of this world. It ranks seventh in the Empire. Due to its position in the center of the Empire, there are no bases in orbit of the planet.

BETA LANKAL

[Beta Lankal]
Affiliation: Klingon Empire
Class-M
System: Qo'noS System
Location
X: -9536
Y: 248
Z: -96
Gravity: 1.40 G
Atmosphere Pressure: 1.30:1
Orbital Speed: 365 km/s
Mean Temperature: 19.8 C
Population: 12.6 Million
Rotation Period: .96:1 (25 Hours)
Climate and Atmosphere:
Nitrogen 68.0%
Oxygen 25.2%
Argon 1.7%
Inert Gasses 5.1%
Low Precipitation grassland world. Beta Lankal has a large southern ice cap, and a small northern ice cap due to the unusual axis of the planet. Beta Lankal wobbles at roughly the same rate as its rotation around the star, which means that the southern pole is completely dark 85% of the year, and receives only 3 hours of sunlight the remaining 15% of the time. The majority of land in the southern part of the southern hemisphere is dry, and dead due to lack of light. The rest of the world is covered in a dry forest, with small zones of tropical forest. The dry, dead desert zones are struck with severe sand storms due to high winds, while the rest of the world receives low amounts of precipitation, but rather steady climate. The atmospheric pressure is very similar to Qo'noS, but the world has almost no mountains and the majority of land is at sea level.

Details

Beta Lankal is the only class-M planet in the Lan'Qal system. The Lan'Qal system has 8 planets in orbit of a standard orange K8 star, in which consists of 5 terrestrial planets, 2 gas giants, and 1 frozen world in far orbit. The planet has little precipitation across the northern hemisphere, and almost none in the southern hemisphere, which is dead due to lack of light. The dead desert in the southern hemisphere is struck with severe sand storms frequently, as there is no vegetation to break the wind. This has lead to this area being almost inhospitable.

Beta Lankal is the 2nd planet in the system, with two moons in orbit. The moon configuration is one of the most odd in the galaxy, as one moon moves around the equator and the second moves across the poles. The moons are pitted with craters, as they have no atmosphere and are uninhabited. Unlike other moons in the Empire, which are often tapped as energy production facilities, these moons have little use except as decorations in the sky.

Specifics

Beta Lankal is a Klingon colony which was formed nearly 100 years ago, as an observation post against the Cardassian Union. The colony was formed as a small military outpost for nearly 10 years, until the Praxis Disaster, which was believed to force the evacuation of Qo'noS. This lead to the colonies throughout the Empire going through a growth boom. Beta Lankal was no different.

Unlike most other planets in the galaxy, this planet wobbles in orbit around the star. This has caused the southern pole to be completely dark 85% of the time, and only receiving 3 hours of sunlight for the remaining amount of time. The

northern pole receives sunlight day round, nearly year round. The northern ice cap is extremely small, with the southern ice cap growing all the time. The planet is 60% land, and 40% water. Unfortunately, most of the land is in the southern hemisphere. There are only two small continents in the northern hemisphere, and three larger continents in the southern hemisphere, with minimal light except at the northern edge of them, near the equator. The northern continents consist mainly of dry forests, with tropical forest regions along the coast near the equator. The southern continents are covered with woodlands on the northern area, but the southern areas are mostly dead cold deserts where there is minimal light.

Unfortunately, the southern part of the southern continent is dark nearly year round. This has lead to vegetation being unable to grow, so there is nothing there except sand. There is no precipitation of any kind, so it is crossed by severe sand storms nearly year round. With no plant life to hold the soil, or break the wind, it's crossed from one side to the next by severe windstorms reaching nearly 250 km/h. This area is almost incapable of supporting life, except for only 500 Klingons who live out here as a test of their strength.

Most of the settlements are in the northern hemisphere, along the oceans. With almost no mountain ranges, almost all of the land in the northern hemisphere and the northern part of the southern hemisphere is habitable. The capitol settlement on Beta Lankal is a city named wovreH. It was the first settlement of the colony, and was formed near the northern tip of the northern continent. After the incident on Qo'noS, settlements popped up all over the northern continent and the population of the planet began to grow. It went from 10,000 Klingons to over 10 million Klingons before the Klingon-Federation Alliance was able to resolve the ecological damage on Qo'noS. However, by this time the colony continued to grow.

The colony set up large farms across the northern hemisphere, as the nearly constant sunshine proved to be ideal for farming. The agricultural growth exploded, and the planet was soon one of the leading exporters of agricultural items in the Empire. However, as the colony grew some of the farmland was reclaimed for urban development and still others for industrial land. Fortunately, by the time the factories were being built, the Empire was already using the Federation technology for environmental friendly factories to keep the planet mostly clean.

It was about 40 years ago when deep planet probes found large veins of kelbonites and dolamide in the northern plateaus of the southern continents.. With this discovery, there was another population boom on the world, which brought its population up to over 12 million Klingons. Several large mines opened, as well as large smelters along the coast, to process the kelbonite to transparent aluminum and dolamide to duranium. With this, the farming and mining activities on this planet has overshadowed any military purpose the colony served. In addition, with the formation of a settlement on Zansellquasure, the observation post here was rendered rather useless.

Production

Beta Lankal is mainly an agricultural and mining colony for the Empire. There is a large industrial complex on the planet, but its main purpose is the processing of the mined ores into refined products to be sent off to other factories and shipyards throughout the Empire. Fortunately for the environment of Beta Lankal, most factories were constructed after the Federation shared their technology on cleaner factories. Beta Lankal is the eighth largest population center in the Empire. Its industrial production is considerable due to the refineries, leading to the planet ranking sixth in the Empire. Its agricultural production is also pretty good, but it's being cut back as more land is devoted to the mines and metal processing planets. This has lead to Beta Lankal ranking fourth in the Empire, but that's like to go down as more of the planet is mined. In addition, there are no longer any bases in orbit of the base as it's position as an observation post on the Cardassian border has been replaced by Zansellquasure.

RURA PENTHE

[Rura Penthe]
Affiliation: Klingon Empire
Class-M
System: qolaS System
Location
X: -9444
Y: 60
Z: -66
Gravity: 0.62 G
Atmosphere Pressure: .76:1
Orbital Speed: 301 km/s
Mean Temperature: -17.5 C
Population: 8,500
Rotation Period: 1.65:1 (40 Hours)
Climate and Atmosphere:
Nitrogen 77.9%
Oxygen 14.8%
Argon 5.2%
Inert Gasses 2.1%

Rura Penthe is a small, frozen, tundra world. This planetoid is extremely small for a Class-M world, and with no nitrogen-fixing plants and occasional volcanic activity, it has a barely habitable environment. There is no liquid water on the surface of the planet, which is completely covered in snow. The mean surface temperature is well below the freezing point. In addition, there are no lifeforms native to the surface of this planet due to the severe low temperature.

The atmosphere is much thinner than that of Qo'noS, with large electromagnetic storms moving across the surface of Rura Penthe. Adding to those electromagnetic storms, there are often high surface winds associated with the storms since there is no surface vegetation to break up the wind.

Details

Rura Penthe is the only Class-M in the qolaS system, but it barely qualifies as Class-M. It's the third and last planet in the system, in an orbit outside of two gas giant worlds. The planet has no moons in orbit of it. The planetoid is a frozen world, which is incapable of supporting life above the surface. The planet has no liquid water on it, due to the extreme cold so this leads to there being no precipitation across the planet. In addition, there are large electromagnetic storms, which ravage across the world, causing severe problems to any beings above the surface.

The planet was colonized 150 years ago as a penal colony for the Empire, after the discovery of dilithium below the surface. The prison was formed below the surface in mines, which held the prisoners. With the surface being so inhospitable, there are no security measures to hold prisoners in with the exception of a shield to prevent beaming.

Specifics

Rura Penthe was formed as a Klingon penal colony nearly 150 years ago, just after a geological survey on the world detected large concentrations of dilithium below the frozen surface of this world. When the colony was first formed, it took a small Klingon engineer team to start the beginning of a mineshaft below the largest dilithium vein. There was a single access point on the surface, located near a large frozen plateau where the prison transports landed to offload the prisoners. The Klingon engineers departed the world, and the first groups of prisoners were brought in. They started the construction of crew quarters, prisoner barracks, kitchen, and cargo bays. Once that was constructed, larger groups of prisoners were brought in to start mining the dilithium and the guards started working on how to keep the prisoners put.

As the primary empire penal facility, as the first mine grew over the largest dilithium vein, it was decided that additional mines should be constructed so more prisoners could be brought in and more dilithium could be mined. The first mine has the largest population of prisoners, with nearly 1,500 prisoners, which most are non-Klingons. As the mine continued to grow, moving down and out along the dilithium vein, the new prisoners were being housed in old empty mine shafts. Situated above the prisoner housing are catwalks, which the guards patrol to watch the convicts. In 2293, the penal colony received its most famous prisoners. Captain James Kirk and Commander Leonard McCoy, from the Federation, were falsely convicted of the assassination of Chancellor Gorkon, of the Klingon High Council. Eventually, they escaped to foil the plot to kill the Federation President. About 10 years after the ordeal with the Federation prisoners, and 53 years after the establishment of the colony, the construction began on two additional mines near other large veins of dilithium on Rura Penthe.

The first mine was built by Klingon engineers, but the second and third mine were constructed by convicts under the supervision of engineers. It took nearly 8 months for the mines to be carved out, and another year for the living quarters and support facilities to be constructed. Nearly two years after the start, the secondary mine camps took in their first prisoners. These mines each held nearly 250 prisoners and a small number of guards. This was sufficient for 30 years, as the first mine continued to grow on the largest dilithium vein on the planet. The second and third mine were situated on smaller veins, but they still had plenty of dilithium to mine. However, after 30 years, it was necessary to build additional mine shafts.

Nearing the end of the 24th century, there were 12 mine shafts constructed and 4 large underground warehouses that held the mined dilithium for transport offworld to be refined. The first mine, which is still in operation after 150 years, now houses nearly 3,250 prisoners in addition to the guards and the penal colony administration. The older 4 shafts hold about 750 prisoners each, and the 7 newest shafts hold about 300 prisoners. These mines are relatively efficient, with a small transport system that connects the mines to the warehouses for the storage of the dilithium. To prevent the prisoners from attempting to escape the mines on the small transports, the transports travel from the mine to the surface and then to the warehouses, which have no heat. This means that lifeforms are rarely able to stay warm for any prolonged period of time, and they eventually die.

The prison developed a reputation as the *Aliens' Graveyard*. Criminals sentenced to Rura Penthe often remained there for their life, however short it may be, as most prisoners die from overwork and exhaustion. Any prisoners who attempt to escape on the surface often die quick deaths from exposure. In addition, if a prisoner breaks the rules in the prison, they are expelled from the prison to the surface. The conditions in the mine are deliberately poor, in hopes that the prisoners will kill each other and reduce the impact the prisoners have on the Klingon government.

This prison is unique in its design. It contains no fences, no guards, and no life-sign sensors. Instead, the Klingon government relies on the inhospitable cold to keep prisoners inside of the dilithium mines. The only type of enforcement employed is a rudimentary transporter scattering field, a single warden, deputy wardens to supervise the separate mines, and a skeleton crew of security guards and support staff. To date, there have been no escapes from Rura Penthe with the exception of Captain James Kirk and Commander Leonard McCoy of the Federation, who were imprisoned for the assassination of the Klingon Chancellor, but that was before the conspiracy was discovered.

The transporter-scattering field works on principles commonly employed in shield harmonics. By distributing the relatively narrow annular confinement beam of a transporter beam over a wide area, the power requirements for a safe transport of an individual humanoid increases exponentially. Similarly, active and passive sensor sweeps can be distorted and reflected, causing an orbiting vessel's sensor scan to fail. This system is especially effective on Rura Penthe with it's electromagnetic storms.

Production

Rura Penthe is the main penal colony for the Empire. The convicts mine the large veins of dilithium that are underground on this world. It's the smallest colony in the empire. Due to the severe cold and frozen wasteland, it is incapable of growing any type of crops, which means the colony has no agricultural production, similar to Beeblebrox. However, this planet is the 8th ranked planet for industrial production. While it has no factories, the amount of dilithium recovered from below ground continues to grow as more prisoners are brought here. Due to the surface being inhospitable, the raw dilithium is stored in warehouses where it's eventually picked up and sent to refining plants on different worlds. In orbit of the planet is an Armored Station, which is where most of the dilithium is stored after a small transport brings the mined goods from warehouses to the bases cargo bay.

NARENDRA III

[Narendra III]
Affiliation: Klingon Empire
Class-M
System: Narendra System
Location
X: -9634
Y: -114
Z: -170
Gravity: 1.32 G
Atmosphere Pressure: 1.12:1
Orbital Speed: 430 km/s
Mean Temperature: 21.2 C
Population: 56.7 Million
Rotation Period: 1.35:1 (32.5 Hours)
Climate and Atmosphere:
Nitrogen 55.4%
Oxygen 33.2%

Sulfur 3.9%
Inert Gasses 7.5%

Temperate world with large areas of woodlands and grasslands. However, there are also large strips of desert in continental interiors. This planet has two mid-sized icecaps, while the surface of the planet is 40% land and 60% water. This planet has several large mountain ranges that were formed by tectonic shifts, the largest of the mountain ranges forming on the western edge of northern and southern continent, and the small peninsula that connects them. The deserts are extremely dry, and are barren of any life, but the forests are teeming with indigenous lifeforms. The atmosphere is roughly the same as that on Qo'noS, which has made the transition relatively easy for any Klingon moving to this colony.

Details

Narendra III is the third planet in the Narendra system, and it's also the only Class-M in the Narendra system. There are no moons in orbit around it, but there is a large dust cloud between this world and the second planet in the system. During daytime, the dust cloud is often visible as a sparkling strip across the sky due to the light being reflected by the dust particles. In the woodlands and grasslands there is an average amount of precipitation, which has lead this to be the areas where the Klingon settlements are being founded. However, the deserts in the center of several continents are bone dry, often not getting any precipitation for years.

Specifics

Narendra III is one of the newest colonies formed by the Klingon Empire. The formation of the colony was ordered by the High Council 30 years ago once it was realized it's location provided a perfect point to observe the Romulans, and monitor their border. Once the decision was made, two heavy colony ships departed the Qo'noS system for the Narendra system.

The planet has 2 large continents and 2 smaller continents. The two larger continents are in the western hemisphere, with one in the northern hemisphere and the second in the south. A long, yet thin peninsula connects them. The two smaller continents are both in the northern hemisphere of the eastern hemisphere. The largest continents are dominated by a large, tall mountain range on the western coast, and it extends from the northern tip all the way to the southern tip. The middle area behind the mountain range is a dry desert, while along the coasts are woodlands and grasslands. Thick forests dominate the smaller continents.

The colony was formed 30 years ago in the Narendra system, and it originally consisted of just a military sensor station and the main settlement. The military outpost was established on the western coast of the large continent in the northern hemisphere. It was constructed on the side of the tallest mountain in the range, with the sensor array stationed at the peak of the mountain so it had maximum sensor efficiency due to such little atmosphere at that height. The main settlement however was constructed on the isthmus, with hoppers traveling back and forth. The initial size of the colony was nearly 4,000 Klingons. It took nearly 3 years for the settlement to be fully operational, but the military outpost was operational after only 3 months. Once the settlement was set up, several factories were constructed and several Klingon transport ships brought people to live on Narendra III. Some came to work in the factories, while others came to farm, and still others came, such as retired Navy personnel, for the chance of facing the Romulans should they attempt to invade.

After 12 years, the colony finally started to establish an additional settlement in the northern hemisphere. This settlement was built on the edge of a large expanse of grassland, which soon became nearly perfect farmland. With establishment of the second settlement, transport tubes were built to connect the military outpost, and the settlements. While the civilian population continued to grow, the military base remained stagnate as just a small sensor outpost. 15 years after the establishment of the colony, the population had reached nearly 7 million Klingons.

The colony grew at an exceptional rate, going from 7 million up to 45 million in 10 years. Such a population growth forced the construction of three dozen new settlements, some of only a few hundred Klingons, and others with hundreds of thousands or millions. Some of the settlements were established as a collection point in farm country, while others were constructed in rather inhospitable areas for the construction of the colonies industrial base. The main industry here on Narendra III is the refining of raw dilithium from Rura Penthe to starship-grade dilithium. In addition, there is also a booming industry of building materials.

Finally, as the end of the 24th century approaches, the colony has reached a population of over 55 million people. While the majority of the population is Klingon, there have also been several other races that have chosen to live on Narendra III. This is rather odd for a Klingon colony, but due to the opportunities that present themselves here, other races have chosen to live under the harsh Klingon rules for the chance for wealth.

Production

Narendra III is a new Imperial colony, but it's been growing fast. With the good farmland, and other lands put to use for the construction of factories and the colonies industrial base, the military governor of Narendra III has done well in the development of the colony. Given the governor's serve with the Klingon Defense Force Combat Engineers, it's no wonder he's done so well with the placement of settlements and the factories. The colony has the seventh largest population in the Empire, as well as having the 7th largest industrial base. In addition to the industrial production, it also has the sixth largest agricultural production in the Empire. There are no orbital facilities on this planet, however there is a planetary sensor array for monitoring the Romulan Empire.

Klingon Background Data

The Klingon Empire is one forged of honor, warrior instinct, and tradition, founded by the hero Kahless and his Parmakai, Lukara. Qo'nos is a desolate planet in the heart of Klingon Territory. The home of Brekits and Targs, two native animals often pets and dinner entrees to the Klingons, Qo'nos is a dangerous place — there is little order to Qo'nos other than its family/hierarchy structures.

Klingon Culture Humanoid warrior civilization, originally from the planet Qo'noS; a proud, tradition-bound people who value honor. The aggressive Klingon culture has made them an interstellar military power to be respected and feared. There is no equivalent of the devil in Klingon mythology, although a beast known as Fek'lhr is believed to guard the underworld of Gre'thor.

According to myth, ancient Klingon warriors slew their gods a millennium ago. They apparently were more trouble than they were worth. Perhaps this is why the Klingons have

no devil; they killed him. In Klingon society, the death of a warrior who has died honorably in battle is not mourned. In such cases, the survivors celebrate the freeing of the spirit. Klingons believe in an afterlife but there is no burial ceremony. They dispose of the body in the most efficient means possible, confident that the warrior's spirit has now joined Kahless the Unforgettable in Sto-Vo-Kor.

Klingon tradition holds that "the son of a Klingon is a man the day he can first hold a blade." Another Klingon ritual is the R'uustai, or bonding ceremony, in which two individuals join families, becoming brothers and sisters. Klingons believe that they have the instinctive ability to look an opponent in the eye and see the intent to kill. Klingon tradition holds that a Klingon who dies by their own hand will not travel across the River of Blood to enter Sto-Vo-Kor. If a Klingon warrior strikes another with the back of his hand, it is interpreted as a challenge to the death.

Klingon warriors speak proudly to each other; they do not whisper or keep their distance. Standing far away or whispering are considered insults in Klingon society.

The Klingon body incorporates multiple redundancies for nearly all vital bodily functions. This characteristic, known as brak'lul, gives Klingon warriors enormous resiliency in battle. Despite the considerable sophistication of Klingon technology, significant gaps exist in Klingon medical science, in part due to cultural biases that injured warriors should be left to die or to carry out the Hegh'bat. Klingons have redundant stomachs. Klingons have no tear ducts. Klingon blood is a lavender-colored fluid.

As for the evolutionary changes that have taken place since first contact with the Klingons, there has been no clear explanation. Worf, while serving aboard Deep Space Nine, has said the differences between the foreheads of today's and yesterday's Klingons are never discussed with outsiders.

MILITARY HISTORY

The Klingon Empire, founded some 1,500 years ago by Kahless the Unforgettable, who first united the Klingon people by killing the tyrant Molor. The Klingon Empire has had a long, colorful, and violent history, with many bloody conflicts such as the battle of Tong Vey, in which an ancient Emperor Sompek ordered the destruction of an entire city. By 2069, the empire was controlled by the Klingon High Council, which had grown so powerful that no emperor headed the empire from that year until the ascension of the second Kahless in 2369.

First contact between the Klingon Empire and the Federation took place in 2218, a disastrous event that led to nearly a century of hostilities between the two powers. By 2267, negotiations between the Federation and the Klingon Empire were on the verge of breaking down. The Klingons had issued an ultimatum to the Federation to withdraw from disputed areas claimed by both the Federation and Klingon Empire or face war. The hostilities came to a head at planet Organia, the only class-M world in the region. Unknown to either combatant, the Organians were incredibly advanced noncorporeal life forms that imposed the Organian Peace Treaty on both parties, thus effectively ending armed hostilities.

The Klingons entered into a brief alliance with the Romulan Star Empire around 2268, when an agreement between the two powers resulted in the sharing of military technology and spacecraft designs, providing the Romulans with Klingon battle cruisers. By the mid-2280s, Klingons were using ships described as birds-of-prey (traditionally a Romulan term) that were equipped with cloaking devices.

Early talks between the Federation and Klingon Empire took place at the Korvat colony in 2289. While no major breakthroughs resulted, some small progress was made when Federation negotiator Curzon Dax earned the respect of his Klingon colleagues. The Klingons considered tribbles to be an ecological menace, a plague to be wiped out. In the later part of the 23rd century, hundreds of Klingon warriors were sent to track them down throughout the galaxy. An armada obliterated the tribble home world, and before the 24th century, tribbles had been eradicated.

A new chapter in relations between the Klingons and the Federation was opened in 2293 when a catastrophic explosion on Praxis caused serious environmental damage to the home world. in the economic disarray that followed, Klingon Chancellor Gorkon, leader of the High Council, found that his Empire could no longer afford its massive military forces. Gorkon launched a peace initiative, offering to end some 70 years of hostilities with the Federation. Just prior to a major peace conference, Gorkon was murdered by Federation and Klingon interests who sought to maintain the status quo. Gorkon's successor, his daughter Azetbur, continued her father's work, and successfully concluded the Khitomer Accords with the Federation later that year, ending nearly a century of hostilities and establishing military guidelines.

The Klingon High Council was a hotbed of political intrigue that nearly plunged the empire into civil war in 2367 when council leader K'mpec died of poison. This murder, viewed as a killing without honor under Klingon tradition, triggered a bitter struggle to determine K'mpec's successor. K'mpec had taken the unorthodox precaution of appointing a non-Klingon, Jean Luc Picard, as his Arbiter of Succession. Under Picard's mediation, political newcomer Gowron emerged as the sole candidate for council leader. Forces loyal to the powerful Duras family unsuccessfully attempted to block Gowron, plunging the empire into a brief civil war in 2367.

Though their nation was called an empire, an emperor had not ruled it for more than three centuries. This situation changed rather dramatically in 2369, when the clerics of Boreth produced a clone of Kahless the Unforgettable. Although their initial claim that Kahless was the actual one was quickly disproved, this clone was regarded as the rightful heir to the throne and, with the support of Chancellor Gowron, was installed as the ceremonial emperor of the Klingon people.

The Empire was ever-vigilant against potential outside threats and, in early 2372, reacted strongly when a civil uprising overthrew the Cardassian military, placing power in the hands of the Detapa Council. Fearing that the Cardassian government had been taken over by the Dominion, Gowron's forces, commanded by a changeling agent impersonating General Martok, invaded Cardassia Prime, intending to execute the Detapa Council and install an imperial overseer to rule. The Federation Council condemned the Klingon invasion, and in response, Gowron cancelled the Khitomer Accords, expelled all Federation citizens from the empire and recalled his ambassadors. Open hostilities between the Klingon Empire and the Federation flared up over the next few months, resulting in the destruction of the starship Farragut at the Lembatta cluster and a pointless skirmish at Ajilon Prime. A cease-fire with the Federation was established shortly after this incident.

With the Dominion threat becoming greater with every fleet of ships coming through the Bajoran wormhole, the Klingons allied themselves with the Federation. After Captain Ben Sisko decided to mine the entrance to the

wormhole so no more Dominion forces could enter the Alpha Quadrant, war was inevitable. The Cardassians joined forces with the Dominion, and later in the war the Breen entered in that alliance. The Federation Alliance, later consisting of the Romulans, defeated the Dominion Alliance to end a long and costly war. During a critical time during the war when the Breen entered the war they brought new weapons that disabled Federation and Romulan ships, making them helpless, but the Klingons were immune to this weapon, Chancellor Gowron took control of the Klingon forces from General Martok, serving his own political purposes. Worf challenged Gowron for leadership of the High Council and killed Gowron. Worf then made General Martok the new Chancellor of the High Council.

After the war with the Dominion had ended, Chancellor Martok offered Worf the position of Ambassador to the Federation. Worf accepted and returned to Qo'noS with Chancellor Martok.

ABOUT KLINGON HISTORY

The history of the Klingon people is a long and glorious one. One need only listen to the epic poems and operas about the deeds of their heroes to get a feel for the richness and depth of Klingon lore. The Klingons revere their history, or at least the history they have been taught. Klingons often prefer their cultural myths and legends to the dry (and sometimes embarrassing) details of factual history. There are many details about Klingon history that remain unknown, obscured by the mists of time and legend, but the history we do know tells us a great deal about the Klingons as a people.

Klingons prove the ancient human proverb "it is the victors who write the history." For as long as the Klingons have recorded their history, they have colored it with their particular beliefs, visions, and even prejudices. The Klingons are a people given to singing songs and creating legends, not to historical facts and research. Klingon leaders also prefer historical "facts" that support their position and bring them the greatest amount of glory. Therefore, many of the details of Klingon history are unclear, even to the Klingons.

Chancellor Martok is less prone to prevarication than his predecessors, and has made some effort to "set the record straight" where possible. But even he admits, "Klingons do not want to hear about the failures and wrongdoings of the past unless there is a hero to set them right." While these events are as close to the truth about Klingon history as possible, there is always the possibility of new historical evidence coming to light.

THE KLINGON CALENDAR

The Klingon Imperial Calendar is based on the cycles of Qo'noS. Although the Klingons use a stardate system similar to that of the Federation, to account for temporal and spatial distortions involved in warp-travel, the Imperial Calendar remains in common use throughout the Empire.

The Klingon year-known as a DIS or "turn"-is 384.2 days long. It is divided into eight *jar* or months of 48 days each. Each month is divided into six *Hogh* or weeks of 8 days. The Klingon year begins with the *Kot'baval* festival, celebrating Kahless' victory over Molor. The months of the year are: A'Kahless, Jo'vos, Maktag, Merruthj, Soo'jen, Lo'Bral, Doqath, and Xan'lahr. Every five years, the Klingons add an additional day on to the Kot'baval festival, the balance out the calendar. Such "festival years" are considered particularly auspicious.

The Imperial Calendar begins with Kahless' victory over Molor as year 0, and the founding of the First Empire as year 1. Since their year is slightly longer than the standard Terran year, the Imperial Calendar tends to lag behind the old Terran Calendar. This often causes confusion when Klingons speak in terms of "years" or "centuries," since they may be referring Klingon measurements, Terran, Federation, or some other system.

QO'NOS AND THE BEGINNING

The planet Qo'noS formed out of interstellar gases and dust billions of years ago. Much like other life-bearing planets Qo'noS was close enough to its parent star to warm its surface without burning away its precious water or atmosphere. It sheltered in the warmth, the fires of its formation cooling as the first rains poured down upon it, sending steam off its dark, rocky hide.

The waters filled the deep lowlands and valleys, forming a mighty sea, while a lone and rugged continent rose above the waters. In time, those waters became home to life, at first simple and tiny, later larger and more powerful. The life from those oceans found its way onto land, and grew stronger and more numerous. Millions of years later, the first true Klingons looked out into the night sky and wondered at their beginnings.

Klingon legend describes the origin of their race thus: From distant Qui'Tu the gods came to Qo'noS, which burned with fire. They took the fire of Qo'noS and shaped it, forming it into a heart that beat more powerfully and more forcefully than anything in the cosmos, the heart of the first Klingon. But the beat of the first Klingon heart was a lonely one, without equal in the universe. So the gods shaped from fire a second heart, as mighty and powerful as the first. Those two hearts beat together in unison and the gods trembled at their power. The beat of the two hearts grew stronger and stronger, until the gods could not withstand their might. United together, the first Klingons slew the gods that created them, proving there was nothing two united Klingon hearts could not accomplish.

According to Klingon legend, the first Klingons destroyed their creators, proving they were the strongest force in the universe. They did not do so out of malice, but because they were Klingons, and it was their nature. Modern Klingons often say their ancestors slew their gods "because they were too much trouble."

Interestingly enough, the research of archeologist Richard Galen in the 24th century suggests a grain of truth in this Klingon tale. Professor Galen discovered certain commonalties in the genetics of species spread across many different worlds, including Earth and Qo'noS. He speculated that an ancient race of progenitors "seeded" the oceans of these worlds with genetic material billions of years ago, when life was first forming. Later investigation proved Galen's theory correct and uncovered a message from these ancient, humanoid aliens.

Only a few high-ranking Klingons are aware of the information uncovered by Professor Galen, and they reject the idea that Klingons could have any sort of kinship with humans, much less Romulans or Cardassians! The idea is considered scientific heresy in the Empire, and kept secret by the High Council.

If the gods of Klingon legend really were aliens, they may have left some trace, even after billions of years. Such aliens were no doubt highly advanced and some of their technology or artifacts may still exist. Scientists have sought to study Qo'noS in hopes of exploring this theory, but the Klingons frown on scientific research that questions their past,

particularly when it calls their most fundamental legends into question. The Klingons cling stubbornly to their traditional views, despite any evidence to the contrary. For example, the discovery of stone age Klingon ruins on Qo'noS served more as a confirmation of the legend of Ja'Duch than a challenge to it.

The First Klingons

According to Klingon myth, after they slew the gods, the First Klingons were forced to survive in the harsh wilderness of Qo'noS. The world was a hostile and dangerous place and, although they were strong, the first Klingons were faced with terrible hardships, and hunted by dangerous beasts. But they were Klingons, and they did not despair. Instead, they took the fire from within their hearts and brought light into the darkness. They took stones from the mountains and worked them into weapons to fight the beasts that menaced them. With these tools, they overcome all obstacles that stood in their way.

In fact, the earliest recognizable Klingon skeleton uncovered by archeologists dates back to approximately 500,000 BC. At this time, Klingons apparently lived in extended family tribal units that were at least somewhat nomadic, traveling from place to place in search of food, following the migrations of various food animals. These early Klingons discovered fire and used stone and bone tools made by hand. Archeological evidence suggests these weapons were used for more than hunting; Klingon remains have been uncovered with spear and knife points lodged in them. The early Klingons likely fought over the most valuable hunting territories on Qo'noS, beginning their long history of conflict.

The First Houses

Archeologists have uncovered the remains of what must be one of the first Klingon settlements, around 25,000 BC. A small collection of stone huts built around a central fire-pit, surrounded by a low stone boundary wall. This coincides with the dawn of agriculture and animal domestication on Qo'noS, as well as the formation of the first extended communities or "houses." These developments appear quite suddenly in Klingon prehistory, and no scientific evidence has been uncovered about how they originated.

The early Klingons grew and harvested food near their villages, and hunted in the surrounding area along with domesticating animals like the targ, which served as a source of food, hides, and bone tools. Archeologists believe early Klingons also raised gagh (serpent worms), although there is no proof of this.

Klingon legend offers an explanation in the form of Ja'Duch, a legendary warrior and hero, said to have founded the first Klingon house. Ja'Duch was a great hunter and fought battles against other tribes to protect his people. He was renowned for his generosity, and for his unusual custom of performing the ru'ustai ("bonding") ceremony with the families of his honored enemies, who lost their own protectors. In this way Ja'Duch brought the families of his defeated enemies into his own tribe, which grew quickly and became strong. They established a vaS'a, a village, under Ja'Duch's direction, so creating the House of Ja'Duch, the first great hall or "house" of a Klingon warlord. Nothing is known of what became of the House of Ja'Duch following the death of its founder.

Klingon Burial Customs

Ancient Klingons held to burial customs quite different from those of modern Klingons. Archeologists theorize the ancient Klingons believed in the need for the body to be interred in the ground for the spirit to find its way into the afterlife. Ancient burial sites have bodies wrapped in shrouds and placed in deep pits or natural caves, often decorated with paintings or carvings of Fek'lhr, the guardian of Gre'thor, and the underworld.

With the rise of powerful city-states and a true Klingon ruling class, burial customs became even more elaborate. Powerful leaders built massive tombs to glorify themselves, decorated with paintings and carvings of their achievements. Bodies were mummified, wrapped in chemically treated bandages to preserve them, and decorated with jewelry and glyphs. These tombs have been compared to the glories of the First Hebitian Civilization on Cardassia, or the Egyptian civilization on Earth. Although many ancient Klingon tombs were looted and destroyed-by later Empires as well as during the Hur'q Invasion-some of them still stand and are preserved by the Klingons as treasures of their ancient past.

The Rise of the First Empire

For thousands of years, the Klingons lived in small settlements and villages. The idea of extended houses spread throughout Klingon society. Houses offered many advantages, not the least of which were greater numbers and more allies in battle. Other Klingon leaders adopted the idea, performing the ru'ustai to unite different tribes together as a single house under their leadership. Many of these houses did not survive the death of the leader that brought them together, but others were passed down to successors able to hold them together for another generation or two. In time, the leadership of a house became a traditional position, passed on from father to son, although an upstart could always challenge the current leader for his position.

The First City-State

Around 6,000 BC, the concept of houses was firmly established in Klingon culture. Settlements grew larger as the more successful houses grew and continued to war against one another. As the great houses grew, it became more and more difficult to incorporate one's enemies into one's own house after defeating them. Rival houses were simply too large for such forced alliances, and attempts made to unify houses by force resulted in bloody civil wars that tore the newly unified house apart and destroyed both sides.

According to legend, a Klingon warlord named Kargas hit upon the idea of bringing different houses together without forcing them to become one house. Instead, as individuals and families joined a house, so could houses join together to form a nation, working together for their mutual benefit. It was a radical idea, but Kargas made it work through a combination of cunning diplomacy and persuasion at the point of his sword. The heirs of his enemies were allowed to keep their house and their title, so long as they swore oaths of loyalty to the House of Kargas. More importantly, houses were allowed to join Kargas' new alliance of their own free will, and some did once they saw the potential benefits.

Kargas and his allies are believed to have the Klingon city that still bears his name, the first true city-state on Qo'noS. Although the city has been conquered, destroyed, and rebuilt many times over thousands of years, Kargas' original alliance lasted for generations before the tides of war brought down his house, which is lost in the mists of legend.

The idea of the city-state spread through Klingon society, and other houses began to form alliances of their own. From

these new city-states emerged the first true signs of modern Klingon ideas of nobility, along with blood feuds between houses, which began during this time.

Although Klingon city-states were successful, they also grew too rapidly for the meager resources of their territory to sustain them. This led to the first large-scale wars in Klingon history, as city-states and alliances fought each other for control of valuable land and resources. Vast armies battled on the plains of Qo'noS, and city-states rose and fell based on the outcomes of those battles.

One of the bloodiest and fiercest battles of this time was the Battle of Tong Vey. Tong Vey was ancient city-state that refused the advances of a warlord named Sompek to join his new and growing empire. Sompek led an army of ten thousand Klingon warriors to lay siege to Tong Vey for months. Legends speak of the "vast sea of warriors that broke against the walls of Tong Vey." Starvation and disease gripped the populace of the city as they held out against Sompek's army for as long as they could. Their continued defiance to his will only angered the Emperor more and more.

Finally, after months of siege, the people of Tong Vey had no choice but to surrender to Sompek and agree to join his empire. The Emperor accepted their surrender but, as the gates of the city opened, he ordered his troops to kill every inhabitant of the city and to burn Torn Vey to the ground, so no sign of the defiant city would survive.

Sompek's destruction of Tong Vey set the tone for millennia of Klingon history, as petty empires rose and fell across Qo'noS. The leaders of great houses schemed and forged alliances, raising new warlords to rule over collections of powerful city-states. New empires warred with the old, falling before their might, or toppling them and taking their place.

Although many legendary Klingon heroes appear in this period, Klingon culture acknowledges it as a dark time, when Emperors and leaders had no understanding of honor or the obligations of a leader to his people, as shown by heroes like Ja'Duch or Kargas. The so-called "Time of the Tyrants" is often the subject of tragic Klingon operas, where cruel leaders and warlords are brought down by their own lack of honor.

The Coming of Kahless

Some fifteen hundred years ago, a figure arose that would change Klingon culture and society forever. Kahless was born to a common family in an empire ruled by the tyrant Molor. Molor was known as a cruel and despotic leader, who built his empire on conquest and cunning, oppressing his people with heavy taxes and other demands to supply Molor's own army and to fill his palace with luxuries.

After their father died in Molor's army, Kahless' brother Morath went to the great hall of Molor to ask the Emperor for money to support the family's lands. To gain the money, Morath told the egotistical tyrant his father supported Molor, and that the emperor's people loved him. When Kahless found out about Morath's lie, he insisted on returning the money to Molor. Morath refused, leading the two brothers to fight. According to Klingon legend, Kahless and Morath battled for twelve days and twelve nights before Morath surrendered, realizing his brother was right.

When they attempted to return the money to the tyrant emperor, Molor was offended. He ordered Morath killed and the family's land confiscated. The two brothers fought to escape, and Morath gave his life so Kahless might live, having learned the lessons of honor at last.

Kahless escaped into the mountains surrounding Molor's city, where he lived alone for many years as an exile and hermit. According to the legend, one day, while pondering his fate, Kahless was struck by inspiration. The idea of a code of honor, as a way to govern the actions of true Klingons, formed in his mind. With the fires of honor burning in his heart and mind, Kahless, forged the first bat'leth in the fires of Kri'Stak, a volcano in those mountains. When his weapon was ready, Kahless returned home. He fought his way through one hundred warriors to reach Molor's throne room, where he challenged Molor to face him in battle. Kahless slew the tyrant after a duel that lasted for seven days and nights.

With the defeat of Molor, his people hailed Kahless as a hero and liberator. It is said his first act after Molor's defeat was to return to his family's farm, where he used his bat'leth to harvest all the fields in a single day, ensuring his family would have food to eat and money to support them. Kahless then assumed the role of Emperor, and rallied the people around him. They quickly swore fealty to their liberator, and word of Kahless' victory spread.

When news of Molor's death and Kahless' ascension reached the nearby city-states, their rulers thought they sensed weakness in this commoner-turned-Emperor. They prepared to invade and seize Molor's former territory for their own. Some few city-states, swayed by Kahless' philosophy of honor, chose to join him. Kahless himself led the city's warriors to defend it. His small army withstood an assault from a force more than ten times their size at Three Turn Bridge, where Kahless is said to have held the pass entirely by himself. The blood of his enemies flowed so freely the river there is still known as "The River of Blood."

After his victory at Three Turn Bridge, the noble houses agreed to support Kahless and he won the respect of friend and enemy alike. Nobles flocked to swear fealty to the new Emperor. Those who continued to defy Kahless' power soon felt it for themselves as the Empire continued to grow.

As the years passed, Kahless' Empire became the largest and most powerful on Qo'noS. Kahless conquered and unified the whole world under his rule, creating the First Klingon Empire. Many legends grew up around Kahless and his successors, and Klingons often regard the First Empire as a kind of "golden age" of honor and heroism.

The Legend of Kahless

Stories of Kahless' exploits are found all throughout Klingon culture and lore, so many that it is impossible to believe any one man could have accomplished so much in a single lifetime. Among other things, Kahless is attributed with creating the code of honor that is the foundation of Klingon culture. He forged the first bat'leth and created the first combat styles based around it, winning numerous battles (often single-handedly). He slew the Serpent of Xol and conquered the Fek'lhri, carved statues, and performed an endless array of other feats.

His battle with the Serpent of Xol is typical of many of Kahless' legendary deeds. The Serpent laired in the mountains, where Kahless spent his years of exile before learning the ways of the warrior and forging his bat'leth. As a test of his new weapon, Kahless sought out the serpent in its mountain lair. Finding it asleep, he woke it with a terrible battle cry and proceeded to fight it for hours on end.

Finally, battered and bleeding, the serpent's venom burning in his blood, Kahless drove the point of his bat'leth into the serpent's brain, killing it. As he lay on the floor of the

serpent's lair, he had a vision of the future. The poison burned away his thirst for vengeance against Molor, and made him realize his greater destiny, to unite the Klingon people. He coined the Klingon proverb; "revenge is a dish best served cold." Kahless wore the hide of the serpent of Xol as his armor when he went to face Molor, and he kept it always as a reminder of his duty to his people.

The Story of the Promise

Kahless lived to be a great age. It is said that in his later years Kahless feared his fame and greatness were a liability to the Empire rather than an asset. He worried that his people were growing dependent on him, losing the fire in their hearts. So Kahless chose to abdicate as Emperor and depart, without naming a successor, so his people could learn what it meant to be Klingons again. Before he left, Kahless pointed to a star in the night sky and said he would return from their one day. Then he departed the imperial city, leaving his weapons and armor behind, and vanished into the wilderness, never to be heard from again. But the spirit of Kahless lives on in every Klingon who remembers his name and hears tales of his glory.

The Hur'q Invasion

In 1372 AD, more than 700 years after the founding of the First Empire, the Klingons were firmly in an industrial era. The Empire unified all of Qo'noS and established extensive routes of trade and commerce. It also solidified the power of the noble houses and established the beginnings of the Klingon High Council. Although the houses still struggled against each other, most of the great wars of conquest were over. Klingons often longed for the glory days of the past, the great battles of Kahless. They longed for an enemy to fight, and they got one.

Little is known about the Hur'q. The name means simply "outsider" in Klingon. According to historical records, the Hur'q wore full-body environmental suits, and never showed their faces. They may have come from a non-Class M environment. Their technology was superior to that of the Klingons, although there is no evidence they possessed transporter or force field technology. Still, the Hur'q were more than a match for Klingons warriors armed with blades and primitive firearms. They invaded Qo'noS and killed hundreds of thousands of Klingons who fought against them. The Hur'q raided and plundered many of the homeworld's cultural and historical treasures, including the Sword of Kahless, which they took with them back to the stars.

The Hur'q Invasion lasted for only seven months, but it left Qo'noS practically in ruins. Klingon history and legend records that they drove off the Hur'q and prevented them from taking over the planet, but it is entirely possible the Hur'q were not interested in conquest, merely looting, and they left of their own accord. Archeologists have found Hur'q ruins as far away as the Gamma Quadrant, suggesting the Hur'q had access to extremely advanced starships or some sort of shortcut like a wormhole in order to cover such a vast distance.

The Age of Expansion

It took the First Empire nearly a century to fully recover from the damage done by the Hur'q Invasion. Recovery was hindered by infighting between the different noble houses for control over scarce resources. Slowly but surely, the Klingons rebuilt their shattered Empire and repopulated their cities. They looked towards space with a new vision. Now they knew there were enemies out there, enemies of the Klingon people. The Hur'q were gone, but they might come again, and the Klingon Empire fully intended to bring the battle to them.

The Klingons embarked on a study of the sciences of flight and space travel. Previously, there was little interest in either, apart from a few scholars who studied the prophecy of Kahless. Now the whole Empire devoted itself to learning how to reach the stars. The program suffered from various setbacks as civil wars split the Empire from time to time, and many early Klingon astronauts died in the name of science, but every effort taught the Klingons a little more.

By the early 21st century, the Klingon space program was well underway. The Klingons used vast slower-than-light generation ships to explore and colonize nearby star systems. These ships took decades to reach their destinations, carrying hundreds, even thousands of Klingons in suspended animation. If they found their destination uninhabited, the Klingons colonized. Where they found other civilizations, they conquered. In time, the Klingon Empire encompassed a cluster of systems surrounding Qo'noS. Governance of this vast Empire was difficult without the advantage of subspace communication, so many of the great houses directly governed colony worlds. This increased the power of the houses and further divided them into separate camps.

In 2069 AD the last Klingon Emperor died without a successor. For a short time civil war on Qo'noS-and throughout the Empire-seemed certain, but the High Council of the noble houses stepped forward to take up the reins of power. For generations the High Council had grown in power and influence, going from an advisory body established by Kahless to the real power behind the imperial throne.

The death of the Emperor worked in the Council's favor, and they decided to secure power for themselves. The Chancellor of the Council assumed executive power and the role of Emperor was left vacant. Klingons consider the death of the last Emperor the end of the First Empire, and the ascension of the Council as the beginning of the Second Empire.

First Contact

During their centuries of expansion into space, the Klingons did not encounter the Hur'q again. The inhabited worlds they found were primitive by comparison and easily conquered by Klingon warriors. On some of these worlds, the Klingons heard rumors of a race known as the Breen, which sounded similar to the Hur'q in many respects-humanoids concealed beneath full-body environmental suits. In 2142, The Klingon High Council gathered a fleet and sent it to conquer the Breen, but it was never heard from again. The Klingons chose to leave the Breen alone and expand elsewhere.

In 2218, the Klingons had their first encounter with a more technologically advanced civilization since the Hur'q. The Federation starship U.S.S. Ranger arrived to explore the region of the Klingon Empire. The Ranger traveled to Qo'noS and made first contact with the Klingons, unaware of the Empire's intense paranoia regarding visitors from the stars. The Ranger disappeared and the Federation never received any word of its whereabouts. A few years later, Federation ships exploring in the region encountered Klingons using warp-drive starships to rapidly expand the boundaries of their Empire. The Klingons attacked these invaders into their space and drove them off. They ignored Federation attempts at communication.

Following contact with the Ranger, Klingon society underwent a dramatic change. Chancellor Kadur declared himself supreme ruler of the Empire, backed by military leaders, and dissolved the High Council. In its place Kadur

elevated the military High Command and appointed a bureaucracy of ministers to handle government affairs. He also revoked the privileges of the noble houses and seized their lands for the Empire. The backing of the military and the potential threat of the Federation allowed Kadur to succeed, and the Klingon Empire became a monolithic nation controlled by the High Command. Warp-driven ships enforced the Chancellor's will throughout the Empire, and brought rebellious worlds back into the fold through force.

The Klingon Empire remained hostile towards the Federation for decades. The Klingons expanded virtually unopposed in the Beta Quadrant, making forays into systems bordering on Federation space. Their new government made the Klingons even more aggressive and expansionistic than before. The destruction of the Federation colony on Ardan IV near the Klingon/UFP border fanned the flames of conflict as the Klingons sought a war with their new adversaries.

In 2242, a small Klingon fleet engaged Starfleet in the Donatu star system. The Battle of Donatu V ended with the Klingons withdrawing to their own space, forced back by the cunning of the Federation. The Empire realized the Federation was a worthier adversary than it imagined, and expansion into the Alpha Quadrant was effectively halted for some 25 years as both sides warily watched each other across the border and the Empire continued to reorganize and arm for war.

The Organian Peace Treaty

In 2267, after a number of skirmishes and brush-wars, the Empire was prepared. The High Command was in complete control and Klingon military forces were at their peak. They demanded Federation withdrawal from disputed territories along the border and sent agents to worlds in those areas to prepare them for conquest. Commander Kor took a mighty Klingon fleet to the planet Organia along the Federation border. Organia appeared to be a primitive world, ripe for conquest. They knew this would provoke a response from Starfleet and the war would be joined.

The Federation did indeed respond, but the Klingon fleet prepared for glorious battle, every instrument and weapon on board their ships became red-hot and painful to handle. The "primitive" Organians were, in fact, immensely powerful energy beings. They prevented the battle from taking place and forced the Klingons to accept a peace treaty with the Federation, the first such treaty in the history of the Empire. The Organian Peace Treaty stated that disputed worlds would go to the civilization best able to develop them, and the Organians claimed they would prevent any further attempts at war between the two parties. The Klingons had no choice but to accept.

The Klingon-Romulan Alliance

For the first time, the Klingons were faced with an enemy they could not meet in open battle. They took some of their frustration out in attacks on the nearby Romulan Empire. Then they realized; if they could not attack the Federation directly, then perhaps they could do so with the assistance of allies. Conquering the Romulans would take time and resources away from dealing with the Federation, so the Klingons offered an alliance to the Romulans. They provided the Romulans with warp technology and better ships, and received Romulan cloaking technology in return. This allowed the Romulans to draw more of the Federation's attention.

The alliance was never a strong one. The Klingon Empire considered itself the superior power, and the Klingons found the arrogance of the Romulans difficult to stomach. A number of object lessons were necessary to ensure the Romulans knew who was the stronger, which only led to further Romulan defiance. In 2271, the Romulans disputed Klingon possession of Klach D'Kel Bracht, a mineral-rich planet along the border. When the Romulans attempted to take the planet for themselves, a force of Klingon warriors, led by Kor, fought to hold the planet for the Empire. They overcame the Romulans in glorious battle, and Kor chose to teach the Romulans a lesson.

The Klingon fleet continued deeper into Romulan space, pushing aside the resistance of the Romulans until it reached Tranome Sar, a system on the outskirts of the center of the Romulan Empire. Kor's forces battled the Romulan fleet, showing who was the superior warrior. Kor's message was clearly received by the Romulans.

In 2285, the Klingons discovered the Federation was developing a powerful new weapon. This "Genesis device" could destroy all life on a planet, while at the same time creating an ideal environment for colonization. Faced with possible extermination, the Empire chose to violate the Organian Treaty to obtain the device. Although the mission failed, the Klingons made an important discovery: the Organians were not enforcing their treaty! Scouts dispatched to Organia discovered the planet was apparently abandoned. Many Klingons suspected the Organians' threats were merely a ruse all along. This emboldened them to see how far they could go.

The following year, seeking new territory to conquer, the Klingon vessel Ka'vas ventured into the Betreka Nebula, an area filled with energy distortions that caused minor damage to the ship. A nearby Cardassian vessel, detecting what they believed to be easy prey, moved in and attacked the Ka'vas. The Klingons retaliated, crippling the Cardassians, but suffering significant damage in return. Both ships withdrew and reported, and the Klingon Empire and the Cardassian Union declared war again each other. For eighteen years, the two powers engaged in skirmishes and conflicts in and around the nebula before the Klingon Empire declared the war won and turned its attention to more pressing matters.

In 2292, the treacherous Romulans abrogated the alliance and ejected Klingon vessels from their territory, ambushing and destroying any that remained behind. Fortunately, by that point, the Klingons knew they no longer needed the Romulans. There would be no more subterfuge, no more slinking in shadows. The Klingons would claim the battle that was rightfully theirs.

The Alliance Era

As the Empire prepared for war, fate took a hand. In 2293, Praxis, the moon of Qo'noS, exploded. The force of the explosion and the resulting dust cloud around Qo'noS devastated the planet, leaving the Klingons facing the slow death of their homeworld. In the space of 50 years, Qo'noS would become lifeless. The High Command was at a complete loss. Hated by the Romulans and at war with the Cardassians, the Empire had only one place to turn for help: the Federation.

Chancellor Gorkon realized there was no choice, his people had to achieve peace with the Federation or Qo'noS was doomed, but the military High Command was not capable of peace, only war. Gorkon secured the support of the noble houses, but a large portion of the military opposed his plans. A faction of military renegades engineered Gorkon's assassination on the eve of his meeting with the Federation to ensure war, but their plot was exposed and the ringleader, General Chang,

killed in battle. Gorkon's daughter Azetbur assumed control of the High Command to carry out her father's wishes. The Klingon Empire and the United Federation of Planets signed the Khitomer Accords shortly thereafter.

The New Alliance

The new peace between the Federation and the Klingon Empire was a shaky one at best. Many Klingons still considered the Federation an enemy, and the military supported the idea of war against the Federation. Fortunately, the Empire was forced to focus on internal matters for decades following the Accords.

With the assistance of the Federation the Empire averted ecological disaster on Qo'noS and began a program of slowly repairing the planet's damaged ecosphere and infrastructure. Chancellor Azetbur introduced sweeping reforms in Klingon government and society, calling for a return to rule by the noble houses, the restoration of traditional Klingon values and social structures, and a reduction in the power of the Chancellor and the military.

This naturally received the full support of the nobility and weakened the power of the High Command, which was divided up once again according to house, breaking up agitators and preventing organized resistance from forming. Azetbur stepped down as Chancellor once the old ways were fully instituted once more, preventing women from serving on the High Council. She remained a valued advisor to the Council for years and is seen as a hero by many Klingons.

Despite Federation aid and years of relative peace, many Klingons still saw the Khitomer Accords as a defeat. Attitudes towards the Federation were slow to change and it was commonly believed that war was inevitable once the Empire settled matters at home.

That changed in 2344, when four Romulan warbirds attacked the Klingon outpost on Narendra III. The Federation starship U.S.S. Enterprise-C responded to the distress call. Although the Enterprise was unable to defeat the Romulans, the valiant sacrifice of her crew was seen as the first true signs of honor in the Federation. The Romulans continued their attacks against Klingon targets over the next several years, including the massacres at Khitomer and Edosha VII. Each time, the Federation aided the Klingons in battle, and helped treat the survivors.

The valor of Starfleet shamed the Klingons, who began to see the Federation in a new light. In 2352, Federation and Klingon delegates attended a conference on Narendra III and signed the formal Treaty of Alliance. Among the negotiators were the Ramatian diplomat Riva and Federation negotiator Curzon Dax, a skilled match for Koloth, one of the Empire's greatest warriors and diplomats.

Although the Treaty of Alliance led to a new era of peaceful relations between the UFP and the Klingon Empire, not everyone in the Empire was pleased with their Federation allies. Some militant houses found even the idea of "peaceful relations" offensive. A small number of Klingon ships and citizens chose to go renegade following the treaty in order "to die on their feet, rather than live on their knees." These renegade Klingons raided and attacked ships along the Federation/Klingon border. One pair of Klingon renegades even attempted to seize control of the U.S.S. Enterprise-D in 2364.

For the most part, the Klingon Empire spent the time following the signing of the Treaty of Alliance focusing on domestic matters. The Empire was still recovering from the destruction of Praxis and the rebuilding of its traditional culture. Political upheaval and Romulan interference became increasingly common on many of its colony worlds. Subjects of the Empire began pressing for concessions, even seeking independence. Such rebellions had to be put down.

Threats to the Empire

Chancellor K'mpec is known for having ruled the Klingon Empire longer than anyone else in its history. K'mpec's levelheaded guidance and iron will helped make the Federation/Klingon Alliance a success. In 2367, K'mpec was poisoned by his political enemies. But before his death, he named Captain Jean-Luc Picard of the Federation starship Enterprise as arbiter of succession for the High Council.

Picard conducted the rite of succession for Gowron and Duras, the contenders for the position of Chancellor. Before the conclusion of the rites, Duras was killed in a duel by Worf, a Klingon Starfleet officer, who claimed right of vengeance against Duras for the death of his mate, K'Ehleyr. Gowron became the sole candidate for Chancellor, until Duras' sisters, Lursa and B'Etor, revealed their brother had a son, Toral. When Captain Picard ruled Toral's claim invalid, the House of Duras led a rebellion against Gowron's forces, plunging the Empire into civil war.

The Federation chose to remain neutral in the conflict, and initial engagements went poorly for Gowron's forces, resulting in significant losses. It was later revealed the House of Duras was secretly allied with the Romulans. When a Federation fleet halted the flow of Romulan supplies to the rebel forces, Gowron's leadership turned the tide and won the war. Toral was captured, although his aunts escaped. Gowron gave Toral's life to Worf, who chose to spare him. The scion of the House of Duras went into hiding shortly thereafter.

Gowron's rule of the Klingon Empire helped restore stability following the civil war. But, in 2369, a new threat to Gowron's leadership appeared, this one more dangerous than the House of Duras ever imagined being.

Kahless the Unforgettable reappeared at a monastery on the planet Boreth, as foretold by Kahless himself some fifteen centuries earlier. It was later proven this Kahless was a clone, created by the monks of Boreth to fulfill the prophecy and restore honor to what they saw as a corrupt government. Chancellor Gowron initially denounced Kahless as a fake. But as belief in Kahless' return spread, Gowron chose to accept the new Kahless' claim to the imperial throne, rather than risk another civil war. Kahless became the first Emperor of the Klingon Empire in centuries, although his position was that of a figurehead and spiritual leader. Political power remained in the hands of the High Council and the Chancellor.

Breaking the Alliance

Gowron grew increasingly paranoid over possible threats to his rule. When a civilian uprising overthrew the military government on Cardassia Prime, Gowron was convinced the Founders of the Dominion engineered the coup. He ordered an invasion of Cardassia to seize and execute members of the Detapa Council, believing them to be changelings. When the Federation refused to aid the Empire in its assault, Gowron dissolved the Khitomer Accords and the Treaty of Alliance.

Starfleet personnel helped the Detapa Council escape the Klingon fleet, and came under fire when Klingons pursued them back to Deep Space 9. The station's weapons, combined with the firepower of the U.S.S. Defiant, were enough to drive off the Klingon forces. Chancellor Gowron halted the

Romulan Timeline

Trn Yr	Event
369	Romulan Diaspora- Romulans (the Declared) leave Vulcan under S'Task
474	Admiral Debrune leads dissident elements to Yadalla Prime and other worlds
534	Romulus colonized
582	Romulan Clan Wars begin
612	Clan Wars end- Romulus unified. T'Rehu proclaims herself "Ruling Queen", "Rule of Women" established.
630	T'Rehu murdered
664	Kimara codifies D'era
673	Conquest of Remus
674	Age of Expansion begins
935	Civil War begins
938	Civil War ends. Romulan Star Empire organized, Senate founded.
1043	Satellite sensor and defense network deployed
1270	Romulan-Vulcan Wars begin
1370	Romulan-Vulcan Wars end
1411	Magnetic Bottle Drive invented
1696	Valkis XIV overthrown, Constitutional Monarchy installed, Praetor declared head of government
2034	Artificial Gravity Developed
2041	Romulan-Klingon War begins
2069	Romulan-Klingon War ends
2152	Romulan forces encounter Earth vessel Enterprise
2156	Romulan-Earth war begins
2160	Battle of Cheron. Treaty of Alpha Trianguli: Romulan-Earth war ends, Neutral Zone established
2266	Neutral Zone violated, Federation Outposts 2, 3, 4, and 8 destroyed
2267	Klingon Alliance established
2268	Federation spies steal Romulan cloaking technology. First Contact with the Breen
2271	Battle of Dumok'azen (Klach D'Kel Brakt)
2292	Klingon Alliance collapses
2293	Khitomer Conference
2311	The Tomed Incident. Treaty of Algernon: Federation outlawed from developing cloaking devices. Period of Isolation begins
2313	Taurhai attack
2343	Battle of Chi'tan
2344	Battle of Narendra III
2346	Battle of Khitomer
2364	Period of Isolation ends
2366	Admiral Alidar Jarok defects to Federation. Iconian technology uncovered in Neutral Zone.
2367	Diodor Sector invaded by Borg forces. Support of Duras family begins, Klingon Civil War begins.
2368	Attempted invasion of Vulcan. Support of Duras family uncovered, Klingon Civil War ends. Phase Cloaking Device prototype developed
2369	Vice-Proconsul M'ret defects to Federation
2370	Romulan forces discover Federation violation of Treaty of Algernon
2371	Treaty of Algernon amended: allows for Romulan cloak on Defiant. Romulan-Cardassian offensive against Dominion homeworld fails. Failed attempt to collapse Bajoran wormhole
2373	Non-Aggression Pact signed with the Dominion. Dominion war begins
2374	Romulan Star Empire enters Dominion war. Battle of Chintoka I

invasion of Cardassia and declared victory. Klingon forces fortified worlds taken from the Cardassians and began attacking outposts along the Romulan border. Federation efforts to convince Gowron to relinquish captured Cardassian territory only angered him and led to a further deterioration of relations.

On suspicion that Gowron himself was actually a changeling, a group of Starfleet officers went undercover disguised as Klingons. They discovered a changeling posing as General Martok, one of Gowron's advisors, and exposed him. This led to a temporary suspension of hostilities between the Klingon Empire and the Federation. Not long thereafter, Gowron was convinced it was in the best interests of both the Empire and the Federation to restore the Khitomer Accords and the Treaty of Alliance and unite against the common threat of the Dominion/Cardassian alliance.

The Dominion War

The true General Martok was rescued from a Dominion prison camp in the Gamma Quadrant. Chancellor Gowron made him commander of a Klingon detachment on Deep Space 9 to keep watch over the Dominion/Cardassian alliance. Martok's presence became important when the Dominion demanded full right of passage through the Bajoran wormhole, only to be denied by the Federation. The Dominion launched an attack on Deep Space 9, signaling the beginning of the Dominion War.

From the very beginning, Klingon forces fought at the forefront of the war alongside the Federation. General Martok led numerous sorties against Cardassian and Jem'Hadar forces and was placed in command of the war effort. For the Klingons, it was a glorious time of battle against a powerful enemy. For many Klingon warriors, it was an opportunity to die on their feet, fighting for the Empire, and many warriors did as the Dominion continued to slowly force the Federation/Klingon alliance back. The addition of the Romulan Empire to the alliance managed to slow the Dominion advance, but did not halt it.

As leader of the Klingon Forces, General Martok carried out a number of daring and glorious attacks against the Dominion, including the destruction of the Dominion shipyards at Monak IV. Towards the end of the war, Gowron came to see General Martok's fame as a threat to his authority. After he honored Martok with admission to the Order of the Bat'leth, Gowron chose to assume command of the Klingon portion of the war effort directly. This led to several disastrous attacks against Dominion forces, including one where Martok was nearly killed. Although Martok protested, he could not sway the Chancellor from his unwise course of action.

Finally, Klingon forces remained all that stood between the alliance and the Dominion's new allies, the Breen. When Gowron continued to waste the lives of Klingon warriors on ill-conceived attacks, he threatened the entire war effort. Worf, the son of Mogh, opposed Gowron's decisions and challenged his right to lead the High Council. Worf killed Gowron in single combat, but did not take up the Chancellor's robe for himself. Instead, he passed the duty on to General Martok, a man he both trusted and respected. Martok accepted reluctantly, and has since used his authority as Chancellor to bring a sense of honor and responsibility back to the role, and to the Empire.

Under Martok's leadership, Klingon warriors stood at the forefront of a combined invasion of Cardassian space to root out the Dominion. True to his word, Martok stood on the surface of Cardassia Prime and drank bloodwine to toast the defeat of the Dominion. Following the Dominion's surrender, the Chancellor returned to Qo'noS to take up governing the Empire and rebuilding from the losses of the war.

THE ROMULAN EMPIRE

Note: Lacking other sources, much of the information presented here is based on the way of D'Era, in whatever form I could find it on the Internet. It should be as close to canon as possible.

The Romulan Empire lies "northeast" of the Federation. The Romulan Empire is bounded by the Federation, Klingon Empire, Tholian Assembly, and only the Romulans know whom else.

The Romulan Empire is comparable to Cold War China. Both cultures (Romulan and Cold War China) are secretive and xenophobic, strange in their ways, and do not welcome outsiders. Actions are based on a system of honor similar to that in the occidental world. Both cultures see themselves as superior to all other races; they see any other culture as barbaric and unworthy of notice or response.

Romulan Government

The Romulan government has three branches: the Praetorite, the Senate, and the Tal Shi'ar. Similar to the Chinese form of government, each of these branches has a specific duty in the Empire, and serves to make sure that no one office or person becomes too powerful and upsets the balance of power.

The Praetorite is the judicial branch of government, and its positions are hereditary. The Praetorite enforces laws, and controls the Romulan Star Service. Members of the praetorite can be removed from office for not complying with the wishes of the Empire or various other crimes, and are usually not seen again in these cases.

The Senate creates the laws and legislation of the Romulan Empire, including such matters as taxation. Senate positions are also hereditary, and its members can be removed.

Romulan Military

ROMULAN STAR NAVY

The Romulan Star Navy represents a rare constant in the dynamic and often predictable politics of the Romulan Star Empire. The Navy and its numerous fleets embody – perhaps more than any other element of Romulan culture – the militant spirit that burns at the heart of *D'era*.

Every Romulan serves in the military for a five-year period of time, called *Serona*. After their requirement to the Star Empire is complete, many Romulans return to civilian life and take up civilian life and civilian careers. Those who prefer the military life remain in the military and become professional soldiers.

The life of a soldier in the Star Navy is an exciting one. Romulan soldiers might see action along the Breen border, play cat and mouse with Federation starships along the Neutral Zone, or bring glory and honor to the Star Empire by subjugating a new planet. Those who show promise reach the highest echelons, or receive transfers to one of the Star Empire's elite units.

While the primary missions of Starfleet remain distinctly

nonmilitary (exploration, relief, research) by contrast those of the Star Navy assume a considerably more martial profile. The Romulan Star Navy is a true military force in every sense, its principle missions those of conquest, pacification, and war. As a result, much of the Star Empire's infrastructure remains geared toward the support of the Navy and the long-term needs of Star Navy Command.

Although naval recruits are drawn from the vast reaches of the Star Empire, many fleets retain a distinct "regional" flavor. In an empire where true loyalty can be worth its weight in gold-pressed latinum, officers and soldiers from the core worlds are more highly prized than those from client states or conquered peoples.

The result has been the creation of a very political fleet, although one which never fails to place the ultimate welfare of the Star Empire and its citizens above all else. While lesser allegiances shift daily among the far-flung senatorial units and outlying command bases, such fluid personnel dynamics actually strengthen the Star Navy's overall resolve and effectiveness. This is something enemies – such as Starfleet – have long failed to understand – that such posturing and political grandstanding does not erode the Navy's effectiveness. The opposite seems to be true – such maneuvering goes to the very heart of *D'era* and strengthens it, reminding both officer and senator alike of the ancient tradition of which each is a small part. All members of the Star Navy, no matter how insignificant, remain part of this grand expression of Imperial ideals, carrying the standard of the Star Empire against all who would offer resistance.

ROMULAN STAR ACADEMY

What Starfleet Academy is to the citizens of the Federation, the Romulan Imperial Academy is to Romulan citizens. All good Romulans want their children to grow up and attend the Imperial Academy, since only the best can gain admission. Graduating from the Imperial Academy is a sure ticket not only to a career in the Romulan military, but also to social prestige and, often, life in the political arena after the graduate's military career has been completed.

The Imperial Academy course of study lasts for four, grueling years. Actually, students only spend three years at the Academy itself; the fourth year is spent with "on-the-job" training served aboard an actual starship. The first year is devoted mainly to getting the students into fighting shape and teaching them basic military doctrine. This is done primarily by putting the students through an intense physical regimen.

The second year is when the students really begin to learn how to be true Romulan military personnel. They are introduced to the basics of the Romulan military, including its equipment, standard strategic and tactical doctrines, ships and so forth. They also do a "rotation" among classes devoted to each of the major areas of operation aboard a starship, so as to expose them to a broad-based, if shallow, knowledge of what goes on aboard such a ship and how the ship itself operates.

The third year is where the real learning takes place. At this time students finally begin to specialize in whatever subject interests them – or, in some cases, which the Star Empire thinks they should study. Students are expected to learn their lessons well; anyone who doesn't maintain an acceptable record is summarily ejected from the Academy – usually after undergoing mind-alteration so that he or she does not remember "sensitive" subjects or information.

The fourth year, as previously mentioned, is served aboard a Romulan vessel or station. The student receives the rank of "Junior Uhlan" and is at the mercy of all of the actual military personnel.

The Star Empire has no intention of wasting well made tools, so overt abuse is not permitted and the student generally learns a great deal their years at the Academy. Assuming all goes well, he or she will be posted to the same command after graduating.

TAL DIANN

The Tal Diann is the Romulan Star Command's internal affairs division, and as such, fills a multi-function role in the Romulan Star Navy.

The *Tal Diann* (Romulan for Military Intelligence) consists of listening and monitoring outposts, as well as spy ships, for the purpose of gathering information and data on the enemies of the Romulan Star Empire. The Tal Diann provides detailed intelligence information to the Star Navy and the Tal Shava. The Tal Diann maintains and monitors relations between the Star Navy and the various fleets, as well as between the fleets themselves.

Many years ago, when the Tal Shi'ar began to assume a role of major importance in Romulan society and politics, the Romulan navy realized that trusting to the intelligence service's good graces might prove unwise. Since the Tal Shi'ar seemed intent on subjecting the military to the same stringent scrutiny as the rest of the populace, and began exercising its sweeping powers of conscription more and more frequently, the military created its own intelligence service, not to gather information on the Empire's enemies, but to keep tabs on the Tal Shi'ar. The Tal Diann polices itself, and operates counter-intelligence operations against the Tal Shi'ar.

In Romulan society, individual Senators can amass a great deal of power. Many rise through the military ranks, and command fleets of their own, which presents certain logistical problems. Aristocratic families placed their sons and daughters in the military, giving them de facto control of certain fleets, which eventually became hereditary prerogatives. Praetors could not necessarily count on the loyalty of these Senatorial Fleets, who sometimes paid more homage to their individual Senator, rather than the Empire as a whole. In an effort to ensure the Empire's control, in 2268 Praetor Kanetar conferred more political duties upon the Tal Diann, as a fail-safe to the Tal Shi'ar. Today, the Tal Diann maintains and monitors relations between the Star Command and the various fleets, as well as between fleets themselves.

Lastly, in addition to policing the military, the Tal Diann operates as the military intelligence branch of the Romulan military. Because of the secretive, some might privately say conspiratorial, nature of the Tal Shi'ar, it might choose to distribute (or not distribute) information to the navy based on what was best for the Tal Shi'ar, not what was best for the navy. To ensure it received all the intelligence it needed to do its job properly and keep its ships and crews safe, the Tal Diann executes espionage activities against the Empire's enemies.

The navy recruits Tal Diann agents from among soldiers undergoing basic training. It removes from regular military training those individuals who show promise on certain aptitude tests and send them to an espionage training camp on the world Coravus Prime. They spend approximately one year there studying the ships and military technology of the Star Empire's enemies, perfecting basic espionage techniques, and receiving political indoctrination. At the end of this year, the navy posts each new agent to the Tal Diann cell where it feels that agent's talents can best serve it. For example, an agent

2375	Battle of Cardassia. Dominion war ends. Battle of Chintoka II
2379	Romulan Senate murdered by Shinzon of Remus. Shinzon declares self Praetor, initiates Reman supremacy. Shinzon killed by Federation, Senate reassembled

with a talent for traffic analysis might receive an assignment to a Tal Diann listening post on the edge of the Federation Neutral Zone, while a particularly clever agent from Pallor-home to Senator Kassus-might end up on one of Kassus' ships, as a junior officer.

The navy designates the head of the Tal Diann as "Chief of Military Intelligence," or CMI. The CMI holds the ranks of admiral in the Romulan navy, and thus stands on equal footing with the other Star Command leaders. The CMI holds a seat on the High Tribunal, much to the consternation of the Tal Shi'ar. Like so much of Romulan society, with its Byzantine network of connections, the CMI also reports directly to the Praetor.

Several junior officials, each holding the rank of centurion, serve underneath the CMI. These include the Chief of Planetary Forces Intelligence, Chief of Stellar Forces Intelligence, and Chief of Operations. The latter holds the responsibility for planning and executing those operations against the Empire's enemies it dares not trust to the Tal Shi'ar. Meanwhile, the agents under the Chief of Planetary Forces Intelligence and Chief of Stellar Forces Intelligence work to ensure the loyalty of soldiers within their respective commands, ferret out traitorous soldiers before the Tal Shi'ar can, and execute counter-intelligence missions against the Tal Shi'ar.

Legates and Other Operatives

The most visible members of the Tal Diann are the legates. Every ship in the fleet is assigned a legate, who serves as the Star Command's eyes and ears. Legates typically rank commander or higher, and while aboard ship they serve independently of the centurion. Although these "political officers" do not have the authority to seize command of a starship (like the Tal Shi'ar), as a limit to their powers, they have broad powers when it comes to policing the military.

Legates monitor communications, have access to personal logs, and keep track of operations aboard ship. Disloyal soldiers can expect to be ferreted out, before the Tal Shi'ar finds them, thus keeping political ammunition out of their hands. Legates typically receive copies of a centurion's orders, as well as secondary protocols about which the centurion knows nothing. Thus, the legate can remind a centurion of his duty, should he conveniently "forget," and has a back-up plan in case the centurion fails. Legates also send frequent reports back to Romulus, through fractal-encrypted transmission. Survival-minded centurions always keep this in mind, to ensure glowing reports arrive at Star Command.

Yet this system is not perfect. Occasionally, charismatic senators, admirals, or centurions subvert agents of the Tal Diann. Legates often find themselves far from Romulus, and must depend on the good graces of their assigned Centurion. More than one legate has met with an "accident" during a mission. Through threats and bribery, some Tal Diann agents have been "persuaded" to use their far-reaching powers to provide information on rival ships or fleets, thus aiding the very people they're supposed to watch.

The Tal Diann is more than the highly visible legates, however. Several junior Tal Diann agents are assigned to each ship, and form the base of the legate's espionage cell. In addition, recruiting quislings from among a warbird's rank and file is not difficult-loyal soldiers can always be persuaded to serve the Empire's goals. These operatives report on activities throughout the ship, and as such, represent a "fifth column" operation on board every ship.

Tal Diann Operative Overlay
Administration (Romulan Military) 1 (2)
Espionage (choose two Specializations) 2 (3) and (3)
Planetary Tactics (Romulan; choose one other threat species) 2 (3) and (3)
OR
Starship Tactics (Romulan; choose one other threat species) 2 (3) and (3)
Surveillance (choose Specialization) 1 (2)
Intimidation (choose Specialization) 1 (2)
Shipboard Systems (choose Specialization) 1 (2)
Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Disruptor) 2 (3)
Personal Equipment (choose Specialization) 1 (2)
Unarmed Combat (Romulan Navy Martial Arts) 1 (2)
Advantage
Security Clearance +3

TAL SHAVA

The *Tal Shava* (Romulan for Imperial Marines) is the main division of Romulan ground forces. The Tal Shava is used in large-scale campaigns, usually involving taking over planets during system invasion. The Tal Shava has planetary garrisons as their chapters. The Tal Shava possesses two subdivisions:

The *Teth Karos* (Romulan for Imperial Shrikes) are a special forces unit within the Imperial Marines, assigned to duty on Star navy vessels and facilities. These specially trained soldiers can fight in a zero-gravity environment as well as in the ground. Although not as heavily equipped as many marines, members of the Teth Karos are known for their resourcefulness and ingenuity, as well as getting the job done regardless of the risk or odds.

The *Ventava Barhet'val* (Romulan for "Ventava Legion") is an elite commando unit within the Tal Shava. Recruitment into the Ventava Legion is extremely exclusive. Ventava Legion members are the best of the best - they cannot be bribed, seduced, or blackmailed into betraying the Star Empire, or the Praetor. They are conditioned to fight until death, protecting the values of D'era, and the goals of the Star Empire.

The Tal Shava has its own rank structure and table of organization separate from that of the Romulan Star Navy, even though they are part of a greater whole. While the Tal Shava division is part of the overall Romulan Star Navy Branch, they are also a separate Division of that respected branch.

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Like all other major powers, the Romulan Star Empire sometimes finds that its military objectives require more than just a powerful warbird. Some situations call for the presence of troops on the ground to deal with situations too difficult or delicate for the brute force of orbital bombardment. In such circumstances, the Navy may assign the forces of the Tal Shava to deal with the problem.

Although they amount to a very small percentage of the Romulan military, these ground forces nevertheless play many important roles. When the Star Navy desires a planet pacified without significant damage, it deploys the Tal Shava.

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TAL SHI'AR

The *Tal Shi'ar,* or Romulan Intelligence Service, conducts intelligence for the Empire. The Tal Shi'ar is ruthless in their loyalty to the Empire. Similar to Chinese intelligence, the Tal Shi'ar is feared among the Romulan people for its torture methods, and the citizens don't want to be arrested on false charges of treason for interfering with any of the Tal Shi'ar's operations.

The most feared secret police in the galaxy is the Tal Shi'ar, the Romulan's elite intelligence units. While most Tal Shi'ar operatives are not ship captains, the Romulan Navy does make itself "available" to the Tal Shi'ar upon request. A few starships are even under de facto direct Tal Shi'ar control when their commanders become their operatives. The Tal Shi'ar are the "Watchers of the Shadows" and are only controlled and barely by a strong Praetor or by the combined will of the Romulan Central Committee. The Tal Shi'ar have no love of honor or glory; duty and stability are their watchwords.

The Tal Shi'ar is the feared and secretive Romulan Intelligence Service & Secret Police, which exists to ensure the loyalty of all citizens of the Star Empire, as well as to protect the Star Empire from all threats, both internal and external. The Tal Shi'ar has broad, sweeping powers, and its area extends to all areas of life within the Romulan Star Empire.

The Tal Shi'ar is considered above the law in many ways. In order to ensure the loyalty of all Romulans, the Tal Shi'ar does not answer to anyone except the Praetor and Subpraetor. The Tal Shi'ar sets its own budget, and chooses and trains its own personnel. This secrecy allows the Tal Shi'ar considerable freedom to carry out its objectives.

The Tal Shi'ar expects and receives the cooperation and obedience of the Romulan citizenry. Citizens are to be ever vigilant for signs of disloyalty or treason, and to report the offender to the Tal Shi'ar. Most people are afraid to voice opinions against anything the government tells them. Speaking out in any way is often taken as a sign of disloyalty and one never knows where the Tal Shi'ar spies are hiding.

Agents of the Tal Shi'ar also receive full cooperation from the government and military in carrying out their work, albeit somewhat grudgingly. An agent can commandeer whatever he or she considers necessary to complete his or her mission, up to and including Romulan military resources and vessels. An agent's orders are to be followed immediately, without question- and such questioning can be taken of signs of disloyalty.

The Tal Shi'ar carries out hundreds if not more operations daily, protecting the Star Empire from all the threats internal and external, gathering information and developing new technologies and techniques for protecting the citizenry.

The Tal Shi'ar is a constant presence in Romulan life. Every Romulan knows agents of the Tal Shi'ar are watching at all times, and act accordingly. However, not everyone actually encounters the Tal Shi'ar. For many loyal citizens, it is merely a presence, but rarely taking action.

THE TAL PRAI'EX

The *Tal Prai'ex* is the Romulan Praetorian Guard, the personal forces of the Romulan Emperor. While the Tal Prai'ex follow the regular chain of command of the Romulan Imperial Star Navy, their orders can be countermanded by any ranking member of the Imperial Household. All Tal Prai'ex commanders

are expected to provide regular intelligence to the Romulan Praetor. They are the space arm of the Praetorians, the elite Romulan marines, and just as the Praetorians serve as Romulus' most capable bodyguards, the Tal Prai'ex often serves as escorts for prominent Romulan ships. To be a member of the Tal Prai'ex is one of the highest honors in the Empire. Tal Prai'ex captains are known for their fairness, honor, ability, and respect for the common people.

The Tal Prai'ex answers only to the Praetor and is unswervingly loyal. Praetors with military experience often appoint former military colleagues and subordinates to the Tal Prai'ex upon their installation, and garner many military supporters through the promise of a position in the Tal Prai'ex as a reward for loyalty and service.

By tradition, the Tal Prai'ex is made up of a full legion of Romulan troops, along with the various support personnel and resources necessary to maintain them. The Tal Prai'ex has its own ships as well, usually a fleet of D'deridex-class warbirds plus supporting vessels. Traditionally, only the Tal Prai'ex may keep armed vessels in orbit around Romulus.

The primary duties of the Tal Prai'ex include attending the Praetor at all public and ceremonial functions and escorting the Praetor wherever s/he may travel. On occasions when the Praetor must leave Romulus, s/he always travels on the flagship of the Tal Prai'ex, escorted by other vessels.

In addition to ceremonial duties, the Tal Prai'ex makes a useful resource for the Praetor. Praetors have used members of the Guard as their personal agents, spies and assassins to carry out missions too sensitive to entrust to anyone else (especially if the Praetor happens to be out of favor with the Tal Shi'ar). Members of the Guard are sometimes appointed to positions on ships or outposts in the camp of particular senators, either to support the Praetor's allies or to spy on their political enemies.

It is rumored the Praetor has Guard members within the Tal Shi'ar, to keep watch over the secret police and report any indications of disloyalty or deception. However, there is talk the Tal Shi'ar has agents in the Tal Prai'ex as well. Thus, the Tal Prai'ex and the Tal Shi'ar act as checks on each other's potentially dictatorial power.

ROMULAN DIPLOMATIC CORP

The velvet gloves concealing the Empire's iron hand, diplomats serve as the Empire's public face. They comprise the delegations that attend trade conferences, appear before government bodies (such as the Federation Council), and negotiate on the Romulan's behalf.

The Romulan Star Empire does not depend solely on military conquest as a tool of statecraft. If negotiation can achieve the Empire's aims, the Romulans do not hesitate to employ it. Romulan diplomats receive extensive training in negotiation at the Imperial Academy.

Worlds Of The Romulan Empire

Romulus
Remus
Barradas III
Calder II
Dessica II
Draken IV
Yadalla Prime

History of the Romulan Empire

The Romulans are the enigmatic offshoot of the Vulcan civilization, now residing on the planets Romulus and Remus. The Romulans are passionate, aggressive, but highly honorable people.

WAY OF D'ERA

The *Way of D'era* centers on duty to the Empire. It rules the Romulan way of life from birth until death.
The *Way of D'era* is the Romulan guide to life. It determines how Romulans relate to each other, work together, and view other races. It is the basis behind their military and governmental structure. And it is their religion. It can be described as 'A Psychological Urge'. *D'era* came about as a response to Surak's teachings on Vulcan, before the Time of Awakening. The philosophy was born and spread through Tellus, a Vulcan who denied Surak's message of peace through emotionless logic. *D'era* translated, means "Endless Sky". It is based on the violent history of Vulcan and it's religious myths. According to *D'era*, the Vulcan people were created by an ancient species, the Vhorani, at Vorta Vor. The children of the Vhorani (the Vulcans) were placed on Vulcan because its harsh environment would temper the Vulcans, through adversity and war, to prepare them for their destiny.

Tellus believed that the Vulcans had been destined by the Vhorani to be the caretakers of the Universe, and that the people could only become strong enough to fulfill this role through constant struggle. In this way, he justified Vulcan's past of violence and war, and those who believed in his philosophy came together and left Vulcan, to become today's Romulans. This belief in a higher destiny, that they were destined to become the Universe's caretakers, is the basis behind the Romulan arrogance toward other races. The *Way of D'era* teaches that as the Children of the Vhorani, it is their right to rule the weaker species, their destiny to rule the stars. All other species are therefore inferior to Romulans, hence the arrogance. *D'era*, however, is more than just a philosophy defining Romulan destiny. It is also obedience to a higher cause, which has become the Romulan Star Empire. *D'era* defines the sense of obedience and discipline that keeps Romulans from fighting each other, and unifies them as a people under the Empire. It embodies concepts of loyalty, obedience and discipline that all Romulans are taught from birth.

It is easy for Romulan leaders to demand such loyalty and obedience. The people do not deliver such out of fear, but out of their own desire to fulfill destiny, an inborn need to follow the *Way of D'era*. For this reason, it is rare for a Romulan to actively defy an order of a superior. This is not to say that Romulans do not share the concept of honor. Unlike Klingons, honor for a Romulan is not built from a warrior like bravado; it is a reflection of accomplishment on all levels; familial, personal and imperial. For this reason, Romulan families who have risen to power and prosperity through service to the Empire, are families of great honor, and that prestige is passed on through generations. This makes it even more imperative upon each generation to not only maintain that honor, but to further it through their own service to the Empire.

There are four concepts behind the path of *D'era*, called Virtues of the Way, that are taught to every Romulan from birth. These Virtues are Devotion, Allegiance, Discipline, and Fidelity.

DEVOTION is loyalty to the family, which is what strengthens and unifies families under the Empire. It is also

loyalty to the state and the Empire, willingness to obey the law, serve faithfully, and practice patriotism.

ALLEGIANCE is the basis for all imperial justice. Allegiance also deals with truth in all things - payment of debt, keeping sworn oaths, the performance of duties required by contracts. Allegiance serves as a foundation for much of Romulan public and private life. Breaking a sworn allegiance is considered a violation against Romulan society itself, not just a violation of another's rights.

DISCIPLINE is a supplement to Allegiance. It represents absolute self-control and self-possession and a dignified attitude toward life. An individual creates their own destiny, they do not find it through luck or happenstance.

FIDELITY is also a component of Allegiance. It represents perseverance and unswerving focus under any circumstances, and serves to guide Romulans in everyday life. It means doing whatever is necessary and right to win success. Where some species would feel that a Romulan's methods in gaining an edge to be sneaky, cruel, or dishonorable; for the Romulan it is simply a necessity or what has to be done.

D'era is a religion that is less concerned with personal spiritual growth than with the growth of the Romulan Empire. What benefits the Empire will naturally benefit its citizens, and in this way both citizens and the Empire serve and support each other. The religious aspects are dominated by a series of '*Praxani*', or Rites of Transition. These rites define various stages of allegiance to *D'era* and the Empire. It is through the *Praxani* that Romulan citizens affirm and reaffirm their devotion to the Romulan Star Empire. Four of these Rites are pivotal in the life of a Romulan, and in the development of a player's character background. The first of these is the *NIMAZ*, or naming. This is a ceremony preformed within a week of a child's birth. Romulan's name their children after other prominent Romulan citizens. Either a hero, a revered ancestor, or some other prominent Romulan figure. It is a small, private ceremony that affirms a newborn's purpose within the Empire, and the child is raised to be aware of his future obligations.

Names are chosen very carefully, and children learn very early who's footsteps they are expected to follow. Next, is the *PYLANAZI*, or citizenship Rite. This ceremony takes place at the age of 20, when a Romulan youth is on the verge of adulthood. It is through the Pylanazi that a Romulan affirms their allegiance to the Romulan Star Empire and becomes a citizen. Unlike the privacy of the *Nimaz*, this is a very celebrated ceremony; entire communities come together every year to induct new generations of citizens into the Empire, and family gatherings often follow where the inductee is given symbolic gifts from older family members. *SERONA* is the warriorship Rite. Romulan adults must pledge service to the Romulan military through the *Serona* by the age of 30. The *Serona* is a formal requirement of all Romulan citizens; to ignore it is dissident treason. The ceremony does not have to be a public one, however, though many of the more proud and traditional Romulans prefer a public, traditional *Serona*, where personal feats of strength and endurance are emphasized to prove that the citizen is a worthy descendent of Romulan heroes. Service in the Romulan military is a five-year requirement.

Most Romulans retire after their five-year term. Others remain in the military either out of a greater sense of duty, or for adventure and/or career advancement. The fourth Rite is the *SO'RDAZ*, or Union. This is the Romulan marriage. Naturally, the Romulan family is a revered institution. A good Romulan family teaches its children the virtues of *D'era* and creates more loyal citizens to serve the Empire. The *So'rdaz* is a joyous celebration that represents the merger of two units to become one greater unit. Infidelity is highly frowned upon in Romulan society. A citizen who demonstrates infidelity to their spouse indicates a predisposition toward disloyalty to the Empire, and is considered capable of treason.

There is one other ceremony that deserves a quick mention, and that is the *CHAROZZAH*, or passing. A Romulan's death is a somber occasion. Romulans believe that when they die, their spirit enters the cosmos and becomes one with those who have passed before them, and is cause for celebration. Yet there is also sadness at the passing of a loved one. Funerals are broken into two components; the burial, where the person is physically reunited with Romulan soil, and the *Charozzah*, which is a commemoration of the spirit. It is a ten-day ritual observed by all members of the immediate family, where they recount events of import in the deceased family member's life. A Romulan traitor or any other criminal against the Empire is denied the *Charozzah*. His body is cremated and his belongings destroyed. There is no retelling of events or any formal remembrance. In essence, the person is considered never to have existed.

NEXT

Romulans are considerably different from Starfleet personnel in several substantial ways. Although similarly bold an inquisitive, they sometimes lack the compassion and "heroic" virtues displayed by Starfleet personnel. After all, Romulans come from a society based on, in large part, aggression, violence, and conquest, a civilization where intense political infighting (and everything which it entails) is frequently the norm, and spies and informers are a fact of everyday life. Although they are far from savages, compared to many other races they sometimes seem cold and brutal. The Romulan perspective is quite different, however. The Romulan people possess many admirable qualities. For example, many of them are honorable citizens who try to do the "right thing", at least as they and the Empire see it. The Romulans don't see themselves as warlike, aggressive or cruel. They possess a fundamentally different point of view from Federation citizens. Romulans tend to exhibit the characteristics of aggression, curiosity, honor, passion, and self-confidence. One of the most important indicators of success in Romulan society stems from the family. Members of a family with strong history of meritorious service in the name of the Praetor are assumed to be somehow better. They have been inculcated in traditions of duty to Empire, nourished on stories of glorious forebears. They have extensive political and military connections, often relatives. Yet common Romulans have less to fear from political vendettas and onerous obligations. Less is expected of these commoners, and they need not live up to the expectations of duty and honor. For them, D'era is less an imperative. Through D'era, however, other, newer families can rise to greatness and fame. The typical Romulan stands between 1.6 and 1.9 meters tall, though some individuals are significantly taller or shorter. Their weight and build approximate those of humans. Their ears are pointed, though the points are usually not as pronounced as those of Vulcan ears. Romulans have a bony ridge over each of their eyes which slants upward from inside to outside. Romulan hair and eyes are almost always dark; blond Romulans are extraordinarily rare, and red or auburn hair is almost unheard of. The hair is usually cut in a severe style that leaves it plastered close to the head. This traditional style creates the distinctive sharp angles along the hairline near the ears and at the center of the forehead (where it typically comes to a kind of point or peak). Some humans have

speculated that this hairstyle is reminiscent of old Romulan military helmets. Psionic skills are very, very rare among Romulans. Approximately .00001% of the population possesses any sort of psychic ability, and usually the talents are so weak that they are effectively useless..

History

The ancient Romulans once reached across the much of the quadrant with outposts and settlements on far-flung worlds. The ancient Romulans left Vulcan two millennia ago, possibly in rebellion against Surak's philosophy of logic and pacifism. The Romulans are a study in dramatic contrasts. Capable of consider tenderness, they can also be violent in the extreme.

Romulans have also been characterized as having great curiosity, while maintaining a tremendous self-confidence that borders on arrogance. The leader of the empire was called the Proconsul. The legislative body is known as the Romulan Senate.

Military History

In interstellar relations, the Romulans have generally preferred to react to actions of a potential adversary, rather than committing themselves beforehand. The Romulans fought a war with Vulcan that lasted nearly a century. Neither side realized that the conflict ignited by Quinn (a member of the Q Continuum). The war occurred sometime before 2072, when Quinn was imprisoned.

A bitter war between the Romulans and Earth forces around 2160 resulted in the establishment of the Romulan Neutral Zone, violation of which was considered an act of war. The Neutral Zone remained un-violated until 2266, when a single Romulan ship crossed into Federation space in a test of Federation resolve.

The Romulans entered in a brief alliance with the Klingon Empire around 2268, when an agreement between the two powers resulted in the sharing of military technology and spacecraft designs. By the mid 2280s, the Klingons were using ships described as Birds-of-Prey (traditionally a Romulan term) that were equipped with cloaking devices very similar to those developed by the Romulans. The Romulans then went back into isolation in 2311, not to emerge until 2364, when early indications of Borg activity were detected. The Romulans conducted a brutal attack on the Klingon Narendra III outpost in 2344. The Federation starship USS Enterprise-C under the command of Captain Rachel Garrett, responded to the distress calls from Narendra III, and attempted to render aid to the Klingons. Although the Enterprise-C was reported lost, the incident led to closer Klingon-Federation ties in following years. The Romulans pursued a long-term policy of using covert means to destabilize the Klingon government going back to at least the 2340s. In 2367, Romulan operative Sela attempted to use mental conditioning of Starfleet officer Geordi La Forge to force him to assassinate Klingon Governor Vagh, a move calculated to spark distrust between the Klingons and the Federation. Later that year, Sela formed a covert alliance with the Duras family in an effort to wrest control of the Klingon High Council from Gowron. The attempt was unsuccessful, but it triggered a Klingon civil war in 2367-2368, with Sela providing material support to the Duras forces. An underground movement emerged in the late 2360s, seeking to promote reunification of the Romulans with their distant Vulcan cousins. When the Romulan government became aware of the movement in 2368, Proconsul Neral tried to use it as a cover for an attempted invasion of planet Vulcan. The invasion was thwarted by the Federation Starfleet. Ambassador Spock chose to remain undercover on Romulus to continue work toward reunification.

The Romulans believed the Dominion to be the greatest threat to the Alpha Quadrant in the last century. Accordingly, the Romulan government attempted to collapse the Bajoran wormhole in order to prevent a potential Dominion invasion. The attempt failed. Two years later when an alliance of the Dominion and the Cardassian Union threatened to destabilize the Alpha Quadrant, the Romulans joined forces with the Federation and the Klingon Empire, contributing a fleet of Romulan warships to the defense effort. In the war that soon followed against the alliance of the Dominion, Cardassian, and later the Breen, the Romulans would play a major role. They were brought into the war after Senator Vreenak was killed after leaving a meeting with Captain Ben Sisko from the Federation Station Deep Space Nine. The Romulans played a key role in the outcome of the war, which was eventually won by the Federation Alliance.

The Tal Shi'ar

The elite Romulan imperial intelligence service. The Tal Shi'ar was a secret, often brutal, sometimes extra governmental agency that enforced loyalty throughout the Romulan citizenry and military. Tal Shi'ar agents carried broad discretionary powers and were able to overrule field military commanders with little fear of reprisal from government authorities. Some elements of Romulan society, including members of the military, felt the Tal Shi'ar's tactics to be unnecessarily brutal, but such opinions were rarely spoken publicly for fear of retribution that included the sudden "disappearance" of family members.

Deanna Troi was coerced to assume the identity of Tal Shi'ar member Major Rakal as part of an elaborate plot to enable Romulan Vice-Proconsul M'ret to defect to the Federation. This mission was a success.

In 2371, the Tal Shi'ar combined forces with the Obsidian Order (Cardassian internal security police) to assemble a massive fleet in preparation for a covert first strike mission against the Founders of the Dominion. The joint fleet was ambushed by 150 Jem'Hadar ships hiding in the Omarion Nebula, resulting in the annihilation of all attacking ships. The defeat was stunning to the Tal Shi'ar, effectively eliminated the Tal Shi'ar as a viable military force in the Alpha Quadrant, substantially weakening the Romulan Star Empire, leaving it vulnerable to an external attack. The mission had been infiltrated by a Founder under the guise as a Romulan officer named Colonel Lovok.

It was later learned in 2373 that a few Tal Shi'ar agents survived the disastrous attack in the Omarion Nebula and were being held captive by the Jem'Hadar on an asteroid in the Gamma Quadrant (Dominion internment camp 371).

Position in the Galaxy

The Romulan Star Empire was part of the Federation Alliance that defeated the Dominion, Cardassian, and Breen alliance. The war was costly to all involved, including the Romulans. Among the losses to the Romulans was their flagship in the final assault on Cardassia Prime. But to the victors, comes the spoils of war. The Romulans will recover quickly from the losses the suffered in the war against the Dominion.

CARDASSIAN UNION

Cardassian Union History

The Cardassians are a militaristic society that values Family above all else. It is unknown who founded the Cardassian Union. Cardassia Prime is a planet with dense, urban population clusters. It is located in the heart of Cardassian Territory, a far cry from the fabled De-militarized Zone.

History & Culture

In the past, the Cardassians were a peaceful and spiritual people. But because their planet was resource poor, starvation and disease were rampant and people died by the millions. With the rise of the military to power, new territories and technology were acquired through violence, at the cost of millions of lives sacrificed to the war effort.

In Cardassian society, the criminal justice system served to enforce cultural norms, while reassuring the public with the comforting notion that good did triumph over evil. Accordingly, no criminal to trial until authorities had already found the defendant guilty. Trials were broadcast for viewing by the public, serving as a dramatic demonstration of the futility of violating society norms. Under the Cardassian system of jurisprudence, a defendant could not present evidence until the trial was under way --- In other words, until after a verdict of guilty had already been rendered. Further, such defendants were required to testify against themselves. Cardassian citizens were required to have one of their molars extracted at the age of 10 so that they could be kept on file by the Cardassian bureau of identification.

In Cardassian culture, advanced age is viewed as a sign of power and dignity. Cardassian men and women sometimes exhibit overt irritability toward each other as an overture to a sexual relationship. Family is very important to the Cardassians, with some households being multi-generational. Intense mind training programs are given to their children as early as four years of age, perhaps contributing to the famous Cardassian photographic memories. Cardassian funeral rites are very strict. They consider it a dishonor to the diseased if a non-Cardassian views the remains. Cardassians dislike cold temperatures. It is traditional in Cardassian culture that the commanding officer of a ship entertains guests when they travel aboard his or her ship. A favorite morning beverage is hot fish juice.

Diplomatic History

The Cardassians were involved in a bitter, extended conflict with The Federation. An uneasy truce between the two adversaries was reached in 2366. During the negotiations, Federation Ambassador Spock publicly disagreed with his father Ambassador Sarek, on the treaty. In 2367, a historic peace treaty established a fragile armistice between the Federation and the Cardassian Union. Among other things, the treaty provided the captives of either government would be allowed to see a representative from a neutral planet following incarceration.

Military History

The Cardassian Union annexed planet Bajor around 2328, and over the course of the next several decades systematically stripped the planet of resources and forced many Bajorans to resettle on other worlds.

In 2369, the Bajoran resistance movement forced the Cardassians from Bajor after years of terrorist activity. In their retreat they abandoned Terok Nor, an old Cardassian mining station orbiting Bajor. This proved to be a major misstep for the Cardassians, as the station became of major strategic, scientific, and commercial value when the Bajoran wormhole was discovered shortly thereafter.

In 2372, a civilian uprising overthrew the Cardassian Central Command, placing the power in the hands of the Detapa Council.

In 2373, the Cardassians enter into an alliance agreement with the Dominion. The pact had been secretly negotiated by Gul Dukat, who thereafter assumed leadership of the Cardassian Union. War with the Federation and the Klingons soon followed, with the Romulans coming into the war on the side of the Federation Alliance later in the war. Cardassia suffered many looses in the war. Secret negotiations between the Dominion and Breen led to the Breen entering the war on the side of the Cardassian/Dominion Alliance. During the war, the Cardassians were treated as second-class citizens by the Dominion. A revolution followed led by Legate Damar. In what proved to be the decisive battle of the war, the Cardassian Fleet, inspired by the actions of the revolutionaries and ruthless actions by the Dominion against innocent Cardassian citizens, turned on the Dominion fleet when it appeared the Federation Alliance was going to have to retreat. The change of side gave the Federation Alliance what it needed to move on to Cardassia Prime and defeat the Dominion. The casualties for Cardassia were over 800 million dead. Left in ruins, Cardassia must be completely rebuilt.

The Obsidian Order

The ruthless and frighteningly efficient Cardassian internal security police. The Obsidian Order maintained an elaborate network that kept virtually every Cardassian citizen under surveillance. The Cardassian military and the Obsidian Order were under the political authority of the Detapa Council. However, in practice, each entity acted independently. The order was explicitly forbidden from having warships or other any other military equipment.

Nevertheless, in 2371, the Obsidian Order combined forces with the Tal Shi'ar (Romulan internal security police) to assemble a massive fleet in preparation for a covert first strike mission against the Founders of the Dominion. The joint fleet was ambushed by 150 Jem'Hadar ships hiding in the Omarion Nebula, resulting in the annihilation of all attacking ships.

The debacle effectively eliminated the Obsidian Order as a viable military force in the Alpha Quadrant, substantially weakening the Cardassian Union as a whole.

It was later learned in 2373 that a few Cardassians survived the disastrous attack in the Omarion Nebula and were being held captive by the Jem'Hadar on an asteroid in the Gamma Quadrant.

Position in the galaxy

In the deciding battle at Cardassia Prime, the Cardassians changed sides, tilting the battle in the favor of the Federation and it's allies. The Dominion signed a treaty of surrender on Deep Space Nine - Terok Nor - renamed after the Federation took control of the station) after Cardassia was "liberated"

from Dominion rule. The Cardassians suffered heavy casualties in the war, with over 800 million dead at last count. Cardassia Prime was left in ruins after the Dominion began leveling the planet city by city when it was clear they were going to loose the war. They were attempting to wipe out the entire race of Cardassians. Cardassia faces an uphill battle to rebuild their once powerful civilization.

TRAVEL AND COMMUNICATIONS

Interstellar travel is a mainstay of the universe of Star Trek. Merchants move cargo from planet to planet; traveling acting companies move from planet to planet; it's a part of everyday life. Unless the GM is running a 'grounded' campaign, in which the characters are planet-bound or crew of a starbase, their adventures will likely require them to travel (and encounter fellow travellers) among the stars.

So the questions are, how long does it take to get from point A to point B, and how much does it cost?

TRAVEL

Travelers in the Federation and equivalent civilizations can travel from planet to space, planet to planet, and star system to star system. For other modes of space travel, see *Terran Empire pages 90-91* and *Star Hero*.

Surface To Orbit

There are a variety of reasons for surface to orbit travel (or its reverse.) People (or other cargo) may need to be transferred to an orbital base, or to an awaiting starship for a longer voyage; or in the reverse, personnel may need to travel from an orbiting starbase (e.g. DS9) or starship (e.g. Enterprise) to the planet's surface. Tourists may want to visit the local space station, the planet's atmosphere may preclude the use of transporters, or any other such reasons may require such a trip.

SHUTTLES

Shuttles (and shuttle pods) can transfer persons or cargo, similar in theory to a taxi, airport shuttle, or a bus line. Commercial shuttles typically move on a timetable to maximize the number of passengers and/or cargo transferred each trip. Military shuttles and private shuttles don't have this restriction.

Shuttles built by different starfaring races have varied capacities, but for the sake of simplicity, the most common commercial and military Federation STL shuttles fall into the 6-passenger and 22-passenger groups. (In essence, the contemporary airport shuttle and commercial bus.)

SHUTTLE TRANSFER

Method	Time	Cargo	Passenger
6-passenger or 4 hex	30 minutes	.5 Cr per kg	30 Cr
22-passenger or 15-hex	30 minutes	.1 Cr per kg	15 Cr

The price assumption is that the average humanoid is 60kg-70kg, and it costs the same to transport a 60kg humanoid as 60kg of luggage. The secondary assumption is a price break for larger quantities (6 vs. 22).

TRANSPORTERS

Transporter stations (where available) can cheaply and easily transport people and materials to virtually any location within approximately 16,000 miles. Distances beyond 16,000 miles are not possible within the Federation, Klingon, and similar groups.

The times listed do not include waiting in the queue, or loading/unloading of cargo to and from cargo transporter pads.

TRANSPORTER TRANSFER

Method	Time	Cargo	Passenger
Passenger transporter	12 seconds	--	5 Cr
Cargo transporter	12 seconds	5 Cr per hex	---

Planet To Planet In-System

Planet-to-Planet trips for Federation systems use shuttles or passenger ships. Federation and equivalent technology does not yet possess transporters capable of distances more than about 16,000 miles.

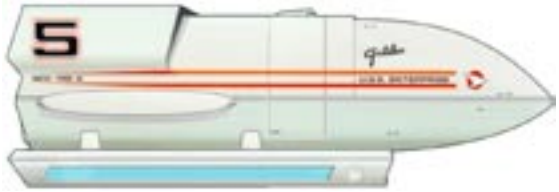
STL SHUTTLES

During the time of Star Trek: The Original Series, STL Shuttlecraft are the primary planetary transports within planetary systems of Federation worlds. Standard STL Shuttles have a maximum speed of .89C, and 1 AU is roughly 500 Light Seconds, so at top speed a shuttle can travel 1 AU every 562 seconds (9 1/2 minutes). This makes a trip from Earth to Saturn roughly 1.5 to 2 hours.

First-class fares are likely to run 45-50 credits each way on a commercial shuttle; Second-class run 30 credits each way.

WARP SHUTTLES

By the time of *Star Trek: The Next Generation* and *Star Trek: Deep Space 9*, Warp Shuttles (including the Runabout) are available, further reducing the time to travel planetary distances. A Runabout traveling at WF 3 can make the trip from Earth to Saturn in roughly 10 minutes.



Interstellar Travel

In the time of *Star Trek: The Original Series*, the Federation, Klingons, and Romulans only know one way to travel Faster Than Light: Warp drives. By the time of Star Trek IV: In Search of Spock, the Federation had put into testing Transwarp, but Transwarp was unsuccessful.

In the time of *Star Trek: The Next Generation* and *Star Trek: Voyager*, Star Fleet had witnessed the use of several other variations of the warp drive, such as the Borg *Transwarp Conduit*.

In the known universe of Star Trek there are no Hyperdrives or Displacer Drives.

TRAVEL COSTS

In the 23rd century, First-class travel aboard vessels that carry hundreds of people (similar to Southwest Airlines or American Airlines) has a cut-rate value of 80 Credits per day, which includes a single stateroom and meals. Second-class travel includes 2 people per stateroom and meals, with a cut-rate cost of 45 Credits per day. Luxury class runs about 150 Credits per day. Cut-rate prices give about 5% profit to the company. Smaller vessels may require a higher price, depending on what else they transport as cargo to make up for fewer passengers.

WORK FOR PASSAGE

For those without money but possessing useful skills, this is an option on many commercial vessels.

COMMUNICATIONS

Messages in the Federation and those of similar technological level may travel planetary distances or interstellar distances using subspace communication technology. Old style signals may use radio or laser technology, but are not practical for interstellar messages.

The Federation and other governments have subspace buoys and monitoring stations, which boost and retransmit messages until the message arrives at its destination. Subspace messages travel at WF 9.999, or 61,440 Light Years per day. Important message stations, such as those near the Klingon and Romulan borders, are typically manned and sometimes armed as well.

Because a subspace message still takes days to reach a ship or station on the edges of Federation space, Star Fleet picks its personnel carefully.

New colonies may or may not have subspace receivers, so on occasion a starship in the area may deliver the message.

CIVILIAN MESSAGES

If the user does not have an account with a communications company, all messages are handled as if by "payphone". Planetary messages cost 0.25 credits per minute. Subspace messages cost 2 credits per minute.

For those users having an account with a communications company, the user can send and receive an unlimited number of subspace and local messages for 35 credits per month.

This applies in the time of ST:TOS across the Federation, and in the time of ST:TNG on worlds lacking Earth's utopian economy.

Hacking into civilian messages at one of the message buoys requires the proper equipment, plus an Electronics or Systems Operation roll with minuses ranging from -3 to -5.

MILITARY MESSAGES

Costs are typically irrelevant for military messages, but can be assumed to be 5x the cost of civilian messages due to secure channels, coding/cryptography, and the like.

DATANETS

Most worlds of TSPI level 8 or above have planetary datanets. Those worlds that are members of the Federation also maintain Federation Datanet access. Data requests regarding the world typically take little time, but requests that have to access the Federation datanet must travel subspace and may take minutes or days.

Datanets are publicly available information, not private information. Accessing private information requires hefty Computer Programming, Security Systems, Cryptography, and similar rolls.

TRADE AND THE ECONOMY

The need for trade and money is one thing that doesn't go away in the future. Although Earth's economy at the time of Star Trek: The Next Generation is utopian, a great number of other governments and systems are heavily dependent on trade and commerce.

Even within the Federation, matter replicators cannot completely replace trade. For one thing, matter replicators can only make what they've been programmed to make, and some things like dilithium, latinum, and antimatter simply cannot be replicated and have to purchased from a facility or planet. And while it's possible to replicate 1000 Mona Lisa's, there is an innately greater value to the one created by hand by DaVinci.

MONEY

THE FEDERATION CREDIT

Created around 2230 AD, the Federation Credit is the official interstellar currency of the United Federation of Planets.

UFP Credits (or "Federation" Credits) are handled electronically. They are often transferred with PADDS and require thumbprint or retina scan. The abbreviation is "fCr" or simply "Cr".

LATINUM

Latinum is the standard currency among societies that practice traditional economics, especially along the Ferengi border. Planets who use currency typically maintain their own, but all prices are usually also expressed in terms of latinum. Latinum comes in slips, strips, and bars.

1 slip of Latinum = 1 Federation credit.
1 strip of Latinum = 10 Federation credits.
1 bar of Latinum = 100 Federation credits.

ECONOMICS

The Utopian economics of the 24th century is one where want and greed do not exist, as all the basic needs are take care of by the Federation: each person receives the goods they need (food, living quarters, etc.) and is encouraged to provide back to the Federation based on his or her talents.

However, other worlds require payment for goods and services, and accept latinum or Federation credits. How do Federation people earn Federation credits to spend on tribbles, trips to Risa, and so on in a utopian economy? As near as I can guess, people still earn a wage for the jobs they do, if they work at all. Everyone is encouraged to work, but no one has to work.

Design Note: Personally, I see a lot of inherent problems in this Utopian economy, and so I run things with more of socialist rather than communist feel - free socialized medicine, free food and utilities, living quarters credits, transportation credits, and so forth. They also get whatever Federation Credits they earn from their job to spend as they wish. How the Federation treasury can afford to do all that, I leave to poetic license.

Sample Prices

Food, Drink, Entertainment	Cost (Cr)
Holonovel	20 - 500
Holosuite Rental, per hour	5 - 150
Liquor, drink	.2 - 10
Liquor, bottle	3 - 50
Meal, replicated	.2 - 15
Meal, hand-made	3 - 50
Motel room, per night	20 - 200
Jewelry, costume or replicated	1 - 20
Jewelry, non-replicated	50 - 50,000
Suit of clothes, replicated	10 - 30
Suit of clothes, hand-made	30 - 500
Climbing Gear	15 - 45
Sporting Goods, replicated	.2 - 15

Personal Gear	Cost (Cr)
Communicator	100 - 500
Dylec Memory Tent	90
Emergency Beacon	50
EVA Suit	250 - 400
Holographic Recorder	250 - 500
PADD	1 - 20
Pattern enhancer (set of 3)	1000
Powered Binoculars	100 - 300
Transport Inhibitor	1000
Tricorder	180 - 600

Medical Gear	Cost (Cr)
Autosuture	150
Dermal Regenerator	50
Drug Ampule	5 - 150
Hypospray	25
Neural Stimulator	250

Engineering Gear	Cost (Cr)
Gravitic calipers	100
Hyperspanner	75
Magnetic Probe	80
Plasma Torch	125

Specialty Equipment	Cost (Cr)
Anti-sensor belt	300 - 600
Disguise kit	100
Field modulator	800 *
Gill pack	80
Isolation suit	1200
Night glasses	1500
Replicator lock pick	2500 *

* Black Market cost

Weapons	Cost (Cr)
Disruptor	250 - 450
Disruptor Rifle	600 - 1200
Knife	7 - 15
Phaser type I	500 *
Phaser type 2	1000 *
Stunrod	15 - 45
Sword	20 - 100
Targeting modulator	100 - 300
* Black Market cost	

PAYSCALES

How much does someone earn based on his or her job? Well, here's a 9-grade scale from 0 to 8 for most jobs. Jobs above grade 8 are negotiable, such as CEO salaries.

PAY SCALES

Rating	Definition	Monthly Pay
0	Untrained: Untrained labor	125 Cr
1	Minimal Training: Minimal experience gained from working with trained personnel. Useful as an untrained helper.	150 Cr
2	Limited Training: Has an 8- skill level. Can be useful for taking readings, performing non-diagnostic maintenance, etc.	200 Cr
3	Basic Training: Has an 11- skill level. Able to perform routine work in profession.	400 Cr
4	Advanced Training: Has a 12- skill level in most important skill for doing his job. He is able to perform routine tasks, do non-critical diagnostics, and master basic techniques. Minimum level for graduation from an academy and for department heads.	600 Cr
5	Operations Expertise: Has a 13- skill level in most important skill for doing his job. Can make progress in understanding new theories and dealing with the unusual.	700 Cr
6	Professional Expertise: Has a 13- skill level in most important skill for doing his job, as well as an 11- in all supporting skills. Able to direct teams and do out-of-the-box conceptualization.	800 Cr
7	Advanced Expertise: Has a 13- skill level in most important skill for doing his job, as well as 12- in supporting skills. Advanced Theorist.	1000 Cr
8	Master Level Expertise: Has 14- or higher in most important skill and 12- or higher in supporting skills.	1200 Cr

MERCHANT SHIP JOBS

Here are the basic pay scales for commercial starship jobs.

COMMERCIAL STARSHIP WORKER

Job	Pay Grade
Engineering	
Maintenance Assistant	0
Maintenance Technician	3
Engineer's Mate	4
Ship's Engineer (ship with less than 10 crew)	4
Assistant Chief Engineer	5
Chief Engineer	6
Fleet Engineer	7
Star Vessel Design Specialist	7
Helm / Navigation	
Chart Clerk	2
Assistant Navigator / Helmsman (stands watches)	3
Ship's Navigator / Helmsman (crew less than 10)	4
Assistant Chief Navigator / Helmsman	5
Chief Navigator / Helmsman	6
Financial / Clerical / Other	
Steward's Mate	2
Yeoman / Assistant	3
Chief Steward / Chief Yeoman	4
Assistant Finance Officer / Assistant Cargo master	5
Chief Finance Officer / Chief Cargo master	6
CFO of corporation	7
Security	
Assistant Watchman / Jailer	1
Night Watchman / Jailer	3
Ship's Security Mate	4
Ship's Security (for crew of less than 10)	4
Security Chief	6
Corporate Security Chief	7
Communications / Technical	
Dispatcher (ground vehicles)	2
Communications Tech	3
Communications Specialist	4
Chief Communications Officer	6
Sciences	
Lab Assistant	1
Lab Technician	3
Assistant Lab Manager	4
Science Specialist / Research Assistant	5
Science Officer / Researcher	6
Chief of Research, mid-sized corporation	7
Medical	
Lab Assistant	1
Lab Technician	3
Paramedic	3
Nurse	4
Chief Nurse / Surgical Nurse	5
Doctor (M.D.)	6
Chief Surgeon / Medical Researcher	7

PORTSIDE JOBS	
Job	**Monthly (Cr)**
Bank Teller	950
Cab Driver	800
Cargo Handler	1550
Factory Laborer	2400
News Reporter	1800
Lab Technician	1550
Private Security Guard	1000
Retail Clerk	800
Sanitation Worker	1150
Tour Guide	1000
Waiter / Waitress	800
UFP / ITA Information Clerk	950

STAR FLEET	
Job	Monthly (Cr)
Recruit, Cadet, Midshipman	400
Ensign	1400
Lieutenant, junior grade	1800
Lieutenant	2000
Lieutenant Commander	2400
Commander	2800
Captain	3400
Commodore	4000
Fleet Captain	4800
Vice Admiral	5600
Admiral	6600
Fleet Admiral	7600

CONDUCTING TRADE

So how do interstellar traders make money? There are several ways, some of which are riskier than others.

Work for a Megacorporation. By working for a megacorporation, the characters draw their monthly salary, plus any bonuses provided by the company for a job well done. The crew doesn't have to care *in most cases* what price the megacorporation charges for cargo transportation fees (or passenger transportation if they are a passenger line). Travel can be along the standard trade routes for old and established businesses, or into new and dangerous areas when seeking out new markets.

Working for a megacorporation has some advantages for players and GM alike. Similar to a Star Fleet campaign, the characters work for an organization, and the petty details of ship upkeep costs, loan payments, and other such details take a back seat to the stories. Megacorporations that are expanding their coverage and opening new trade routes can produce adventures of encountering new and enigmatic civilizations as trading partners or pirates, and rival megacorporations can have trade wars as deadly as any military conflicts in a military campaign.

Independent Trader. An independent trader is a small business entrepreneur. They can try to compete with the Megacorporations, they can buy and sell speculative cargoes, or they can transport cargoes that are dangerous or that must travel through dangerous areas where the megacorporations won't go. They can transport cargoes that are "not worth the effort" for the Megacorporations. Contracts for shipping are usually point-to-point, sometimes with time-critical or special arrangement clauses added for special cargoes.

Independent traders have the advantage of more variety in spacecapes and adventures. They can be spies pretending to be traders, they can be "specialists" for hire, they can go to anywhere they need to for the next job or trade. On the down side however, independent traders have to rely on themselves and their patrons to pay for ship's upkeep and fees, buying and selling goods to make a profit if they deal in goods rather than services, and so forth.

Piracy. Not usually suitable for heroic types, piracy is rampant in the area of the Orion Colonies. As an example of "heroic" piracy, the characters could be Federation-based pirates praying on Cardassian shipping during the Federation-Cardassian war. Since the Cardassians are a military society, that's **extremely** dangerous.

Smuggling. If the goods are in high demand but illegal, smuggling can sometimes be worth the risk.

TRADERS

All starfaring races can be merchant traders. Human traders are the most commonly known. Vulcan merchants are sometimes thought to be greedy, as logic dictates the proper value of a good or service they provide, and they do not haggle. Tellarite merchants can't help but haggle over prices. Other races have their own stereotypical methods.

Traders typically trade within their area (e.g. Federation merchants trade only inside the Federation, Romulan merchants trade only in Romulan space), but special visas are available to merchants who request them if the goods they supply are needed and pose no threat. For example, some merchants are allowed to transport food products to impoverished worlds in the Klingon Empire, but only along the Neutral zone.

MERCHANT SHIPS

Merchant ships come in many types, as there are many races and many "shipping" models.

Enormous cargo ships (emulating oil tankers and freight vessels carrying automobiles from overseas) carry very large cargo loads from one planet to another. Like the supertankers and super-freighters, they are typically slower than other ships, which makes them more vulnerable to pirates and privateers. Most of these vessels make the milk runs.

Attachable cargo pods (emulating box cars on Railroads) link together to move large amounts of varied cargoes from planet to planet. Cargo pods may be attached to any vessel of at least medium size, and have warp repeaters to maintain warp speed of the entire chain.

Medium-sized cargo vessels (emulating semi-tractor/trailers) transport cargoes from planet to planet, usually over longer distances than the enormous cargo ships. Medium-sized vessels are also available for transporting human cargo - a.k.a. passengers.

Small vessels can transport personnel or speculative cargoes.

CARGOES

Cargoes are only profitable when bought where the supply is good and sold where there is a need.

BUYING AND SELLING

Trade goods are priced in terms of CU (cargo units). A CU is one hex (2 meters) per side, or 8 cubic meters in volume. You can use the rules on page 130 of Star Hero to determine how much the trader buys and sells goods for.

TRADE WORLDS CLASSIFICATIONS

The ITA (Interstellar Trade Association) uses these classifications for trade worlds.

Agricultural World. Agricultural worlds are typically poor in raw materials and manufactured goods, but rich in foodstuffs. The population can be almost any size, ranging from a new Agricultural colony to a large agricultural world.

Mining World. Mining worlds are typically poor in foodstuffs, drugs/medical products, medium-tech, and high-tech goods, but rich in either minerals or radioactives (depending on what they mine).

Industrial World. Industrial worlds are typically rich in all areas, although sometimes they are poor in medicines & drugs.

New Colony World. New colony worlds are typically poor in all areas, and must import everything they need for the first five to ten years of the colony.

Racial Homeworld. Racial homeworlds of starfaring races are typically rich in all goods, with the possible exception of Luxuries. Non-starfaring races, limited to planets within their own solar system, should be rated based on one of the other categories.

Military Bases. Like new colony worlds, military bases are typically poor in all goods. Everything must be imported.

CONSUMPTION RATING

Planets have a consumption rating based on the population and population density of that world, which modifies the base consumption.

CONSUMPTION RATING

Rating	Population	Modifier
A	Very Heavily Populated	4x
B	Heavily Populated	2x
C	Moderately Populated	1x
D	Sparsely Populated	.5x
E	Very Sparsely Populated	.25x
X	Small station or colony	.10x

Trade Talks

In some adventures, conducting trade negotiations is an integral part of the game. It can be as simple as the player character making his Trading roll, or making it by more than the seller makes his Trading roll. But if you have a calculator handy, here's a method for conducting trade talks to add a little flavor to the negotiations.

First, the buyer and seller must each establish a bargaining position, and an initial offer.

Example: Captain Greggon's position is selling at least 2000 CU each trip at 120% of Market Value, and knowing that he'll be haggled down he starts high with an initial offer to sell 5000 CU each trip at 150% of Market Value. Tax Mobaric, Chief Purchaser of Megatronics makes an initial purchase offer of 1000 CU at 50% of Market Value, knowing he's going to be haggled to a higher value.

Second, there's a volley of offers and counteroffers. Here's where you need dice and a calculator. The character making the offer makes his statement and rolls his Trading skill roll. Consult the table below.

TRADING BASIS ROLL

Trading Roll	Trade Talks Modifier
Made by 2 or more	-2
Made by 1	-1
Made exactly	+0
Failed by 1	+1
Failed by 2 or more	+2
Language Modifier	**Trade Talks Modifier**
Language is not a barrier	+0
Language is slight barrier	+1
Language is a great barrier	+2
Culture Knowledge	**Trade Talks Modifier**
Acts as complementary roll to Trading Roll	
Other Circumstances	**Trade Talks Modifier**
Threatening to break off talks/walk away	-2 the first time; -1 the second time; +1 per each additional threat
Target is suspicious of true motives	+1

CARGO VALUES AND CONSUMPTION

Category	Examples	Price per CU	Planetary Consumption
Food & Agriculture	Fruit, grain, seed, wood, breeding stock	800 Cr	850 CU
Minerals & Raw Materials	Metals, crystals, ore, water	1200 Cr	600 CU
Radioactive & Special materials	Dilithium crystals, radioactive isotopes, special alloys	1700 Cr	250 CU
Drugs & Medicines	Drugs, Medicines	2400 Cr	400 CU
Low-tech goods	Textiles, farm implements, basic tools	1000 Cr	800 CU
Medium-tech	Plastics, machine tools, projectile weapons, etc.	2400 Cr	600 CU
High-tech	Computers, electronic gear, energy weapons, air or spacecraft, etc.	2600 Cr	250 CU
Luxury goods	Gourmet foods, wines and liquor, rare animals and spices, etc.	Varies: 300 to 1500 Cr	40 to 200 CU

Target is only slightly interested in purchasing the products	+1

Now, roll 3d6 and modify the roll by the values in the Trading Basis Roll table. Consult the Trade Talks table for the NPC counteroffer.

TRADE TALKS TABLE

3d6 Roll	Counteroffer
3-4	Raise offer by 2x the character's drop in value.
5-6	Raise offer by 1.5x the character's drop in value.
7-9	Raise offer by 1.25x the character's drop in value.
10-13	Raise offer by the same amount the character dropped.
14	Raise offer by .75x the character's drop in value.
15	Raise offer by .50x the character's drop in value.
16	Raise offer by .25x the character's drop in value.
17-18	Refuse to make an offer until the character makes a new counteroffer.

Example: Hearing Tax's offer, Captain Greggon says that such a low offer means Tax must not be interested and Captain Greggon should probably go somewhere else... but he'll try again with 4000 CU at 140% of Market Value. Greggon has a 14- Trading Roll, and rolls a 12, giving him a -2 Modifier. Threatening to break off the talks, since in reality Tax wants the goods, in this case also adds a -2 Modifier, giving a total of -4.

To find Tax's counteroffer, the GM rolls 3d6 and gets an 8. With the -4 modifier in the player's favor, 8-4 = 4, which indicates a 2x raise in the counteroffer based on the trade talks table. Since Greggon went down by 1000 CU and 10%, Tax goes up by 2000 CU and 20% to a new offer of 3000 CU (base 1000 + 2000) at 70% of Market Value (base 50 + 20%).

Captain Greggon sighs to himself. This could take a little while.

When the two parties reach an equally agreeable middle ground the negotiations are successful.

Note: This method should NOT be used for every trade. This is meant for roleplaying situations where trade negotiations take some strategy and time.

MEGACORPORATIONS

In the Federation, multiplanetary corporations have the money, manpower, contacts, and consumer base to make a profit on almost any venture, even risky ones. Megacorporations have headquarters on major worlds, and must abide by the local laws.

MAJOR CORPORATIONS

ALAKON LANDISS

Based on Andor, Alankon Landiss manufactures personal and community life support systems. There are 4 facilities on Andor and 1 on Cygnet XIV, with plans to add 2 more in the next 10 years.

ANIMATION INK

Animation Ink is a leader in the entertainment industry, involved in holographic novels, amusement park planets, etc. It has offices on Earth, Andor, and Tellar.

BANK ANDOR

Bank Andor is one of the most successful lending institutions outside of Orion space.

BAXTER PHARMACEUTICALS

One of the largest pharmaceutical firms involved in R&D against infectious diseases.

BIO-GENETICS RESEARCH

The manufacturer of Hyronalin, their main line is pharmaceuticals to fight radiation poisoning.

CHANDLEY WORKS

A major supplier of Star Fleet combat vessels and designs.

CHARLOTTE SHIELDING INC.

Based on Alpha Centauri, one of the primary sources for starship shielding technology.

CHIOKIS CONSTRUCTION

Based on Andor, responsible for a majority of the commercial starships designed and built.

DAYSTROM DATATRONICS

Primary supplier of computer systems for Star Fleet.

HIBEAM ENERGIES

A principal contractor to Star Fleet, they developed the current version of the hand phaser.

KLORATIS WARPDRIVE

A Tellar-based manufacturer of Warp Drives.

MARSFOODS CORPORATION

An Earth-based company dealing in wines and gourmet delights.

NEW AMSTERDAM GRAVITICS

A major supplier of commercial and industrial antigravity platforms and high-gravity devices.

RANTURA SHIPPING LINES

Based on Deneva, it handles 80% of the passenger and cargo traffic in the surrounding area.

There are others, but these can give the GM ideas for personalization.

AUTOMATONS

Robots and automated machines are somewhat common in the industrial sector of the Federation, but overall are not common. Androids and sentient machines are rare.

During the time of *Star Trek: The Original Series*, there were several sets of androids encountered [Dr. Roger Corby, Ruk, etc. in "What Are Little Girls Made Of"; Norman, etc. in "Mudd's Planet"; and the young woman [Reyna] in "Requiem for Methuselah"]. The probe Nomad also gained artificial intelligence, although it had to be destroyed. However, there were no known androids created by a Federation society.

By the time of *Star Trek: The Next Generation* and *Star Trek: Voyager*, commander Data is the only known Android in the Federation, and the only one with true sentience. Belanna

Torres encountered androids in the Delta Quadrant, but they lacked Data's awareness and adaptability.

The Federation has given Commander Data the rights of a sentient being.

Automatons in Other Societies

Given the Klingon propensities, it is unlikely that anything beyond artificially intelligence machines (tools) exist in the Klingon Empire.

The Romulans are too xenophobic to run the risk of sentient androids within their empire, so robots and AI machines are the likely ultimate.

No androids or robots have been seen in regards to Gorn, Tholian, Cardassian, or Ferengi societies.

Player Character Androids

If a player wishes to play an Android, there are several possibilities.

Corby's Folly. In the ST:TOS era, Federation scientists scouting the Exo III facility after the events of "What Are Little Girls Made Of" discover one or more deactivated androids in need of repair. One or more of these androids is repaired, eventually leaving Exo III to explore. In the ST:TNG/DS9 era, one or more scientists visits the facilities at Exo III (where Dr. Roger Corby had created androids from the extinct inhabitant's technology), and is successful in creating an android replica of themself (as Corby did of himself and of Kirk).

Corby's Folly androids are fully capable of emotion, unlike Data, and are not immediately apparent as androids unless scanned. These androids are more likely to survive without discovery in the "outside".

Mudd's Planet. In the ST:TOS era, some time after "Mudd's Planet", Harry Mudd escapes. Either accidentally or on purpose, one of the androids follows Mudd before he loses himself on some world. The android decides to examine the "illogical" people it encounters. In the ST:TNG/DS9 era, the Federation decides to check up on the android population encounted 75 years ago by Captain Kirk, who were mining the world as part of their programming. After contacting the android population, one or more of the androids wishes to study the Federation and the "illogical" people to be encountered. Mudd's Planet androids will have more of the mentality of the android version of Data that survived in *ST: Nemesis*. No concept of humor, pretense, etc. While they are outwardly quite human in appearance, their manner and personality are likely to give them away as androids.

Methuselah's Love. Reyna "died" of a broken heart when forced to choose between Flint and Kirk. In the ST:TOS era, it is possible that Flint managed to recreate her before he died 6 months later. With Flint dead, she is free to travel and learn. In the ST:TNG/DS9 era, it is also possible that visiting scientists discover the various Reyna prototypes and are able to recreate/repair her. Again, with Flint long dead, she is free to travel and learn. Reyna is very intelligent, and similar to Data, learning about emotions. She has emotions, as Data did after he received his emotion chip.

RELIGION AND PHILOSOPHY

It would be difficult to create the religious systems of over a thousand worlds and cultures. There are easily 100 times as many religions are there are sentient races, and in the Federation alone there are more than 100 KNOWN unique races.

RELIGIONS OF THE FEDERATION

Within the myriad religions within the Federation, there are some that are more prominent than others.

Terrans and Christianity

Christianity continues to flourish in the 23rd century ["Bread and Circuses", "Balance of Terror"] but does not appear in any of the TNG/DS9 episodes. In my campaign, Christianity continues to exist, but that cannot be considered canon-TNG Trek.

Note: According to one writer, in the 24th century, Christianity seems to have been wiped away, as in one episode of Voyager where the holographic Doctor actually portrayed a Catholic priest and conducted a ceremony, but somehow avoided mentioning the names "God" or "Jesus" entirely! On the other hand, while Christianity has apparently been wiped out, popular New Age ideas such as transcendental meditation, séances, tribal superstitions, pseudoscientific quasi-religions and Eastern spirituality are all acceptable in the Federation. These are the same philosophies of spirituality that are popular in today's Hollywood, spiritual vacuum that it is. But others see the Christian allegories and 'why am I here' questions, such as the Emissary in DS9. YMMV.

Vulcans

To the Vulcan race, Logic is almost a religion, and like most other religions, it is filled with different sects and schools of thought, each with wildly differing opinions and views on nearly every subject. Vulcan religion was born out of Vulcan's fiery and violent past, and it has naturally been transformed down through the centuries. The ancient religions of the Vulcans, contained a wide pantheon of gods, each with a dual character. Usually these characters were wrathful and angry on one side and joyful and ecstatic on the other. This duality pervaded ancient Vulcan belief for thousands of years and is the major reason for their violent history. At the Time of the Awakening, the focus of Vulcan thought turned away from deities and toward reason. Vulcan philosophers were forced to seek a compromise between reason and faith. They stopped looking to the skies and mountains for their gods and began to look within. With the help of their elders, Vulcans began to understand their own emotions as manifestations of their gods. Each emotion was seen as a manifestation of a particular ancient god. Vulcan religion taught that the gods were not simple analogies but living beings, a part of the Vulcan psyche. Each god was also a demon (the duality character), a trickster spirit seeking to fool the Vulcans into showing dangerous irrational emotions. Meditation became a kind of prayer, an exercise in taming the inner demons with the help of their rational counterparts. As time moved on, different schools developed, each with their own meditations and techniques for dealing with the demons of the Ka-ta-pa, the Inner Chorus. Mt Seleya is the heart of Vulcan's Religion. However there are also other monasteries and contemplative centers that dot the surface of the planet.

(IDIC) Infinite Diversity in Infinite Combinations: The way of IDIC is the central thesis of the Vulcan Science Academy (VSA). Vulcan doctrines of the soul and the reality of the spiritual infuse the concept of IDIC as well. Everything that is or that can be conceived of is part of the truth. Diminishing one part of the truth to conform to bias or prejudice or for any other reason, is illogical. I.D.I.C. is a philosophy of tolerance and comprehension of the diversity. The basic idea is that the universe evolves better if there is more diversity. So every being has to contribute to preserve the differences between him/her and others. I.D.I.C. teaches us to believe that diversity in the others is the reason of their beauty and to try to help everyone to improve his knowledge and his consciousness to develop himself completely and in a new and original way.

Bajorans and "The Prophets"

Bajoran culture flourished for 500,000 years. In time, the Bajorans became a race of master artisans, architects, and scholars whose lives are centered on their faith. Their deeply religious culture honors the "Prophets" who guide the Bajorans from high above in the Celestial Temple. They believe in guidance from the prophecies revealed to ancient religious men much in the same way as the Greeks believed in Delphi Oracles. Among the prophesies, many are given of an Emissary of the Prophets who is destined to find the Celestial Temple and so become the savior of Bajor. Commander Sisko found himself in the uncomfortable dual role of religious figure and Starfleet officer when he boarded the station. It was only after several years had passed that he became comfortable with the demands of both roles. There are hundreds of prophecies concerning the Emissary, some of which could be interpreted to have come true since Sisko's arrival. Within the religious texts of Bajoran faith, safe passage through the Bajoran wormhole is seen as the blessing of the Prophets.

PROPHETS

The Prophets are the central figures of the Bajoran faith, transcendent entities who exist in a non-linear time frame. Bajoran faith believes the Prophets to be the embodiment of truth, who reveals their wisdom through visions given by the Orbs. The Prophets are also the ones who replenish the life force of Bajorans, the pagh that allows existence. Bajorans believe that the pagh is

a spiritual force inherent to all sentient beings and that the Prophets replenish the pagh of the living from the Celestial Temple.

ORBS

Approximately 10,000 years ago, the first Orb, with eight others to follow, appeared in the skies of Bajor. Taken as a gift from the Prophets to endow their followers with wisdom and insight, the Orbs were traditionally housed in sacred shrines at temples and monasteries around Bajor. Each Orb has a different function.

Name	Power	Location
Orb of Prophecy	Prophetic Visions	Deep Space 9
Orb of Time	Time Travel	Temple of Iponu on Bajor
Orb of Wisdom	Enigmatic advice	Temple of Lo-pana on Bajor
Orb of Contemplation	Unknown	Deep Space 9
Orb of the Emissary	Empowers other orbs	Tyree
Orb of the Realms	Dimensional Travel	Unknown
Orb of Peace	Unknown	Unknown
Orb of Thought	Unknown	Unknown
Orb of Mystery	Unknown	Unknown

After the Occupation, only one from the original nine Orbs remained. Through the years, three have been recovered and are currently in the hands of the Bajoran people. The four Orbs are:

The Ninth Orb

Green energy form. It places the user into a vivid distant memory. [Emissary]

The Third Orb

Blue energy form. It is also known as the Orb of Prophesy and Change. It presents the user with a surrealist projection of the future, open to interpretation but usually correct in some way. [The Circle, The Collaborator, and Rapture]

The Orb of Wisdom

Pink energy form. Grand Nagus Zek was responsible for the restoration of this Orb to Bajorans in 2371. It forces overseen knowledge into the user's attention. [Prophet Motive]

The Orb of Time

Purple energy form. It can transfer users back or forwards in time. [Trials and Tribbleations]

EMISSARY

The title given to the person who would discover the Celestial Temple and speak with the Prophets, then unify the Bajoran people. Commander Benjamin Sisko was announced as the Emissary by Kai Opaka when he had just arrived at the Station. Akorem Laan briefly succeeded Sisko as the Emissary in 2372 when Laan was transported two centuries after his times into the 24th century by the Prophets. After reinstating the unpopular D'jarra caste system, Sisko challenged Akorem for the title of Emissary, and was ultimately vindicated by the Prophets themselves. Captain Sisko would firmly establish himself as the Emissary of Bajor after the Laan incident.

MISCELLANEOUS ENCOUNTERS

Gamma Trianguli VI

Vaal, the computerized lizard head.

Alar

Great religious leader of the Skorr who taught peace instead of war. He was immortalized at death in that his brain patterns were recorded in a piece of Irudite sculpture called the "Soul of Skorr".

KLINGON RELIGION

According to legend, Kortar, the first Klingon, along with his mate, destroyed the gods who created them and turned the heavens into ashes. This event is recounted in marriage ceremonies.

Klingon values center around honor. Those who die honorably are said to join the spirit of Kahless in Sto-Vo-Kor. Dishonorable deaths hold the destiny of the underworld of Gre'thor, guarded by Fek'lhr. Gre'thor is reached by passage on the Barge of the Dead, eternally piloted by Kortar, over the River of Blood. The dead are not mourned, but celebrated, and the body is viewed as an empty shell to be disposed of.

CRIME AND CRIMINALS

In the era of *Star Trek: TOS*, the universe has a flavor similar to the American West, and criminals like Harry Mudd are part of the experience. By the time of *Star Trek: TNG* however, Earth is a utopian world where all of the reasons for crime - greed, power, poverty, and so forth have been eliminated. However, that still leaves an entire universe of other races without the lofty ideals of the Federation where crimes can still occur.

CRIMES

Crimes that happen on a planet are typically subject to that planet's jurisdiction. Crimes that happen in space are subject to the jurisdiction of that government (e.g. Federation, Klingon, Cardassian, and so forth).

DRUGS

Illegal drugs can take many forms - from addictive narcotics to designer drugs to specialties like Harry Mudd's "Venus Drug". Drugs that may be perfectly legal on one world may have dire or heightened effects on the race of another world, and therefore be illegal there.

Some drug dealers are small-time smugglers, concealing a few kilograms of material while trading other legitimate materials. Some have suppliers and some are independent. They are less often the target of investigation or arrest, unless they are involved in other criminal behavior as well.

Other drug dealers may be part of an organized smuggling organization, moving larger quantities depending on the source and target worlds for the illegal drugs. These organizations are the primary target of investigations.

FRAUD

Fraud has many variations, such as wire/communications fraud, computerized fraud, and so forth. Fraud and computerized theft of funds are matters for the FBI. Look out, Harry Mudd.

Not all cases of fraud will be computerized, although they may be assisted by high-tech. Technology can bring new meaning and nuances to the "Brooklyn Bridge" con (selling something you don't own to someone else), The Pigeon Drop (securing a "good faith" investment on 'found money'), Three-Card Monte/ Shell Game, The Handkerchief Switch, The Block Hustle, Shortchanging, Grifting, Pastors of Persuasion, Investment Opportunity, and the like.

Con Artists and Swindlers - Scum of the Galaxy

Con artists can be of any age, sex, or race. Those involved in face-to-face cons usually try to look respectable. Some work alone, others work in pairs, depending on the exact nature of the con.

Many play on your sympathy, asking for money for a taxi trip to the hospital, to visit a sick relative, to buy food for their children, to help their dying mother, and so on.

Often they play on your greed, showing you a roll or envelope of money and asking for your help in returning it. However believable their story, at some point they will try to get you to give them money or something of value. They must just ask for whatever money you have on you, or they ask you to withdraw a larger sum of money from your bank account. If you give them any of your money or valuables, they'll be long gone.

Some of the more common scams include:

The Block Hustle. The con artist tries to sell you something of value for a small fraction of what it really costs. They usually make the sale sound urgent (have to pay the hospital, going to lose their car, etc.) Or, they may suggest the valuables are stolen, if that might rope you in.

After you buy the valuables and the con artist has disappeared, you find the valuable is not really valuable, and is a fake. Either it doesn't work at all (a watch without insides, a speaker without components) or its one of lesser value (a diamond ring that's really paste, a Rolex watch that's really Ralex).

The Pigeon Drop. Alone or in pairs, the con artist approaches you with a wallet or envelope filled with money, and asks you if you dropped it. When you say no, he may ask for suggestions as to what to do with the money, but ultimately he suggests splitting the money after making sure the owner has a chance to claim it. He may suggeste advertising the wallet in the lost and found section of the local newspaper, or contacting a lawyer friend of his. As a sign of "good faith", he will ask you to withdraw a large sum of money from your bank account (he'll probably withdraw an equal sum from his bank) and he'll put this money together with the wallet. He might hand the wallet to an accomplice. In any event, the person with the money will disappear with a reasonable excuse, such as needing to make a phone call or visit the toilet.

The Fake Charity. The con artist asks you for a donation to a charity, and it may or may not be a well-known charity. Whether or not the charity is real, they'll never see even a penny of the money you give this con artist.

The Boiler-Room. These con artists will call you and try to sell you something or sign you up for a service. The call may be disguised as a survey, but ultimately they will get to the sales pitch. Such offers are rarely in your best interest.

Ponzi Schemes. The con artist promises the investor a high rate of return on their investment. The con artist uses money from later investors is used to pay early investors. Happily earning money, the early investors recommend the investment to their friends, who invest as well. This con continues until the scheme collapses, often after the con artist disappears with most of the money.

KIDNAPPING

Kidnapping people and transporting them to another world, into space, or otherwise away from their home is a matter handled by the FBI. Kidnapping is stereotypically about money, but there are other reasons.

Prisoner Swap. The kidnapper captures one or more people which he hopes to swap for prisoners of another group. These are usually political prisoners or captured terrorists, but can also be imprisoned convicts. Such tactics also occur in various gangs or rivals, especially when important people are involved.

Meet My Demands. The kidnappers capture one or more people to use as hostage bargaining chips to force their demands to be met. The kidnapper(s) are usually members of a political or terrorist faction, but also including fanatic labor

groups and others who see no alternative.

Golden Goose. The stereotype of kidnappings, the kidnapper captures one or more people, demanding a ransom of valuables for their safe return. While money is the usual demand, other ransoms may include diamonds, high-tech gear, or whatever the kidnapper considers a commodity.

Collector. The hardest to deal with, collectors kidnap people for the collector's own needs, and have no ransom demands. Reasons for the kidnappings may include obsessions or fixations, sex crimes, delusions, and the like.

Opposition Reduction. The kidnapper finds the target is in oppostion to his goals, and kidnaps the target to prevent the target from opposing him. This may include such cliches on the part of the target as refusing to sign the land deed over, threatening to show the kidnapper's "true colors", and the like.

PIRACY

Piracy is more of a problem in the time of *Star Trek:TOS* than in *Star Trek:TNG*, especially near the Orion Colonies. However, non-Federation races such as the Naussicans do commit piracy on shipping. Thefts of starships and their cargo usually occur along standard trade routes.

Piracy is a time-honored practice during times of war, and groups like the Maquis practice piracy against the Cardassians whenever possible during that period of Federation history.

HIJACKING

Hijacking ships, usually passenger ships but sometimes cargo ships, is a dangerous crime, and is more often fatal than flat-out piracy.

QUARANTINED WORLDS

Worlds which the Federation has quarantined, or prohibited access to, are sometimes contacted anyway...and may fall victim to scams, may be sold goods that they are not ready for technologically, or worse. Sometimes inhabitants from quarantined worlds with special abilities (e.g. the Vendorians) are transported for use in spying or other illegal activities.

SMUGGLING

Smuggling thrives in areas where goods of certain types are restricted, but the demand is high. Smuggling can be drugs, high tech goods, weapons, or even religious items.

SLAVERY

Slavery is rampant is the 23rd century Orion colonies, and there may be some worlds who are not yet Federation members that consider slavery viable. However, slavery is not allowed in the Federation, and those participating in the crime are investigated.

TREASON

Acts of treason would be things like helping Klingons or Romulans invade a world in Federation space, etc.

CRIMINAL ORGANIZATIONS

ST:TOS had no criminal organizations of note, except for the Orion pirates and the Orion slave trade of Orion green women. The GM can create any viable criminal organizations he sees fit. Most of these will be on the fringes of Federation space, where investigative efforts will be more difficult. Examples of such organizations would be those dealing in illicit drugs, those dealing in black market technology, etc.

ST:TNG also had no criminal organizations of note, with the exception of the political Maquis.

The Orions

In the 23rd century, the Orions are not really organized crime in a "Mafiosi" sense; Orion piracy is usually a family/clan-based activity, sort of a swashbuckling kind of affair. And since the Orion Colonies are independent of the Federation, investigating those involved is very difficult. There is also the black market slave trade of green Orion slave women, whose sexual prowess is legendary.

The Orion Syndicate

In the 24th century, the Orion families who once practiced piracy are now mob families, similar to the Italian and Russian mobs today. It is not clear whether Orion has become a Federation member or not, although with Miles O'Brien's investigations in DS9 and with comments in Voyager about the Orion (Rigel) races, Orion may be a member of the Federation.

The Orion Syndicate is a thorn in the side of Starfleet, but has no known political affiliations. The Syndicate is a very secretive organization, which has always been known to deal/trade in information. Unlike other similar organizations, the Orion Syndicate never deals in "material" such as weapons, ships, etc. They see the information of an item to be more valuable than the item itself as it can be moved without any problems.

The Syndicate has been established as collecting data and information from every possible sources including Starfleet and all other major powers alike - it is guessed that somewhere in their network, someone knows what each member of a planet, starship or starbase loves to have for breakfast, how often they eat it, and how many times they blink. The idea is that the Organization believes that any piece of knowledge can prove to be useful or profitable at some point in time.

Their organization is divided into cells. Each cell has a leader who is responsible for a group of a dozen operatives. Every cell leader has a contact who they report to. It enables the Syndicate to remain intact, even when several cells are destroyed by security personal, the remaining cells are safe.

The Orion Syndicate tends to run large cities on planets outside of Federation space, but there are also operatives firmly entrenched on Federation soil. There have been minor rackets found on Earth. The Orion Syndicate is, in short, everywhere. They mainly operate out of establishments that cater to the undesirables, though the more sophisticated units work out of first class accommodation. Either way, the Orion Syndicate is known for covering their backs. Witnesses, undercover intelligence and security operatives and moles go missing without explanation. And the Syndicate isn't above using its member's families as a way to ensure loyalty.

In general, the Orion Syndicate is far more secretive than violent and always cloaks itself in an extensive web of lies, disinformation, and false leads.

The current leader of this organization is as yet unknown.

INVESTIGATION OF FEDERATION CRIMES

The type of crime determines which agency is sent to investigate it.

FEDERATION FBI

The FBI (Federation Bureau of Investigation) handles the same kinds of cases that our current day FBI handles: kidnappings, frauds, neutrality violations, espionage, sabotage, vehicle and starship theft, computerized theft, illegal drugs and materials, and organized criminal activity.

STAR FLEET INTELLIGENCE

Star Fleet Intelligence investigates the theft of Star Fleet intelligence, technology, and vessels, crimes involving Star Fleet personnel, and so forth.

STAR FLEET

Star Fleet investigates a variety of cases, usually involving Federation security.

PACKAGE DEALS

This section contains a variety of Packages, broken into two general groups: Personal Development and Professions. The GM has final say on requiring or ignoring any of these Packages.

PERSONAL DEVELOPMENT

The Personal Development packages are completely optional packages, and are designed to give depth to characters based upon the environment they were brought up in. Examples of using the personal development packages include: a Ferengi Star Fleet Officer who was brought up in a mercantile setting; a Starfleet Brat who becomes a journalist; and others.

ACADEMIC UPBRINGING

Characters brought up in an academic surrounding know the importance of learning.

ACADEMIC UPBRINGING	
Ability	**Cost**
Choose 1 of the following: Computer Programming +1, an INT-Based Knowledge Skill +2, or an INT-Based Science Skill +2	5
5 points in skills from the following list: an academic Professional Skill, an entertainment Professional Skill, an Engineering Science Skill, a Language, Eidetic Memory	5
Disadvantages	
Psychological Limitation: Open Minded, Curious, Meticulous, Thinker, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**

ARTISTIC UPBRINGING

Characters brought up in an artistic surrounding have been heavily influenced in to use their creative talents in one or more fields of artistry.

ARTISTIC UPBRINGING	
Ability	**Cost**
Choose the type of artistry (e.g. PS: Sculptor, PS: Painter, PS: Holonovelist, PS: Singer, PS: Guitarist) at +2	4
6 points in skills from the following list: Choose a related knowledge skill (e.g. KS: Stonework materials, KS: Classic Painting Techniques, KS: Famous Human Opera Music, KS: Folk Music of 1960s Earth, etc.); PS: Art Appraisal (choose type), Computer Programming, Inventor, Forgery, Gaming, Language, any appropriate Knowledge Skill or Science Skill, Money	6
Disadvantages	
Psychological Limitation: Open Minded, Compassionate, Passionate about art form, Perfectionist, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**

ATHLETIC APTITUDE

Characters with an athletic aptitude have a natural ability in sports (soccer, polo, gymnastics, etc.)

ATHLETIC APTITUDE	
Ability	**Cost**
Choose the type of sport (e.g. PS: Soccer player, PS: Track Runner, PS: Gymnast, etc.) at +2	4
6 points in skills from the following list: Acrobatics, Running, Swimming, Climbing, Ambidextrous, etc.	6
Disadvantages	
Psychological Limitation: Competitive, Team Player, Driven, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**

COLONY LIFE

Characters who grew up in a colony world should probably take the Colonist Package (Star Hero, page 33). At a minimum:

COLONY LIFE

Ability	Cost
Survival (choose terrain type appropriate to colony)	2
PS: Farming, mining, or other skill performed by colony	2
6 points from the following skills: Mechanics, Electronics (choose), Systems Operation (choose), Paramedic (choose race), any Knowledge skill appropriate to life in the colony	6
Disadvantages	
Psychological Limitation: Curious, Innovative, Stubborn, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**

CRIMINAL UPBRINGING

This represents the kid who grew up on the streets, the child whose parents are in the Orion syndicate, and others who grew up around crime.

CRIMINAL UPBRINGING

Ability	Cost
Choose the type of crime: Gambling (choose), PS: Con Man, PS: Pickpocket, PS: Organized Crime Syndicate member, etc.	4
6 points in skills from the following list: WF (choose), Forgery, Disguise, Persuasion, Sleight of Hand, Mechanics, any Background skill, Ambidextrous, Lightning Reflexes.	6
Disadvantages	
Psychological Limitation: Alert, Cautious, Cagey, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**

DIPLOMAT'S CHILD

As a diplomat's child, the character spent much of his/her childhood planet hopping to solve the problems of the galaxy.

DIPLOMATIC UPBRINGING

Ability	Cost
Choose one of the following skills (Bureaucratics, Persuasion, Conversation, Mediation)	3
7 points in skills from the following list: Systems Operation (Communications), Persuasion, any Cultural Knowledge skill, any Area Knowledge skill, any Language skill, Contacts	7
Disadvantages	
Psychological Limitation: Meticulous, Diplomatic, Open Minded, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**

ENGINEERING BRAT

The Engineering brat grew up around machines, tinkering and learning.

ENGINEERING UPBRINGING

Ability	Cost
Choose one skill: Electronics (choose categories) +1, Mechanics +1, any INT-Based engineering Science Skill +2	5
5 points in skills from the following list: Computer Programming, Systems Operation (choose), any related Science skills, any skill not selected from first list	5
Disadvantages	
Psychological Limitation: Curious, Innovative, Thinker, Perfectionist, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**

FAMOUS PARENTS

One or both of the character's parents were famous throughout the quadrant for the work or accomplishments, and the character looks to be just as gifted.

FAMOUS PARENTS

Ability	Cost
Choose one skill: Bureaucratics +1, Streetwise +1, any INT-Based Professional Skill +2	5
5 points in skills from the following list: Computer Programming, Systems Operation (choose), Language (choose), any related Background or Science skills, Contacts, Mediation, Conversation, Persuasion, any skill not selected from first list, Perk: Money	5
Disadvantages	
Psychological Limitation: Driven, Ambitious, Competitive, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**

VVGENETIC RESEQUENCING

The character was born with significant genetic flaws, and underwent illegal genetic resequencing, which has placed him in the upper strata of the character-race's genetic potential.

The effects of genetic resequencing vary from individual to individual. One character may be a doctor with INT 20 and Eidetic Memory; another may be a basketball player with DEX 20, Absolute Range Sense, and Lightning Reflexes.

The Dark Secret is something the character is psychologically bound to hide...if it's discovered that he's been genetically resequenced, he could lose his job, lose his eligibility to play sports professionally, or even be sent to a "care" facility away from "normals". The reasoning behind making the secret a Psychological limitation rather than a Social limitation is that there is no one actively checking or any obvious sign of genetic resequencing. The character just knows what would happen if he was ever found out, and hides his potential.

GENETIC RESEQUENCING	
Ability	**Cost**
10 points from any of the following: any Base Characteristic, +2" Running, +2" Swimming, Absolute Range Sense, Absolute Time Sense, Ambidexterity, Bump of Direction, Eidetic Memory, Lightning Calculator, Lightning Reflexes, Lightsleep, Perfect Pitch, Speed Reading, +2 Levels with Perception Roll, Multitasking.	10
Disadvantages	
Psychological Limitation: Carries Dark Secret - Must Hide the Fact That He Was Genetically Resequenced (Uncommon, Strong)	-10
Total Cost of Package	**0**

MERCANTILE UPBRINGING

The character grew up in a world or society that values trade and commerce, and the characters parents were merchants of some type. Some tricks of the trade have rubbed off on the character.

MERCANTILE UPBRINGING	
Ability	**Cost**
Choose one skill: Trading +1 or Persuasion +1	5
5 points in skills from the following list: Bureaucratics, PS: Appraiser, Persuasion, Systems Operation (choose), any Background skill related to mercantilism or goods, any Language, Contacts, Money	5
Disadvantages	
Psychological Limitation: Shrewd Trader, Greedy, Deal-Seeker, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**

MILITARY BRAT

The character grew up on a war-torn world, and as a result spent a lot of time around military figures - either as family or culturally.

MILITARY BRAT UPBRINGING	
Ability	**Cost**
Choose one skill: WF: Advanced Small Arms AND +1 Level with Advanced Small Arms*; Paramedic +1; Concealment +1; Stealth +1	5
5 points in skills from the following list: Systems Operation (choose), Electronics (choose), Survival (choose), any Culture or Area knowledge skill, any Language, any skill not selected from first list	5
Disadvantages	
Psychological Limitation: Alert, Bold, Dislike of Race X, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**
* or another appropriate WF group	

NOMADIC CHILDHOOD

The character and his parents spent their lives traveling all over the quadrant, and so the character has seen a lot of the galaxy.

NOMADIC CHILDHOOD	
Ability	**Cost**
7 points in skills from the following list: Language (choose), KS: Culture (choose), KS: Planet (choose), KS: Race (choose), AK: planet or sector (choose)	7
3 points in skills from the following list: Contacts, Persuasion, Transport Skill: Commercial Starships, Navigation (choose)	3
Disadvantages	
Psychological Limitation: Curious, Shrewd, Cultural Openness, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**

OCCUPATION UPBRINGING

The character grew up on a conquered world, probably in a labor camp, detention facility, or member of a resistance cell.

OCCUPATION UPBRINGING	
Ability	**Cost**
Choose one skill: +1 Level with HTH Combat, +1 Level with Ranged Combat, Stealth +1, Streetwise +1	5
5 points in skills from the following list: Running +1", Demolitions, Inquiry, Interrogation, Persuasion, Survival (choose), Trading, WF: Blades, WF: Staves, WF: Advanced Small Arms, any skill not chosen from first list.	5
Disadvantages	
Psychological Limitation: Alert, Bold, Sneaky, Hatred of Occupation Race, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**

ORPHAN

The character's parents died when he was young, and the character was shifted from relative to relative or grew up on the street. The character has had to live by his wits, never knowing the comfort of a real home.

ORPHAN	
Ability	**Cost**
Choose one skill: Stealth +1, Streetwise +1, any appropriate INT-Based Professional Skill +2 (e.g., PS: Con Artist, PS: Fence, etc.)	5
5 points in skills from the following list: Running +1", +1 Level with HTH, Acting, Mimicry, Disguise, Persuasion, Seduction, Trading, Sleight of Hand, Survival (choose), any skill not chosen from first list.	5
Disadvantages	
Psychological Limitation: Shrewd, Inconspicuous, Longs for a Real Home, Wanderlust, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**

POLITICIAN UPBRINGING

One or both of the character's parents were/are politicians.

POLITICIAN UPBRINGING	
Ability	**Cost**
Choose one of the following skills (Bureaucratics, Persuasion, Conversation, Mediation)	3
7 points in skills from the following list: Systems Operation (Communications), any Cultural Knowledge skill, any Area Knowledge skill, any Language skill, Contacts, Money, Perk: Fringe Benefit - Member of Political Machine/ Nobility/etc.	7
Disadvantages	
Psychological Limitation: Meticulous, Diplomatic, Open Minded, Shrewd, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**

PSIONIC POTENTIAL

The character was born with psionics abilities in a race where such abilities are rare, and has spent his childhood developing his psionic potential.

As per Star Hero and Terran Empire, psionics can be represented at a low level by talents like Absolute Time Sense or Danger Sense, or at a higher level by Telepathy, Mind Control, Mental Illusions, Images, Teleportation, and other such powers. The GM needs to be on the lookout for any powers which could be unbalancing to the campaign!

PSIONIC POTENTIAL	
Ability	**Cost**
10 points in appropriate Talents and/or Powers	10
Disadvantages	
Psychological Limitation: Treasures His Powers, Hides His Powers, Seeks Training to Develop Powers, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**

RELIGIOUS UPBRINGING

The character grew up in a devout religious family, or in a temple, monastery, or other religious institution.

RELIGIOUS UPBRINGING	
Ability	**Cost**
Choose one of the following skills: Persuasion, Oratory	3
7 points in skills from the following list: KS: Religious Dogma, KS: Religious Procedures, Acting, Conversation, Inquiry, High Society, Paramedic, Animal Handler, Streetwise, any Profession skill sanctioned by the Faith, Mimicry, Survival, Weapon Familiarity, any KS: History or KS: Culture skill	7
Disadvantages	
Psychological Limitation: Devout, Meticulous, Compassionate, Diplomatic, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**

SCIENTIFIC UPBRINGING

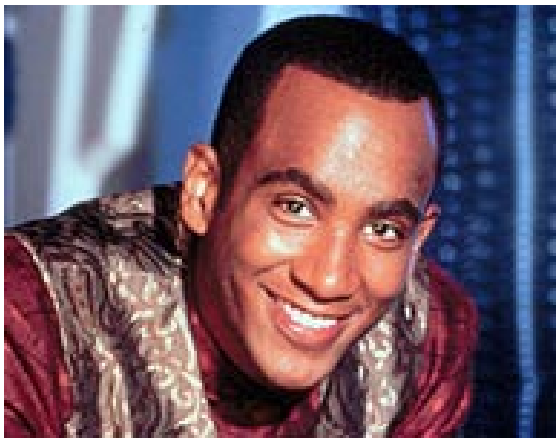
The character's parents were scientists or explorers, and their love of learning was passed on to the character.

SCIENTIFIC UPBRINGING	
Ability	**Cost**
Choose 1 of the following: Computer Programming +1, an INT-Based Knowledge Skill +2, or an INT-Based Science Skill +2	5
5 points in skills from the following list: a scientific Professional Skill, Inventor, Electronics (choose), Mechanics, Systems Operation (choose), an Engineering Science Skill, a Language, Eidetic Memory, Contacts	5
Disadvantages	
Psychological Limitation: Curious, Meticulous, Thinker, Driven, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**

STARFLEET BRAT

The character's parents were in Star Fleet, and the character was exposed to the principles, ideals, people, and systems of Star Fleet throughout his childhood.

STARFLEET BRAT	
Ability	**Cost**
Choose 1 of the following: Bureaucratics +1, Computer Programming +1, or an INT-Based Science Skill +2	5
5 points in skills from the following list: Deduction, any INT-Based Science Skill, KS: Federation History, KS: Federation Law, PS: Starfleet Officer, Systems Operation (choose), Transport Familiarity: Federation Shuttlecraft	5
Disadvantages	
Psychological Limitation: Bold, Stubborn, Confident, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**



WEALTHY FAMILY

The character comes from a family whose parents were filthy rich, in a society where wealth matters.

WEALTHY FAMILY	
Ability	**Cost**
Money: Well Off (see Income Level sidebar, 5E59-60)	5
5 points in skills from the following list: Trading, Persuasion, Oratory, Seduction, Contacts, Acting, any appropriate Transport Familiarity, any appropriate Professional Skill	5
Disadvantages	
Psychological Limitation: Strong-Willed, Confident, Playboy, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	**0**

PROFESSIONS

It's possible to be something other than a Star Fleet officer in the universe of Star Trek. Here are some of the packages, or references to them, that may be used.

BOUNTY HUNTER

See *Terran Empire, pages 121-122.*

BUREAUCRAT

See *Terran Empire, page 106,* and add the skill Inquiry as one of the choices of skills.

COLONIST

See *Star Hero, page 33.*

DIPLOMAT

See *Star Hero, page 33.* This package provides the basic structure for a low-level diplomat who serves as part of a diplomatic entourage, such as at an embassy.

Diplomats (including Cultural Liaisons and Cultural Specialists below) rely heavily on their Presence-based skills, so should typically have a high PRE. Most are well-educated, so the *Scholar* Skill Enhancer is common, and the *Well-Traveled*, *Well-Connected*, and *Expert* (see *Dark Champions*) Skill Enhancers are also possible. They are also very familiar with bureaucracies, so many have the *Bureaucratics* skill. The essence of being a diplomat - *Conversation (Inquiry/Interview)* and *Persuasion (Mediation/Negotiation)* - should reflect their experience (or lack of experience) in negotiations; seasoned negotiators should probably have +3 or +4 in them.

Diplomats who are highly renowned for their abilities may take the *Reputation* perk as well.

Cultural Liaison

Cultural Liaisons serve as go-betweens for the home government and another (host) government.

CULTURAL LIAISON PACKAGE	
Ability	**Cost**
Conversation (Inquiry/Interview, Smalltalk) [PRE]	4
Persuasion (Mediation/Negotiation, Persuade/Convince) [PRE]	4
High Society [PRE]	3
Contacts (player's choice)	11
KS: Political Science 11-	3
Cultural Specialties for Chosen Culture	
Language (player's choice; fluent conversation)	2
CuK: Chosen Culture 11-	2
KS: Law of Chosen Culture 11-	2
KS: Planet of Chosen Culture 11-	2
Governmental Perks	
Fringe Benefit: Diplomatic Immunity	5
Disadvantages	
Hunted: Host Government 8- (Mo Pow, NCI, Watching)	-10
Social Limitation: Subject To Orders (Frequently, Severe)	-20
Total Cost	**8**

Cultural Specialist

Cultural specialists are the advisors, when there are questions as to how a culture will react to changes, situations, offers, internal matters, and the like. As such, they must have a thorough understanding of all aspects of the culture in question.

CULTURAL SPECIALIST PACKAGE	
Ability	**Cost**
Conversation (Inquiry/Interview, Smalltalk) [PRE]	4
Persuasion (Mediation/Negotiation, Persuade/Convince) [PRE]	4
High Society [PRE]	3
Contacts (player's choice)	11
KS: Political Science 11-	3
Cultural Specialties for Chosen Culture	
Language (player's choice; fluent conversation)	2
CuK: Chosen Culture 11-	2
KS: Law of Chosen Culture 11-	2
KS: Politics of Chosen Culture 11-	2
KS: History of Culture (player's choice) 11-	2
KS: Geography of Culture (player's choice) 11-	2
Cultural Expert: +1 with all KSs for the selected Culture OR **Socially Adept:** +1 with all Interaction Skills	5
Governmental Perks	
Fringe Benefit: Diplomatic Immunity	5
Disadvantages	
Hunted: Host Government 8- (Mo Pow, NCI, Watching)	-10
Social Limitation: Subject To Orders (Frequently, Severe)	-20
Total Cost	**17**

DOCTOR, CIVILIAN

See *Star Hero, page 34.*

ENTERTAINER

See *Terran Empire, page 121.*

EXPLORER, INDEPENDENT

See *Star Hero, page 34.*

LAW ENFORCEMENT AGENT

See *Star Hero, pages 34-35.* Also see *Dark Champions* for Law Enforcement packages such as *Police Officer, BATF Agent, Drug Enforcement Agent, FBI Agent,* and *Secret Service Agent.*

PILOT, FREELANCE

See *Star Hero, page 35.*

PIRATE

See Alien Wars, page 82

PROSPECTOR/ SALVAGER

See *Terran Empire, page 120.*

REBEL

See Alien Wars, page 83

ROGUE

See *Star Hero, pages 35-36* or *Alien Wars, page 83.* Also see *Dark Champions, pages 34-37* for packages for *Cat Burglar, Gangster, Grifter, Hacker*, and *Terrorist.*

Rogues may depend on a high DEX or PRE, depending on their particular style (for example Cutpurse versus Con Artist).

Scoundrel

The scoundrel is a thug and ne'er-do-well. He fights or runs as suits his own best interest. Add Concealment and +1"

Running to the list of skills the character may select from.

Professional

The Professional is a consummate professional at what he does - robbing residences, spying on others, and committing acts of sabotage. Everything is planned and carried out with precision. The character who is a professional should have extra levels in the appropriate skills, and have the skills for planning his/her operations. Add Concealment and +1 Level with all Perception Rolls and +1 Level with all INT-Based Rolls to the list of skills the character can choose from.

Sophisticate

Like the professional, the sophisticate is a professional at what he does. Unlike the professional, the sophisticate tends to use more Interaction and Intellect skills, working to right wrongs, smuggle refugees, and other heroic efforts. Add the following skills to the list of skills the character can choose from: Concealment, +1 Level with Perception Rolls, +1 Level with INT-Based Rolls, +1 Level with PRE-Based Rolls, Inquiry, Disguise.

SCIENTIST, CIVILIAN

See *Star Hero, page 36*. This package represents the basic scientist.

Scientist use their brains and their experience to expand knowledge. They should have a high INT, and many will have the *Scientist* Skill Enhancer. Some specialize in one field, while others learn many related disciplines. Talented scientists will have several levels in their field of expertise.

Many also are part of research and development teams, so *Inventor*, *Deduction*, and *PS: Research* are likely skills.

Scientists who spend time out in the field may learn such talents as *Curious, Confident, Meticulous*, or *Focus*.

Exchange Student

This represents a character who has attended an institute of another world, such as the Vulcan Science Academy or the Daystrom Institute. As a result, they also picked up some of the culture. The character should purchase Language (choose) and KS: Culture (choose) 11- in addition to the Scientist package to represent what he picked up culturally.

Field Scientist

This represents the scientist who is constantly out in the field, doing studies (a contemporary example is Jacques Cousteau). Increase the skill list from 6 points worth to 9 points worth, and add Paramedic to the list of skills to choose from.

Researcher

This represents the scientist who is pushing the envelope in scientific research. Add the following to the Scientist Package: Select one of the following skills: Bureaucratics, Persuasion, Oratory (3 points).

SMUGGLER

See Alien Wars, page 83.

SOLDIER, STANDARD

See *Star Hero, page 36*. See also *Alien Wars pages 89-91* and *Dark Champions*.

Foot Soldier

Foot soldiers are those basic fighters who went through military training. Use the Soldier Package.

Guerilla

Guerilla fighters picked up their skills however and whenever they could. Change PS: Soldier 11- to KS: Guerilla Warfare 11-.

SPY, GENERAL

See *Star Hero, page 36*. Also see *Dark Champions* for *Cinematic Spy, Analyst Spy, Assassin*, and *Field Agent* packages.

STARSHIP OFFICER

See ***Star Fleet*** below.

TRADER/MERCHANT, GENERAL

See *Star Hero, page 38*.

Traders deal with people, and so a higher than average PRE is helpful. All traders should have Trading skill, of course, and many find Persuasion (Persuade/Convince) and Conversation (Inquiry/Interview) to be helpful. Sucessful traders also tend to network well, and have many Contacts. The may even have the *Well-Connected* Skill Enhancer.

Successful traders also have to know the value of goods, and should have a KS in their stock and trade goods. Some traders are adept at valuing anything, and should take either PS: Appraiser (or similar) or even *Analyze Trade Goods*.

Interplanetary Trader

The character should also buy KS: Culture for the cultures with which he conducts trade.

Manufacturing

The character is a craftsman, whether he hand-makes Vulcan lutes or manages a robotic plant forming antimatter for sale. The character should also buy KS for his particular product at +2 or more.

Entrepreneur

The character is a small business owner. The character should buy KS for the products and/or services he provides.

MYSTIC / PRIEST

Mystics are dedicated to spiritual growth within a given philosophy. Mystics include Bajoran vedics, Catholic priests, and Andorian warrior-mystics.

Mystics rely on the force of their personality and convictions, so PRE is an important characteristic.

Conversation (Inquiry/Interview) and Persuasion (Persuade/Convince) are important skills, and some cult leaders will have Persuade (Brainwash/Recruit).

Some mystics (such as Hindu mystics and Vulcan mystics) rely on meditation and mind-over-body techniques. Various talents including Rapid Healing and Simulate Death may be appropriate for them. Some may take Luck to represent the spiritual blessings they recieve for their devotion to their faith.

PRIEST PACKAGE

Ability	Cost
Persuasion	3
Oratory	3
KS: Religious Dogma 11-	2
KS: Religious Procedures 11-	2
Perk: Priest	3
9 points in skills from the following list: Acting, Conversation, Inquiry, High Society, Paramedic, Animal Handler, Streetwise, any Profession skill sanctioned by the Faith, Mimicry, Survival, Weapon Familiarity, any KS: History or KS: Culture skill	9
Disadvantages	
Distinctive Features: Clergy Garments (Easily Concealable; Noticed and Recognizable)	-5
Social Limitation: Subject to Tenets of Faith OR Psychological Limitation: Devout OR other appropriate limitation	-10
Total Cost of Package	**7**

Cleric

The character ministers to the needs of the faithful. The character should also purchase a KS of the faithful he ministers to on a regular basis (e.g., KS: Members of First Methodist Church of Dallas or KS: Members of First Temple of Bajor City.)

Mendicant

The character is a member of the wandering faithful, devout but not a church leader. Mendicants are much more likely to have the Traveler skill enhancer and knowledge skills of the places they've traveled to.

Shaman

The character is from a primitive culture or practices a primitive faith. Shamans will typically also have KS: Herbalism, KS: Meditation Crystals, or other such skills specific to their religion.

STAR FLEET

Star Fleet is the armed forces branch of the Federation. They seek out new life and new civilizations, patrol borders along Klingon and Romulan Neutral zones, map uncharted areas of space, provide escort for diplomatic conferences, and other tasks.

Life in Star Fleet is only as dull as you let it be.

Rank	Cost
Cadet / Midshipman / Crewman	0
Petty Officer	1
Chief Petty Officer	2
Ensign	3
Lieutenant JG	4
Lieutenant	5
Lieutenant Commander	6
Commander	7
Captain	8
Commodore/Fleet Captain/Rear Admiral	9
Vice Admiral	10
Admiral	11
Fleet Admiral	12

STAR FLEET COMMAND SCHOOL

Command personnel are the officers who perform command duties on board starship and starbases. They are captains, section heads, first officers, and others who command. Their responsibilities include ensuring their mission's success, looking out for their crew's safety, and maintaining the policies of their organization.

Star Fleet personnel who are to be department heads or command personnel must attend Command School for two years after the academy. This package represents additional skills the officers must take in addition to their primary package, such as Flight Control or Sciences.

COMMAND PACKAGE

Ability	Cost
Bureaucratics	3
Tactics (Starship) (INT)	2
Membership: Lieutenant	+2
Disadvantages	
None	0
Total Cost of Package	**7**

This package may also be used for commanders in other military groups, such as the Klingons or Romulans.

FLIGHT CONTROL

At the time of *Star Trek: The Original Series*, Star Fleet has posts for both helmsmen and navigators. Helmsmen focus on Combat Piloting, Tactics (Starship), and skills whose purpose is to maneuver the ship from place to place or defensively in combat. Navigators focus on Navigation, Sensors, AK: Areas of Space and such skills as are used to plot the course. Analogy: Checkov plots the route from A to B, taking into account obstacles and other issues; Sulu has the steering wheel and drives from A to B.

During combat, the Helmsman maneuvers the ship while the Navigator handles the Tactical systems (weapons, shields, etc.)

At the time of *Star Trek: The Next Generation/DS9*, the position is simply called Flight Control. Flight control handles the piloting and navigation of spacecraft. They monitor all critical systems such as navigational deflectors, warp output, and other factors to ensure a safe journey. During battle they

Engineering Wizardry

For representing engineering wizards — characters like Scotty, Jordi, Miles, Belanna — the GM may also allow the character to buy one or more of the following Engineering talents.

Jury Rig: +3 Levels with Electronics, Mechanics, and appropriate engineering skills (15 points); Only to offset penalties for poor equipment, parts, or materials (-1). Cost: 7 points.

Miracle Worker: +3 Levels with Electronics, Mechanics, and appropriate engineering skills (15 points); Only to reduce the time it takes to perform the task/repair/etc. (-1); Cost: 7 points.

System Overhaul: +3 Levels with Electronics, Mechanics, and appropriate engineering skills (15 points); Only to increase the efficiency of a device, such as exceeding maximum warp speed, increasing shield strength, etc. (-1). Cost: 7 points.

work with the tactical officer, who has control of weapons and shields.

FLIGHT CONTROL PACKAGE

Ability	Cost
Flight Control Skills	
Combat Piloting +1 (Military Vessels)	5
SS: Astronomy (INT)	3
SS: Physics (INT)	3
Tactics (Starship) (INT)	2
Systems Operation (Defensive, Communications, Sensors, Missile Weapons)	7
Electronics (Sensors, Communications) 8-	2
Navigation (Space, Warpspace)	3
WF: Advanced Small Arms, Federation Starship Phasers	3
AK: Federation Space 12-	3
TF: Personal Use Craft / Shuttlecraft	2
Star *Fleet Officer Skills*	
Fringe Benefit: Ensign	3
Bureaucratics 8-	1
KS: Federation History 8-	1
KS: Federation Law 8-	1
PS: Star Fleet Officer 11-	2
Disadvantages	
Distinctive Features: Star Fleet Uniform (Easily Concealable; Noticed and Recognizable)	-5
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	**17**

To create a Klingon Empire Flight Control officer, change all Federation-based skills and familiarities to Klingon-based, and change Bureaucratics to Interrogation, and Distinctive Features to Klingon Uniform.

The same type of changes may be made for a Romulan Officer, but keep Bureaucratics as is.

STAR FLEET OPERATIONS

Operations officers handle the day-to-day activities, making sure things are working correctly at their posting, whether that is a starship, starbase, monitoring station, or other such location. Operations officers include the engineers who operate the transporters and repair faulty systems, the security personnel who guard prisoners and beam into dangerous situations, and the various ops officers who specialize in manning transporters, life support systems, communications, and other important systems.

Star Fleet Engineering

Engineers are highly trained and specialized ops officers responsible for keeping the systems and equipment operating at its best. The engineering division of Star Fleet is responsible for the design, maintenance, and repair of starships and all their systems. This includes not only Warp Drive and Impulse drives, but Life Support, Communications, Computer, Shields, Weapons, Hull, and all other systems aboard ship.

Engineering personnel not serving aboard a starship are found in research (typically warp drive, transporter, cloaking / anti-cloaking systems, etc.), or serving aboard starbases, or duties on other federation worlds.

ENGINEERING PACKAGE

Ability	Cost
Engineering Skills	
Computer Programming	3
Deduction	3
SS: Astronomy 8-	1
SS: Physics (INT)	3
Electronics: choose three categories from the following list (Communications, Defensive Screens, Environmental, Medical, Sensor, Transporter)	6
Mechanics +1	5
Systems Operation: choose three categories from the following list (Communications, Defensive Screens, Environmental, Medical, Sensor, Transporter, Missile Weapons)	6
SS: Warp Drive Theory (INT)	3
SS: Starship Engineering (INT)	3
WF: Starship Phasers	1
WF: Advanced Small Arms	2
Star Fleet Officer *Skills*	
Fringe Benefit: Ensign	3
Bureaucratics 8-	1
KS: Federation History 8-	1
KS: Federation Law 8-	1
PS: Star Fleet Officer 11-	2
Disadvantages	
Distinctive Features: Star Fleet Uniform (Easily Concealable; Noticed and Recognizable)	-5
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	**19**

For *Star Trek: The Next Generation* specialties:

Engineering Troubleshooter. The character is an expert at diagnosing problems and fixing them. The character should increase his skills in Electronic/Mechanics, and perhaps buy Inventor skill as well.

(Data/Information) Specialist. The character is a specialist in computers and intelligence processing, and should increase Computer Programming to +3.

Designer. The character is a designer, and should

purchase Inventor skill.

System Specialist. The character is a specialist in one system (e.g. Transporters) and should increase his Electronics and Systems Operation for that system to +3 or +4.

Starship Ops

Starship Ops officers are specialized in a particular area, such as communications ops, transporter ops, life support ops, sensor ops, power management ops, weapons ops, and so forth.

Communications Ops handles the communications systems aboard ship, from monitoring channels for SOS alerts, to handling messages from Star Fleet command to the Captain, to hailing ships encountered by the vessel, to translating coded messages, to attempting translation of alien languages that the universal translator has problems with.

Transporter Ops handles the transporter systems,

OPERATIONS PACKAGE	
Ability	**Cost**
Basic Ops Skills	
Computer Programming	3
Deduction	3
Electronics: choose two categories from the following list (Communications Systems, Computer Systems, Defensive Systems, Environmental Systems, Flight Systems Controls, Transporter Systems) (INT) **OR** Weaponsmith (Starship Energy Weapons, Starship Missile Weapons) (INT)	4
Systems Operation: choose two categories from the following list (Communications Systems, Computer Systems, Defensive Systems, Environmental Systems, Starship Torpedoes, Transporter Systems) +2 [Note: Starship Torpedoes is 1 point, so include WF: Starship Phasers (1) to total up to 8 points]	8
Choose one of the ops specialties	*15*
Star Fleet Officer Skills	
Fringe Benefit: Ensign	3
Bureaucratics 8-	1
KS: Federation History 8-	1
KS: Federation Law 11-	2
PS: Star Fleet Officer 11-	2
Disadvantages	
Distinctive Features: Star Fleet Uniform (Easily Concealable; Noticed and Recognizable)	-5
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	**17**

Listed below are five major ops. The GM may design any other reasonable Ops as needed.

Communications Ops: SS: Linguistic (INT), Cryptography, 9 points in skills from the following: Languages, Linguist, Scientist, Conversation, Persuasion, Oratory, skill Levels in Electronics or Systems Operation

Computer Ops (Analyze Computer Systems (INT), Cryptography, 9 points in skills from the following list: Security Systems, Scientist, Linguist, related Science skills, skill Levels in Computer Programming, Electronics, or Systems Operation)

Life Support Ops (Paramedic, SS: Medicine (INT), 9 points in skills from the following list: related sciences, Scientist, Jack of All Trades, related professional skills, skill Levels in Electronics or Systems Operation)

Power Ops (SS: Physics (INT), SS: Plasma Physics (INT), 9 points in skills from the following list: related sciences (such as Warp Drive Theory, Starship Engineering), Scientist, Jack of all Trades, skill levels in Electronics or Systems Operation)

Transporter Ops (SS: Physics (INT), SS: Transporter Theory (INT), 9 points in skills from the following list: Related sciences, Scientist, Jack of All Trades, skill levels in Electronics or Systems Operation)

Security Ops

Security ops are the guards, soldiers, and police. They protect, escort, guard, and leap into dangerous situations to defend the ship, station, or crew.

The security division of Star Fleet maintains the security aboard ship and on landing parties. They escort visitors, accompany landing party members into potentially hostile areas, guard prisoners in the brig, and so on.

They also provide security aboard Starbases and other Star Fleet operational sites.

SECURITY PACKAGE	
Ability	**Cost**
Security Skills	
Computer Programming	3
Security Systems	3
Criminology	3
Tactics (Small Group) (INT)	2
KS: Military& Paramilitary Strategies 11-	2
Systems Operation (Communications, Sensors, Transporters)	6
TF: (Federation) Military Starships	2
WF: Advanced Small Arms	2
Commando Training*	10
Star Fleet Officer Skills	
Fringe Benefit: Ensign	3
Bureaucratics 8-	1
KS: Federation History 8-	1
KS: Federation Law 11-	2
PS: Star Fleet Officer 11-	2
Disadvantages	
Distinctive Features: Star Fleet Uniform (Easily Concealable; Noticed and Recognizable)	-5
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	**17**
*The GM may substitute another martial art he feels would be taught universally in Star Fleet, such as Krav Maga from UMA.	

For *Star Trek: The Next Generation* specialties:

Tactical Officer The character is a bridge tactical officer, and must add the following skills to his Security package.

Tactics (Starship) (INT)	2
Systems Operation (Defensive) +2	6
WF: Federation Starship Weapons	2

STAR FLEET SCIENCES DIVISION

Science Officers

Science officers lead scientific research and investigation, providing the data and information for command to make an informed decision. Science officers include geologists, botanists, astrophysicists, and so forth. Some science officers specialize on a particular topic, others prefer a broad range of knowledge.

The sciences division of Star Fleet conducts research; operate ship's sensors; travel on away missions to conduct tests and evaluations; and other tasks aboard ship where their skills are necessary.

Star Fleet science division personnel serve not only aboard starships, but also in planetary observation missions, at message interception stations near borders, in massive libraries such as Memory Alpha, and in research stations such as Jupiter Station.

SCIENCES PACKAGE

Ability	Cost
Scientist Skills	
Computer Programming	3
Deduction	3
SS: Astronomy 11-	2
SS: Physics 11-	2
SS: Ecology 11-	2
Systems Operation (Communications, Sensors, Transporters) +2	8
8 points worth of additional SS's (e.g. Biology, Archaeology, Geology, Physical Chemistry, Zoology, etc)	8
TF: Federation Shuttles, Federation Military Starships	4
WF: Advanced Small Arms	2
Star Fleet Officer Skills	
Fringe Benefit: Ensign	3
Bureaucratics 8-	1
KS: Federation History 8-	1
KS: Federation Law 8-	1
PS: Star Fleet Officer 11-	2
Disadvantages	
Distinctive Features: Star Fleet Uniform (Easily Concealable; Noticed and Recognizable)	-5
Social Limitation: Subject to Orders (Very Frequently, Major)	20
Total Cost of Package	**17**

Star Fleet Medical

Medical personnel are responsible for the physical and mental well-being of the crew, and well as treating any others they encounter who require medical attention. Larger starships will have a Chief Medical Officer, Chief Nurse, and Chief Psychologist with others who report to them.

The medical division of Star Fleet is responsible for the health and well-being of Star Fleet personnel. Doctors, nurses, psychologists and counselors handle the physical and mental health of Star Fleet personnel.

Star Fleet medical also has researchers involved in finding cures for any number of diseases discovered on various worlds, sending medical teams to areas hard-hit by plague or other problems. Researchers are also involved in Life Support technology and its use and requirements by the varied races in the Federation.

MEDICAL PACKAGE

Ability	Cost
Medical school skills	
Computer Programming 8-	1
Deduction	3
SS: Biology (INT)	3
SS: Medicine (INT)	3
Paramedic (choose Race)	3
Systems Operation (Environmental, Sensors, Transporters) +2	10
8 points worth of additional medical SS's (Botany, Zoology, Pharmacology, Psychology, Surgery, etc.)	8
Star Fleet Officer skills (Medical)	
TF: Personal Use Craft and Shuttlecraft	2
WF: Advanced Small Arms	2
Fringe Benefit: Ensign	3
Bureaucratics 8-	1
KS: Federation History 8-	1
KS: Federation Law 8-	1
PS: Star Fleet Officer 11-	2
Disadvantages	
Distinctive Features: Star Fleet Uniform (Easily Concealable; Noticed and Recognizable)	-5
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	**17**

For *Star Trek: The Next Generation* specialties:

Ship's Counselor

The 8 points of skills should focus on Psychology and related sciences. The character should also buy Persuasion, Conversation, and maybe even Inquiry.

Ship's Doctor

No change, but should increase Paramedic skill to +2, and buy skills in the various races serving aboard his ship.

Ship's Nurse

No change.

STAR FLEET INTELLIGENCE

Star Fleet Intelligence is an outgrowth of the "cold war" era of *Star Trek: The Original Series*, where the rival superpowers of the Klingons and the Romulans must be watched. Star Fleet Intelligence, or Naval Intelligence, seeks out information about foreign powers to keep the Federation prepared in case of war, among other tasks. Even in the time of *Star Trek: The Next Generation* and *Star Trek: Deep Space 9*, Section 31, a covert Intelligence branch, approached Dr. Bashir.

SFI ADMINISTRATION

SFI Administration teaches bureaucratic and passive surveillance skills.

SFI ADMINISTRATION PACKAGE

Ability	Cost
Bureaucratics (PRE)	3
Systems Operation (Communications)	2
KS: Clandestine Ops 11-	2
Stealth	3
Concealment	3
Shadowing	3
WF: Advanced Small Arms	2
Fringe Benefit: SFI Security Clearance	3
14 points in the following skills: Bribery, Computer Programming, Forgery, Conversation, Persuasion, Interrogation, Bugging, Languages, and any background skill.	14
Disadvantages	
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	**15**

Alternative: With GM Permission, use the *Field Agent Espionage Package* from *Dark Champions,* but with the following changes: Change the WF to Advanced Small Arms, and make the PS some type of bureaucratic profession (e.g. Cargo Dispatcher, Purchasing Agent, etc.).

SFI ANALYSIS

SFI Analysis analyzes data and provides analysis support for field agents.

SFI ANALYSIS PACKAGE

Ability	Cost
Bureaucratics (PRE)	3
Systems Operation (Communications, Sensors)	4
KS: Intelligence Procedures 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: SFI Security Clearance	3
21 points in the following skills: Bugging, Computer Programming, Cryptography, Cramming, Criminology, Deduction, Electronics, Forensic Medicine, Forgery, Inventor, Languages, Mechanics, Sciences, Security Systems, Systems Operation, Transport Familiarity, Weaponsmith, any background skill.	21
Disadvantages	
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	**15**

Alternative: With GM Permission, use the *Analyst Espionage Package* from *Dark Champions*, but with the following changes: Include the entire list of selectable skills above in the skills to choose from in the Analyst package.

SFI FIELD AGENT PACKAGE

SFI Field Agents are the ones involved in most covert operations.

SFI FIELD AGENT PACKAGE

Ability	Cost
Bureaucratics (PRE)	3
Acting (PRE)	3
Systems Operation (Communications, Sensors)	4
KS: Intelligence Procedures 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: SFI Security Clearance	3
18 points in the following skills: Computer Programming, Disguise, Electronics, Gambling, Languages, Conversation, Persuasion, Security Systems, Transport Familiarity, Tactics (Small Unit), Stealth, Streetwise, Combat Piloting, Combat Driving, any background skill.	18
Disadvantages	
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	**15**

Alternative: With GM Permission, use either the *Cinematic Spy Package Deal* or *Field Agent Package Deal* from *Dark Champions*. Be sure and change the WF to Advanced Small Arms, and include Systems Operation in the Skills lists.

SFI TRANSPORT SERVICES AGENT

SFI Transport Services provide trained transportation crews (starship crews, commercial crews, pilots, etc.) to assist the field agents in carrying out their missions.

SFI TRANSPORT SERVICES PACKAGE

Ability	Cost
Bureaucratics (PRE)	3
Systems Operation (Communications, Sensors)	4
KS: Intelligence Procedures 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: SFI Security Clearance	3
12 points in skills from one of the Merchant Specialties (Comm/Sci, Engineering, etc.)	12
9 points in skills from the following list: Computer Programming, Electronics, Systems Operation, Mechanics, Sciences, Transport Familiarity, Streetwise, Concealment, Stealth, and any background skill.	9
Disadvantages	
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	**15**

Alternative: With GM Permission, use the *Field Agent Package Deal* from *Dark Champions*, but change the WF to Advanced Small Arms, change the points in KS's to appropriate TF, Navigation, and/or Combat Piloting type skills, and select appropriate skills in the other list to support your career in the Transport Services branch.

TRADERS AND MERCHANTS

The supplement Trader Captains and Merchant Princes introduced the commercial side of Federation life. Traders and Merchants can be built in one of three ways, depending on the desired background: Merchant Academy, Apprenticeship, and School of Life.

For simplification, each has it's own core curriculum but the specialties learned are the same. Pick the core curriculum package for Merchant Academy, Apprenticeship, or School of Life, and then pick the appropriate Specialty.

MERCHANT ACADEMY

The Merchant Academies are similar to Star Fleet, being schools of higher learning for star ships. The difference is that they are owned and run by Megacorporations, and those who attend these 4-year academies are employees of that Megacorporation.

MERCHANT ACADEMY CORE CURRICULUM PACKAGE

Ability	Cost
1 point in Language Skills	1
Computer Programming 8-	1
KS: Federation Law 8-	1
TF: Personal Use Craft and Shuttlecraft, Commercial Starships	4
KS: Damage Control Procedures 8-	1
WF: Advanced Small Arms	2
Trading 8-	1
Bureaucratics 8-	1
KS: Trade Goods Appraisal 8-	1
PS: Megacorporation Ship's Officer 11-	2
Fringe Benefit: Ensign	3
Disadvantages	
Social Limitation: Works for Megacorp-Subject to Orders (Very Frequently, Minor)	-15
Total Cost of Package	**3**

MERCHANT APPRENTICESHIP

Merchant apprenticeships are promoted by trade organizations to offer promising young people a means to become trained merchant crewmen by working under the supervision of experienced personnel. Apprenticeships usually last 3 years.

MERCHANT APPRENTICESHIP CORE CURRICULUM PACKAGE

Ability	Cost
Computer Programming 8-	1
KS: Federation Law 8-	1
Trading 8-	1
KS: Trade goods Appraisal 8-	1
Systems Operations (Communications or Environmental Systems)	2
KS: Damage Control Procedures 8-	1
Disadvantages	
None	0
Total Cost of Package	**7**

SCHOOL OF LIFE

The "School of Life" approach is someone who has hired aboard at an entry-level position and worked his way to his current position. The core curriculum represents the minimal skills necessary to work on a starship, not including the specialty package.

SCHOOL OF LIFE CORE CURRICULUM PACKAGE

Ability	Cost
KS: Federation Law 8-	1
Bureaucratics 8-	1
Trading 8-	1
PS: Current Occupation (choose) 11-	2
Disadvantages	
None	0
Total Cost of Package	**5**

SPECIALTIES

The packages below represent the specialized skills for positions in the universe of starship commerce.

Merchant Comm/Sciences Package

In the commercial universe, communication officers double up as science officers. Very few merchant fleets need field scientists to transport goods from one planet to the next.

COMM/SCI SPECIALTY PACKAGE	
Ability	**Cost**
Systems Operation (Communications, Sensors)	4
Electronics (Communications, Sensors)	4
3 points in Science Skills	3
3 points in any of the following skills: Computer Programming, Languages, Systems Operation (choose)	3
Disadvantages	
None	0
Total Cost of Package	**14**

MERCHANT ENGINEERING PACKAGE

Merchant engineers are trained to keep the cargo ships maintained on their voyages from world to world.

ENGINEERS SPECIALTY PACKAGE	
Ability	**Cost**
Systems Operation (Communications, Sensors, Environmental, Transporters)	8
Electronics (Communications, Sensors, Environmental) (INT)	6
Mechanics	3
SS: Starship Engineering 11-	2
SS: Warp Drive 8-	1
SS: Physics 8-	1
Disadvantages	
None	0
Total Cost of Package	**21**

MERCHANT PILOT PACKAGE

The Merchant Academy pilots (Helm & Navigator) are trained to get the cargo ships from world to world on course and on time.

PILOT SPECIALTY PACKAGE	
Ability	**Cost**
Systems Operation (Sensors, Communications, Defensive)	6
TF: Commercial Starships	2
Navigation (Space, Warpspace)	3
SS: Warp Drive 8-	1
SS: Astronomy (INT)	3
2 points to any in the following list: Systems Operation (choose), Transport Familiarity, Navigation, SS (choose), Tactics (Starship), WF: Ship's Energy Weapons	2
Disadvantages	
None	0
Total Cost of Package	**17**

MERCHANT SECURITY PACKAGE

Pirates sometimes target ships carrying goods, and passengers are sometimes up to no good. It's the security officer's duty to protect the ship, its crew, and its cargo - whether that cargo is goods, passengers, or both.

SECURITY SPECIALTY PACKAGE	
Ability	**Cost**
Systems Operation (Communications, Sensors)	4
Security Systems	3
Paramedic (choose Race)	3
KS: Security Procedures 11-	2
WF: Advanced Small Arms	2
Disadvantages	
None	0
Total Cost of Package	**14**
Optional: 10 points in an approved Martial Art	+10

MERCHANT FINANCIAL OFFICER

The Financial officer takes care of the bureaucratic chores: bookkeeping, legal documents, claims forms, and other paperwork necessary to make sure things happen legally.

FINANCIAL SPECIALTY PACKAGE	
Ability	**Cost**
Bureaucratics	3
Alien language, basic conversation	1
PS: Accounting 11-	2
PS: Law 11-	2
Choose one of the following skills: Persuasion, Conversation, Trading, Bribery	3
2 points in any related background skill (e.g. KS: Vulcan Commerce, KS: Tellarite Laws, KS: Managerial Accounting, KS: Cargo Customs Procedures, KS: Cargo Value Appraisal, etc.)	2
Disadvantages	
None	0
Total Cost of Package	**13**

OTHER PROFESSIONS

Star Hero and Terran Empire provide some additional packages that can be suitably altered for use in Trek Hero. I will not be repeating them in this guide.

Star Hero pages 33-39 provide additional Packages for: Colonist, Diplomat, Doctor, Explorer, Law Enforcement, Pilot, Psi-Agent, Rogue, Scientist, Soldier, Spy, Starship Officers, Techs, and Traders.

Terran Empire pages 106-123 provide additional packages specific to the Terran Empire which can be modified: Bureaucrat, Courtier, Diplomat, Noble, Senator, Senatorial Guard, Imperial Security, Mind Police, Planetary Law Enforcer, Terran Intelligence Command, various Imperial Army, Imperial Navy, and Imperial Marine packages, Assassin, Jacker, Pirate, Rebel, Rogue, Smuggler, Prospector, Bounty Hunter, Mercenary, Scientist, and Technician packages.

Klingon Packages

IMPERIAL KLINGON STAR SERVICE

The IKS (Imperial Klingon Star Service) is the counterpart to Star Fleet in the Klingon Empire. However, unlike Star Fleet's exploration and non-interference directives, the IKS mandate is expand and conquer.

Officers seeking to command an IKS starship may rise from any position EXCEPT Sciences, Engineering, Medical, Communications, or Security.

Female officers may rise no higher than "Department head", and never rise to First Officer or Captain.

IKS COMMAND

Use the **Command Package** from Star Fleet, but keep in mind that Bureaucratics in Federation Society and in Klingon Society work slightly different.

IKS FLIGHT CONTROL

Use the **Flight Control Package** from Star Fleet, but change all Federation-based skills, familiarities, and disadvantages to be Klingon IKS instead of Star Fleet, and change Bureaucratics to Interrogation. Add a 1-point WF: Klingon Bladed Weapons.

The same type of changes may be made for a Romulan Flight Control Officer, but keep Bureaucratics as is.

IKS TACTICAL

IKS Tactical Officers have the glorious responsibility of handling the weapons and defensive systems (including the cloaking shields) in combat. Use the **Flight Control Package** as above, but add Systems Operation: Cloaking Device.

IKS ENGINEERING

IKS Engineers keep the ships going and make what repairs are necessary to continue in glorious combat.

Use the **Engineering Ops Package** from Star Fleet, but change all Federation-based skills, familiarities, and disadvantages to be Klingon IKS instead of Star Fleet, change Bureaucratics to Interrogation. Add a 1-point WF: Klingon Bladed Weapons.

IKS COMMUNICATIONS

IKS Communications is an under-rated position, ranking in the lowly sciences. Its cryptographic skill for breaking enemy codes and the fact that it's a bridge position make it important.

IKS SECURITY

Unlike Federation security, IKS security is the eyes and ears of Internal Security of the Empire. Their primary duty is to maintain the desires of the Empire aboard IKS fleet.

Use the **Security Ops Package** from Star Fleet, but change all Federation-based skills, familiarities, and disadvantages to be Klingon IKS instead of Star Fleet, and change Bureaucratics to Interrogation. Add a 1-point WF: Klingon Bladed Weapons.

IKS SCIENCES

A necessary, but not well-respected office, the Klingon Science officer performs the necessary scientific duties aboard a warship: Sensors, Analysis, and so forth.

Use the **Science Officer Package** from Star Fleet, but change all Federation-based skills, familiarities, and disadvantages to be Klingon IKS instead of Star Fleet, change Bureaucratics to Interrogation, and change SS: Ecology to be either System Operations (Defensive) or System Operations (Weapon Systems). Add a 1-point WF: Klingon Bladed Weapons.

IKS MEDICAL

As far as IKS Medicine is concerned, medical skill keeps the warrior alive to fight the enemy and ultimately defeat the enemy. And conduct research on alien species. But there is no bedside manner.

Use the **Medical Package** from Star Fleet, but change all Federation-based skills, familiarities, and disadvantages to be Klingon IKS instead of Star Fleet, and change Bureaucratics to Interrogation. Add a 1-point WF: Klingon Bladed Weapons.

IKS COMBAT TROOPS

IKS Combat Troops, what Earthers would call Marines, are the troops sent on boarding parties and to planetside.

IKS COMBAT TROOPS PACKAGE

Ability	Cost
WF: Klingon Blade Weapons, WF: Bat'leth	2
WF: Advanced Small Arms	2
+2 Levels with Advanced Small Arms	6
Commando Training (Klingon equivalent)	10
Computer Programming 8-	1
Interrogation (PRE)	3
SS: Astronomy 8-	1
Survival Skill (choose 2)	3
Systems Operation (Communications)	2
Fringe Benefit: Ensign (equivalent)	3
Bureaucratics 8-	1
KS: Klingon History 8-	1
KS: Klingon Law 8-	1
PS: Klingon Officer 11-	2
Disadvantages	
Distinctive Features: Klingon Uniform (Easily Concealable; Noticed and Recognizable)	-5
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	**18**
Optional	
+2 Levels with Bat'leth	6

More To Come... [Placeholder]

GAME ELEMENTS

Here are some special notes on game elements for a TNG: Hero campaign.

SKILLS

Pages 39-48 of *Star Hero* discuss rules for skills in science fiction campaigns, and GMs are encouraged to review these rules. Page 124 of *Terran Empire* and page 96 of *Alien Wars* discuss additional rules specific to a Terran Empire campaign.

ANALYZE

There are many possible forms of *Analyze* in a TNGHero game. For example, an Andorian mystic may have *Analyze Combat Technique*; a merchant may have *Analyze Trade Goods*; an engineer might have *Analyze Starship Drives*. Also, see *Star Hero page 40* concerning *Analyze Alien Technology* and *Analyze Alien Biology*. These may be reasonable skills for research scientists, or for characters similar to *Data* and *Dr. Crusher*, with GM permission.

BUGGING

Bugging is not as common in a Star Fleet based campaign, but it may appear more commonly in a SFIC campaign.

Don't overlook the old-fashioned *Eavesdropping* bugging variant as a means of gathering intel (5E34). Of course, it helps to have a good PER Roll with this skill.

COMPUTER PROGRAMMING

This skill is needed only for those who actually program the advanced computer systems of the future. Day to day operation is user-friendly, voice-activated systems.

As per *Star Hero page 40*, Star Trek is a Space Opera setting, so there are no breakdowns for *Computer Programming* by type of system.

If the GM wishes to break down Computer Programming into subgroups like Decipher and FASA, here is the suggested breakdown.

COMPUTER PROGRAMMING

Hacking and Computer Security (2 point group)
- Infiltration
- Defense
- Data Encryption

Computer Applications (2 point group)
- Application Development and Modification
- Network Connectivity

Data Mining and Retrieval (2 point group)

The following modifiers may apply:

Computer Programming Tasks	Modifier
Write a simple program; access routine information; hack into a primitive computer with no security.	+2
Write an average program; correlate related information; hack into a personal computer with poor security	+1
Write a complicated program; correlate unrelated information; hack into a starship or starbase computer secure computer	+0 to -1
Write a complex program; access obscure or unknown information; hack into secure starship or starbase computer system	-3 to -5
Develop artificial intelligence system; access restricted information; hack into starship or starbase files with top secret classification	-6 to -9

CONVERSATION

Conversation is a versatile skill, and to better represent the subskills in Decipher and FASA, the GM may break Conversation into the subgroups below (GM option).

If the GM does not wish to use the Expanded list, the standard 3-point Conversation skill is assumed to cover all the expanded skills.

CONVERSATION EXPANDED

Inquiry/Interview (2 point group)

Smalltalk (2 point group)

Information Extraction and Deflection (2 point group)
- Between The Lines
- Misdirection
- Political Sidestep

Entertainment (2 point group)
- Storytelling
- Humor and Wit

The following modifiers may apply:

Conversation Tasks	Modifier
Learn an obvious fact, like the best place to buy coffee; learn the local scuttlebut about the weather; hear the unhidden meaning in a satirical remark; Tell a knock-knock joke	+2
Learn a simple fact, like where to find low-ranking members of the underworld; learn who is probably having an affair with the secretary; pick out the candidate's top platform goals; Tell a joke or humorous story	+1
Learn an obscure fact, like the one person who possesses useful information to break into an installation; learn which men the secretary has been secretly taking to lunch; pick out which agendas the candidate is sidestepping; perform stand-up comedy	+0 to -1
Learn a secret, such as where a dangerous criminal is hiding out; learn the hidden agenda of the local politician; ad-lib a stand-up comedy routine or perform a classic SNL skit	-3 to -5
Learn an extremely secret fact, such as the name of a top secret project leader; disarm tensions in a room of negotiating enemies with a heart-wrenching or hilarious story	-6 to -9

ELECTRONICS

The electronic skills of the 24th century require the purchase of categories of electronics. Using Electronics skill to work on an unfamiliar system, that is one you haven't purchased, is a -3 modifier as per *Star Hero page 41*. Of course, alien technologies (Klingon, Romulan, Dominion) incur additional penalties.

EXPANDED ELECTRONICS

Communications (2 point group)
- Telephone Systems & Installation
- Cellular & Digital Sytems
- Radio communications systems
- Broadcast communications
- Satellite communications
- Communications Jamming
- FTL Communications
- Dimensional/Temporal Communications

Computer Systems (2 point group)
- Digital Computers
- Optical Computers
- Isolinear Computers
- Positronic Computers

Defensive Systems (2 point group)
- Deflector Screens and Deflector Shields
- Stealth and Cloaking Devices
- Ablative Plating

Environmental Systems (2 point group)

Life Support Systems (air, heating, etc.)
Personnel Support Equipment (food replicators, raw waste management, etc.)
Recreation Systems (holodecks, etc.)
Medical Sensors
Surgical Equipment

Flight Control Systems (2 point group)
Jet and Helicopter Flight Control Systems
STL Flight Control Systems
FTL Flight Control Systems

Power Systems (2 point group)
Magneto-Electric Power Generators
Fusion Power Generators
Nuclear Power Generators
Antimatter Power Generators
Quantum Singularity Power Generators

Sensor Systems (may be purchases as 2 point group)
EM Wave Sensors (radar, etc.)
Medical Sensors
Sonar
Sensor Jammers
FTL Sensors
Dimensional/Temporal Sensors

Transporter/Transmutation Systems (2 point group)
Personnel and Cargo Transporters
Industrial Replicators
Holographic Systems

The Communications group applies to systems which send and/or receive transmitted signals.

The Computer Systems group applies to information processing, storage, and retrieval systems.

The Defensive Systems group applies to protective shields, screens, cloaks, and similar systems.

Environmental Systems applies to all environmental and medical support systems.

Flight Control Systems applies to the electronic controls of those systems (mechanical problems require Mechanics).

Power Systems applies to the repair, modification, and upkeep of industiral power sources, starship power plants, man-portable power supplies, etc.

Sensor Systems applies to electronic-based sensor systems.

Transporter/Transmutation systems applies to those technological devices which convert matter to energy and / or energy to matter, such as transporters and replicators.

FORGERY

Forgery requires the purchase of categories (Art, Currency, Data, Identification). The first type of forgery a character buys costs 2 Character Points for a (9 + (INT/5)) or less roll; subsequent types cost 1 point each. To improve the roll for all types of Forgery the character knows costs 2 Character Points per +1 to the roll.

FORGERY EXPANDED

Documents
Papers
Identity Cards

Money (Counterfeiting)
Coins
Paper Money

Art Objects
Paintings
Sculpture
Metalwork
Jewelry

Commercial Goods
Clothing
Credit Cards
Machine/Vehicle Parts
Medicines

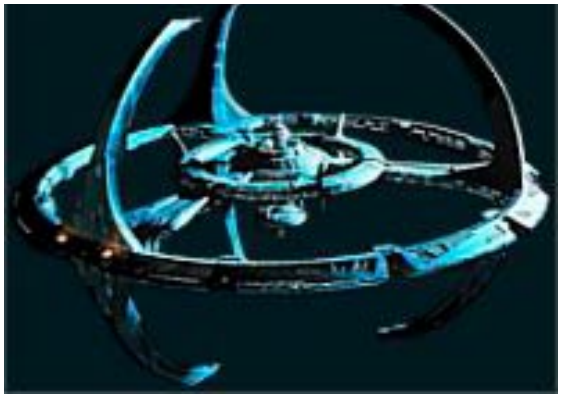
Data and Electronic Records
Computer and Sensor Logs
Database Information
Data Crystals (e.g. DS9)

Identity
Electronic Credentials
Starship Identity Transponders

As in the DS9 episode where Captain Sisko was having the forger create a forged data crystal, the complexity of detail in creating a forgery and the tools available to detect forgeries have increased.

NAVIGATION

Navigation at Slower-Than-Light speeds requires Navigation (*Space*); navigating at Warp Speeds requires Navigation (*Warpspace*).



PARAMEDIC

The Paramedic skill must be purchased on a per-race basis (e.g. Paramedic - Human, Paramedic - Vulcan, etc.).

Some of the modifiers to the Paramedic roll:

PARAMEDIC SKILL MODIFIERS

Situation	Modifier
No medical equipment available	+0
Using Medical Field Kit or First Aid Kit	+1
Using Star Fleet issue Medical Pouch	+2
Using modern Star Fleet sick bay or similar facilities	+3

PERSUASION

As the skill used to convince and persuade, Persuasion has many applications. To be compatible with the Decipher and FASA subskills, GMs may expand Persuasion as follows.

If the GM does not wish to use the expanded Persuasion, the standard 3-point Persuasion skill is assumed to encompass the expanded items.

EXPANDED PERSUASION

Persuade/Convince
Debate
Mediation/Negotiation
Intimidation
Recruitment and Brainwashing

Persuasion is NOT mind control, and people will simply refuse to do the absurd. Some of the following modifiers may apply:

Persuasion Tasks	Modifier
Persuade the target to do something they were inclined to do anyway; Expound on the sole pro and con of an issue; negotiate the best time to get together for lunch; intimidate a 2-year old; Recruit volunteers to pick up food on the way home.	+2
Persuade target to do something they were unsure of; Debate an easy issue; Negotiate a simple exchange; Intimidate someone smaller than you; Recruit volunteers for charity work.	+1
Persuade target to listen to your position; Debate an emotional issue; Negotiate an emotional issue; Intimidate someone your size; Convince young men to join the armed services	+0 to -1
Persuade the secretary to let you see her boss without an appointment; Debate an issue you don't understand completely; Negotiate a multi-issue multi-group treaty; Intimidate someone larger than you; Convince a coward to fight.	-3 to -5
Persuade the guard to let the character pass a high-security checkpoint; Debating with Dr. McCoy and convincing him that Logic is really better than emotion; Negotiating a complex treaty Intimidating an opponent that has an obvious size/muscle advantage over you; Ordering someone to betray their commander/friends/family.	-6 to -9

PROFESSIONAL SKILL: ZERO G OPERATIONS

See Star Hero pages 45-46.

SYSTEMS OPERATION

Systems Operations are also broken out like Electronics, but with minor changes. The categories are: Communications Systems, Computer Systems, Defensive Systems (includes Deflectors and Shields), Environmental Systems (which does NOT include medical), Medical Systems (includes Life Support and Medical systems), Power Systems (include EPS and other power systems), Sensors, [Starship Missile] Weapons Systems (includes Photon Torpedo launchers and torpedoes, etc.) and Transporter Systems. Each groups costs 2 points.

EXPANDED SYSTEMS OPERATIONS

Communications (2 point group)
- Telephone Systems & Installation
- Cellular & Digital Sytems
- Radio communications systems
- Broadcast communications
- Satellite communications
- Communications Jamming
- FTL Communications
- Dimensional/Temporal Communications

Computer Systems (2 point group)
- Tactile Interface Computers (Keyboard, Mouse, Touchpad)
- Voice Interface Computers (Spoken Commands)*
- Cybernetic Link Computers (Mind-Machine Interface)

Defensive Systems (2 point group)
- Deflector Screens and Deflector Shields
- Stealth and Cloaking Devices
- Ablative Plating

Environmental Systems (2 point group)
- Life Support Systems (air, heating, etc.)
- Personnel Support Equipment (food replicators, raw waste management, etc.)
- Recreation Systems (holodecks, etc.)

Medical Systems (2 point group)
- Medical Sensors
- Surgical Equipment

Power Generation Systems (2 point group)
- Primitive (Steam, Coal, Internal Combustion) Generators
- Nuclear Power Generators
- Fusion Power Generators
- Matter/Antimatter Power Generators
- Quantum Singularity Power Generators

Sensor Systems (2 point group)
- EM Wave sensors (radar, etc.)
- Medical sensors
- Sonar
- Sensor Jammers
- FTL Sensors
- Dimensional/Temporal Sensors

Starship Missile Weapons (must be purchased individually)
- Torpedo Launchers (Photon, Quantum, etc.)
- *See Star Hero page 47 for more details*

Matter Tranportation/Transmutation Systems (2 point group)
- Personnel and Cargo transporters
- Matter Replicators
- Holo-emitters

* Considered an Everyman skill in most campaigns.

TACTICS

Tactics for Star Trek is expanded from the description on 5E50, and requires the purchase of categories: Ground Force Tactics, Air Force Tactics, Naval Fleet Tactics, Starship Fleet Tactics.

EXPANDED TACTICS

Ground Force (2 point group)
- Small Unit (Squad)
- Battlefield Unit (Platoon, Company)
- Army (Group/Theater/Field)

Air Force (2 point group)
- Small Unit (squadron)
- Battle Group (Platoon, Company)
- Air Force (Group/Theater)

Naval Fleet (2 point group)
- Small Unit ()
- Battle Group ()
- Naval Fleet ()

Starship Fleet (2 point group)
- Small Unit ()
- Battle Group ()
- Star Fleet ()

Characters can learn any one category for 2 Character Points for a (9 + (INT/5)) or less roll; each additional category

costs 2 Character Points, or each subcategory costs 1 Character Point.

To improve the roll for all types of Tactics the character knows costs 2 Character Points per +1 to the roll. The GM may optionally allow +1 to the roll of a subgroup for +1 Character Point.

Note that tactics is different from strategy, and the character may need to buy Knowledge Skills for strategies used by other groups, such as *KS: Klingon Strategy*, *KS: Romulan Strategy*.

The use of tactics within the game depends on the GM. Normally, like Deduction, this skill should provide background the player may not have with regard to tactics, such as some of the possible means to counter an enemy engagement. With GM permission, a successful Tactics roll may result in a one-time Surprise Attack bonus against the target, an additional +1 OCV against a target, or a bonus +1 DCV if in a defensive posture.

If using the Mass Combat rules from Fantasy Hero, see page FH207 for the Tactical bonuses of a leader with *Tactics* skill.

TRANSPORT FAMILIARITY / COMBAT PILOTING

The "Science and Space Vehicles" group on page 5E52 cannot be purchased as a group in Star Trek. Each of the categories must be purchased separately, and are modified as listed below.

Each must also be purchased by species or government (e.g. Federation Commercial Spacecraft, Klingon Military Vessels, Romulan Personal Use Craft). Each group costs 2 points.

At GM's option, characters can use transports of another species, but with minuses. For example, a character with Federation Military Spacecraft may use Klingon Military Spacecraft, but at -2 (assuming he speaks and reads Klingon); operating a Tholian vessel, however, would be impossible.

STAR TREK SPACE VEHICLES

Early Spacecraft (2 point group)
- Rocket Propelled (Apollo, Mercury, Gemini projects)
- Solar Sails

Space Planes (2 point group)
- Space Shuttle (Challenger, Enterprise, Columbia)

Personal Use Spacecraft (2 point group)
- Early (Nuclear / Fusion / Ion) Shuttles
- STL Shuttles and Shuttle Pods (Galileo 7)
- FTL Shuttles (Runabout, TNG Warp shuttles)

Commercial Spacecraft (2 point group)
- Commercial Freighters, Passenger Liners, and Merchant Transports
- Industrial Transports and Colonization Transports
- Scout Ships and Research Vessels

Military Spacecraft (2 point group)
- Early (Nuclear / Fusion / Ion) Military Spacecraft
- STL Military Spacecraft
- FTL Military Spacecraft

Mobile Space Stations (2 point group)
- Orbital STL Space Stations
- Deep Space Outposts

WEAPONSMITH

Unlike Terran Empire, with a whole host of energy weapons, Star Trek has fewer types of Common Energy Weapons: Lasers (although less common), Phasers, and Disruptors. Instead of buying Weaponsmith with Energy Weapons as per 5E, the character must buy the expanded Weaponsmith. The first group costs 2 points for a 9 + (INT/5) Roll; each additional group costs 1 point.

EXPANDED ENERGY WEAPONS

Personal Beam Weapons
- Lasers

Personal Phased Energy Weapons
- Phasers
- Disruptors

Starship Beam Weapons
- Lasers

Starship Phased Energy Weapons
- Starship Phaser Arrays
- Starship Disruptors

Starship Torpedoes (must be purchased separately)
- Chemical Torpedoes
- Nuclear Torpedoes
- Antimatter (Photon, Quantum) Torpedoes
- Plasma Torpedoes

WEAPON FAMILIARITY

- Starship Phasers
- Starship Disruptors

SCIENCES

SS: Physics

In general, physics is the study of the laws of motion and other such stuff. In Star Trek, it includes the knowledge of nuclear physics and the theory behind warp drive and matter/antimatter engines. Physics covers a wide range of fields, and some of its subfields include:

Acoustics is the study of the propagation of sound.

Astronomy is the study of the properties of space; origin and evolution of galaxies, stars, and planetary systems; origin and evolution of the universe. Includes astrophysics and cosmology.

Atomic Physics is the study of the structure and properties of atoms.

Cryogenics is the study of the properties and behavior of matter at extremely low temperatures.

Electromagnetism is the study of electric and magnetic force fields; behavior of electrically charged particles in electromagnetic fields; propagation of electromagnetic waves. Also known as electrodynamics.

Elementary Particle Physics is the study of the properties of elementary particles such as electrons, photons, etc. Also known as high energy physics.

Fluid Dynamics is the study of the properties and behavior of moving fluids and gases.

Geophysics is the application of physics to the study of the earth. Includes atmospheric physics, meteorology, hydrology, oceanography, geomagnetism, seismology, and volcanology.

Mathematical Physics is the application of mathematical techniques to problems in physics.

Mechanics is the study of forces, interactions, and motions of material objects.

Molecular Physics is the study of the structure and properties of molecules.

Nuclear Physics is the study of the structure, properties, reactions, and evolution of atomic nuclei.

Optics is the study of the propagation of light, electromagnetic waves.

Plasma Physics is the study of the behavior of ionized (electrically charged) gases.

Quantum Physics is the study of the quantum nature of matter, energy, and light. Behavior of systems composed of small numbers of elementary particles.

Solid State Physics is the study of the physical properties of solid materials. Includes crystallography, semiconductors, and superconductivity. Also known as condensed matter physics.

Statistical Mechanics is the application of statistical methods to model the behavior of systems composed of many particles.

Thermodynamics is the study of temperature and energy; heat flow; transformation of energy; phases of matter (solid, liquid, gas, plasma).

SS: Astronomy

Astronomy is a field of physics that studies the properties of space; origin and evolution of galaxies, stars, and planetary systems; and origin and evolution of the universe. It includes the subfields of astrophysics and cosmology.

Astronomy includes study of the universe, especially of the motions, positions, sizes, composition, and behavior of celestial objects. These objects are studied and interpreted from the radiation they emit and from data gathered by interplanetary probes.

Astrophysics is the study of the physical properties, origin, and development of celestial objects and events.

Cosmology is the study of the universe as a whole, including its distant past and its future.

Related sciences include:

Astrochemistry is a branch of astronomy concerned with the nature and origin of the chemical elements and compounds that make up the universe.

Planetary Science is the study of the forces and influences that determine the composition, structure, and evolution of planets and planetary systems.

SS: Comparative Archaeology

Comparative Archaeology is a complete study of the ancient history, cultures, and lifestyles of a race or a planet.

Comparative archaeology can be used to extrapolate how similar cultures would be influenced by environmental and technological factors, based on a comparison of how a known culture was affected.

SS: Geology

Geology is the study of the planet, its rocky exterior, its history, and the processes that act upon it. The field of geology includes subfields that examine all of a planet's systems, from the deep interior core to the outer atmosphere, including the hydrosphere (the waters of the planet) and the biosphere (the living component of planet). Generally, these subfields are divided into the two major categories of *physical* and *historical* geology. Geologists also examine events such as asteroid impacts, mass extinctions, and ice ages.

Many other scientific fields overlap extensively with geology, including **oceanography**, **atmospheric sciences**, **physics**, **chemistry**, **botany**, **zoology**, and **microbiology**.

Specialized fields of **extraterrestrial geology** include *lunar geology*, the study of earth's moon, and *astrogeology*, the study of other rocky bodies in the solar system and beyond.

Geology is useful for finding dangerous or useful materials (such as dilithium crystal deposits), discovering planetary structure instability, volcanic tendencies, etc.

SS: Physical Chemistry

Physical chemistry is the branch of chemistry that studies the physical and thermodynamic properties of substances in relation to their structures and chemical reactions.

This includes the procedures of chemical analysis of chemical synthesis. It is useful in determining the makeup of unknown substances, both in the field and aboard ship.

SS: Planetary Ecology

Planetary extends the field of ecology to planets other than earth. Ecology is the study of the relationship of plants and animals to their physical and biological environment. The physical environment includes light and heat or solar radiation, moisture, wind, oxygen, carbon dioxide, nutrients in soil, water, and atmosphere. The biological environment includes organisms of the same kind as well as other plants and animals.

Because of the diverse approaches required to study organisms in their environment, ecology draws upon such fields as **climatology**, **hydrology**, **oceanography**, **physics**, **chemistry**, **geology**, and **soil analysis**

To study the relationships between organisms, ecology also involves such disparate sciences as **animal behavior**, **taxonomy**, **physiology**, and **mathematics**.

This skill is often used with landing parties in discovering possible dangerous flora and fauna.

SS: Psychology

Psychology is the scientific study of behavior and the mind. It obtains knowledge through systematic and objective methods of observation and experimentation. Psychologists study behavior, which refers to any action or reaction that can be measured or observed such as the blink of an eye, an increase in heart rate, or the unruly violence that often erupts in a mob. Psychologists also study the mind, which refers to both conscious and unconscious mental states-states that cannot actually be seen, only inferred from observable behavior.

With its broad scope, psychology investigates an enormous range of phenomena: learning and memory, sensation and perception, motivation and emotion, thinking and language, personality and social behavior, intelligence, infancy and child development, mental illness, and much more. Furthermore, psychologists examine these topics from a variety of complementary perspectives. Some conduct detailed biological studies of the brain, others explore how we process information; others analyze the role of evolution, and still others study the influence of culture and society.

SS: Zoology

Zoology is the branch of biology devoted to the study of the animal kingdom (Animalia). Zoology includes not only classification and anatomy, but **genetics**, **ecology**, and **biochemistry**. Zoology is broken down into two groupings: *Taxonomy* and *Animal Behavior.*

Taxonomy is a study of the different divisions of animal life. *Invertebrate zoology* deals with multicellular animals without backbones; its subdivisions include *entomology* (the study of insects) and *malacology* (the study of mollusks). *Vertebrate zoology*, the study of animals with backbones, is divided into *ichthyology* (fish), *herpetology* (amphibians and reptiles), *ornithology* (birds), and *mammalogy* (mammals). *Paleontology*, the study of fossils, is subdivided by taxonomic groups. In each of these fields, researchers investigate the classification, distribution, life cycle, and evolutionary history of the particular animal or group of animals under study.

Morphology is the study of structure, includes gross morphology, which examines entire structures or systems, such as muscles or bones; histology, which examines body tissues; and cytology, which focuses on cells and their components.

Physiology, the study of function, is closely associated with morphology. An important subdivision is cellular physiology, which is closely related to molecular biology. Another active field, physiological ecology, studies the physical responses of animals to their environment. Much of this work has been carried out on desert, arctic, and ocean animals that must survive extremes of temperature or pressure.

Animal behavior studies developed along two lines. The first of these, **animal psychology**, is primarily concerned with physiological psychology and has traditionally concentrated on laboratory techniques such as conditioning. The second, **ethology**, had its origins in observations of animals under natural conditions, concentrating on courtship, flocking, and other social contacts. Both subdisciplines have recently merged in large areas of investigation, the same scientists using field and laboratory observations and incorporating many experimental techniques from neurology. Perhaps the most important recent development in the field is the concentration on **sociobiology**, which is concerned with the behavior, ecology, and evolution of social animals such as bees, ants, schooling fish, flocking birds, and humans. Sociobiology is still in its infancy and is quite controversial, chiefly because it has raised anew the old dispute about whether behavior is genetically determined.

Embryology, the study of the development of individual animals, has investigated the way in which developing parts interact. For example, the interactions between the eyestalk and the epidermis during development of the lens of the eye. The emerging field of molecular development applies the techniques of molecular biology, including molecular genetics, to the finest and most obscure embryological details.

The study of the interactions between animals and their environment is known as **ecology**. Primary attention is given to the complex pattern of interactions among the many species constituting a community.

Evolutionary zoology, which draws on all of the fields just mentioned, is concerned with the mechanisms of evolutionary change, speciation and adaptation, and with the evolutionary history of animal groups. Particularly relevant to evolutionary studies are **systematics**, **phylogenetics**, **paleontology**, and **zoogeography**. *Systematics* deals with the delineation and description of animal species and with their arrangement into a classification. *Phylogenetics* is the study of the developmental history of groups of animals. *Zoogeography*, the study of the distribution of animals over the earth, is closely related to ecology and systematics.

SKILL ENHANCERS

Since Science and Background skills are so useful in a Star Trek game, Skill Enhancers such as *Scientist* and *Scholar* (or *Well-Connected* for merchants) are important.

With GM permission, characters can buy the Dark Champions Skill Enhancer *Expert* (see *Dark Champions* for cost and description.)

PERKS

Contacts

There are all kinds of contacts available, depending on the type of campaign and characters.

ALLY

An ally is a friend in a position of power who will go out of their way to help you. Allies can include trade partners, crime bosses, Starfleet Admirals, and so forth. This ally is always much higher in "rank" than you.

An ally should be bought as a Contact, with the following modifiers: Contact has very useful skills or resources; Contact has access to major institutions; Contact has significant contacts; and either Good Relation or Slavishly Loyal. (see 5E)

Rank

There are various types of ranks available, either Star Fleet or Merchant or perhaps religious (such as a Vedic on Bajor).

STAR FLEET RANKS

Star Fleet Rank	Cost
Cadet / Midshipman / Crewman	0
Petty Officer	1
Chief Petty Officer	2
Ensign	3
Lieutenant JG	4
Lieutenant	5
Lieutenant Commander	6
Commander	7
Captain	8
Commodore/Fleet Captain/Rear Admiral	9
Vice Admiral	10
Admiral	11
Fleet Admiral	12

Reputation

COMMENDATION

Commendations are an award from a government, organization, or military service. They are a positive reputation among members of that particular group. Minor awards (Commendation 1) should be Medium Group, 11-, for 1 point, and include the *Palm Leaf of Axanar*. Major Awards should be Medium or Large Group, and 11- or 14-, and include the *Christopher Pike Medal of Honor.*

FAME

The character is famous for some great deed. Fame should be purchased as a Reputation, with the cost based on how well known and widely known the character is.

FAMOUS EVENT

Identical to Fame above.

TALENTS

Existing Talents

Eidetic Memory
TBD

Talents From Other HERO Books

Other Talents that may be useful in a Star Trek campaign:

Combat Archery (Fantasy Hero)/ Combat Shooting (Dark Champions). Change the weapon to Phaser Pistol, and call it ***Combat Shooting.***

Combat Ready (Dark Champions). Useful as stated.

Crippling Blow (Fantasy Hero/ Dark Champions). Only useful for races/characters typically using bladed weapons, like the Klingons and some bounty hunter types.

Deadly Blow (Fantasy Hero / Dark Champions). Useable, but should not apply to phasers or disruptors, as they are already extremely powerful.

Evasive (Fantasy Hero / Dark Champions). Useable as is, with GM approval.

Fascination (Fantasy Hero). More likely to apply to strange aliens, but could also apply to extremely charming con artists, with GM approval.

Fearless (Fantasy Hero). Useful for some very heroic types and some Klingons.

Inspire (Fantasy Hero). Useful for Captains who can really give a good pep talk.

Skill Master (Fantasy Hero / Dark Champions). Useful as is, with GM permission.

Trackless Stride (Fantasy Hero). Useful as is, but requires GM permission.

New Talents

Those Decipher Edges which translate into Talents are shown here.

BLENDS IN

Blends In is a talent that enables the character to mold himself behind cover in such a way that he is even harder to hit. So if the character takes cover behind a crate during a firefight, and the crate normally gives +2 DCV, then blending in gives the character +5 DCV. Note that if there are no objects or people to use for cover, Blends In has no effect.

Blends In: +3 DCV (15 points); Limited Power - Only when taking cover (-1/2), Requires A Concealment Skill Roll (-1/2). Cost: 7 points

BLUNT ATTACK

Similar to the *Crippling Blow* in Fantasy Hero (FH104), the Blunt Attack is meant to hamper rather than kill. However, the effects are short-term (typically 1 Turn). The character knows how to strike a blow that reduces the target's ability to perform various actions. By sapping an enemy's head, he reduces that enemy's ability to think clearly. By hitting the opponents hand, he reduces the enemy's manual dexterity. A blow to the vitals can reduce the enemy's ability to defend themselves. A blow to the legs can prevent the enemy from running away.

In game terms, this ability is just like Crippling Blow - the ability to use a variety of Drains against a target. (Drain INT, DEX, and Running in the examples above.) The character must have a blunt weapon (i.e. capable of Normal rather than Killing Damage), and the attack does not also cause BODY or STUN damage, only the defined Drain.

Blunt Attacks costs the character 2 END to use.

Blunt Attack: Drain 1d6, any body-based CHA or power one at a time (+1/4) (12 Active Points); OIF (Blunt weapon OR Weapon of Opportunity; -1/2), Increased Endurance Cost (x2 END; -1/2). Cost: 6 Points

BOLD

This talent represents a character whose boldness, courage, and confidence enable him to be better at performing various deeds, but only the heroic kind.

Note: Also treat the "Courage" Edge as Bold.

Bold: +1 Overall Skill Level (10 Active Points); Requires An EGO Roll (No Active Point penalty to Skill Roll; -1/2), Limited Power Only applies to heroic deeds (-1/2). Cost: 5 points

COMPETITIVE

This talent represents a character who is very good at competitive tasks. In skill-vs-skill contests, the character gets +1 to his roll. (In feats of STR, the GM may at his discretion treat the +1 as +5 STR, such as in arm-wrestling contests.)

Competitive: +1 Level with all non-combat skills (8 points); Only in skill-vs-skill contests (-1/2). Cost: 5 points

CONFIDENT

The confidence character has complete faith in his or her skills, which makes the character more relaxed and steady and when using their skills.

Characters with this level of confidence should probably also take the *Psychological Limitation: Confident* disadvantage to some degree.

Confident: +1 Overall Skill Level (10 points); Requires An EGO Roll (No Active Point penalty to Skill Roll; -1/2). Cost: 7 points

COORDINATOR

The Coordinator is a born facilitator, able to organize groups of people together and motivate them in such a way to enhance their ability to work together.

In game terms, the character gives up to 4 participants a +1 to skills they use as Complementary to another's base skill.

Example: Captain Janeway has Coordinator, and is discussing the problem of the infected gelpacks with Harry Kim, Belanna Torres, and The Doctor. She makes her Coordinator roll, giving a +1 to The Doctor and a +1 to Harry, who's skills are complementary to Belanna's engineering skill in solving the problem. Harry makes his Electronics roll by 1 (by 2 with the Coordinator bonus) and The Doctor makes his SS: Medicine roll by 3 (by 4 with the Coordinator bonus). Belanna gets a +1 from Harry and +2 from The Doctor to make her

Electronics roll to figure out the solution.

Coordinator: +1 Overall Level, Ranged (+1/2), Uncontrolled (+1/2), Usable Simultaneously (up to 4 people at once; ; +3/4) (27 Active Points); Limited Power Only Adds To A Complementary Skill Roll Involving 2 or more people (-1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, Character May Take No Other Actions, -3/4), Requires An INT Roll (No Active Point penalty to Skill Roll; -1/2). Total Cost: 8 Points

CURIOUS

The character is curious and always seeking to discover and understand. This gives the character a bonus in working with curiosities.

The character should typically also buy the *Psychological Limitation: Curious* disadvantage to some degree.

Curious: +1 Level with all INT-Based Skills (5 Active Points); Limited Power Only applies to feats of discovery and curiosity (-1/2). Cost: 3 points

DEADLY AIM

The character with deadly aim (Decipher calls it Dead Aim) rarely misses when he takes the time to aim.

Deadly Aim: Penalty Skill Levels: +3 vs. Range Modifier with All Attacks (9 Active Points); Limited Power Character must perform Set maneuver to use (-1). Cost: 4 points.

EVERYMAN

A person with this innate talent looks like everyone else of his race, and is hard to pick out of lineup or other such event. Important: A person with the Everyman talent CANNOT have the Disadvantage Distinctive Looks!!

Everyman: Sight Group Images 1" radius, -3 to PER Rolls, Inherent (+1/4), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (43 Active Points); Limited Power Only to appear plain and harder to distinguish from others (-2), Always On (-1/2), Limited Power Modifies Self Only (-1/2). Cost: 11 points.

METICULOUS

Meticulous characters are very precise and exacting and methodical in performing tasks. As a result, they gain additional bonuses for taking extra time.

So if a character takes 5 minutes to perform an action that normally takes 1 Turn, he gets a +2 to his skill because of taking 2 steps longer on the Time Charts. He gets an additional +2 for Meticulous to match that bonus, for a total of +4 to the Skill Roll.

Meticulous: +3 Overall Non-combat levels (24 points); Limited: Only To Match Bonus For Taking Extra Time (-2). Cost: 8 points.

MULTITASKING

Multitasking allows the character to do two things at once, such as Spock performing a sensor sweep while calculating the intermix ratio in his head, or if Dr. Bashir is treating two patients in arm's reach at one time.

In game terms, Multitasking is a variation of Rapid Attack HTH (or Rapid Attack Ranged). The character may perform two non-combat skill actions in a single phase; for example, using Multitasking to perform *Paramedic - Andorian* and *Paramedic - Vulcan* in the same phase, assuming he has the equipment and both are close enough to administer.

Multitasking: Rapid HTH Attack (5 Active Points); Non-combat skills only (-0). Cost: 5 points.

RAPID HEALING (2)

Not to be confused with the *Rapid Healing* Talent in *Fantasy Hero* or *Dark Champions*. The character's metabolism heals at a much faster rate than the typical humanoid. He heals at the rate of 1 BODY per 6 hours, rather than REC / Month.

Rapid Healing: Healing (Regeneration) 1 BODY, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (20 Active Points); Extra Time (Regeneration-Only) 6 Hours (-2 1/2), Self Only (-1/2). Cost: 5 points.

SHERPA

A character with Sherpa has learned how to carry and lift more efficiently, and get +5 STR for calculating how much he can lift and carry. The extra STR has no effect on HTH or Ranged combat.

Sherpa: +5 STR (5 Active Points); Limited Power Only Applies to Lifting and Encumbrance, not to Damage (-1/2). Cost: 3 points.

SKILL FOCUS

This is identical to *Skill Master* in Fantasy Hero (FH107).

THICK SKULL

The character is able to resist the effects of being stunned better than most people.

Cost: 3 points (Bought as +3 CON, Only Versus CON-Stunning) or 5 points (+5 CON, Only Versus CON-Stunning).

INSIGHT

Insight is the ability to see through lies and half-truths. After carrying on a conversation with another being, a character with this talent may detect when they are being lied to or being given half-truths. This talent relies on such things as tonal inflections, body language, and other subtle clues.

Insight: Detect [Lies and Half-Truths] as Sight and Sound sense (5 Active Points); Requires A Conversation Skill Roll (-1/2). Cost: 3 points.

ANTICIPATE MOODS

Anticipate Moods is the ability to "read the room" and detect the prevailing moods. It is useful for diplomats, politicians, and other public speakers.

Anticipate Moods: Detect [Prevailing moods] as Sight and Sound, Extra Time (1 Turn of conversation/listening; -1 1/4). (2 points)

CHOICE ASSIGNMENT

Choice assignment is a version of luck, where the character is always getting the "glory jobs", also known as Choice Assignments.

Choice Assignment: Luck 2d6 (10 Active Points); Limited - Only To Gain Choice Assignments (-1). Real Cost: 5 points.

FOCUS

Focus, also called **Levelheaded** or **Intrepid**, is the ability to focus on performing non-combat skills without the pressures of combat hampering the skill. The character

may buy any one of the three levels of focus, depending on conception and GM approval.

Focus (1): +1 with all non-combat skills (8 Active Points); Only to offset in-combat penalties (-1); Real Cost: 4 points.

Focus(2): +2 with all non-combat skills (16 Active Points); Only to offset in-combat penalties (-1); Real Cost: 8 points.

Focus: +3 with all non-combat skills (24 Active Points); Only to offset in-combat penalties (-1); Real Cost: 12 points.

Optional Attribute: Courage

GMs may, if they choose, use the following Courage system, which is adapted from Decipher. This optional system can only be used with GM approval.

Courage points, sometimes called Karma points, are a system that rewards heroism and punishes cowardice. Each character begins with 3 Courage points. During the course of adventure, characters may spend Courage points to increase a skill roll (including combat). Each point of Courage spent adds +2 to the skill roll, and the character can never spend more than 3 points at one time (which means he can never have more than a +6 to his roll).

Characters who spend Courage points for heroic, noble, or self-sacrificing deeds recover the spent Courage points quickly, usually within a half hour. So if a character spends 2 Courage points in rescuing a child from a burning building, or 1 point to interpose himself between a thug and an innocent, or 3 points to convince the magistrate NOT to tear down the orphanage, he should regain those Courage points quickly.

Characters who spend Courage points to show off, for personal gain, or ignoble purposes will find that the Courage points will take days, months, or even years to recover. As a general rule of thumb, the more ignoble the deed, the longer the recovery takes. The only way to speed up the recovery of Courage points is by doing courageous and noble things regardless. So if a character spends 1 Courage point to show off in Domjot, another Courage point to cheat at poker, and his last Courage point to convince a thug to beat up the woman who refused his advances, he will likely not have any more Courage to spend for months or years to come.

DECIPHER PROFESSIONAL ABILITY TRANSLATIONS

Decipher's professional abilities are skills and talents that characters can learn as they progress in their profession.

Decipher Professional Abilities	Hero Skill/Talent
Bluff	Persuasion
Gain Trust	Persuasion
Insight	Insight (New Talent) Cost: 3 points.
Education	Scholar skill enhancer
Anticipate Mood	Anticipate Moods (New Talent). Cost: 2 points
Power Player	Bureaucratics +3
Great Reputation	Reputation Perk
Choice Assignment	Choice Assignment (New Talent) Cost: 5 points.
Con Artist	Persuasion AND PS: Con Artist
Fleet of Foot	+2" Running
Lurking in Shadows	Stealth + Concealment + Shadowing
Scoundrel's Fortune	Luck, with the optional rule on 5E128 of using the total rolled at the beginning as points the character can use throughout the game to better his rolls.
Johnny-On-The-Spot	+1 to +3 in Lightning Reflexes, plus optionally 1d6 Luck
Sabotage	Security Systems and whatever complementary skills are necessary to complete that type of sabotage.
Streetsmart	Streetwise
Signature Style	Disadvantage: Psychological Limitation-Signature Style (must leave signature of having been there), Uncommon, Strong/Total
Area of Expertise	SS: (choose) +2
Focus	Focus: +3 with all non-combat skills (24 Active Points); Only to offset in-combat penalties (-1); Real Cost: 12 points.
Secretive	Disadvantage: Psychological Limitation: Secretive of work/ research, Common, Strong/Total
Technophile	+2 Levels with Mechanics, Electronics, and Systems Operation. Cost: 6 points.
Computer Whiz	Speed Reading (4 points) and Computer Programming/Systems Operation
Doctorate	+2 Levels with Area of Expertise skill and related skills.
R&D Specialist	Inventor plus appropriate complementary skills (Pharmaceutical R&D would be different from Robotics R&D or Warp Drive R&D)
Breakthrough	Reputation Perk
Evasion	+ levels with DCV
Favored Weapons	+ levels OCV with favored weapon(s)
Reconnaissance	Stealth + Concealment + Tracking
Survival Training	Survival
Battle Hardened	+2 CON, +2 EGO
Ground Tactics	Tactics
Lightning Strike	Rapid Attack HTH or Ranged, as per favored weapon.
Combat Leader	+5 PRE, only for inspiring troops (-1/2). 3 points.
Rounded	Skill Enhancer (choose Scholar, Scientist, or Jack-of-all-Trades)
Starship Duty	Skills in package associated with duty station; e.g. Security Systems or Combat Piloting
Capable	+1 Level with all non-combat skills (8 points)
Intrepid	Intrepid: +3 with all non-combat skills (24 Active Points); Only to offset in-combat penalties (-1); Real Cost: 12 points.
Commanding Presence	Has a high PRE
Starship Protocol / Starbase Protocol	KS: Starship/Starbase Protocols PLUS Bureaucratics skill
Starship Tactics	Tactics (Starship) skill
Universal Renown	Reputation Perk
Command	If the commander and another lesser officer are working together, make the Commander's Persuasion roll complementary to the lesser officer's skill roll.
Astrogation	Navigation (Space, Warpspace)
Atmospheric Craft	TS: Shuttlecraft, plus TS: Air Vehicles (ancient jets, helicopters, etc.)
Evasive Maneuvers	Combat Piloting
Systems Technician	Electronics (Sensors, Flight Systems Controls)
Combat Piloting	Combat Piloting
Engineering Certification	Scientist skill enhancer
Engineering Expertise	Additional levels with area of expertise, e.g. SS: Warp Drive +2
Jury Rig	+3 Levels with Electronics, Mechanics, and appropriate engineering skills (15 points); Only to offset penalties for poor equipment, parts, or materials (-1). Cost: 7 points.
Miracle Worker	+3 Levels with Electronics, Mechanics, and appropriate engineering skills (15 points); Only to reduce the time it takes to perform the task/repair/etc. (-1); Cost: 7 points.
System Overhaul	+3 Levels with Electronics, Mechanics, and appropriate engineering skills (15 points); Only to increase the efficiency of a device, such as exceeding maximum warp speed, increasing shield strength, etc. (-1). Cost: 7 points.
Duty Officer	skill +2 for the appropriate station (e.g. Systems Operation: Transporter +2 for a Transporter officer; Systems Operation: Sensors +2 for a Science Station officer.
Station Proficiency	highly skilled in his duty station, having a +3 or more in that station (eg Systems Operation: Transporter +4 for a Transporter officer
Level Headed	Level Headed: +3 with all non-combat skills (24 Active Points); Only to offset in-combat penalties (-1); Real Cost: 12 points.
Systems Technician	Electronics skill with the particular station (e.g. Electronics: Transporter +2 for a Transporter officer)
Professional Edge	Additional skill levels with skills of duty station.
Security Ops	Forensic Medicine + Criminology + Deduction

Security Protocols	Systems Operation (Sensors) + Security Systems + KS: Security Protocols
Tactical Officer	Tactics (Starship, Small Unit) + WF: Starship Weapons + Systems Operation (Defensive Screens)
Physically Fit	+2 STR and +2 CON
Responsive	+3 DEX or +1 SPD, at GM's discretion.
Pathos	Persuasion / Conversation
Ship's Counselor	SS: Psychology +4
Pry Secrets	Persuasion / Conversation
Therapy	Persuasion / Conversation
Detect Falsehood	Detect Falsehood, aka Insight: Detect [Lies and Half-Truths] as Sight and Sound sense (5 Active Points); Requires A Conversation Skill Roll (-1/2). Cost: 3 points.
Field Medicine	+3 with all medical skills (15 Active Points); Only to offset penalties of environment (-1); Real Cost: 12 points.
General Medicine	+1 or more levels with medical skills
Diagnosis	SS: Medicine
Rehabilitation	SS: Medicine
Immunization	SS: Medicine
Journeyman	Scientist skill enhancer
Field Research	+1 or more levels with area of expertise, e.g. SS: Geology +1
Science Tech	+1 or more levels with Systems Operation (Sensors) and Computer Programming
Scientific Protocols	KS: Scientific Protocols
Theorize	Deduction
Business Acumen	Trading Skill +2 or better
Connections	Well-Connected skill enhancer and Contacts
Horse Trading	KS: type of merchandise being sold, used as complementary skill roll to Trading skill.
Pandering	KS: Culture (choose), used as a complementary skill roll to Trading skill.
Astute	Analyze (choose type of merchandise of expertise), e.g. Analyze - Dilithium Crystals
Credit	Roleplaying element. Optionally represented as Money perk, with a limitation (Limited: Line of Credit; -1) and the understanding that not repaying it creates a Hunted (for which the character receives NO points), whose objective is to receive payment or send the character to jail.
Merchant Knowledge	KS: Merchant Weekly Trivia
Procurement	Trading skill, with the amount the skill is made or failed by moving the time on the Extra Time chart up or down. If the supplies would normally be available in 1 week, and the character makes the Trading skill roll by 2, then the supplies are available in 6 hours. The GM must be sure to keep all times realistic however.
Conviction	KS: Religious doctrine as complementary skill to Persuasion or Oratory
Inquisition	an alternate form of the Interrogation skill. The nature of the religion and political climate determines whether the skill is kind in nature ("please tell me my son...") or an inquisition ("you WILL tell me, now, or ...")
Mind Over Body	Mind Over Body: Aid/Succor CON 2d6 (10 Active Points), Reduced END (0 END; +1/2) (15 Active Points); Self Only (-1/2), Requires EGO Roll (-1/2), Extra Time (1 Turn of prayer; -1 1/4). Real Cost: 7 points.
Wanderer	+2 CON and Traveler skill enhancer
Inspiration	+5 PRE, Only for Pre-Based skills and PRE Attacks involving matters of faith (-1/2). Cost: 3 points.
Meditation	--
Pilgrim's Faith	Survival skill
Enlightenment	+10 PRE, Offensive only (-1/2), Not Under Conscious Control (-2). Cost: 3 points.

DECIPHER EDGE TRANSLATIONS

The "Edges" used by Decipher vary from skills to talents and perks, sometimes being a disadvantage coupled with an increased characteristic or a skill level. When converting, use best judgment.

Decipher Edge	Hero Skill/Talent/Perk
Alert	Lightning Reflexes
Ally	Contact, with the +1 (Access to major institutions), and either +2 (Very Good Relationship) or +3 (Slavishly Loyal), in addition to any other modifiers.
Ambidextrous	Ambidextrous
Blends In	Blends In: +2 DCV (10 points); Only when taking cover (-1/2), Requires Concealment Roll (-1/2). Cost: 5 points
Blunt Attack	Killing attack becomes Normal damage, as per Hero
Bold	Bold: +1 Overall Skill Level (10 points); Requires an Ego Roll (-1/2), Only for Heroic Deeds (-1/2). Cost: 5 points; plus Psychological Limitation: Bold (Uncommon, Moderate); and higher PRE than average.
Command	Fringe Benefit: Membership (Rank)
Commendation	Reputation perk
Competitive	Competitive: +1 Level with all non-combat skills (8 points); Only in skill-vs-skill contests (-1/2). Cost: 5 points; plus Psychological Limitation: Competitive
Confident	Confident: +1 Level with PRE-Based Skills (5 points); plus Psychological Limitation: Confident
Contacts	Contacts
Coordinator	Coordinate: +1 Levels with all Non-combat skills (8); Usable by Others (+1/4), Range (+1/2) (14 Active Points); Extra Time (Full phase; -1/4), Limited - Only Adds To A Complementary Skill Roll Involving 2 or more people (-1). Cost: 6 points.
Courageous	Courageous: +2 Overall Skill Level (20 points); Requires an Ego Roll (-1/2), Only for Heroic Deeds (-1/2). Cost: 10 points; plus Psychological Limitation: Courageous

Cultural Flexibility	Cultural Flexibility: +1 Level with all PRE-Based Skills (5 Active Points); Only when dealing with other races (-1/2). Cost: 3 points; plus Psychological Limitation: Accepting of Cultural Diversity
Curious	Curious: +1 Level with all INT-Based Skills (5 Active Points); Only applies to feats of discovery and curiosity (-1/2). Cost: 3 points; plus Psychological Limitation: Curious
Dead Aim	Dead Aim: +1 OCV with Set maneuver (3 points).
Defensive Attack	Defensive Attack: +1 with Block maneuver (3 points).
Deliberate Attack	Using 2 combat skill levels for damage instead of OCV.
Dodge	+2 DCV with Dodge (6 points).
Eidetic Memory	Eidetic Memory
Everyman	Everyman: Images to Sight group (10), -3 to other's PER Rolls (9), Reduced END (0 END, +1/2), Persistent (+1/2), Inherent (+1/4) (43 Active Points); Always On (-1/2), Self-Only (-1/2), Only to appear plain and harder to distinguish from others (-2). Cost: 14 points.
Excellent Metabolism	Life Support: Immunity to poison, disease, or other (choose).
Excellent Concentration	+1 to +3 Levels with all non-combat skills; Concentration (x1/2 DCV, throughout; -1/2). Example: +2 Levels with all non-combat skills (16); Concentration (x1/2 DCV, throughout; -1/2). Cost: 11 points.
Exceptional Fortitude	+2 CON
Fame	Reputation perk
Famous Event	Reputation perk
Fit	+2 STR
Friendly	Friendly: +5 PRE, Only when friendly and non-threatening (-1/2). Cost: 3 points
Great Stamina	+2 CON
Great Vitality	+2 REC
Healthy	Healthy Immune System: Life Support (Immunity to All Diseases; 10 points); Requires a CON Roll (-1/2). Cost: 6 points.
High Pain Threshold	+2 CON and +2 EGO
Innovative	No cost (for Innovative). The character may spend character points on skills not related to his profession.
Iron Willed	Mental defense (GM discretion, usually no more than 5 points)
Lightning Reflexes	Lightning Reflexes
Likeable	Likeable: +1 Level with all PRE-Based Skills (5 points); Only when being genuinely friendly and likeable (-1/2). Cost: 3 points.
Martial Artist	Rapid HTH Attack (Allows 1/2 phase Sweep, which can be used with Martial Arts) Cost: 5 points.
Multitasking	Multitasking: Rapid HTH Attack (10 Active Points); Non-combat skills only (-0). Cost: 10 points.
Night Vision	Night Vision
Promotion	Fringe Benefit: Membership (Rank)
Psionic	Powers as appropriate
Psionic Coverage	Area Effect on Psionic powers
Psionic Focus	+ Levels with Psionic powers
Quick Draw	Fast Draw
Quick Shot	As per Hero Combat rules
Rapid Healing	Increased REC characteristic
Resolute	+1 Level with Ego-Rolls (3); 3 points.
Sense of Direction	Bump of Direction
Sense of Time	Absolute Time Sense
Sherpa	+15 STR (15), Reduced END (0 END; +1/2) (23 Active Points); Only for figuring encumbrance modifiers (-1); 12 points.
Skill Focus	Levels with the skill
Species Friend	+3 with all PRE-Based Skills (15), Only with given species (-0 to -1, depending on rarity of species). Note: You cannot take this to be a species-friend with your own species!
Thick Skull	+2 PD
Thinker	+1 Level with all INT-Based Skills (5 points); Extra time (full phase; -1/4). Cost: 4 points
Two-handed Fighting	Two Handed Fighting
Unyielding	+2 Levels with Ego-Rolls (6); 6 points.
Wealth	Money, as per 5E59-60.
Weapon Mastery	+2 Levels with specific weapon group (e.g. Phasers, Bat'leth, etc.)

DECIPHER FLAWS TRANSLATION

Flaw	Hero Disadvantage
Addiction	Psychological Limitation: Addicted to X
Arrogant	Psychological Limitation: Arrogant (Common, Strong). Suffers -1 to -3 in all PRE-Based skills.
Bloodlust	Psychological Limitation: Bloodlust (Uncommon, Strong)
Coward	Psychological Limitation: Coward (-5 PRE vs. Presence Attacks); (Common, Strong) or (Common, Total)
Dark Secret	Secret
Devotion	DNPC
Dim-Witted	Physical Limitation: Dim-Witted (-1 to all INT-Based Rolls); (Common, Total)
Dullard	Psychological Limitation: Dullard (Avoids / Cares Not For Academics); (Uncommon, Strong)
Easily Distracted	Psychological Limitation: Easily Distracted (-3 to all INT-Based Skills)
Easily Winded	Physical Limitation: Easily Winded (x2 END Cost for all uses of END)
Enemy	Hunted
Familiar Face	Distinctive Looks
Flat Footed	Physical Limitation: Slow to Respond (-3 DEX for purposes of acting in combat)
Gullible	Psychological Limitation: Gullible (+3 to other's Persuasion, Conversation, Trading, skills against you)
Infamy	Reputation (bad)
Intolerant	Psychological Limitation: Intolerant of Species X (choose)
Low Energy Level	Reduce the character's END characteristic to half its Figured value.

Low Pain Threshold	Physical Limitation: Low Pain Threshold (-2 CON and -2 EGO for resisting pain)
Night Blind	Physical Limitation: Night Blindness (-3 Sight PER at Night or in Darkness)
Pacifist 1	Psychological Limitation: Pacifist (Won't attack to kill, or leave others to die, but will defend self)
Pacifist 2	Psychological Limitation: Pacifist, Strong (Will only fight to defend self or those under personal care)
Pacifist 3	Psychological Limitation: Pacifist, Total (Will not fight under any circumstances)
Proud	Psychological Limitation: Proud
Reckless	Psychological Limitation: Reckless
Rival	Rival
Shaky	Psychological Limitation: Unsure of Self
Sickly	Physical Limitation: Sickly (-2 to CON Rolls)
Slow	Physical Limitation: Slow (-2 to DEX for purposes of acting in combat)
Slow Healing	Physical Limitation: Slow Healer (x1/2 normal BODY healing rate)
Species Enmity	Reputation: Enmity with Species X (choose)
Thin-Blooded (Hot)	Physical Limitation: Susceptible to Hot Environments (-3 to CON in Hot conditions).
Thin-Blooded (Cold)	Physical Limitation: Susceptible to Cold Environments (-3 to CON in Cold conditions).

EQUIPMENT AND TECHNOLOGY

In FASA Trek, there was a version of the TSPI scale. The FASA version was a hodgepodge and was forced together in a 0-9 scale (it was a d10 system). I've tried, with some guidelines from Star Hero and Traveler, to make a more proper "Tech Level" guide, keeping in the Star Trek style. Change if you wish.

In TNG and DS9 there is no technological index I've found, beyond Data's comment that a planet is "pre-industrial" or "pre-warp". So be aware that these scales are mine, not canon.

TECHNOLOGY RATING: THE TSPI SCALE

The Federation rates civilizations and planets according to the TSPI (Technological, Social, and Political Index) scale. At the time of Star Trek: The Original Series and Star Trek: The Animated Series, the Federation is at TSPI B in all items except Political Index, where it rates an 8.

TSPI TABLE 1

Level	Engineering (Power)	Engineering (Transportation)	Engineering (Sensors and Communications)	Engineering (Military)	Space Sciences
0	No Accomplishment	No Accomplishment	No Accomplishment	No Accomplishment	No Accomplishment
1	Fire	Walking, Swimming	Spoken Language	Clubs & Spears	Star recognition and constellations
2	Animal,	Riding animals,	Writing	HTH and Ranged muscle-powered weapons	Planetary bodies
3	Wind & Water	Ships, balloons	Printing	Catapults & Trebuchets	
4	Steam	Steamships and Railroads;		Gunpowder; Cannons;	Solar system mechanics
5	Electric	Submarines	Telegraph, Photography	Rifles with standardized ammunition	
6	Internal Combustion	Automobiles, aircraft	Radio; Microscopes	Steel ships and mechanical infantry	Relativity
7	Atomic Fission	Jet Propulsion	Television, Electronic Computers	Tanks; Guided Missiles; Atomic weapons	Radio astronomy
8	Solar and Geothermal	Manned Spaceflight	Electron Microscopes; Mass Media, Global Satellites; Internet	Lasers and Gauss Guns	
9	Fusion	Interplanetary Spacecraft	Pocket Computers	Tritanium and Advanced Alloys;	Interstellar probes; Space colonies; Zero G Industry
A	Cold Fusion	Impulse Drives; Antigravity flight	Subspace Radio; Tricorders; Artificial Intelligence Software		
B	Antimatter	Warp Drives; Transporters	Complex Astrogation	Phasers; Photon Torpedoes; Disruptors; Deflector Shields; Cloaking Technology	Advanced Cosmology
C	Quantum Singularities	Transwarp; Long-range Transporters			
D	Zero Point	Dimensional Travel	Transdimensional Astrogation		Temporal Mechanics
E		Time Travel	Temporal Astrogation		

TSPI TABLE 2

Level	Life Sciences	Physical Sciences	Planetary Sciences	Social Index	Political Index
0	No Accomplishment	No Accomplishment	No Accomplishment	No Accomplishment	Anarchy
1	Herbal medicine	States of matter	Understand weather and seasons	Recognition of Formal Leadership	Pre-Tribal
2	Anatomy and cell theory	Basic optics and chemistry; clocks;	Weather prediction; ore recognition; stoneworking	Development of religion; specialized professions	Early Tribal
3					Advanced Tribal
4	Blood and tissue typing	Basic Physics; Laws of motion; Chemical compounds	Mineral classification; geologic history	Social classes; Symbolic economics	Feudal
5					Monarchy
6	Basic genetics and surgery	Chemical elements	Meteorology	Socioeconomic theory	Controlled Monarchy
7	Bacteriology and hydroponics; Pharmaceuticals	Electromagnetic theory; atomic theory; Organic chemistry	Earthquake prediction; Weather modification	Basic psychology	Representative Structure
8	DNA Research; Artificial limbs and organs	Quantum physics;	Managed Ecology;	Behavior modification	Participatory Structure
9	Gene surgery; Bionics/ cybertech; food synthesis; Cryonics	Lasers; Heavy Element chemistry	Gravity control; Sea colonies; Ultra-pressure machinery	Large-scale social planning; Arcologies	Unity
A	Reproductive Cloning	Advanced catalyst chemistry		Elimination of Prejudice	
B	Nerve Regeneration	Transmutation of elements; transporters / replicators	Terraforming	Principles of alien psychology	
C	Automated Surgery				
D	Nanosurgery	Nanominiaturization	Nanometallurgy		
E	Genetically factored Immortality	Nanorobotics	Planet building		

CURRENT TECHNOLOGY

During the time of Star Trek: The Original Series and Star Trek: The Animated Series, most known starfaring races are at TSPI B in most categories. Every civilization is different, and makes breakthroughs in different specializations at different times.

The Federation TSPI rating is BBBBB-BBBB-8; the Klingons are BBBBB-BBBA-6.

COMPATIBILITY OF TECHNOLOGY

Just because two empires are at the same tech level does not mean their technologies are compatible! Remember how hard Scotty had to work to get the Romulan Cloaking device to work for even a short time on the Enterprise?

On the other hand, with enough mind work and research, many items can be made compatible. Take for example the alliance between the Klingons and Romulans where they swapped Cloaking technology, disruptor technology, etc., giving the Federation a run for its money.

Use the rules from Star Hero143-144 for working with alien, obscure, advanced/obsolete technologies.

PROTECTING TECHNOLOGY

Keeping technology out of the hands of the enemy is a big deal, and starship captains have been known to self-destruct their vessels rather than let the technology fall into enemy hands.

BUYING THINGS

If you have to wing it, here's the Pricing Guide to use as a general guide.

STAR TREK PRICING GUIDE

Class of Item	Base Price
Communications	10 credits x Real Points
Computers	15 credits x Real Points
Defenses	15 credits x Real Points
Electronics	15 credits x Real Points
Medical equipment	15 credits x Real Points
Medical drugs	3 credits x Real Points
Robots	200 credits x Total Character Points
Sensors	5 credits x Real Points
Tools, general	10 credits x Real Points
Power Supplies, portable	40 credits x Real Points
Vehicles	1000 credits x Total Character Points
Weapons	1.5 credits x Real Points

Use the modifiers for cutting-edge, high demand, and so forth as appropriate from Star Hero page 177.

WEAPONS AND DEFENSES

WEAPONS

Weapons come in an almost infinite variety. In human history alone, there are thousands of variations, ranging from swords and crossbows to boomerang, blowdart, and .357 Magnum pistols just to name a few.

Each culture has its own perspective and history on what makes a good weapon, whether that is the terran English longbow, the Capellan kleegat, or the Klingon bat'leth.

This section describes or references many weapons, but the GM should make up others as needed for newly discovered worlds!

Muscle-Powered HTH Weapons

For the standard muscle-powered weapons (axes, clubs, swords & knives, etc.), you can find the basic weapons on 5E329. Additional weapons and rules for modifications can be found in FH164-165. Oriental-style weapons can be found in UMA169-172.

AXES

Mek'leth

The Mek'leth is half the length of a bat'leth and has one long and one short blade and one hand grip. There have been many arguments throughout history about which is the better blade - the mek'leth or the bat'leth. In it's favor, the mek'leth is lighter and more easily wielded, therefore movements with it are quicker. It requires as much, if not more, skill to wield as the bat'leth because it is so much shorter, but in the correct hands, it can disarm an oponent of his bat'leth and kill instantly. It is made from the same material as the bat'leth.

It is about the size of a shortsword, and is designed as a slashing weapon like an axe or sword. The blade curves slightly and is broader at its' head than at its' base. At the base of the blade, is a second blade that extends down and protects the wielders hand.

The Mek'leth uses the optional rule in FH for axes: haymaker maneuvers with a Mek'leth are +5 DC instead of +4 DC.

Mek'leth: (Total: 45 Active Cost, 17 Real Cost) HKA 1d6+1 (1 1/2d6 w/STR), Range Based On STR (+1/4), Reduced Endurance (0 END; +1/2) (35 Active Points); OAF (-1), STR Minimum (10; -1/2), Real Weapon (-1/4) (Real Cost: 13) **plus** +2 with HTH Combat (10 Active Points); OAF (-1), Limited Power (Only with Bind, Block, Disarm, and Takeaway; -1/2) (Real Cost: 4)

Weapon	OCV	Damage	STR Min	A/R	Culture	Notes
Axes						
Mek'leth	+0	1d6+1	10	45/17	Klingon	Thr, 1b
Hammer & Mace						
Mace	+0	1d6+1	10	26/9	Earth / any	1H
Club (does not require a weapon familiarity)						
Club	+0	4d6N	10	30/9	any	1H
Swords & Knives						
Knife	+0	1/2d6	4	17/7	any	Thr
Sword	+0	1d6	11	45/45	Earth / any	1H
D'k tahg					Klingon	Thr
- blade	+0	1d6-1	8			
- handle	+0	2d6N	8			
Polearms						
Lirpa					Vulcan	2H, +1"
- blade	+0	1d6+1	12			
- shaft	+0	3d6N	12			
- weight	+0	1d6	12			1s
Lirash					Romulan	
- same functionality as Lirpa						
Unusual						
Ahn-woon	+0				Vulcan	
- whip	+0	3d6N	5			+2", 1h
- garotte	+0	3d6N	5			1g
Bat'leth	+0	1 1/2d6	12	x	Klingon	2H, 1b

Notes

1a: +1 OCV with Bind, Block, Disarm, Takeaway
1b: +2 OCV with Bind, Block, Disarm, Takeaway
1g: Must follow successful Grab maneuver aimed (-1/4); Must be aimed at Head location or has no effect (-3/4).
1h: +1 OCV with Grab
1s: +1 STN Mult
Thr: Can be thrown
+1": +1" range
+2": +2" range

POLEARMS

Lirpa

The lirpa is an ancient Vulcan weapon with a spade-shaped axe-like blade on one end and a heavy bludgeon weight at the other. The wielder strike with blade by swinging the lirpa like a great axe. He may also use the shaft to club or block. Finally, he may strike with the weighted bludgeon, which can break bones and does increased STUN damage. The lirpa is a very heavy, awkward weapon that requires a strong user.

Lirash

Similar to the Vulcan Lirpa, the Lirash is a large Romulan polearm with crescent shaped blade on one end and a club on the other. Approximately 150 cm long. It is otherwise functionally the same as the Lirpa.

SWORDS & KNIVES

D'k tahg

The d'k tahg, also called the Klingon Ceremonial Blade, is a large knife designed to inflict extra damage when stabbing. It has two small 'arms' that snap out into position before combat begins. These arms are designed to increase the amount of stabbing damage.

The Klingon D'K Tahg knife is the oldest Klingon weapon in their long histroy. Playing roles in various ceremonies throughout the ages, the knife is still used by all Klingons today as a sidearm, and one is often handed down through the family. This three bladed weapon is primarily used for stabbing, but can also be used for slicing, and the spiked club on the end of the handle allows the wielder to perform backward crushing movements (act as a fistload).

Kut'luch

The kut'luch is a large knife with a serrated blade that leaves
a nasty wound. It is usually used by Klingon assassins, and as such is frequently poisoned. It can be considered the "dishonorable" counterpart to the d'k tahg.

Vrelnec

Straight, single edged Romulan blade with a basket hilt which is usually elaborately decorated. About 110-120 cm in length the sword resembles the Earth cutlass only heavier. Common art of fencing with this weapon is Vrelnecrek.

UNUSUAL

Ahn-woon

The ahn-woon is an ancient Vulcan weapon consisting of a strip of leather that can be used as a garotte or a whip. Changing grips is a half-phase action. The garotte only does damage if it is wrapped around the neck. When used as a whip, it can be used to cause lashing damage (the 3d6N attack) or to grab at range (2" range).

Bat'leth

The traditional "sword of honor" preferred by Klingon warriors adept at the martial arts. A modern bat'leth is typically 116 centimeters long and weighs 5.3 kilograms, and is composed of baakonite metal (a metal similar the Federation's tritanium). It is shaped as a double-semicircle with four points (resembling a two-ended scimitar). The bat'leth is carried along the inside of the arm and wielded using two handholds on the outside edge of the weapon. It is extremely robust and well balanced, and allows the user to inflict considerable damage on any oponent if used correctly.

The Bat'leth is particularly adept at Block and similar maneuvers, and has +2 OCV with Bind, Block, Disarm, and Takeaway maneuvers.

Although called the "sword of honor", the shape and style are sufficiently unique to place it in the Unusual Weapons category. If the GM wishes however, he may place it in the Swords category.

Ranged Muscle-Powered Weapons

For the standard muscle-powered ranged weapons (bows, slings, etc.), you can find the basic weapons on 5E330. Additional ranged weapons and rules for modifications can be found in FH166. Oriental-style weapons can be found in UMA169-172.

The weapons below are (as far as I can tell) canon weapons.

Weapon	OCV	Damage	STR Min	A/R	Culture	Notes
Shuriken						
Kailune	+0	1/2d6	5	27/13	Romulan	Thr, RC, AF5

Kailune

The Kailune is a Romulan throwing device which is similar to Earth's Ninja star. They are usually coated in poison.

Small Arms

Less advanced cultures, those at a tech level equal to that of Earth 19th - 21st centuries and human or near-human frequently have these weapons. [Submachine guns in "Bread and Circuses", "A Piece of the Action"; Pistols in the Nazi "Patterns of Force".]

Small Arms include typical slugthrower weapons of the 19th-21st century. Firearms ranging from pistols to heavy rifles and grenades can be found on 5E332-333. Gauss slugthrowers can be found in Star Hero.

Energy HTH Weapons

Hand to Hand energy weapons can be found in Star Hero and Terran Empire.

Weapon	OCV	Damage	STR Min	A/R	Culture	Notes
Clubs						
Stun Rod	+0		5	150/83	Human	200 Chgs
- club		HA +1d6				0 chg
- stun		(21+2d6)				1 chg
- md stun		(30+2d6)				2 chg
- hvy stun		(39)+2d6				3 chg

Roughly 10" long and 2" thick, the stun rod is a padded club used by advanced law enforcement agencies to subdue

STAR TREK ENERGY WEAPON DAMAGE CHART

Number	Setting	Damage	Basis	STUNx	Charges	Notes
1	Light Stun	(21+2d6)	EB 9d6	---	1	S; Stun average normal for a couple of minutes.
2	Medium Stun	(30+2d6)	EB 12d6	---	2	S; Stun average normal for five or more minutes.
3	Heavy Stun	(39)+2d6	EB 15d6	---	3	S2; Stun average normal for 15 minutes+
4	Light Thermal	2 + ½d6	RKA 1d6+1	+0	5	On average, cut through DEF3 Wood, 1 BODY per phase
5	Medium Thermal	6 + ½d6	RKA 2 ½d6	+0	8	On average, cut through DEF7 Metal, 1 BODY per phase
6	Heavy Thermal	9 + 1d6	RKA 4d6	+0	12	On average, cut through DEF7 Metal, 5 BODY per phase
7	Light Disrupt A	15 + 1d6	RKA 6d6	+0	15	Mortally wound average humanoid
8	Light Disrupt B	21 + 1d6	RKA 8d6	+0	20	Disintegrate average humanoid
9	Light Disrupt C	27 + 1d6	RKA 10d6	+0	30	
10	Medium Disrupt A	36 + 1d6	RKA 13d6	+0	40	
11	Medium Disrupt B	39 + 1d6	RKA 15d6+1	+0	50	Convert 8m3 of rock to rubble (DEF 5/ 19 BODY)
12	Medium Disrupt C	43 + 1d6	RKA 16 ½d6	+0	60	Convert 32m3 of rock to rubble (DEF 5 / 21 BODY)
13	Heavy Disrupt A	45 + 1d6	RKA 17d6	+0	70	Convert 64m3 of rock to rubble (DEF 5/ 22 BODY)
14	Heavy Disrupt B	47 + 1d6	RKA 17d6+1	+0	80	Convert 128m3 or rock to rubble (DEF 5/ 23 BODY)
15	Heavy Disrupt C	49 + 1d6	RKA 17 ½d6	+0	90	Convert 256m3 of rock to rubble (DEF 5/ 24 BODY)
16	Heavy Disrupt D	51 + 1d6	RKA 18d6	+0	100	Convert 512m3 of rock to rubble (DEF 5 / 25 BODY)
	Overload	8d6 X		+0	1	D

S – Stun only. S2 – Only the portion in parenthesis is Stun only. C – Cone area of effect D – Weapon is destroyed

A Note on damage: Phasers are digitally controlled weapons that emit a specific quantity of energy. All but 2-3 DC of the attack are SE (standard effect), the remaining dice account for minor fluctuations, movement in combat, and other oddities. So a phaser set to Medium Stun does 30 Stun plus an additional 2d6 of Stun; a phaser set to Light Disrupt does 15 Body RKA plus an additional 1d6 RKA.

without injuring. The rod can be used as a normal club, add +1d6N to the characters STR damage, or it can be touched to the target in one of the three stun settings.

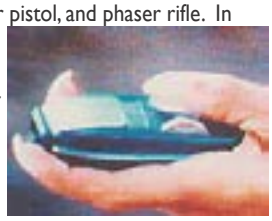
Cost	Stun Rod
75	**Stun Rod:** Multipower (75 point Reserve), 200 Charges for entire reserve (+1); all OAF (-1)
2u	1) *Stun:* EB 9d6 (45 Active Points), Limited Effect: Stun Only (-0), OAF (-1), No Range (-1/2)
2u	2) *Medium Stun*: EB 12d6 (60 Active Points), Limited Effect: Stun Only (-0), OAF (-1), No Range (-1/2), Requires 2 charges per use (-1/4)
2u	3) Heavy Stun: EB 15d6 (75 Active Points), Limited Effect: All but 2d6 are Stun Only (-0), OAF (-1), No Range (-1/2), Requires 3 charges per use (-1/2)
2	Hand Attack: +1d6 (padded club) (5 Active Points); HTH Only (-1/2), OAF (-1)
83	Total Cost

Energy Ranged Weapons

Energy weapons include the old-style laser weapons as well as phasers and disruptors. Old-style laser weapons, as well as Ion Blasters and other such Sci-Fi weapons, can be found in *Star Hero pg 151+* and *Terran Empire pgs 134-143*.

Federation Phasers

The Phaser is an energy weapon with 2 basic uses: Stunning a target or destroying a target. Phasers vary in power between the hand phaser, phaser pistol, and phaser rifle. In addition, the number of available settings and charges varies between the 23rd Century (Star Trek: The Original Series) and 24th Century (Star Trek: The Next Generation/DS9).



ST: THE ORIGINAL SERIES PHASERS

According to the FASA Trek, TOS phasers have access to settings 1-8 in all three versions: hand, pistol, and rifle. The main difference is the accuracy and number of charges. All 3 versions can be set to overload (for Star Fleet versions only, not commercial versions).

According to Decipher Trek, TOS phasers have fewer settings available. Hand phasers only have settings 1, 2, 5, 6, and 8. Phaser pistols only have settings 1, 2, 5, 6, 8, and 10. Phaser rifles only have settings 1, 2, 5, 6, 8, 10, and 11. No mention of the overload setting (which was seen in at least two shows)

FEDERATION PHASERS

Weapon	Year	OCV	RMod	Damage	STUNx	STR Min	Charges	Wpn Chg	A/R	Notes
Federation Phasers										
TNG Hand Phaser	2350	+0	+0			3	0	160	0/0	Concealable
- Light Stun				(21 + 2d6)	-		1			
- Med Stun				(27 + 2d6)	-		2			
- Hvy Stun				(30 + 2d6)	-		3			
- Light Thermal				2 + 1/2d6	+0		5			
- Med Thermal				6 + 1/2d6	+0		8			
- Hvy Thermal				9 + 1d6	+0		12			
- Light Disrupt A				15 + 1d6	+0		15			
- Light Disrupt B				21 + 1d6	+0		20			
- Pulse Mode Stun				(+3)	-		+2			Stun add only
- Pulse Mode Thermal				+1 pip	+0		+2			Thermal only
- Wide Angle				Cone effect			x3			Stun, Thermal only
TNG Phaser Pistol		+1	+1					1000		
- Light Stun				(21 + 2d6)	-		1			
- Med Stun				(27 + 2d6)	-		2			
- Hvy Stun				(30 + 2d6)	-		3			
- Light Thermal				2 + 1/2d6	+0		5			
- Med Thermal				6 + 1/2d6	+0		8			
- Hvy Thermal				9 + 1d6	+0		12			
- Light Disrupt A				15 + 1d6	+0		15			
- Light Disrupt B				21 + 1d6	+0		20			
- Light Disrupt C				27 + 1d6	+0		30			
- Medium Disrupt A				36 + 1d6	+0		40			
- Medium Disrupt B				39 + 1d6	+0		50			
- Medium Disrupt C				43 + 1d6	+0		60			
- Heavy Disrupt A				45 + 1d6	+0		70			
- Heavy Disrupt B				47 + 1d6	+0		80			
- Heavy Disrupt C				49 + 1d6	+0		90			
- Heavy Disrupt D				51 + 1d6	+0		100			
- Pulse Mode Stun				(+3)	-		+2			Stun add only
- Pulse Mode Thermal				+1 pip	+0		+2			Thermal only
- Wide Angle				Cone effect			x3			Stun, Thermal only
TNG Phaser Rifle		+2	+2					1500		settings as per Phaser Pistol
TNG Compression Rifle		+3	+2					3000		settings as per Phaser Pistol

is made. For both versions, Wide Angle is only available for settings 1-6.

STAR TREK: THE NEXT GENERATION/ DS9 SERIES PHASERS

According to Decipher, TNG phasers have access to different settings based on whether it's a hand phaser, phaser pistol, or phaser rifle.

TNG Hand phasers have access only to settings 1-8, and there is no overload setting. TNG Phaser pistols and rifles have access to settings 1-16, and there is no overload setting.

Cost	TOS/TNG Hand Phaser (Decipher/FASA Hybrid Version)
157	**Phaser Energy Weapon:** Multipower (180 point Reserve), 100 Charges for entire reserve (+3/4); all OAF (-1)
2u	1) *Stun:* EB 9d6 (45 Active Points), Limited Effect: Stun Only (-0), OAF (-1)
3u	2) *Medium Stun*: EB 12d6 (60 Active Points), Limited Effect: Stun Only (-0), OAF (-1), Requires 2 charges per use (-1/4)
3u	3) Heavy Stun: EB 15d6 (75 Active Points), Limited Effect: All but 2d6 are Stun Only (-0), OAF (-1), Requires 3 charges per use (-1/2)
1u	4) *Light Thermal*: RKA 1d6+1 (20 Active Points), OAF (-1), Limited: 5 charges per use (-1/2)
1u	5) *Medium Thermal*: RKA 2 1/2d6 (40 Active Points), OAF (-1), Limited: 8 charges per use (-3/4)
2u	6) Heavy Thermal: RKA 4d6 (60 Active Points), OAF (-1), Limited: 12 charges per use (-3/4)
3u	7) *Light Disrupt A*: RKA 6d6 (90 Active Points), OAF (-1), Limited: 15 charges per use (-1)
4u	8) *Light Disrupt B:* RKA 8d6 (120 Active Points), OAF(-1), Limited: 20 charges per use (-1)
4u	9) *Overload:* RKA 8d6, Explosion (180 Active Points), OAF (-1), Nonrecoverable Charge (Destroys weapon; -2)
2	Pulse Mode Stun: EB +1d6 to slots 1, 2, or 3 (5 Active Points), OAF (-1), Requires 2 charges (-1/4)
2	**Pulse Mode Thermal:** RKA +1 pip to slots 4, 5, or 6 (5 Active Points), OAF(-1), Requires 2 charges (-1/4)
21	**Wide Beam:** Area of Effect (Cone) usable on up to 75 Active Points (75 Active Points), No Range (-1/2), OAF (-1), Requires 3x number of charges (-1), Limited: Only useable by slots 1-6 (-0)
205	**Weapon Cost**
	Option: To represent that energy-based FF and FW provide limited protection, but matter-based armors do not...
150	AVLD (Energy-based FF/FW) (+1 1/2), Does BODY (+1) as Naked Advantage on up to 120 Active Points (300 Active Points); OAF (-1), Only applies to RKA attacks (-0)
56	AVLD (Energy-based FF/FW) (+1 1/2) as Naked Advantage on up to 75 Active Points (112 Active Points), OAF (-1), Only applies to Stun settings (-0)
412	**Total with Options added**

Note: The nature of the phaser, both personal and starship types, are such that they can through metal and other matter very easily. However, force fields and similar energy does act as a defense. However, the force fields are not NND, as phasers DO cause damage penetrating shields. So I've added the optioanl AVLD components represent that. They are completely optional, and their inclusion is up to the GM. The same also applies to 24th Century Klingon Disruptors.

SETTINGS

The Stun "settings" are called Light Stun, Medium Stun, and Heavy Stun, which translate to using 9d6, 12d6, and 15d6 respectively, but use the SE rules (see the weapons table Damage column).

Stun may also be set to wide angle to affect multiple targets, but over a limited range.

The Disrupt settings are called Heat/Medium Thermal (RKA 2 1/2d6), Disrupt/Heavy Thermal (RKA 4d6), and Disintegrate/Light Disrupt B (RKA 8d6).

When a phaser is set on Overload, there is a loud noise as the energy builds up, and 1 minute later, boom.

SIZES

The **Hand Phaser** is a small device about the size of a small cell phone, and very concealable.

The **Phaser Pistol** is a pistol mount with the hand phaser secured into it.

The **Phaser Rifle** is a rifle mount with the hand phaser secured into it.

NOTES

At the time of *Star Trek: The Original Series*, civilians may purchase phasers (civilian version: settings 1-6 and no overload) and police stunners (setting 1-3 and no overload), but must obtain a weapons permit to do so.

Klingon weapons are not legal within the Federation, but are available on the Black Market.

Klingon Weapons

KLINGON AGONIZER (23RD CENTURY)

The agonizer produces pain by overstimulating the nervous system, but does so in a way that does not allow the victim to pass out or go unconscious. The level is variable from mild discomfort to crippling agony.

Agonizer: Mind Control 12d6 (60 Active Points); No Range (-1/2), Based on CON (-1), Limited Effect: Only to inflict pain to force/coerce the subject (-1/2), OAF (-1), 1 Fuel Charge lasting 1 hour (-0). Total Cost: 15 points.

KLINGON DISRUPTOR (23RD CENTURY)

Mistakenly called a sonic disruptor because of its characteristic sound when fired, it actually fires a microwave beam of energy. The beam destroys the victim's nervous system, tissue, and eventually disrupts all matter in the body.

Cost	Klingon Disruptor Pistol
60	**Klingon Disruptor:** Multipower (120 point Reserve), OAF (-1)
3u	1) *Standard:* RKA 4d6 (60 Active Points), Limited Effect: Full Power Only (-0), OAF (-1), Lockout: No other slot usable when this one active (-0)
6u	2) *High:* RKA 8d6 (120 Active Points), Limited Effect: Full Power Only (-0), OAF (-1), Lockout: No other slot usable when this one active (-0)
69	Weapon Cost
12	**Energy Cell:** Endurance Battery 180 END (18 Active Points), REC 1 (Only recharges from an appropriate power source; -1); OIF - Energy Cell (-1/2)
5	**Pistol Configuration:** +1 Level OCV and +1 Level with RMod (10 Active Points); OAF (Pistol, -1)
86	**Total Cost**

Design Note: Decipher Trek says Klingon disruptors of the 23rd century have settings 1, 2, and 5 - Light Stun, Medium Stun, and Medium Thermal. Personally, I can't recall any TOS episode in which disruptors did anything but kill, so I'm leaving this as the FASA version, which is equivalent to settings 6 and 8. Change if you wish.

DISRUPTOR RIFLE (23RD CENTURY)

The Klingon disruptor rifle has more than double the number of charges as the disruptor pistol, and the characteristic increase in accuracy of a rifle mount.

KLINGON DISRUPTOR (24TH CENTURY)

Disruptors from the 24th century convert tiny amounts of antimatter into highly charged plasma bolts. Bolts at lower energy settings stun the target through concussive force and neural shock. Bolts at higher energy levels cause lethal damage from thermal energy conduction. These disruptors leave an anti-proton residue that lingers for several hours after the weapon was fired.

Cost	24th Century Klingon Disruptor
270	**Klingon Disruptor:** Multipower (270 point Reserve), 1200 Charges for entire reserve (+1); all OAF (-1)
2u	1) *Stun:* EB 9d6 (45 Active Points), Limited Effect: Stun Only (-0), OAF (-1)
3u	2) *Medium Stun*: EB 12d6 (60 Active Points), Limited Effect: Stun Only (-0), OAF (-1), Requires 2 charges per use (-1/4)
1u	5) *Medium Thermal*: RKA 2 1/2d6 (40 Active Points), OAF (-1), Limited: 8 charges per use (-3/4)
3u	7) *Light Disrupt A*: RKA 6d6 (90 Active Points), OAF (-1), Limited: 15 charges per use (-1)
6u	10) *Medium Disrupt A:* RKA 13d6 (195 Active Points), OAF(-1), Limited: 40 charges per use (-1)
9u	16) *Heavy Disrupt D*: RKA 18d6 (270 Active Points), , OAF(-1), Limited: 100 charges per use (-1)
2	**Pulse Mode Stun:** EB +1d6 to slots 1 or 2 (5 Active Points), OAF (-1), Requires 2 charges (-1/4)
2	**Pulse Mode Thermal:** RKA +1 pip to slot 5 (5 Active Points), OAF(-1), Requires 2 charges (-1/4)
67	**Continuous Mode:** Continuous naked advantage, usable on up to 200 Active Points (200 Active Points), OAF (-1), Requires 3x number of charges (-1)
5 / 10	**Pistol Configuration:** +1 Level OCV and +1 Level with RMod (10 Active Points); OAF (Pistol, -1) or **Rifle Configuration:** +2 Levels OCV and +2 Levels with RMod (20 Active Points); OAF (Rifle, -1)
370 / 375	**Weapon Cost**

KLINGON DISRUPTOR ENERGY WEAPONS

Weapon	Year	OCV	RMod	Damage	STUNx	STR Min	Charges	Wpn Chg	A/R	Notes
Klingon Microwave Disruptors (23rd Century)										
Disruptor Pistol	?	+1	+1			3	0	300	0/0	
- Hvy Thermal				9 + 1d6	+0		12			
- Light Disrupt B				21 + 1d6	+0		20			
Disruptor Rifle		+2	+2					1000		
- Hvy Thermal				9 + 1d6	+0		12			
- Light Disrupt B				21 + 1d6	+0		20			
Klingon AM Disruptors (24th Century)										
Disruptor Pistol	?	+1	+1					1200		
- Light Stun				(21 + 2d6)	-		1			
- Med Stun				(27 + 2d6)	-		2			
- Med Thermal				6 + 1/2d6	+0		8			
- Hvy Thermal				9 + 1d6	+0		12			
- Light Disrupt A				15 + 1d6	+0		15			
- Medium Disrupt A				36 + 1d6			40			
- Heavy Disrupt D				51 + 1d6			100			
- Pulse Mode Stun				(+3)	-		+2			Stun add only
- Pulse Mode Thermal				+1 pip	+0		+2			Thermal only
- Continuous Mode				Continuous			x3			all settings Except Heavy Disrupt D
Disruptor Rifle	?	+2	+2					1200		
- Light Stun				(21 + 2d6)	-		1			
- Med Stun				(27 + 2d6)	-		2			
- Med Thermal				6 + 1/2d6	+0		8			
- Hvy Thermal				9 + 1d6	+0		12			
- Light Disrupt A				15 + 1d6	+0		15			
- Medium Disrupt A							40			
- Heavy Disrupt D							100			
- Pulse Mode Stun				(+3)	-		+2			Stun add only
- Pulse Mode Thermal				+1 pip	+0		+2			Thermal only
- Continuous Mode				Continuous			x3			all settings Except Heavy Disrupt D

Bajoran Phasers

The Bajoran phaser is similar in design to the Federation units. the basic unit involves a superconducting crystal, and power cell to pump it, altough no prefire chamber is used to contain the energy prior to discharge.

BAJORAN PHASER PISTOLS

Bajoran Phaser Pistols are typical sidearms of both security forces and military personnel. The are very similar in operation to Federation phasers, with a maximum setting of level 7. The effective range of a Bajoran Phaser Pistol is 100 meters, with a charge capacity of 550 charges and a total weight of 0.6 kg. They are capable of Wide Angle on settings 1-3, and have a removable power cell.

BAJORAN PHASER RIFLES

Bajoran Phaser Rifles are primarily used only by the Bajoran Militia, though they did see heavy use by Bajoran resistance groups during the occupation of Bajor by the Cardassians, as well as being a primary weapon of the now defunct Maquis. The maximum setting for this weapon is level 16, with a maximum range of 4,500 meters. It has a 800 charge capacity and weights 1.2 kg. Capable of Wide Angle on settings 1-3. Has a removable power cell, stock, sight, Phaser Targeting Module, and Target Discriminator.

BAJORAN PHASERS

Weapon	Year	OCV	RMod	Damage	STUNx	STR Min	Charges	Wpn Chg	A/R	Notes
Bajoran Phasers										
Bajoran Phaser Pistol		+1	+1			3	0	550	0/0	
- Light Stun				(21 + 2d6)	-		1			
- Med Stun				(27 + 2d6)	-		2			
- Hvy Stun				(30 + 2d6)	-		3			
- Light Thermal				2 + 1/2d6	+0		5			
- Med Thermal				6 + 1/2d6	+0		8			
- Hvy Thermal				9 + 1d6	+0		12			
- Light Disrupt A				15 + 1d6	+0		15			
- Pulse Mode Stun				(+3)	-		+2			Stun add only
- Pulse Mode Thermal				+1 pip	+0		+2			Thermal only
- Wide Angle				Cone effect			x3			Stun only
Bajoran Phaser Rifle		+2	+2					800		FoF
- Light Stun				(21 + 2d6)	-		1			
- Med Stun				(27 + 2d6)	-		2			
- Hvy Stun				(30 + 2d6)	-		3			
- Light Thermal				2 + 1/2d6	+0		5			
- Med Thermal				6 + 1/2d6	+0		8			
- Hvy Thermal				9 + 1d6	+0		12			
- Light Disrupt A				15 + 1d6	+0		15			
- Light Disrupt B				21 + 1d6	+0		20			
- Light Disrupt C				27 + 1d6	+0		30			
- Medium Disrupt A				36 + 1d6	+0		40			
- Medium Disrupt B				39 + 1d6	+0		50			
- Medium Disrupt C				43 + 1d6	+0		60			
- Heavy Disrupt A				45 + 1d6	+0		70			
- Heavy Disrupt B				47 + 1d6	+0		80			
- Heavy Disrupt C				49 + 1d6	+0		90			
- Heavy Disrupt D				51 + 1d6	+0		100			
- Pulse Mode Stun				(+3)	-		+2			Stun add only
- Pulse Mode Thermal				+1 pip	+0		+2			Thermal only
- Wide Angle				Cone effect			x3			Stun only

FoF - programable Friend or Foe detector: +5 OCV with Phaser Rifle, Only to avoid hitting None-enemies (-2).

Cardassian Phasers

Cardassian Weapons, used by both the Cardassian Military and Intelligence services, are Phasers.

CARDASSIAN PISTOL

The cardassian pistol operates much as bajoran phasers do, relying on a set of tightened focusing beams to carry the total weapon discharge. The emmiter crystal is held in a rodinium collar and is held in a split wave guide which performs the beam width and intensity adjustments.

Notes: Has a removable power cell. Very resistant to damage.

CARDASSIAN RIFLE

The cardassian rifle is of the same construction as the pistol, however carries a greater charge

Notes: Has a removable power cell, and a sight. Very resistant to damage.

Romulan Disruptors

The Romulan Disruptor, both Pistol and Rifle versions, have the exact same characteristics as the Klingon versions. The noticable difference, other than aesthetics, is that the Romulan version leaves a high residue of antiprotons that can linger for several hours after discharge.

Romulan Type 3 Phase Disruptor

Available Settings: 1, 2, 5, 6, 9, and 16

Notes: Has a removable power cell and Regenerative Systems. Capable of continuous fire on any setting except 16.

Romulan R-7 Phase Disruptor Rifle

Available Settings: 1, 2, 5, 6, 9, and 16

Notes: Has a removable power cell, Regenerative Systems and sight. Capable of continuous fire on any setting except 16.

OTHER ENERGY WEAPONS

Weapon	Year	OCV	RMod	Damage	STUNx	STR Min	Charges	Wpn Chg	A/R	Notes
Cardassian Phasers										
Cardassian Phaser Pistol		+1	+1			3	0	300	0/0	
- Hvy Stun				(39) + 2d6N	-		3			
- Medium Disrupt A				36 + 1d6	+0		40			
Cardassian Phaser Pistol		+2/+3	+2			3	0	1000	0/0	
- Hvy Stun				(39) + 2d6N	-		3			
- Medium Disrupt A				36 + 1d6	+0		40			
Romulan Disruptors										
Romulan Disruptor Pistol		+1	+1					1200		
- Light Stun				(21 + 2d6)	-		1			
- Med Stun				(27 + 2d6)	-		2			
- Med Thermal				6 + 1/2d6	+0		8			
- Hvy Thermal				9 + 1d6	+0		12			
- Light Disrupt A				15 + 1d6	+0		15			
- Medium Disrupt A							40			
- Heavy Disrupt D							100			
- Pulse Mode Stun				(+3)	-		+2			Stun add only
- Pulse Mode Thermal				+1 pip	+0		+2			Thermal only
- Continuous Mode				Continuous			x3			all settings Except Heavy Disrupt D
Romulan Disruptor Rifle		+2	+2					1200		
- Light Stun				(21 + 2d6)	-		1			
- Med Stun				(27 + 2d6)	-		2			
- Med Thermal				6 + 1/2d6	+0		8			
- Hvy Thermal				9 + 1d6	+0		12			
- Light Disrupt A				15 + 1d6	+0		15			
- Medium Disrupt A							40			
- Heavy Disrupt D							100			
- Pulse Mode Stun				(+3)	-		+2			Stun add only
- Pulse Mode Thermal				+1 pip	+0		+2			Thermal only
- Continuous Mode				Continuous			x3			all settings Except Heavy Disrupt D

Jem'hadar Polaron Beam

The Dominion uses the same deadly technology in their firearms as they do aboard their ships, Polaron Beams. Manufactured in both Pistol and Rifle versions. Both the pistol and rifle have only two settings, high (which can easily kill most humanoids) and low (can cause serious injury and also allows certain chemical agents to be added to the beam to include anti-coagulants, osteosolvents and nerve agents). The polaron beam emits a surrounding burst of gamma radiation accompanying the discharge.

POLARON BEAM PISTOL

The Polaron Beam Pistol has an effective range of 60 meters, weighs 0.9 kg, and has 250 charges with enough material for 30 chemically altered shots.

Cost	Polaron Beam
180	**Polaron Beam Pistol:** Multipower, 180-point reserve, 250 Charges (+1) (360 Active Points); all slots OAF (Pistol; -1)
5u	*High Setting:* RKA 3d6, AVLD (Hardened Resistant ED; +1 1/2), Does BODY (+1) (157 Active Points); OAF (-1), Limited: Uses 12 charges (-3/4), Beam (-1/4)
3u	*Infection Setting:* (Total: 142 Active Cost, 31 Real Cost) Polaron Burst: RKA 1d6, AVLD (Hardened Resistant ED; +1 1/2), Does BODY (+1) (52 Active Points); OAF (Pistol; -1), Limited: Uses 8 charges (-3/4), Beam (-1/4) (Real Cost: 17) **plus** Nerve Agent: Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (Defense is appropriate LS [Immunity]; +1) (90 Active Points); Extra Time (5 Minutes, Nerve agent begins taking effect 5 minutes after target affected; -2), OAF (Pistol; -1), Gradual Effect (5 Minutes; 1d6 per 5 Minutes; -3/4), Uses 8 charges (-3/4), Polaron Burst must do BODY (-1/2), Linked (to Polaron Burst; -1/4) (Real Cost: 14)
5	**Pistol Configuration:** +1 Level OCV and +1 Level with RMod (10 Active Points); OAF (Pistol, -1)
193	**Weapon Cost**

POLARON BEAM RIFLE

The Polaron Beam Rifle has a range of 180 meters, weighs 2.9 kg, carries 2000 charges and enough material for 150 chemically altered shots.

Ferengi Energy Whips

Manufacture: Ferengi
Start of Production: 2300
Mass: 1.1 kg
Length: 150 cm

Capable of wide-angle fire at all ranges. The user must have Energy Weapons (Energy Whip) specialization or suffer the usual -3 OCV modifier to use this weapon.

Cost	Ferengi Energy Whip
160	**Ferengi Energy Whip:** Multipower, 160-point reserve, 250 Charges (+1) (320 Active Points); all slots OAF (Energy Whip; -1)
5u	*Stun Setting:* EB 9d6, AVLD (Resistant ED; +1 1/2) (112 Active Points); OAF (Energy Whip; -1)
5u	*Wide Angle Setting:* EB 9d6, (23" Cone; +1), AVLD (Resistant ED; +1 1/2) (157 Active Points); OAF (Energy Whip; -1), Cost x3 charges (-1)
170	**Weapon Cost**

Gorn Blaster

The Gorn blaster (TOS era) is a crude disruptor pistol.

Gorn Disruptor: RKA 2d6 (30 Active Points), 25 Charges (+1/2) (45 Active Points); OAF - Gorn Pistol (-1). Total Cost: 22 points.

DEFENSES

In the realm of Star Trek, there is no powered battle armor. No character is ever seen wearing bullet-proof vests, force field belts, or any kind of defensive / protective material.

One reason has to do with the timing of the invention of Kevlar vests and other such items. But the main reason is the cold war feeling of helplessness. No bulletproof vest in the world is going to protect you from a phaser set on disintegrate, just as no fallout shelter would adequately keep people alive from a nuclear holocaust. (It might keep the radiation out, but after a while you still run out of food or water or air and have to go outside.)

If you want to have personal defense items for your non-Star Fleet characters, see the defensive items in Star Hero and Terran Empire.

COMPUTERS AND ELECTRONICS

COMPUTERS

POCKET ASSISTANT (23RD CENTURY)

Almost all technical and scientific professionals in the work-a-day worlds carry the Pocket Assistant (PA). The PA includes a general-purpose database, and a wide variety of additional program modules are commercially available. The PA can be used as both a reference library and a recording device.

Cost	Pocket Assistant
6	*Communications System:* HRRP (Radio Group); OAF (-1)
5	*Computer:* Computer (see below), OAF (-1)
11	**Total Cost**

Val	Char	Cost	Roll	Notes
10	INT	0	11-	PER Roll: 11-
10	DEX	0	11-	OCV: 3; DCV: 3
2	SPD	0		Phases: 6, 12

Total Characteristics Cost: 0

Cost	Skills
3	KS: Emergency Medicine 12-
3	KS: General Sciences 12-
3	KS: General Math 12-
3	KS: Federation 12-
3	AK: Home Planet 12-
3	PS: Administrative Assistant 12-
3	Language: owner's native language, fluent
Cost	**Programs**
1	Search Database(s) for information
1	Help user operate this computer
1	Record information
1	Send and Receive information
Cost	**Talents**
3	*Clock:* Absolute Time Sense
3	*Compass:* Bump of Direction
5	*Memory:* Eidetic Memory
3	*Calculator:* Lightning Calculator
Cost	**Other**
10	Available Memory for Other Skill, Program, and Talent modules

Total Abilities Cost: 49

Total Computer Cost: 49/5 = 10

DATA CARDS

Data Cards are the Star Trek equivalent of Floppy Disks, but are based on a molecular coding technology. A Data Card can hold up to 32GB of information. Cost: 5Cr.

COMMUNICATIONS

COMMUNICATOR, 23RD CENTURY

Range is 300 km, or 26,000 km when boosted by a transceiver. The communicator contains a Universal Translator algorithm for all known languages.

Communicator: (Total: 34 Active Cost, 17 Real Cost) Radio Perception/Transmission (Radio Group) (10 Active Points); OAF (-1) (Real Cost: 5) **plus** Universal Translator 13- (24 Active Points); OAF (-1) (Real Cost: 12)

Cost: 10 CR x 17 points = 170 CR

COMM BADGES, 24TH CENTURY

Range is 40,000 km, or 60,000 when boosted by a transceiver. The communicator contains a Universal Translator algorithm for all known languages.

Comm Badge: (Total: 34 Active Cost, 23 Real Cost) Radio Perception/Transmission (Radio Group) (10 Active Points); IAF (-1/2) (Real Cost: 7) **plus** Universal Translator 13- (24 Active Points); IAF (-1/2) (Real Cost: 16)

Cost: 10 CR x 34 points = 340 CR

HOLOGRAPHIC RECORDER (24TH CENTURY)

Similar to a 21st century digital camcorder, captures still and moving pictures with sound, as 3-D images. The telescopic zoom is good for up to x1000 magnification. Power cells provide power for up to 24 hours of continuous recording.

Cost	Holographic Recorder
2	Eidetic Memory (5 Active Points); OAF (-1)
9	Magnification: +12 Levels with range for Sight Perception (18 Active Points); OAF (-1)
11	**Total Cost**

PADD (PERSONAL ACCESS DISPLAY DEVICE)

Essentially an electronic clipboard, this device measures 10cm x 15cm x 1cm, and weighs .2kg. The memory holds the equivalent of billions of pages of text and images in its 2 isolinear chips, and also contains a subspace transceiver equivalent to a communicator for transmitting the data. Keypad controls enable modification/creation of information on pages and other standard functions.

PADDs can be configured to remotely control starship and starbase workstations (with proper access codes).

PADD power cells last 36 hours of continuous use,

or 1000 hours of intermittent use.

Cost	PADD
6	*Communications Datalink:* HRRP (Radio Group); OAF (-1)
18	*Computer:* Computer (see below), OAF (-1)
24	**Total Cost**

Val	Char	Cost	Roll	Notes
20	INT	10	13-	PER Roll: 13- (17-)
20	DEX	30	13-	OCV: 7; DCV: 7
4	SPD	10		Phases: 3, 6, 9, 12
	Total Characteristics Cost: 50			

Cost	Skills
16	KS: Galactic Database 25- (Note: This uses the rule of -5 to roll per subcategory, so the equivalent Physics knowledge is 20-, the equivalent Astrophysics knowledge is 15-, the equivalent Dark Matter knowledge is 10-, and so forth.) As an alternative, you can consider the database to be Galactic Database: Variable Power Pool, 11 base + 5 control cost; OIF (-1), Only for Galactic Database Skills (-1/2), Change as Half-Phase Action (+1/2). In that case a database can be SS: Physics 20- one phase, then SS: Astrophysics 20- the next phase. GMs must be careful and disallow such frivolous settings as SS: Astrophysical Effect of Alpha Centauri A and B colliding 20-.
Cost	**Programs**
1	Search Database(s) for information
1	Accept new information into database
1	Send and Receive information through communications datalink
Cost	**Talents**
3	*Clock:* Absolute Time Sense
5	*Memory:* Eidetic Memory
3	*Calculator:* Lightning Calculator
Cost	**Other**
10	Available Memory for Other Skill, Program, and Talent modules

Total Abilities: 90

Total Computer Cost: 90/5 = 18

POWERED BINOCULARS

Use powered binoculars from Star Hero.

VOICE DUPLICATOR

This device is a computerized system that can analyze any voice it hears and then duplicate that voice. It must spend time listening to conversations of the target individual to properly mimic inflections, use colloquialisms, etc.

Its most common uses are in linguistics, entertainment, and clandestine operations.

Voice Duplicator: Mimicry 14- (13 Active Points); OAF (-1). Real cost: 6 points.

UNIVERSAL TRANSLATOR (23RD CENTURY)

This device, which looks like an old-fashioned microphone, is a computerized linguistics system.

Universal Translator: Universal Translator 13- (24 Active Points); OAF(-1). Cost: 12 points.

FASA Cost: 12000 Cr.

Calculated Cost: 10 CR x 12 points = 120 CR.

PATTERN ENHANCER (24TH CENTURY)

Enhances the pattern readability by Transporter sensors to provide a lock and permit transport in harsh conditions.

Pattern Enhancer: +10 Levels with Systems Operation (Transporter) (20 Active Points); OAF (-1). Real Cost: 10 points.

Cost: 10 CR x 10 points = 100 CR.

TRANSPORT INHIBITOR (24TH CENTURY)

This device inhibits transporter use against the target near impossible by generating a field tetryonic energy in a 10-meter radius around itself.

Transport Inhibitor: Suppress 20d6, Area Of Effect (15" Radius; +1), Reduced Endurance (0 END; +1/2) (250 Active Points); OAF (-1), Limited Power (Only Against Teleportation Effect; -1), Limited Power (Battery Life 1000 Hours; +0). Cost: 83 points.

SUBCUTANEOUS TRANSPONDER

A subcutaneous transponder is a device that is injected just beneath the skin. The transponder signal provides a sensor/transporter lock mechanism in case the subject is unable to communicate for any reason...unconscious, lost or damaged communicator, etc.

The device is a passive device, and is only good for a few days before the body healing and immune systems degrade it.

Subcutaneous Transponder: HRRP, Passive (Radio Group) (12 Active Points); IIF (Injected Under Skin; -1/4), Provides Transporter Lock Only (-1). Real Cost: 5 points.

SENSORS

GENERAL SCIENCES TRICORDER (23RD CENTURY)

The General Sciences Tricorder is a multi-function sensor and analysis device. Technical and scientific professionals whose jobs involve discovery and analysis carry it in the field.

The tricorder can serve as an audiovisual recorder, making it useful for recording log entries and landing party observations. It can also be programmed to record automatically for a 16-hour continuous time period.

Cost	General Sciences Tricorder
6	**Communications Datalink:** HRRP (Radio Group); OAF (-1)
12	Electromagnetic Sensors: Detect Electromagnetic Energy and Energy Sources, Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
12	Physical Sensors: Detect Physical Objects and Composition, Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
12	Life Sensors: Detect Life Forms, Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
6	**Enhanced Sensors:** +4 Perception with all Sensors, OAF (-1)
11	**Computer:** Computer (see below), OAF (-1)
59	**Total Cost**

Val	Char	Cost	Roll	Notes
20	INT	10	13-	PER Roll: 13- (17-)
20	DEX	30	13-	OCV: 7; DCV: 7
4	SPD	10		Phases: 3, 6, 9, 12
	Total Characteristics Cost: 50			

Cost	Skills
9	KS: Galactic Known Life forms 18-
9	KS: Galactic Known Physical objects and compositions 18-
9	KS: Galactic Known Electromagnetic energy sources/ types 18-
Cost	**Programs**
1	Search Database(s) for information
1	Scan area with indicated sensors
1	Alert user if specified target type is found
1	Record sensor log over programmed time period
1	Send and Receive information through communications datalink
Cost	**Talents**
3	*Clock:* Absolute Time Sense
3	*Rangefinder:* Absolute Range Sense
3	*Compass:* Bump of Direction
5	*Memory:* Eidetic Memory
3	*Calculator:* Lightning Calculator
Cost	**Other**
10	Available Memory for Other Skill, Program, and Talent modules

Total Abilities: 109
Total Computer Cost: 109/5 = 22

MEDICAL SCIENCES TRICORDER

The Medical Sciences Tricorder is a multi-function sensor and analysis device specialized for use by the Medical sciences group. It lacks the general sensory systems of the General Sciences Tricorder, specializing instead on Life form health and well-being.

Life Sensor scans can give detailed biological information on even unknown life forms. Chemical Analysis scans can provide the physical, chemical, and energy level composition of materials including poisons, exotic drugs, and other such information. Medical Sensor scans can detect the presence of foreign materials (such as poisons, bacteria, viruses, etc.) and other exotic materials in the bloodstream.

It has the same audiovisual capabilities as the General Sciences Tricorder.

Cost	Medical Sciences Tricorder
6	*Communications Datalink:* HRRP (Radio Group); OAF (-1)
12	*Life Sensors:* Detect Life Forms, Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
12	*Chemical Analysis Sensors:* Detect Chemical Composition, Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
12	Medical Sensors: Detect Medical & Physiological Abnormalities, Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
6	*Enhanced Sensors:* +4 Perception with all Sensors, OAF (-1)
11	*Computer:* Computer (see below), OAF (-1)
59	**Total Cost**

Val	Char	Cost	Roll	Notes
20	INT	10	13-	PER Roll: 13- (17-)
20	DEX	30	13-	OCV: 7; DCV: 7
4	SPD	10		Phases: 3, 6, 9, 12
	Total Characteristics Cost: 50			

Cost	Skills
9	KS: Galactic Known Life forms 18-
9	KS: Galactic Known Chemical compositions 18-
9	KS: Galactic Known Medical abnormalities 18-
Cost	**Programs**
1	Search Database(s) for information
1	Scan area with indicated sensors
1	Alert user if specified target type is found
1	Record sensor log over programmed time period
1	Send and Receive information through communications datalink
Cost	**Talents**
3	*Clock:* Absolute Time Sense
3	*Rangefinder:* Absolute Range Sense
3	*Compass:* Bump of Direction
5	*Memory:* Eidetic Memory
3	*Calculator:* Lightning Calculator
Cost	**Other**
10	Available Memory for Other Skill, Program, and Talent modules

Total Abilities: 109
Total Computer Cost: 109/5 = 22

KS: Galactic Database 25-

There are several ways the GM can represent the Galactic Database.

Galactic Database: KS: Galactic Known Data 25-. Cost: 16 points

This method uses the rule of -5 to roll per subcategory, so the equivalent Physics knowledge is *SS: Physics 20-*, the equivalent Astrophysics knowledge is *SS: Astrophysics15-*, the equivalent Dark Matter knowledge is *SS: Dark Matter Physics 10-*, and so forth.

As an alternative, you can consider the database to be a variable power pool of data.

Galactic Database: Variable Power Pool, 11 base + 5 control cost; OIF (-1), Only for Galactic Database Skills (-1/2), Change as Half-Phase Action (+1/2).

By using a varible power pool as the Galactic Database, the knowledge can be *SS: Physics 20-* one phase, then *SS: Astrophysics 20-* the next phase. GMs must be careful to only allow reasonable databases, and disallow such frivolous settings as *SS:Astrophysical Effect of Alpha Centauri A and B colliding 20-*.

PSYCHOLOGY TRICORDER (PSYCHOTRICORDER)

The Psychotricorder is a specialized device, able to extract and record a person's memories - his actions, feelings, and so on - for a period of time. The psychotricorder does not require the willingness of the subject to work, but it does require them to be in proximity of the device for a period of time. The psychotricorder requires approximately 1 hour of time to extract 24 hours worth of information from the target.

It also has Life Sensors to gauge the subject's physical condition.

It has the same audiovisual capabilities as the General Sciences Tricorder.

Psychotricorder are highly restricted devices, and may be purchased only by licensed physicians.

(source: "Wolf in the Fold")

Cost	Psychology Tricorder
6	*Communications Datalink:* HRRP (Radio Group); OAF (-1)
12	*Life Sensors:* Detect Life Forms, Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
26	Memory Recorder: Telepathy 18d6, Reduced END (0 End; +1/2) (135 Active Points); Receives Only (-1/2), Limited Range: 3 hexes (-1/4), Extra Time: 1 Hour (-3), Requires Systems Operation Roll (-1/2)
6	*Enhanced Sensors:* +4 Perception with all Sensors, OAF (-1)
25	Mental Contact: +10 with OECV, OAF (-1)
11	*Computer:* Computer (see below), OAF (-1)
86	**Total Cost**

Val	Char	Cost	Roll	Notes
20	INT	10	13-	PER Roll: 13- (17-)
10	EGO	0	11-	ECV: 3 (13)
20	DEX	30	13-	OCV: 7; DCV: 7
4	SPD	10		Phases: 3, 6, 9, 12
	Total Characteristics Cost: 50			

Cost	Skills
9	KS: Galactic Known Life forms 18-
9	KS: Galactic Known Behavior disorders 18-
9	KS: Galactic Known Abnormalities - Physiologically induced 18-
Cost	**Programs**
1	Search Database(s) for information
1	Scan area with indicated sensors
1	Lock onto target's mind
1	Record sensor log over programmed time period
1	Send and Receive information through communications datalink
Cost	**Talents**
3	*Clock:* Absolute Time Sense
3	*Rangefinder:* Absolute Range Sense
3	*Compass:* Bump of Direction
5	*Memory:* Eidetic Memory
3	*Calculator:* Lightning Calculator
Cost	**Other**
10	Available Memory for Other Skill, Program, and Talent modules

Total Abilities: 109

Total Computer Cost: 109/5 = 22

TRICORDER (24TH CENTURY)

Tricorders are all-purpose handheld scanners and recorders. They contain powerful sensors for detecting and analyzing electromagnetic, subspace, chemical, biological, meteorological, and geological phenomena and substances. They also house extensive computer databanks containing detailed information on thousands of subjects. They also contain subspace communications for transmitting and receiving data with other tricorder or with a starship or starbase computer system.

The tricorder can serve as an audiovisual recorder, making it useful for recording log entries and landing party observations. It can also be programmed to record automatically for a 16-hour continuous time period.

A tricorder can be optimized (takes 1 hour) to detect specific phenomena. For example, a tricorder can be optimized for security scans (forensic detection and analysis, detecting and tracking anomalous energy fields, scanning for smuggled materials, etc.)

Tricorder power cells last 36 hours of continuous use, or 1000 hours of intermittent use.

Cost	TNG Tricorder
6	*Communications Datalink:* HRRP (Radio Group); OAF (-1)
70	Sensors: Variable Power Pool, 60 base + 30 control cost; OIF (-1), Only for Senses (-1). **Default settings** are: *(1) Electromagnetic Sensors:* Detect Electromagnetic Energy and Energy Sources, Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2); *(2) Physical Sensors:* Detect Physical Objects and Composition, Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2); *and (3) Life Sensors:* Detect Life Forms, Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
6	*Enhanced Sensors:* +4 Perception with all Sensors, OAF (-1)
23	*Computer:* Computer (see below), OAF (-1)
86	**Total Cost**

Val	Char	Cost	Roll	Notes
20	INT	10	13-	PER Roll: 13- (17-)
20	DEX	30	13-	OCV: 7; DCV: 7
4	SPD	10		Phases: 3, 6, 9, 12
	Total Characteristics Cost: 105			

Cost	Skills
16	KS: Galactic Database 25-
Cost	**Programs**
1	Search Database(s) for information
1	Scan area with indicated sensors
1	Alert user if specified target type is found
1	Record sensor log over programmed time period
1	Send and Receive information through communications datalink
Cost	**Talents**
3	*Clock:* Absolute Time Sense
3	*Rangefinder:* Absolute Range Sense
3	*Compass:* Bump of Direction
5	*Memory:* Eidetic Memory
3	*Calculator:* Lightning Calculator
Cost	**Other**
25	Available Memory for Other Skill, Program, and Talent modules

Total Abilities: 113

Total Computer Cost: 113/5 = 23

COMMERCIALLY AVAILABLE MODULES

There are a variety of commercially available modules available for use with Tricorders. Here are just a few...

Criminology Module

The criminology module is useful when using the tricorder for criminal investigations. It is favored for use by the FBI (Federation Bureau of Investigations).

Criminology 16- (9 pts) and Program: Run Module's Programmed Sensor Sweeps (1 pt). Total Cost: 10 points.

500 Credits

Forensic Medicine Module

The forensic module is useful in the medical tricorder when determining cause of death and other such factors in an investigation. It is favored for use by various intelligence and law enforcement groups.

Forensic Medicine 16- (9 points) and Program: Run Module's Programmed Sensor Sweeps (1 point). Total Cost: 10 points.

500 Credits

DATABASES

There are a variety of databases available, some of which are commonly available and some of which are restricted. Some databases are also less complete than others, using less space and costing less.

Full Database. KS: Subject 18- (9 points). 200 to 400 Credits, depending on nature of database.

Simple Database. KS: Subject 14- (5 points). 50 to 100 Credits, depending on nature of database.

MISCELLANEOUS

ANTI-SENSOR BELT

This device prevents the wearer from being detected on all sensors. Note that tricorders, ship and starbase sensor devices, which use the Detect x structure, are all in the Radio sense group.

Anti-sensor Belt: Invisibility to Radio sense (10 points), No Fringe (+1/2), Reduced Endurance (0 END; +1/2) (20 Active Points); IIF Belt (-1/4). Total Cost: 16 points.

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MEDICAL EQUIPMENT

Medical equipment is available not only to Star Fleet but to civilian practitioners as well. A licensed physician must purchase most medical equipment and drugs. Some equipment may be purchased without a license (Feinberger, Spray Dressing, etc.)

MEDICAL COSTS

Equipment	Cost (Cr)
Field Kit	200
Medical Pouch	6000
Feinberger	50
Heartbeat Reader	150
Laser Scalpels	300
Protoplaser	450
Spray Dressing device	50
Spray dressing 20-dose tube	5
Medical Tricorder	400
Biocomputer	1000
Hypo	20
Light Stimulant, 6 doses	2
Medium Stimulant, 6 doses	4
Heavy Stimulant, 6 doses	6
Light Sedative, 6 doses	2
Medium Sedative, 6 doses	4
Heavy Sedative, 6 doses	6
Coradrenaline, 6 doses	4
Dylovene, 6 doses	5
Hyronaline, 6 doses	20
Masiform-D, 6 doses	20
Neural Paralyzer, 6 doses	100
Sterilite, 6 doses	3
Tri-Ox Compound, 6 doses	2

MEDICAL EQUIPMENT

MED KITS

Medical personnel have two types of first aid kits available to them: the Field Kit and the Med Pouch.

FIELD KIT

The Field Kit is a small kit containing spray dressing, a Feinberger, and a hypo with 6 doses each of Light and Medium sedatives, Light and Medium stimulants, Dylovene, Sterilite, and Tri-Ox compounds. These items are carried in a small pouch on the back in the belt of the uniform.

MED POUCH

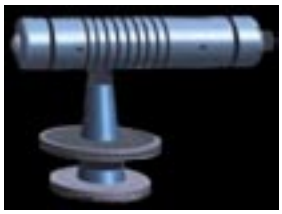
The Med Pouch contains spray dressing, a Feinberger, and a hypo with 12 doses each of Light and Medium sedatives, Light and Medium stimulants, Dylovene, Sterilite, and Tri-Ox compounds, PLUS a larger spray dressing, protoplasers 1 and 2, laser scalpels, field surgery equipment, and 6 doses each of Hyronaline, Masiform-D, and a neural paralyzer. These items are carried in a larger roll-up pouch with pockets, and it can be carried in a shoulder sling.

MEDICAL DEVICES

BIOCOMPUTER

A biocomputer is a portable unit that provides the facility to analyze samples of tissue and other substances and to process the data gained from the analysis. It can be tied to the ship's computer (or other larger computer systems) through a communications uplink. The biocomputer requires medical knowledge to use effectively.

Biocomputer: +3 Levels with all Medical skills (15 Active points); OAF Bulky (-1 1/2), Requires Systems Operation Roll (-1/2). Total Cost: 5 points.



CARDIOSTIMULATOR

The cardiostimulator is the Star Trek version of a defibrillator.

CRYOSURGICAL FRAME

The cryosurgical frame is used in surgery to slow the patient's metabolism and body processes down, and is useful during surgery under proper circumstances.

DIAGNOSTIC TABLE / BIO BED

The diagnostic bed (as seen in Sick Bay) continuously scans the patient for blood pressure, pulse, respiration, brain activity, and other essential information.

Diagnostic Table: Detect Vital Signs (5), Enhanced Sense +5 PER to Detect (10), Discriminatory (5), Analyze (5), Sense (2) (27 Active Points); OAF-Immobile (-1 1/2). Real Cost: 10 points.

FEINBERGER, MEDICAL

The Feinberger is a portable version of the diagnostic table. After a five-second scan, the Feinberger provides a reading on the heart rate, blood pressure, respiration, and body temperature of the patient. The range is no more than 1 meter from the patient.

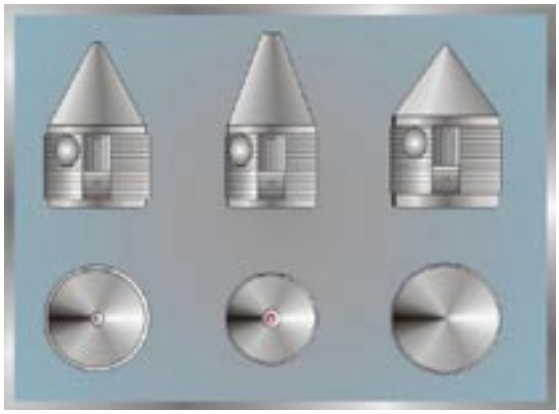
Feinberger: Detect Vital Signs (5), Enhanced Sense +5 PER to Detect (10), Discriminatory (5), Analyze (5) (25 Active Points); Extra Time (Full phase; -1/2), OIF (-1/2). Real Cost: 12 points.

HYPO

The Star Trek "hypo" is a high-pressure pneumatic device that injects substances through the skin painlessly without needles or other invasive devices.

LASER SCALPEL

Laser scalpels are the Star Trek equivalent of scalpels, using precision laser techniques for making cuts. Laser scalpels provide clean cuts compared with metal scalpels, and such cuts heal with minimal (if any) scarring.



PROTOPLASER

The protoplaser heals wounds without stitches, sutures, and so forth. The small "Type 1" is useful for connecting small blood vessels and nerves. The larger "Type 2" is used for closing connective tissue, muscles, and skin layers. Anyone can use the "Type 2", but the "Type 1" requires medical training.

Type 2 Protoplaser: Healing 3d6 (Simplified Healing) (30 Active Points); OAF (-1), Extra Time (Full Turn; -1 1/4). Real Cost: 9 points.

Type 1 Protoplaser: Healing 5d6 (Simplified Healing), Can Heal Limbs (+5) (55 Active Points); OAF (-1), Extra Time (Full Turn; - 1 1/4), Limited: Heal Limbs only applies to the ability to reconnect blood vessels, nerves, and other such procedures which may be involved in reattaching limbs, etc. (-0), Requires a PS: Surgeon or equivalent skill roll (-1/2). Real Cost: 15 points.

SPRAY DRESSING

The spray dressing covers the area with a synthetic skin. The spray also contains antiseptic and anesthetic compounds, and the synthetic skin stops further bleeding of the wound. Anyone with basic medical training can use this device.

Spray Dressing: (Total: 29 Active Cost, 12 Real Cost) +2 with Paramedics (4 Active Points); OAF (-1) (Real Cost: 2) **plus** Healing BODY 2d6 (Simplified Healing), Charges (20 Charges; +1/4) (25 Active Points); OAF (-1), Extra Time (Full Phase, -1/2) (Real Cost: 10)

AUTOSUTURE (24TH CENTURY)

The autosuture uses advanced molecular bonding technologies to heal various physical injuries, such as broken bones, cuts, lacerations, ruptured vessels, and damaged organs. The battery life is 50 hours of continuous use.

Note: This construction uses the *Decreased Healing Re-Use Duration* modifier from Fantasy Hero page 116 to simulate Regeneration as usable on others.

Autosuture: (Total: 33 Active Cost, 16 Real Cost) +3 with Paramedics (6 Active Points); OAF (-1) (Real Cost: 3) **plus** Healing BODY 1d6 (standard effect: 3 points / 1 BODY), Reduced Endurance (0 END; +1/2), Decreased Healing Re-Use Duration (Apply Healing Every 1 Minute; +1 1/4) (27 Active Points); OAF (-1) (Real Cost: 13)

DERMAL REGENERATOR (24TH CENTURY)

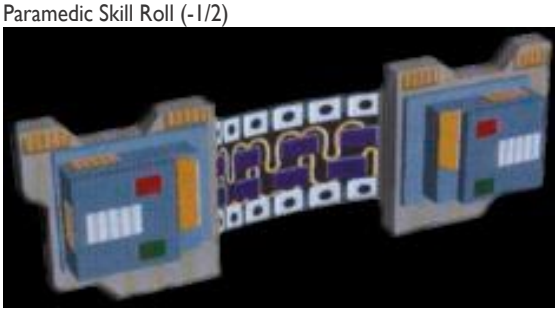
The dermal regenerator heals minor cuts and similar damage to the skin. Each wound can be treated only once with the dermal regenerator, and it has no effect on STUN. Anyone can use a dermal regenerator.

Dermal Regenerator: Healing 1d6 to BODY; 1000 charges (+1) (20 Active Points); OAF (-1). Total cost: 10 points.

NEURAL STIMULATOR (24TH CENTURY)

The neural stimulator can be used to relieve pain or to revive an unconscious person. It requires medical training to use.

Neural Stimulator: Healing STUN 2d6 (standard effect: 6 points), Persistent (+1/2), Continuous (+1), 300 Charges (+1), Decreased Healing Re-Use Duration (Apply Healing Every 1 Turn; +1 1/2) (100 Active Points); OAF (-1), Requires A Paramedic Skill Roll (-1/2)



DRUGS

CORADRENALINE

Coradrenaline is effective against the damage of cold and frostbite.

Coradreniline: Healing 1d6 (Simplified Healing); Only affects damage produced by cold / frostbite AND Armor (+3rED); Only versus cold, Only for 3 hours.

CORDRAZINE

Cordrazine is a heavy stimulant. It is noteworthy in that an overdose (3x normal) causes acute paranoia and mental imbalance for hours or days, depending on the amount of the overdose.

DYLOVENE

Dylovene is a poison antitoxin that is marginally successful against plant-based toxins.

Dylovene: Healing 1d6 (Simplified Healing); Only affects damage from plant-based toxins, Activation 11-.

FORMAZINE

Formazine is a light stimulant. It is noteworthy in that an overdose (2x normal) causes irritability and shortness of temper for hours or days, depending on the amount of the overdose.

HYRONALINE

Hyronaline is used to treat and retard radiation damage/ radiation sickness. It heals 2d6 per day of administration.

MASIFORM-D

Masiform-D is an antidote against muscle-relaxant poisons (such as curare). It provides 3d6 Healing to STR, DEX, and BODY damage caused by muscle-relaxant poisons, but its side effect is nausea.

MELANEX

Melanex is a light sedative whose side effect is a vivid yellowing of the skin while the patient is under its effects.

NEURAL PARALYZER

This drug places the body is a state indistinguishable from death. Its main purpose is to check the spread of poisons and other damaging substances throughout the body. Its use requires medical training, and if an antidote is not given to the patient within an hour, the victim will die.

RYETALIN

Ryetalin is an antidote for Rigellian Fever.

STERILITE

A powerful antibiotic treatment used to prevent infection during surgery or similar treatment.

TRI-OX COMPOUND

A substance containing enriched oxygen, which provides aid and treatment for oxygen starvation. One dose lasts three hours.

Tri-Ox Compound: Life Support (Expanded Breathing, Thin Atmospheres) (1 Active Point); Usable by Others, lasts three hours.

GENERIC STIMULANTS

The generic stimulants are usable on most humanoid life forms without causing physical or mental damage.

Generic Light Stimulant: Aid 1d6 cp to END and 1d6 cp to STUN; Drains away at 5cp per hour; When wears off, requires CON roll to avoid side effect (Drain 1d6 END and 1d6 REC, Recover 5 cp per 5 minutes).

Generic Medium Stimulant: Aid 2d6 cp to END and 2d6 cp to STUN; Drains away at 5cp per hour; When wears off, requires CON roll to avoid side effect (Drain 2d6 END and 2d6 REC, Recover 5 cp per 5 minutes).

Generic Heavy Stimulant: Aid 3d6 cp to END and 3d6 cp to STUN; Drains away at 5cp per hour; When wears off, requires CON roll to avoid side effect (Drain 3d6 END and 3d6 REC, Recover 5 cp per 5 minutes).

GENERIC SEDATIVES

Generic sedatives are usable on most humanoid life forms without causing physical or mental damage (when administered properly). Untrained use of sedatives is potentially lethal, for if the END or STUN characteristic go below the negative of their normal value, the victim takes BODY damage as well.

Generic Light Sedative: Drain 3d6 cp to END and 3d6 cp to STUN; Recovers at 5cp per hour.

Other Medicines and Terms

Acinolyathin. A painkiller for muscle spasms.

Adenine. One of the nucleotides included in the marking sequence that made up the cure to the Founders' disease.

Adrenaline. Pharmaceutical based on the humanoid hormone epinephrine.

ADTH. Stimulant pumped through life support systems

Alzine. Counters allergic reactions.

Ambrazine. Sedative.

Anabolic Supplements. Helps resist harvester nanobiogenic weapons.

Analeptic. Pharmaceutical used as a restorative.

Anesthezine. This is an inhalant that can be used as a general anesthetic, but is more often used by Security as an intruder control measure.

Anticoagulant. Chemical that prevents the clotting of blood.

Anti-intoxicant. Medicine taken to allow one to drink alcoholic beverages without becoming inebriated.

Antipsychotic. Psychotropic pharmaceutical used to reduce psychotic tendencies in sentient humanoid patients.

Arithrazine. Powerful pharmaceutical used to treat theta radiation poisoning.

Asinolyathin. Pharmaceutical used for pain relief.

Asporadine. One of the nucleotides included in the marking sequence that made up the cure to the Founders' disease.

Axonol. Anesthetic aerosol.

Benjisidrine. An anti-arrhythmic used to regulate some heart conditions.

Benzocyatizine. A medication used to treat low isoboramine levels in Trills.

Biomemetic Gel. A medical substance, the sale of which is prohibited by Federation law. Even attempting to obtain it is a felony (presumably unless one is a doctor). This is because in the wrong hands, it can be used to make biogenic weapons, to conduct illegal replication experiments, or to develop organic explosives.

Bolamite. Treatment for Omega radiation exposure.

Borathium. An experimental rybotherapy medication developed by Dr. Toby Russell as a potential replacement for leporazine and morathial.

Cervaline. Antirejection drug.

Chloromydride. A cardio-stimulatory drug used where Inaprovaline is ineffective or may cause allergic reactions. It is usually used in concert with cardial and neural stimulators for additional benefits.

Cordafin. Pharmaceutical used as a stimulant.

Cordaline. A mild stimulant.

Cordrazine. A powerful stimulant that will usually revive a stunned or unconscious patient completely. Cordrazine is "tricky stuff" - overdose can lead to delusional paranoia, and the drug is addictive.

Corophizine. A general purpose antibiotic. It has minimal side effects and is non-addictive.

Cortical Analeptic. Pharmaceutical used to reinvigorate the tissues of the cerebral cortex.

Cortolin. Resuscitative drug.

Crediline. This drug makes the user more likely to believe anything that they are told. Its use has been superseded by more effective memory blockers.

Cryptobiolin. Used to improve the skills of soldiers.

Delactovine. A common stimulant with few side effects. It is mildly addictive.

Dermaline Gel. Medicinal material used in the treatment of burns.

Dermalplast. Medical preparation used to treat chemical burns.

Dermatiraelian Plastiscine. Medication used to maintain skin elasticity after cosmetic surgery.

Deoxyribose Suspensions. Fluid derived from DNA, used in artificial wombs.

Dermal Osmotic Sealant. Medicinal skin application used as a protection against epidermal irritation such as that caused by exposure to trigemic vapors.

Desegranine. A drug used by the Obsidian Order to reverse memory loss and allow blocked memories to resurface.

Deuridium. Used by the Kobliad to stabilize cellular structure.

Dexalin. This is used to treat oxygen deprivation.

Dylamadon. This is a powerful neuroinhibitor used for painless euthanasia.

Felicium. A narcotic substance produced from plants on the planet Brekka.

Formazine. A common stimulant that can cause irritability with prolonged use (more than three days). Otherwise, it has the same effects as Delactovine.

Genericillin. A powerful general-purpose antibiotic.

Glucagen. Raises blood sugar levels.

Hexadrin. Medication used in the treatment of Yarim Fel syndrome.

Hydrocortilene. Analgesic medicine used to alleviate pain.

Hypercoagulin. Stops bleeding very quickly. This is unnecessary when using Anabolic Protoplasers, although a version of this drug for localized use on wounds in the field may exist.

Hyperzine. Cardiac stimulant.

Hyronalyn. This medication protects against radiation sickness. One dose halves the effective amount of radiation received, and a second dose further halves that, and so on. Each dosage beyond the first risks Hyronalyn poisoning, which could lead to permanent damage.

Hyvroxilated Quintethyl Metacetamine. Anesthetic potion.

Immunosuppressant. Any of several drugs designed to limit immune response in humanoids.

Impedrezene. Cardiac medication.

Improvoline. Medicine used as a calmative.

Inaprovaline. A cardio-stimulatory drug that can also be used to stabilize a weak but living patient's condition.

Inpedrezine. Drug that is sometimes administered to humanoid patients following cranial trauma.

Kayolane. This drug causes immediate unconsciousness and the patient will remain asleep for 1-6 hours.

Kelotane. Drug used to treat burns.

Ketracel-white. An addictive isogenic enzyme also known simply as white, a drug used by the Dominion to control the Jem'Hadar.

Kironide. Aides in psychokinetic powers.

Lectrazine. Used to stabilize cardiovascular and renal systems cardiac and kidney treatment.

Legrazine. Resuscitative drug.

Leporazine. A general resuscitative, used in extreme cases due to it strength.

Lexorin. A neurotransmitter inhibitor. This drug

temporarily diminishes intelligence, but each dose also makes psychic and psionic intrusions harder. Lexorin can also calm excited or agitated patients. In greater dosages than 3 in 24 hours, the patient also begins to lose manual dexterity, as the Central Nervous System begins to lose control of voluntary functions. Lexorin is mildly addictive, and causes the patient to feel overconfident and happy.

Losorin. Used to counteract mental disorientation from Oxygen deprivation.

Lytastolanine. One of the nucleotides included in the marking sequence that made up the cure to the Founders' disease.

Macrospentol. Used to improve the skill of soldiers.

Makara Herbs. Bajoran herbs, recommended during pregnancy; they help maintain progesterone levels, though they taste horrible. They also act as a counteragent against sedatives.

Masiform D. Powerful stimulant.

Melorazine. This drug causes immediate unconsciousness. The patient will remain asleep for 3-8 hours.

Memory Blockers. These are used to permanently block specific memories in a patient. This is useful if a patient has seen something unpleasant, or has been exposed to information that may violate the Prime Directive.

Memory-Beta. This drug stimulates the users memory. It allows the user to attempt to remember something that has been forgotten.

Merfadon. A sedative.

Metabolic Reduction Injection. Reduces heart rate and bodily functions.

Metorapan treatments. Regenerative treatment for fracture patients.

Metrazine. Cardiac anti-arrhythmic. See Benjisidrine for guidelines.

Morathial. A general resuscitative for shock when blood pressure is too low for Leporazine.

Morphazine. Puts patients into deep, dreamless sleep for 3-18 hours.

Morphenolog. Analgesic.

Mylar II. With reconstructive surgery it is possible to conceal a person's true race. However reconstructive surgery on an entire platoon or company is not always an option time or facilities wise. The drug, Mylar II, causes the top layers of skin and flesh to become more pliable. Thus with Mylar II injections a human could easily appear to be a Romulan or Vulcan. There is a limit to what these injections can do with a person. A Mylar II Cardassian would take a few hours, be quite painful and require the use of some prosthetics. None of these disguises will fool a medical tricorder or a very detailed inspection. These disguises may also require some form of makeup to be complete.

Neo-anapaptic Transmitter. Biochemical neurostimulant. First dose increases heart rate and eases stress of a high gravity. Second dose can lessen natural damage of a phaser blast even set to kill.

Neodextraline Solution. Liquid nutrient-enriched solution to treat dehydration.

Netinaline. Stimulant used to wake a person from unconsciousness.

Neural paralyzer. Medication that can cause a cessation of heartbeat and breathing in a humanoid patient, creating the appearance of death.

Neurotransmitter. Biochemical responsible for neural electric energy Increases energy output between the synapses.

Neurovine. Treatment to counteract neural poisoning.

Norep. Medication, a derivative of norepinephrine.

Numinol Tetramidaphin. Given to relieve fever and congestion.

Ovarian Resequencing Enzymes. Used to enable conception in inter-sepcies relationships.

Peridaxon. Palliative treatment for Irumodic Syndrome.

Polyadrenaline. Synthetic pharmaceutical based on the humanoid hormone epinephrine.

Pramazine. A poison developed by the Obsidian Order for use by operatives in case of capture. Death is quick, and the body is reduced to dust within hours, rendering it unidentifiable.

Psilosynine. Helps Betazoids filter trauma from reading victims.

Psychoactive Drugs. Used to produce delusional or hallucinogenic affects.

Pulmozine. Simulates death.

Purge. This drug cleanses the user's systems of foreign biochemicals, and neutralizes active drugs (including recreational drugs and alcohol) within minutes.

Radanine. One of the nucleotides included in the marking sequence that made up the cure to the Founders' disease.

Rage. This drug gives the user double strength and and berserker rage for 10-60 minutes. This drug is considered unethical by Federation standards.

Retnax V. Used to treat nearsightedness.

Rexlin. This drug can be used as a tranquilizer, a pain killer and a sedative. All is depending on the dose administered.

Ryetalyn. Mineral substance needed to cure the deadly disease, Rigelian fever, that infected the crew of the Enterprise in 2269.

Serotonin. Central neurotransmitter.

Shaker. This is an experimental neurotransmitter enhancer that increases the patient's health, strength and dexterity every 15 seconds, but decreases intelligence by a similar amount. Users also temporarily gain the overconfidence and a high pain threshold. The Federation considers this drug unethical.

Stokaline. A mild stimulant that will revive an unconscious or stunned patient. It has no major side effects and is non-addictive. However, patients quickly develop a tolerance to it. Each time Stokaline is not effective, all future uses on that patient will be less. This effect is permanent and cumulative.

Suspend. Slows down all biological functions. This is similar to the Stasis Field. In sickbays, a Stasis Field is used.

Takaria Herbs. A Bajoran herbal medication for swollen ankles.

Terakine. Analgesic.

Trianoline. Used to treat percussive injuries concussions, contusions, fractures.

Triclenidil. Used to improve the skills of soldiers.

Tricordrazine. A refined version of Cordrazine that lacks the delusional paranoia side effects, but will not revive as well. It is still addictive.

Tri-Ox Compound. This drug helps to provide oxygen to blood in thin atmospheres, or in cases of oxygen starvation.

Triptacederin. Analgesic.

Tryptophan-Lysine Distillates. These are more powerful antibiotics. They add to the effective health of the patient, but at the cost of a slightly fatigued state that lasts until the treatments end.

Vasokin. An experimental drug used to increase

blood flow to the organs. In 22% of all cases, vital organs are irreversibly damaged.

Venus Drug. An illegal substance believed to make women more beautiful and men more handsome and attractive to the opposite sex.

Vertrazine. Combats vertigo. Only one dose will have effect in a 24 hour period. It has no side effects.

DISEASES

Altarian Encephalitis. A retrovirus that incorporated its DNA directly into the cells of its host. The virus can lie dormant for years, but activate without warning. Victims would be pyretic and comatose and would suffer from widespread synaptic degradation. Long-term memory, usually from the moment of the infection, would be destroyed.

Anchilles Fever. Deadly disease capable of spreading rapidly in a planetary population and causing widespread and painful deaths in the millions.

Andronesian Encephalitis. A disease transmitted by airborne particles.

Aphasia. Dysfunction of certain brain centers affecting the ability to communicate in a coherent manner.

Aphasia Virus. Virus created by Bajoran scientist Dekon Elig, intended to be used as a terrorist weapon against the Cardassians. The disease organism would have been delivered through an aphasia device planted in a food replicator by the Bajoran underground. Once contracted, the virus would find its way to temporal lobes and disrupt normal communication processes, causing a type of aphasia. As the virus spread, it attacked the autonomic nervous system, causing a coma, then death.

Arethian Flu. Viral disease.

Atherosclerosis. A pathological condition in some humanoid species characterized by the hardening of the arteries and accompanied by the deposit of fat in the inner arterial walls.

Barclay's Protomorphosis Syndrome. An intron virus that causes humanoids and other animals to develop structural and behavioral characteristics of earlier evolutionary forms.

Bendii Syndrome. Rare illness that sometimes affects Vulcans over the age of 200. The disease is characterized by gradual loss of emotional control; victims exhibit sudden bursts of emotion and irrational anger.

Biomimetic Fluctuation. Medical reading in Founders that are indicative of dangerous instability of the morphogenic matrix.

Blight. The name given by the natives of the Teplan system to the disease that they were infected with by the Jem'Hadar as an example to all who defied the Dominion. Everyone there is born with it. In the asymptomatic stage, the victim has blue lesions on the face and body, which turn red with the onset of the terminal stage, known as Quickening; death soon follows.

Cartalian Fever. A deadly viral plague.

Coleibric Hemorrhage. A fatal condition in Cardassian physiology.

Cytotoxic Shock. Prostration of bodily function caused by high levels of cytotoxins.

Darnay's Disease. A deadly ailment that attacks the brain and nervous system of its victims.

Dermal Dysplasia. Skin disorder caused by an overexposure of the epidermis to hazardous levels of thermal and ultraviolet radiation.

Dorek Syndrome. A very rare and incurable disease that afflicts one out of every five million Ferengi.

Forrester-Trent Syndrome. Degenerative neurological disorder. It is very rare, but if left untreated, can result in paralysis and even death. The syndrome is usually hereditary but can be activated by a random mutation. A neurostabilization regimen can stabilize or reverse the disease.

Hemocythemia. Condition in which intracellular pressure is unstable. This condition is also called Hemocythemic imbalance. It is treated with osmotic pressure therapy.

Hesperan Thumping Cough. A flu-like affliction.

Holodiction. Contraction for holodeck addiction. A psychological condition where an individual becomes so caught up in holographic simulations that the real world becomes unimportant.

HTDS. Holotransference Dementia Syndrome. Medical condition in which a person becomes so disoriented within a holographic simulation that they lose their sense of identity and start to think that they are part of the program.

Hyper-REM. Abnormal neurological condition during sleep.

Hyperacceleration. Biochemical condition that plagued the people of planet Scalos due to radiation poisoning of their water supply. Hyperacceleration of biological processes caused an individual so affected to experience one second as if it were an entire hour. Outsiders who were accelerated, quickly burned out, dying in a very short period to time due to cell damage.

Hypochondria. Condition in which the sufferer imagines they have various other medical conditions.

Iresine Syndrome. A very rare neurological disorder in humanoids characterized by a peculiar electropathic signature in the thalamus, and a severely decreased histamine count. Victims of the disorder, first identified in the 23rd century, would fall suddenly into a coma for approximately 72 hours. Diagnosis could be confused by the presence of any of 22 different substances that left electropathic residue resembling that of this disorder.

Irumodic Syndrome. Degenerative disorder that causes progressive deterioration of the synaptic pathways. The disease can cause senility and eventually death. Treatment of choice for the disorder was peridaxon, though this was simply palliative; no cure existed.

Iverson's Disease. A chronic disease that causes fatal degeneration of muscular functions in humans. Iverson's disease does not however, impair mental functions.

Kalla-Nohra Syndrome. Pulmonary disease found only in those who survived the mining accident at Gallitep.

Lacunar Amnesia. Type of amnesia that occurs when a patient witnesses an act of violence so terrible that the patient rejects the reality of the situation.

Levodian Flu. Disease which normally lasts for 29 hours. Symptoms are similar to Earth flu.

Memory Virus. Organism which thrives on peptides generated by a hosts brain. It avoids the bodies immune systems by disguising itself as an engram.

Mendakan Pox. Disease characterised by skin mottling.

Morphogenic Virus. A virus engineered by Section 31 and planted in Odo with the intent of killing the Founders who link with him. In 2372, when Odo was at Starfleet Medical for an examination, he was unknowingly given the virus, but it did not manifest itself until three years later. The main

symptom is a decreasing ability to shapeshift, accompanied by pain and peeling skin; the progress is accelerated by frequent shapeshifting and in the final stage of the disease, the Changeling cannot revert back to liquid state at all and die in a solid form. The cure for the disease contains a nucleotide marking sequence consisting of Adanine, Asporadine, Lytastolanine and Radanine.

Neural Depletion. Complete loss of electrochemical energy of a humanoid brain, resulting in the death of the victim.

Neural Metaphasic Shock. A potentially fatal failure of the neurological system in humanoids.

Neurochemical Imbalance. A serious condition which arises in Vulcans during Pon Farr.

Neuroleptic Shock. A neurological disturbance in which cortical functions of the brain's synaptic pathways are disrupted. This can result in a state similar to coma without the usual biochemical markers.

Orkett's Disease. Viral sickness which swept through the Bajoran work camps during the Cardassian occupation, killing thousands of children.

Phage. Disease which consumes the body, requiring replacement of major portions from other sources. The initial stage of the infection causes intense pain. The Phage was eventually cured by the Think Tank.

Phyrox Plague. The population of Cor Caroli V suffered an outbreak of this disease in 2366. It was contained with the help of the Enterprise-D. Starfleet Command classified the outbreak as secret.

Plasma Plague. A group of deadly virus types. An unclassified but extremely virulent strain of plasma plague threatened the densely populated Rachelis system in 2365.

Pottrik's Syndrome. Disease which afflicts Cardassians. Very similar to Kalla-Nohra syndrome.

Progeria. A rare genetic disorder which causes Humanoid children to age extremely fast. It was eradicated by medical science around 2374.

Psi 2000 Virus. A water based disease organism originally found on the planet Psi 2000 in 2266.

This virus infected members of the Federation science team stationed on that planet, causing suppression of their inhibitions, and ultimately their deaths.

Radiation Poisoning. Damage to the body produced by exposure to high levels of any type of damaging radiation.

Rigelian Fever. Deadly disease resembling bubonic plague that infected the Enterprise crew in 2269, necessitating that a landing party beam down to the planetoid Holbert 917-G in search of the antidote, ryetalyn.

Rop'nGor. A disease that sometimes affects Klingon children, somewhat akin to terrestrial measles.

Rudellian Plague. Disease which the Cardassian colony on Pentath III suffered from in 2372.

Rugalan Fever. Deadly disease causes deep comas in Trills.

Rushton Infection. Rushton Infection killed Jeremy Astor's father in 2371.

Sakuro's Disease. An extremely rare disease contracted by Commissioner Nancy Hedford which can cause intense fever, weakness, and death if not treated.

Somatophysical Failure. In humanoid physiology, the collapse of all bodily systems.

Stockholm Syndrome. In psychology, the tendency for hostages to sympathize with their captors after extended captivity.

Symbalene Blood Burn. Virulent disease that can rapidly kill a large number of people in a very short period of time.

Synthococcus novae. Bacillus strain organism, a by-product of modern technology. Although treatable, the deadly bacillus was regarded as a significant health hazard.

Tahiti Syndrome. Twentieth century term or a human longing for a peaceful, idyllic natural setting when suffering from the stresses of modern life.

Telurian Plague. Disease which was still incurable in the 2360s.

Temecklian Virus. Virus which broke out on Bajor in 2372.

Temporal Narcosis. Delirium produced by exposure to a temporal disturbance.

Teplan Blight. Viral disease which was endemic to a planet in the Teplan system, located in the Gamma Quadrant. It was introduced in 2371 by the Jem'Hadar as punishment for the planet having resisted Dominion control.

Terellian Death Syndrome. Disease which causes dizziness, blurred vision, palpitations, and a stinging in the lower spine. It causes cellular decay which can be reversed if caught early enough.

Terrellian Plague. A dangerous disease. After Neelix served 'Rodeo Red's Red Hot Rootin Tootin Chilli', he thought his customers might be suffering from this plague. Fortunately, it turned out to be a case of heartburn.

Thelusian Flu. An exotic but harmless rhinovirus.

Torothka Virus. Disease whose symptoms include stomach cramps and a skin rash.

Transporter Psychosis. Rare medical disorder caused by a breakdown of neurochemical molecules during transport. Transporter psychosis was first diagnosed in 2209 by researchers on the planet Delinia II. The condition affected the body's motor functions, as well as autonomic systems and higher brain functions. Victims were found to suffer from paranoid delusions, multi-infarct dementia, tactile and visual hallucinations, and psychogenic hysteria. Peripheral symptoms included sleeplessness, accelerated heart rate, myopia, muscular spasms, and dehydration. The problem was eliminated around 2319 with the development of the multiplex pattern buffer.

Transporter Shock. Phenomenon which causes a person to experience dizziness, headaches and disorientation during transport by a malfunctioning system.

Tuvan Syndrome. A degenerative, incurable neurological disease which affects mainly Vulcans, Romulans, and Rigellians. In the very early stages, the patient's eyelids are slightly displaced, facial muscles are weakened, and respiration is irregular. Loss of motor skills occurs in 10-15 years; life expectancy is 20-25 years. In less than 5% of cases, the disease can accelerate without warning.

Vegan Choriomeningitis. Rare and deadly disease. The symptoms include high fever, pain in the extremities, delirium, and death if not treated within 24 hours.

Xenopolycythemia. Disease characterized by an abnormal proliferation of red blood cells causing varied symptoms including weakness, fatigue, enlarged spleen, and pain in the extremities.

Yarmin Fel Syndrome. A terminal illness affecting Cardassians; it attacks the digestive tract, circulatory and respiratory systems, and cartilaginous tissues. It can be treated with hexagen therapy or neuro-regeneration procedures, but there is apparently no cure. Sufferers experience great pain. Disease treated by the use of Hexadrin.

Zanthi Fever. A virus affecting the empathic abilities of

"mature" Betazoids. It causes brief, intense headaches, during which the sufferer unconsciously projects his or her emotions onto others nearby, provided those emotions already exist in those others subconsciously. Fortunately, the sufferer is easily cured with a simple wide-spectrum antibiotic, and the effects on other people wear off in a day or two.

MEDICAL PROCEDURES

Accelerated Critical Neural Pathway Formation. Medical procedure that uses genetic recoding to alter the brain of a humanoid patient. The procedure is illegal under laws dating back to the end of the Eugenics Wars. The Federation ban on DNA resequencing was based on the argument that if genetically enhanced people were allowed to compete freely, all parents would feel pressured to have their children enhanced so that they could keep up.

Amniotic Scan. Sensor readings of the fluid contained within the amniotic sac of a mammalian pregnancy.

ARA Scan. Medical scan that can be used to determine the truthfulness of a humanoid subject.

Basilar Arterial Scan. Medical diagnostic test used to evaluate arteries in the brainstem.

Berylite Scan. Medical procedure used aboard Federation starships.

Bio-temporal Chamber. Medical device created by the Emergency Medical Hologram aboard Voyager in 2379. The chamber used a bio-temporal field to push cells into an earlier stage of entropic decay.

Blood Screening. Medical test used by Federation personnel to identify shape-shifters.

Brain-circuitry Pattern. Medical diagnostic image mapping neural activity in a humanoid brain.

Cardiac Induction. Emergency medical resuscitative measure.

Cardiopulmonary Reconstruction. Medical procedure for repairing the heart of a humanoid patient.

Cellular Regeneration and Entertainment Chamber. Experimental medical treatment device intended to make humanoid patients effectively immortal by keeping their cells entertained.

CPK Enzymatic Therapy. Medical treatment to limit the extent of spinal injury.

Cryogenic Open-heart Procedure. Surgical procedure used to repair damaged cardiac tissue using temperatures near absolute zero.

Cryostasis. Medical procedure used to slow down biological functions in a critically injured patient, allowing the physician more time to correct the malady.

Decompression Chamber. Medical treatment facility aboard Federation starships for patients requiring exposure to atmospheric pressures other than Class-M normal.

Deep Tissue Scan. Medical scan done as part of a post mortem investigation.

Direct Reticular Stimulation. Medical procedure in which electrical energy is applied directly to the nervous system of a humanoid patient in an attempt to revive neural activity.

DNA Reference Scan. Medical test to confirm an individual's identity by matching DNA patterns.

DNA Resequencing. A procedure in which a subject is genetically engineered for specific traits. It is illegal except to correct severe birth defects, but it was going on on Adigeon Prime in 2348. Any individual discovered to have been so treated is barred from serving in Starfleet or practicing medicine, in order to discourage the creation of genetic "supermen" like Khan Singh. In some instances the subject suffers incurable mental side effects.

Electrophoretic Analysis. Standard medical test run to analyze cellular components.

Encephalographic Polygraph Scan. A brainwave scan used to determine truthfulness during questioning.

Engramatic Purge. Medical procedure used to erase specific thoughts from a person's mind.

Genetic Resequencing Vector. Medical suspension formulated to shut down Borg nanoprobes as they emerge from dormancy.

Hematological Scan. Medical diagnostic study of a patient's blood factors.

Hexagen Therapy. A treatment for Yarim-Fel syndrome.

Hyperencephalogram. Medical test that records and measures brain-wave activity.

Hypothalmic Series. Medical test used to determine hypothalmic function.

Inner Nuncial Series. A battery of neurological tests.

Jungian Therapy. Psychiatric treatment based on the theories of Carl Gustav Jung.

K-3 Indicator. Medical measurement of neural activity corresponding to the level of pain being experienced by a patient.

Myocardial Enzyme Balance. Medical test used in surgical, particularly cardiac, procedures.

Neural Imaging Scan. Medical diagnostic scan used to test the acuity of the patient's visual cortex.

Neural Pathway Induction. A procedure which repairs neural pathway damage.

Neural Polaric Induction. A Procedure used to repolarize neural sheaths. The depolarization causes heightened neural activity, during which one experiences visions.

Neuromuscular Adaptation. A biochemical treatment intended to help members of low-gravity species adapt to higher gravity. It was first proposed by Nathaniel Teros in 2340, but abandoned in the theoretical stage.

Psychological Profile. Complete psychological history required of all Starfleet personnel.

Reflection Therapy. Psychiatric technique used on the planet Tilonus IV in which the patient's brain is scanned and images from brain areas that control emotions and memory are projected holographically.

Resonance Tissue Scan. Medical diagnostic test used by Starfleet physicians to screen for infection.

Retinal Imaging Scan. Medical test used to verify the presence or absence of activity in the visual cortex.

Ribosome Infusion. Medical treatment suggested by Dr. Crusher to help the injured Romulan Patahk after exposure to the surface conditions on Galorndon Core in 2366.

Robbiani Dermal Optic Test. Medical diagnostic test that registers a subject's emotional structure through skin and pupil response to visual stimulation at specific color wavelengths.

Steinman Analysis. Medical test noting individual specific data such as voice analysis and brain patterns.

Synaptic Induction. Technique in neurotheraphy used for patients suffering from traumatic memory loss.

Synaptic Reconstruction. Surgery which neutralizes

the synaptic pathways responsible for deviant behavior.

VEHICLES

This section provides equipment from FASA's Trader Captains and Merchant Princes, which was never seen in Star Trek: The Original Series but can be assumed as part of a merchant campaign in the Federation.

Prices given are retail values in credits.

LAND VEHICLES

WHEELED VEHICLES: AUTOS, TRUCKS, MOTORCYCLES, AND VANS

These vehicles are used primarily on worlds lacking the mass-transit transporter systems of worlds such as Earth. Versions include the more modern micro-fusion powered vehicles, which are emission-free. These vehicles are considered low-tech to medium-tech as far as cargo classification.

WHEELED VEHICLES

WHEELED VEHICLES

Vehicle	TUV Cost	Cost (Cr)
Automobile, 4-passenger Compact	56	8000
Automobile, 5-passenger Midsize		10000
Automobile, 6-passenger Full-size		13000
Automobile, 6-passenger Luxury		18000
Automobile, 2-passenger Sport	82	15000
Delivery Truck, 2-passenger Cargo		14000
Motorcycle, 2-passenger	72	1500
Recreational Vehicle	60	26000
Semi-tractor, trailer	92	40000
Van, 9-passenger		12000

Use the stats from 5E325 or TUV45-52 for these vehicles, should the characters, villains, or NPCs get to drive one.

ATV (ALL TERRAIN VEHICLES)

These rugged vehicles come in both wheeled and tracked versions. They are micro-fusion powered vehicles. The 2-person variety is meant to carry passengers and no cargo. The 4-person variety can carry a variety of cargoes, depending on the mass of the cargo and the terrain type. These vehicles are considered low-tech to medium-tech as far as cargo classification.

ATVS

ATVS

Vehicle	Cost (Cr)
ATV, 2-passenger	2500
ATV, 4-passenger or light cargo	9500
ATV, 4-passenger or heavy cargo	15500

Use the stats from 5E325 (or TUV if it has such information). Give them +1 DEF and the same bonus to Combat Driving as Sports Utility Vehicles in regards to terrain.

GEV (GROUND EFFECT VEHICLES)

Ground Effect Vehicles, also known as Hovercraft, ride on a cushion of air over land or water. They can travel over almost any terrain, but areas that are heavily overgrown, extremely rugged, or otherwise prohibits a relatively solid cushion of air poses problems. These vehicles are considered medium-tech as far as cargo classification.

GEVS

Vehicle	Cost (Cr)
GEV, 4-passenger Compact	12000
GEV, 5-passenger Midsize	15000
GEV, 6-passenger Full-size	20000
GEV, 6-passenger Luxury	27000
GEV, Semi-tractor (Heavy cargo)	60000
GEV, 2-passenger Sport	18000
GEV, 3-passenger Truck (Light cargo)	15000
GEV, 9-passenger Van (Medium cargo)	17000
GEV, 1-passenger Cycle	2300

Use the stats from 5E325 for these vehicles, but alter the Move from Running to Flight, Limited: only over a relatively horizontal surface at nap of earth height (-1/2). (Or if TUV has hovercraft, substitute that, but make sure that it does not preclude use over water.)

AGV (ANTI-GRAVITY VEHICLES)

Anti-gravity vehicles use anti-gravity technology and follow the contours of the terrain below them. They can travel over any terrain (land or water), no matter how rugged. However, they normally cannot lift higher than treetop level (about 15 meters), so must go around larger obstacles. These vehicles are considered high-tech as far as cargo classification.

AGVS

Vehicle	Cost (Cr)
AGV, 4-passenger Compact	16000
AGV, 5-passenger Midsize	20000
AGV, 6-passenger Full-size	26000
AGV, 6-passenger Luxury	36000
AGV, 2-passenger Sport	32000
AGV, 3-passenger Truck (Light cargo)	20000
AGV, 9-passenger Van (Medium cargo)	24000
AGV, 2-passenger Cycle	8000

Use the stats from 5E325 for these vehicles, but convert the move from Running to Flight, Limited: Maximum height 7 hexes (-1/4).

WATER VEHICLES

WATER VEHICLES

Vehicle	Cost (Cr)
Canoe	300
Row Boat	300
Motor for Row Boat	600
Rubber Raft	100
Sport Boat	5000
Speed Boat	10000
Air Boat	4000
Hydrofoil	20000
Houseboat	20000
Submarine, 2-man	50000
Submarine, 4-man	85000

AIR VEHICLES

AIR VEHICLES

Vehicle	Cost (Cr)
Hang Glider	300
Ultra-Light	1000
Private Plane, 2-passenger	15000
Private Plane, 4-passenger	25000
Private Plane, 6-passenger, 2-engine	45000
Private Jet, 6-passenger, 2-engine	150000
Private Jet, 10-passenger, 2-engine	225000
Helicopter, 1-seat	10000
Helicopter, 2-seat	28000
Helicopter, 4-seat	90000

SPACE VEHICLES

SPACE VEHICLES	
Vehicle	**Cost (Cr)**
Shuttle, 4-passenger	500000
Shuttle, 6-passenger (light cargo)	700000
Shuttle, 22-passenger (heavy cargo)	2000000
Shuttle, Star Fleet surplus	700000
Shuttle, 6-passenger aquashuttle	1250000
Repair Bug, one-man (used)	65000
Repair Bug, one-man (new)	100000

GENERAL GEAR

CLOTHING

CLOTHING	
Item	**Cost (Cr)**
Leisure Clothing	50
Work Clothing	75
Dress Clothing	150
Work Footwear	25
Dress Footwear	35
Light Jacket / Windbreaker	15
Heavy Jacket	40
Gloves, Insulated, Heavy	15
Rain Gear	40

ENVIRONMENTAL GEAR

GEAR	
Item	**Cost (Cr)**
Thermal Oversuit	75
Compensation Oversuit	200
Environmental Suit	2500
Filter Mask	30
Filter replacements	2
Life Support Mask	100
Replacement packs	10
Gillpak	300
Wet Suit	200
Pressure Tent	100

THERMAL OVERSUIT

The thermal suit is heated for use in cold environments. The power cell lasts 48 hours and takes 3 hours to recharge.

Thermal Oversuit: Life Support (Safe Environment: Intense Cold) (2 Active Points); OIF (-1/2), Limited: Fuel charge only good for 48 hours of continuous use (-0). Total Cost: 1 point

COMPENSATION OVERSUIT

This unit provides heat for cold environments and air conditioning for hot environments. The power cell lasts 48 hours and takes 3 hours to recharge.

Compensation Oversuit: Life Support (Safe Environment: Intense Cold and Intense Heat) (4 Active Points); OIF (-1/2), Limited: Fuel charge only good for 48 hours of continuous use (-0). Total Cost: 3 points

LIFE SUPPORT BELT

Life Support Belts are experimental, and only appeared in Star Trek: The Animated Series. The belt generates a field that provides the same complete self-contained environment as an Environmental Suit, but only lasts about 12 hours.

EVA SUIT (24TH CENTURY)

Protects against high and low pressure, extreme heat and cold, radiation, toxins and poisons that are "airborne", and provides 25 hours of air. The suits will auto-repair minor damage done to the suit, but large tears must be repaired by a technician.

(23rd Century EVA suits provide only 12 hours of air.)

Cost EVA Suit

5 *Environmental Protection:* Life Support (Safe Environments: Intense Cold, Intense Heat, High Pressure, Low Pressure/Vacuum) (7 Active Points); OIF (-1/2)

7 *Breathing Gases:* Life Support (Self-Contained Breathing) (10 Active Points); OIF (-1/2), Limited Duration: 25 hours of Air (-0)

12 *Protection:* Armor (6 PD/6 ED) (18 Active Points); OIF (-1/2)

7 Autoseal: 1d6 Healing (Regeneration); Reduced END (0 END; +1/2), Persistent (+1/2) (20 Active Points); Extra Time (1 Turn; -1 1/4), Suit Only (-1/2)

Total Cost: 31 points

FILTER MASK

This mask filters out most harmful atmospheres, and lasts 12 hours before being discarded.

Filter Mask: Life Support (Self-contained breathing) (10 Active Points); OIF (-1/2), Limited: Only to filter harmful materials out of existing atmosphere (-1/2), Limited: Only good for 12 hours of use before must be discarded (-0). Total Cost: 5 points.

LIFE SUPPORT MASK

This mask not only filters out harmful atmospheres, but also conditions the air to the correct temperature and pressure for the body to handle. Its power cell lasts 12 hours.

Life Support Mask: Life Support (Self-contained breathing) (10 Active Points); OIF (-1/2), Only works in an atmosphere (-1/4), Limited: Only good for 12 hours before fuel cell must be replaced (-0). Total Cost: 7 points.

GILLPAK

Gillpaks extract oxygen directly from the water, leaving no telltale trail of bubbles. They require no power or other oxygen source, so the wearer can remain underwater indefinitely.

Gillpak: Life Support (Self-contained breathing) (10 Active Points); OIF (-1/2), Only works in water (-1/2). Total: 5 points.

WET SUIT

Used by divers, this suit provides warmth in cold waters.

PRESSURE TENT (23RD CENTURY)

Pressure tents hold pressure in vacuum or hazardous atmospheres, and are resistant to most hazardous atmospheric corrosives. It contains an airlock to maintain internal integrity. The unit's power supply, which also maintains oxygen levels, is good for about three weeks. Recharging takes 24 hours.

DYLEC MEMORY TENT (24TH CENTURY)

10cm x 10cm x 20 cm folded; 2.5m x 1.5m x 1m unfolded. The tent folds and unfolds with the press of a button, and has a thermostat and environmental control. The tent provides protection from extremes of heat, cold, pressure, and low-level radiation such as UV.

MISCELLANEOUS

PORTABLE POWER SUPPLY

A portable microfusion plant the size of a backpack, it provides power for 20 weeks before needing service or replenishment. It acts as a standard Federation Power Source for all other purposes.

Portable Power Supply: Endurance Reserve 50 END 50 REC (55 Active Points); OAF (-1), Only powers electrical devices (-1/4). Total Cost: 24 points.

Cost: 40 x 24 Real = 960 Credits (slips).

PORTABLE ANTI-GRAV UNIT

Each unit uses magnetic clamps or sticky pads to attach to the object to be lifted, and is capable of making 100 kilograms as effortless a 1 kilogram. Multiple pads can be used on heavier objects.

Portable Anti-Grav Unit: Shrinking (x 1/64 mass, +6" KB; 20 points), Usable Against Others (+1), Reduced END on Shrinking (0 END; +1/2), Persistent (+1/2); OIF (-1/2), Limited: Shrinking only affects mass (-1/2). Cost: 30 points

PLUS

Flight 6", Usable Against Others (+1), Reduced END on Flight (0 END; +1/2), Persistent (+1/2) (36 Active Points); OIF (-1/2), Limited: Only to negate the effects of gravity (-1). Cost: 14 points.

Total Cost: 44 points.

Note: The Shrinking reduces the practical weight of the object, so 100 kg moves as easily as if it weighed 1.5 kg (100/64). The Flight means that if you pick the object up off the floor and let go in mid air, it stays where you put it in mid air.

ANTI-GRAV PLATFORM

This mobile platform is 1 meter across, and can carry objects up to 2000 kilograms in mass.

EMERGENCY BEACON (24TH CENTURY)

30cm x 5cm. Emits a beacon pulse over a range of 1 LY; range increased to 5 LY when connected to shuttlecraft systems subspace transceiver. Has enough power for 2 weeks at 30-minute intervals.

STARSHIPS AND STARSHIP TECH

Starships are part of the magic of Star Trek, and the sheer quantity of systems they need makes them like characters themselves.

Design Note: After several mind-numbing attempts, I decided to try a comparison of Spacedock with Star Hero/ Terran Empire and see if I had any better luck. Here's what I have as of now...more to come.

SIZE

Spacedock has a 1-16 Size scale for ships. After referencing *Star Hero pg. 183*, the correlations in the table below are based on the **largest** vessel of that category. So a size 1 ship could be up to 2.5 hexes long; a size 2 ship could be up to 25 hexes long; and so forth.

SHIP SIZE

Spacedock Size	HERO Cost	Length (hexes)	Width (hexes)	Area (hexes)	BODY
1	20	2.5	1.25	3.2	14
2	70	25	12.5	320	24
3	85	50	25	1250	27
4	95	80	40	3,200	29
5	110	160	80	12,500	32
6	115	200	100	20,000	33
7-8	125	320	160	50,000	35
9	130	400	200	80,000	36
10	135	500	250	125,000	37
11	145	800	400	320,000	39
12	150	1000	500	500,000	40
13	160	1600	800	1.25 million	42
14	165	2000	1000	2 million	43
15	170	2500	1250	3.2 million	44
16	175	3200	1600	5 million	45

Use the true ship size when given to determine the cost.

Example: The *USS Defiant* is listed as 119.5m long, 90.3m wide, 25.5m tall, or 60"x45"x13", which comes closest to 90 points cost as per *Star Hero page 183*.

HULL AND ARMOR

Ships hulls are a complex arrangement of an outer hull and an inner hull sandwiching various materials, including a ceramic material that provides thermal insulation. The special materials used to fabricate the hulls provide protection from radiation and thermal energy, and to a lesser extent, weapons damage.

Spacedock purchases the outer hull and inner hull separately; but in *Space Hero* terms, it's considered one unit as per the Hero system rules about 2 layers of armor.

A *basic* hull, which in *Spacedock* has 4 Resistance (2 inner + 2 outer), is assumed to provide **DEF 10** Armor. Each additional +1 point of Resistance equals +1 DEF Armor, up to the *Spacedock* maximum of 20 resistance, or 26 DEF in Hero terms. Hull Armor takes the limitation: *Limited Coverage: Hull Only (-1/4).*

Warships, like the Defiant, should have defenses at least as strong as contemporary tank Chobham armor (TUV 136), which is DEF 24 to DEF 26, and Hardened (+1/4).

ABLATIVE ARMOR

Ships built after 2360 can buy *Ablative Armor*. To convert the points of resistance to Armor, see the chart in the *Defensive Shields* section. Thus a size 4 ship with 750 points of ablative armor has +165 DEF Ablative armor.

STRUCTURAL INTEGRITY FIELD

The Structural Integrity Field holds the ship together during the stresses of acceleration, gravitational pull, and other such events that could tear the ship apart. In the event of a hull breach, it also acts as a barrier to prevent air from escaping into space. The Structural Integrity Field also resists the effects of high pressures as well as low pressure/vacuum.

STRUCTURAL INTEGRITY FIELD

Class	Protection	END	A/R	Cost
1				
2				
3				
4				
5				
6				
7	25/35	11	73/27	

Class 7 SIF: Force Field (25 PD/25 ED); Only To Maintain Structural Integrity (-1/2), OIF Bulky (generators; -1); cost: 20 points, **plus** Force Field (+10/+10); Increased Endurance Cost (x3 END; -1), Only To Maintain Structural Integrity (-1/2), OIF Bulky (generators; -1); cost: 6 points, **plus** Life Support: Safe Environment High Pressure (3 Active Points), Only To Maintain Structural Integrity (-1/2), OIF Bulky (generators; -1); cost: 1 point. **Total Cost:** 27 points.

Backup Class 1 SIF: Force Field (20 PD/20 ED), 12 hours.

ATMOSPHERIC CAPABILITY

All ships are assumed to be able to enter the atmosphere of a planet as long as they have at least 5 DEF Armor and do not take *Physical Limitation: May Not Enter Atmosphere.*

PLANETFALL CAPABILITY

All ships are assumed to be able to land (where the terrain is appropriate) unless they take the *Physical Limitation: May Not Land.*

RAMMING HULL

Ships with a specially designed ramming hull should take +10 STR and +10 DEF Armor.

ENERGY SHEATH

An Energy Sheath is a hull made of special materials that makes it difficult for Long Range sensors (but not regular sensors) to detect the vessel. The energy sheath also makes it difficult for sensors to penetrate the interior to discover what or who is on board.

Energy Sheath: Invisibility to Radio Group, Reduced Endurance (0 END; +1/2), Persistent (+1/2), Inherent (+1/4) (45 Active Points); Always On (-1/2), Limited Effect (Only affects long range sensors and scans directed into the ship through the hull; -1/4). Total Cost: 26 points.

SENSOR REFLECTIVE HULL

A *Sensor-reflective hull* is composed of special materials that prevent sensors from penetrating the interior. The ship shows up on sensors, but the inside cannot be examined.

Sensor-Reflective Hull: Invisibility to Radio Group, Reduced Endurance (0 END; +1/2), Persistent (+1/2), Inherent (+1/4) (45 Active Points); Always On (-1/2), Limited Effect (Only affects scans into the ship through the hull; -1/4). Total Cost: 26 points.

POWER SYSTEMS

Ships of the Federation use Antimatter power plants to power the warp systems, which in turn power the ship, and Fusion power to power the impulse engines. Impulse engine power cannot be used to power the warp drive engines.

Use the *Spacedock* Power generated per round as the END and REC of the Endurance Reserve. As per *Terran Empire page 138*, all such Endurance Reserves take the *OIF Immobile (-1 1/2)* and *Only Powers Electrical Devices (-1/4)* limitations. Here is a sample of four of the 13 antimatter power systems from *Spacedock*.

ANTIMATTER POWER SYSTEMS

Power Plant	TL	END	REC	A/R Cost	Price
Class 1		90	90	99/36	
Class 5		250	250	275/100	
Class 10		500	500	550/200	
Class 12		600	600	660/240	

PROPULSION SYSTEMS

Federation starships have two types of propulsion systems aboard ship: *Impulse Drive* and *Warp Drive*.

IMPULSE DRIVE

Impulse drives are a type of reactionless (antigravity) drive that can move a ship to near the speed of light. Full Impulse is approximately 1C (300,000 km per second); one-quarter impulse is .25C, or about 75,000 km per second.

FEDERATION IMPULSE DRIVES

Propulsion System	Year	TSPI	Flight	Sub-light	A/R Cost
Class 1			25"	.25c	150/150
Class 2			30"	.5c	
Class 4			40"	.6c	
Class 8			50"	.75c	250/250

Spacedock has 8 classes of Impulse drives. Here are a few examples.

Cost	Class 1 Impulse Drive	END
50	25" Flight	5
75	MegaScale for 25" Flight (1" = 3000 km, scalable to 1" = 1 km; +1 1/2) (75 Active Points) as Naked Advantage; Reduced END on MegaScale (0 END; +1/2); Only in space (-1/2)	0
125	Total Cost	

Cost	Class 8 Impulse Drive	END
100	50" Flight	10
150	MegaScale for 50" Flight (1" = 4500 km, scalable to 1" = 1 km; +1 1/2) (150 Active Points) as Naked Advantage; Reduced END on MegaScale (0 END; +1/2); Only in space (-1/2)	0
250	Total Cost	

THRUSTERS

TBD.

WARP DRIVE

Warp Drive creates a warp field that compresses the area of space around the ship, allowing the ship to move faster than the speed of light. Warp Drive is an inertia-free system, so going out of warp stops the ship completely (barring other factors).

WARP SPEED!

TNG WARP SPEEDS

WF	FTL Multiple	FTL Pts	Light Years per Day	Earth to Klingon Neutral Zone (587 LY)
1	1	10	0.003	587.0 Years
2	10	16	0.027	58.7 Years
3	39	21	0.107	15.1 Years
4	102	23	0.279	5.8 Years
5	214	25	0.586	2.7 Years
6	392	27	1.074	1.5 Years
7	656	29	1.797	10.7 Months
8	1024	30	2.805	6.9 Months
9	1516	31	4.153	4.6 Months
9.2	1656	31	4.537	4.3 Months
9.6	1909	32	5.230	3.7 Months
9.9	3053	33	8.364	2.3 Months
9.99	7912	36	21.677	26.7 Days
9.999	61,440*	42	168.329	3.4 Days
9.9997	200,000	46	547.945	1.1 Days

*The speed of a subspace message.

Spacedock has a table of 75 different warp drive nacelles. I am not going to write up all 75 nacelles. To convert the warp nacelles, find the second of the three warp values (Sustain), and look it up in the *TNG Warp Speeds* table above. Find the FTL points, and then apply the Costs Endurance (-1/2), Increased Endurance Cost (x10 END; -4), and either the Primitive Warp Drive or Treknology Warp Drive limitations below. Here are write-ups of 4 Warpdrive nacelles from the *Spacedock* chart.

Type 1 Warp Drive: FTL Travel (2 LY per year) (12 Active Points); Costs Endurance (-1/2), Increased Endurance Cost (x10 END; -4), Primitive Warpdrive (-1/2). Real Cost: 2 points.

Type 1A Warp Drive: FTL Travel (10 LY per year) (16 Active Points); Costs Endurance (-1/2), Increased Endurance Cost (x10 END; -4), Treknology Warpdrive (-1/2). Real Cost: 3 points.

Type 1B/ Type 2 Warp Drive: FTL Travel (39 LY per year) (21 Active Points); Costs Endurance (-1/2), Increased Endurance Cost (x10 END; -4), Treknology Warpdrive (-1/2). Real Cost: 3 points.

Type 3 Warp Drive: FTL Travel (392 LY per year) (27 Active Points); Costs Endurance (-1/2), Increased Endurance Cost (x10 END; -4), Treknology Warpdrive (-1/2). Real Cost: 4 points.

Type 6A Warp Drive: FTL Travel (1024 LY per year); Costs Endurance (-1/2), Increased Endurance Cost (x10 END; -4), Treknology Warpdrive (-1/2). Real Cost: 5 points.

The *Primitive Warpdrive* limitation operates at its listed rate indefinitely, and CANNOT be pushed.

The *Treknology Warpdrive* limitation for warp drives is this: The warp drive can operate at 2 FTL points less than its full cost indefinitely. It can only operate at its full FTL points for 12 hours before it incurs a 8- Burnout roll, which gets 1 step worse every hour the warp drive operates at this speed. The warp drive can be *pushed* by only 2 points, and each point it is pushed halves the 12 hour limit and the burnout roll increment period.

Example: The Type 6A warp drive is rated at 1024 LY per year, or 30 FTL points. So it can operate at (30-2=28) FTL points, or WF 6.5 indefinitely with no appreciable stress. It can only operate at WF 8 (30 FTL point) for 12 hours, and then has an 8- Burnout roll. At 13 hours it becomes a 9- Burnout roll; 14 hours is a 10- Burnout roll; etc. Finally, the engines can be pushed by up to 2 FTL points to 32 points (WF 9.6), but the Burnout roll of 8- begins at 3 hours instead of 12 hours, and increases to 9- after 1/4 hour (15 minutes).

Optionally, you can decrease the Sustainable time from 12 hours to one hour for an additional -1/4 Limitation on the *Treknology Warpdrive* limitation. At that level of limitation, the standard *Burnout roll* increment becomes 15 minutes.

Excerpt: The Federation DS9 TM specifies that the maximum speed that can be maintained for as long as 12 hours is warp 9.9 for upgraded versions of the Galaxy-class and Nebula-class starships. Maximum 12-hour speeds are listed as warp 9.2 for the Miranda-class, warp 9.7 for the Norway-class and Saber-class, and speeds between warp 9.55 and 9.75 for various other sundry ship classes. Their fastest starship appears to be the Defiant-class, which is rated for a maximum of warp 9.982 for 12-hours. This represents a significant strategic advantage over other groups in the area such as the Romulans, Klingons, Cardassians, Jem'hadar, etc. According to the DS9 TM, no starship from any of those groups has been observed exceeding warp 9.6.

Using this information, we can conclude that the average Federation, Romulan, Klingon, Cardassian, or Jem'hadar warship is capable of approximately 2000c cruising speed, with high-end ships being capable of 3000c, and a handful of exceptional vessels being capable of roughly 6000c.

WEAPON SYSTEMS

Federation starships of ST:TOS use phasers and photon torpedoes when attacking; Klingon starships use disruptors; Romulan ships may use disruptors or plasma bolts. Tractor beams have been used strategically as well by all three groups.

STARSHIP PHASERS

Phasers are the most common weapons aboard Star Fleet vessels. Ship's phasers can fire a pulse or a continuous beam. With a few minutes of work, ship's phasers can also be set to fire on stun rather than the default disrupt ("A Piece of the Action"). Ship's phasers typically do not have the *Limited Arc of Fire* limitation.

To convert starship weapons, I reread *Spacedock* and compared its damage values with those in *Star Hero* and *Terran Empire*. Assuming that the smallest starship laser in *Spacedock* is equivalent to the smallest starship laser in *Terran Empire* and that the *Spacedock* photon torpedo is equivalent to the *Terran Empire* antimatter torpedo, the Spacedock to Hero damage conversion table comes out as follows:

Spacedock damage	Hero BODY SE / MAX	Hero Damage (RKA)
20	12 / 24	4d6
40	15 / 30	5d6
60	18 / 36	6d6
80	24	8d6
100	30	10d6
120	33	11d6
140	36	12d6
160	39	13d6
180	42	14d6
200	45 / 90	15d6
220	48	16d6
240	51	17d6
260	54	18d6
280	57	19d6
300	60	20d6

320	63	21d6
340	65	21 1/2 d6
360	66	22d6
380	68	22 1/2 d6
400	69 / 138	23d6
420	71	23 1/2d6
440	72	24d6
460	73	24d6 + 1
480	74	24 1/2 d6
500	75	25d6
550	77	25 1/2 d6
600	78 / 156	26d6
650	80	26 1/2 d6
700	81	27d6
750	83	27 1/2 d6
800	84 / 168	28d6
850	86 / 166	28 1/2 d6
900	87	29d6
950	89	29 1/2 d6
1000	90 / 180	30d6
Etc.		

TORPEDOES

Ships need torpedo launchers to fire torpedoes. Each launcher costs 5 points (so 3 launchers costs 15 points). A ship can fire up to 5 regular torpedoes per phase; each torpedo fired costs 10 END. Some torpedoes are designated as "high yield", and can only be fired at the rate of 1 per phase; each high yield torpedo costs 10 END to fire.

Torpedoes and missiles use the "Nuclear Space Missile" write-up from *SE195*, but with alterations. All warp-capable torpedoes, including Photon and Quantum torpedoes, have Warp Field Sustainers so that they travel at warp speed when fired by ships traveling warp speed.

Warp Field Sustainer: FTL (30 Active Points); Only To Sustain Relative Warp Speed Of The Ship Firing The Missile (-1). Cost: 15 points.

Microtorpedoes

Microtorpedoes are chemical explosive torpedoes. One of the more primitive technologies, they do EB 16d6 Explosion damage and do NOT have Warp Field Sustainers.

Photon Torpedoes and Quantum Torpedoes

Photon torpedoes are matter/anti-matter weapons where the anti-matter is held in containment by a force field until impact. The result is a matter/anti-matter explosion of sizable power. Photon torpedoes can also be fired and left unexploded to create a minefield of photon torpedoes.

Substitute the appropriate damage for the missile type as follows.

Torpedo	Spacedock Converted Damage *	TNGHero Damage **
Type II Photon Torpedo	RKA 15d6 Explosion AP	RKA 17d6 Explosion AP
Type III Photon Torpedo	RKA 17d6 Explosion AP	RKA 19d6 Explosion AP
Type VI Photon Torpedo (high-yield)	RKA 25d6 Explosion AP	RKA 27d6 Explosion AP
Mk I Quantum Torpedo	RKA 23d6 Explosion AP	RKA 25d6 Explosion AP
Mk II Quantum Torpedo	RKA 24d6 Explosion AP	RKA 26d6 Explosion AP
Mk III Quantum Torpedo (high-yield)	RKA 25d6 Explosion AP	RKA 27d6 Explosion AP
* These damage values are based on the Spacedock-to-Hero damage conversion table in the *Starship Phasers* section.		
** Since a Nuclear missile does RKA 20d6 Explosion, I add +2d6 AP to the converted values to be more "realistic" in antimatter and quantum torpedo damage.		

All torpedoes have the *MegaArea (1" = 10km; +1/2)* advantage on their explosions.

Using the *SE195* write-up, adding the Warp Sustainer, and altering the damage, we get:

Type II Photon Torpedo: RKA, 17d6XAP, warp. Cost: 374/5 = 75 points.

Mk I Quantum Torpedo: RKA 25d6XAP, warp. Cost: 428/5 = 86 points.

Type VI Photon Torpedo or **Mk III Quantum Torpedo:** RKA 27d6XAP, warp. Cost: 442/5 = 88 points.

Other Torpedoes

There are a few other kinds of torpedoes that have seen use.

Torpedo	Spacedock Converted Damage *	TNGHero Damage **
Tricobalt device	RKA 27 1/2 d6 Explosion	RKA 30d6 Explosion
Romulan Plasma Torpedo	RKA 29d6 Explosion AP, loses 1d6 per 500,000 km it travels beyond the base 1,500,000km.	
Pulse Wave Torpedo	EMP Pulse	
Gravimetric Torpedo	RKA 15d6 Explosion APX2	

DISRUPTORS

The Klingons and Romulans use disruptor banks in ship-to-ship combat. While not as versatile or powerful as phasers, they are simpler to use.

42	*Type I Disruptors:* RKA 5d6, Autofire (2 shots; +1/4) (94 Active Points); OIF Bulky (-1), Real Weapons (-1/4)
47	*Long Range for Type I Disruptors:* MegaRange (1" = 10 km, can scale down to 1" = 1 km; +3/4) as Naked Advantage on Disruptors, Reduced Endurance (0 END; +1/2) on Range (105 Active points); OIF Bulky (-1), Real Weapons (-1/4).
89	**Total Cost**

100	*Type 6 Disruptors:* RKA 12d6, Autofire (3 shots; +1/4) (225 Active Points); OIF Bulky (-1), Real Weapons (-1/4)
112	*Long Range for Type 6 Disruptors:* MegaRange (1" = 10 km, can scale down to 1" = 1 km; +3/4) as Naked Advantage on Disruptors, Reduced Endurance (0 END; +1/2) on Range (253 Active points); OIF Bulky (-1), Real Weapons (-1/4).
212	**Total Cost**

190	*Type 13 Disruptors:* RKA 19d6, Autofire (5 shots; +1/2) (427 Active Points); OIF Bulky (-1), Real Weapons (-1/4)
213	*Long Range for Type 13 Disruptors:* MegaRange (1" = 10 km, can scale down to 1" = 1 km; +3/4) as Naked Advantage on Disruptors, Reduced Endurance (0 END; +1/2) on Range (480 Active points); OIF Bulky (-1), Real Weapons (-1/4).
403	**Total Cost**

POLARON BEAMS

Polaron Beams are a type of disruptor used by the Dominion, specifically the Jem'hadar. Use the Disruptors, but add the advantage *AVLD (hardened force fields and hardened force walls; +1 1/2), Does Body (+1)*.

Note: Once the Federation learns how to defend against Polaron Beams, all Starfleet shields have the Hardened (+1/4) advantage.

PLASMA BOLT

See Romulan Plasma Torpedo.

TRACTOR BEAMS

Tractor/pressor beams allow objects to be pulled to or pushed away from the starship. The maximum range is about 100,000 miles.

Class Delta Tractor Beam: Telekinesis (150 STR); OIF Bulky (projector; -1), Affects Whole Object (-1/4), Limited Arc of Fire (60 degrees forward; -1/2)

Cost	Class Delta Tractor Beam
82	*Class Delta Tractor Beam:* Telekinesis (150 STR) (225 Active Points); OIF Bulky (projector; -1), Affects Whole Object (-1/4), Limited Arc of Fire (60 degrees forward; -1/2)
61	Long Range Tractor Beam: MegaRange (1" = 10 km, scaleable down to 1" = 1 km; +3/4) as Naked Advantage on Tractor Beam up to 150 STR (169 Active Points); OIF Bulky (projector; -1), Affects Whole Object (-1/4), Limited Arc of Fire (60 degrees forward; -1/2)
Total Cost: 143 points.	

SELF-DESTRUCT SYSTEM

Take the number of BODY possessed by the ship, double it, divide by 3, and that's the number of RKA dice as an Explosion.

In addition to the *Explosion (+1/2)* advantage, apply the *Trigger* advantage and the limitations *No Range (-1/2)* and *1 Charge Which Never Recovers (-4)*.

Since Star Fleet vessels have a 1 minute timer once activated, you should include *Trigger (spoken command authorization; +1/4)* and *Extra Time (once activated, takes 1 minute to arm and detonate; -1 1/2)* for them as well.

Romulan vessels, at least from the ST:TOS time period, apparently can activate their SDS with no extra time needed.

DEFENSE SYSTEMS

In addition to armor plating, starships use Deflector Shields to protect the ship from debris and Defensive Shields to protect the ship from damage in combat.

DEFLECTOR SHIELDS

Deflector shields are force screens that dampen or deflect the impact of energy and matter. An impact that exceeds the rated value of the shield strains the shield generator, causing a loss in the generator's ability to maintain the shield.

Use the *Deflector Shields* write-up on page 199 of *Star Hero* for basic deflector shields.

DEFENSIVE SHIELDS

Defensive Shields are force fields that protect the ship from the damage of weapons and the like. *Star Trek* defensive shields are *Ablative*, in that attacks reduce the effectiveness of the shields until they collapse ("Shields down to 35% cap'n!").

The shields use an alternate version of the *Ablative* limitation, where each 2 BODY that gets through reduces the DEF by 1 instead of reducing the Activation roll.

Example: The *Rigel Queen* has Class 1 Shields, which provide DEF 90 Ablative Forcefield protection, and the ship also has a DEF 15 Hull and 20 BODY. Sensors detect an approaching pirate vessel and so the crew raises shields. The pirate vessel fires a photon torpedo for 17d6K AP damage, and hits the Rigel Queen. Using SE damage, the torpedo attack is 51 BODY AP. Since the shields are not hardened, the AP reduces the effective value from 90 to 45. The attack is 51 BODY - 45 DEF = 6 BODY that gets through the shields. The forward shields have been reduced from 90 DEF to 87 DEF. The remaining 6 BODY is applied to the hull (DEF 15) and has no further effect. Had the damage been rolled instead of SE, and been say 78 BODY, the effect would have been (78-45 = 33 BODY) reducing the shields to 90 - (33/2) = 74 DEF, the 33 BODY that got through then applied to the DEF 15 Hull, and the ship takes (33 -15 = 18 BODY).

The shields are also *sectional*, providing protection in fore, aft, port, and starboard sections. An attack can completely obliterate the shields in the aft section, but the shields in the fore section can be at full. *Sectional Defense (four independent sections) -1/4.*

Since a Class 1 Shield provides complete protection from 1 shot of a weapon that does 200 *Spacedock* points, that would make a Class 1 Shield be FF 90PD / 90ED, Ablative, etc. Also, since a Class 2 Shield provides protection for 1 shot of a 400 point *Spacedock* weapon, it should be at least FF 138PD/138ED, Ablative, etc. So in that vein of thought...

Spacedock Shield	Spacedock Resistance	Hero ForceField
Class 1	200	90 PD / 90ED
Class 2	400	138 PD / 138 ED
Class 3	600	156 PD / 156 ED
Class 4	800	168 PD / 168 ED
Class 5	1000	180 PD / 180 ED
Class 6	1200	192 PD/ 192 ED

Class 7	1400	204 PD/ 204 ED

Class 1 Shields: Force Field (90 PD / 90 ED) (180 Active Points); OIF Bulky (shield generators; -1), Ablative (-1/2; only versus BODY of attack), Sectional Defense (four independent sections; -1/4). Total Cost: 65 points.

Class 1 Shields after Dominion War: Force Field (90 PD / 90 ED), Hardened (+1/4) (225 Active Points); OIF Bulky (shield generators; -1), Ablative (-1/2; only versus BODY of attack), Sectional Defense (four independent sections; -1/4). Total Cost: 82 points.

CLOAKING SYSTEMS

Cloaking devices are only available to Klingon and Romulan ships. The technology does not exist within the Federation until the Romulans give it to the Federation during the Dominion War.

Use the *Cloaking Device* write-up on *Star Hero page 199.*

OPERATIONS SYSTEMS

COMPUTERS

Shipboard computer systems automatically control many of the shipboard systems so that manual intervention is only necessary in special circumstances. Complex programs maintain the matter / anti-matter mix, maintains the life support and antigravity systems, and so on.

Starships larger than a shuttlecraft have a central computer system tied into the various subsystems and the vast databanks of information. The computer responds to voice commands, ignores commands of those lacking authority for restricted commands, and responds with a human-like voice.

Standard Starship Computer

Val	Char	Cost	Roll	Notes
23	INT	13	14-	PER Roll 14-
23	DEX	39	14-	OCV 8; DCV 8
4	SPD	7		Phases: 3, 6, 9, 12
				Total Characteristics Cost: 59

Cost	Skills
3	Combat Piloting 14-
3	Navigation (Space, Warpspace) 14-
7	AK: Milky Way Galaxy 18-
7	AK: Home Turf (e.g. Federation Space) 18-
3	SS: Astrophysics 14-
12	Systems Operation (Communications Systems, Defensive Systems, Environmental Systems, Medical Systems, Sensors, and Transporter Systems) 14-
18	Electronics (Communications Systems, Computer Systems, Defensive Systems, Environmental Systems and Medical systems, Flight Control Systems, Power Systems, Sensors, Starship Weapons and Transporter Systems) 14-
3	Mechanics 14-
3	Computer Programming 14-
3	Cryptography 14-
7	KS: Known Cultures and Races 18-
3	KS: Current Events 14-
3	KS: Contacts Database 14-
5	KS: Entertainment Database 15-
5	KS: Personal Logs 15-
1	WF: Ship's Weapons
	Programs
1	Detect and Diagnose Ship Malfunctions
1	Detect and Report Ship Internal Anomilies
1	Monitor Communications and Report Anomolies
1	Monitor Computer Usasge and Report Anomolies
1	Monitor Environmental Systems and Report Anomolies
1	Monitor Power Systems and Report Anomolies
1	Monitor Sensors and Report Anomolies
1	Monitor Internal Systems and Report Unauthorized Use
1	Operate Sensors and Scan for Designated Phenomena
1	Scan and Enter Data
1	Pilot Ship From Starting Point to Ending Point
1	Search Databases for Requested Information
1	Send Emergency Messages as Programmed
	Talents
3	Clock: Absolute Time Sense
3	Navigation Buoys: Bump of Direction
5	Computer Memory: Eidetic Memory
3	Calculator: Lightning Calculator
20	Translator: Universal Translator 14-
133	**Total Abilities Cost**

Cost	Commercial / Merchant Computer Package Adder
3	KS: Known Galactic Currencies 14-
3	KS: Bookkeeping & Accounting 14-
3	KS: Known Illegal Goods 14-
5	KS: Personnel / Company Trading & Financial Data 15-
20	20 points worth of Science and Knowledge Skills
1	Upload / Download Latest Financial Data
35	**Total Adder Cost**

Cost	Exploration Computer Package Adder
2	+2 INT (25 Total)
6	+2 DEX (25 Total)
4	+2 to Navigation Roll
2	+2 to Universal Translator Roll
30	30 points worth of Science and Knowledge Skills
1	Upload / Download Latest Navigation and Mapping Data
45	**Total Adder Cost**

Cost	Military Computer Package Adder
5	+5 INT (28 INT; adds +1 to all INT-Based Rolls)
15	+5 DEX (28 DEX; adds +1 to all DEX-Based Rolls, +2 CV)
10	EGO 15 (Capable of Self Direction)
5	+1 to All INT-Based Skills
5	+1 to All DEX-Based Skills
5	+1 to All Background / Science / Knowledge Skills
6	KS: Galactic Known Military Equipment & Weapons 15-
6	KS: Galactic Known Military Forces 15-
6	KS: Galactic Known Empires 15-
6	KS: Galactic Known Starships 15-
2	Systems Operation (Weapon Systems)
1	Attack Target(s)
1	Evade Attackers/Pursuers
1	Lock on Target
1	Obtain Full Tactical Data
25	25 points worth of Science and Knowledge Skills
100	**Total Adder Cost**
-25	Psychological Limitation: Utterly Loyal To Home Government (Very Common, Total)
-15	Psychological Limitation: Follows Chain of Command (Common, Strong)
-40	**Total Adder Disadvantages**

COMMUNICATIONS

Communications includes normal and subspace communications systems. Normal communications are used for ship-to-ship or ship-to-surface communications within 100,000 miles. Subspace is used for interplanetary and Star Fleet communications.

SENSORS

Ships sensors are a vast array of sensor devices, but can be classified in the same manner as the General Sciences tricorder. Sensors are accurate out to 100,000 miles and sketchy up to 200,000 miles.

Sensors are purchased as a Variable Power Pool, as the sensors can be reconfigured (given time) to detect non-standard phenomena. For example, the Defiant has the following sensor package:

114 Sensor and Communication Systems: Variable Power Pool, 100 base + 50 control cost; OIF Bulky (1), Only for Senses and Communications (-1), Costs Endurance (-1/2)

87 *Long Range Sensors:* MegaScale (1 light year per Active Point, can scale down to 1 km per Active Point; +3 1/2) for any Sensor Pool Sense of up to 50 Active Points, Bulky (-1)

15 *Long Range Sensors:* +20 versus Range for Radio Group, OIF Bulky (-1)

Unless the sensors must be reconfigured because of some strange phenomena, the *default* detections are:

Detect Energy 16- (Radio Group), Discriminatory, Analyze, Targeting Sense (30 Active Points);

Detect Physical Objects 16- (Radio Group), Discriminatory, Analyze, Targeting Sense (30 Active Points);

Detect Life Forms 16- (Radio Group), Discriminatory, Analyze, Targeting Sense (30 Active Points);

If the crew encounters a temporal rift, they can reconfigure the sensors to detect temporal distortions (Detect Temporal Distortions 16-, Discriminatory (10 Active Points)), but doing so will take time. The suggested time for reconfiguring the sensors is 5 minutes for 10 Active Points, +1 step up the time chart per additional 10 points. The effort requires a successful Systems Operation (Sensors) roll, and a good roll can reduce the time it takes by one or two steps at the GM's discretion.

TRANSPORTERS

Transporters convert matter to energy, beam the energy to another location (up to 16,000 miles at the time of Star Trek: The Original Series, 25,000 miles at the time of Star Trek: The Next Generation), and convert the energy back to matter. The same things that give sensors and communications systems problems block transporters.

Objects that have been dematerialized but not yet rematerialized can be held in transit for a short amount of time, but the longer the transit time, the greater the risk of pattern drift or loss.

Federation transporters are of three types: Standard Personnel (6 person), Cargo, and Emergency (22 person).

It takes one turn (12 seconds) to set the various controls on the transporter before the object can be 'beamed', but only one phase to 'beam' the target. This includes setting the coordinates, clearing the pattern buffers, checking the power and system integrity, and so on.

Cost	6-person Transporter System
78	*Matter-Energy-Matter Transporter:* Multipower, 234-point reserve, all OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2)
3u	1) Transporting Away - Long Range: Teleportation 10", x8 Increased Mass, Position Shift, MegaScale (1" = 4000km, scalable down to 1" = 1km; +1 1/2), OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2)
3u	2) *Transporting Away - Short Range:* Teleportation 10", x8 Increased Mass, Position Shift, x500 NCM (10km), OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2)
6u	3) Transporting To - Long Range: Teleportation 10", x8 Increased Mass, Position Shift, MegaScale (1" = 4000km, scalable down to 1" = 1km; +11/2), Usable As Attack (+1), Ranged (+1/2), MegaRange (1" = 4000km, scalable down to 1" = 1km; +11/2); OIF Immobile (-11/2), Extra Time (Full Phase; -1/2)
7u	4) Transporting To - Short Range: Teleportation 10", x8 Increased Mass, Position Shift, x500 NCM (10km), Usable As Attack (+1), Ranged (+1/2), x5 Maximum Range (+1/4); OIF Immobile (-11/2), Extra Time (Full Phase; -1/2)
Total Cost: 97 points.	

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PERSONNEL SYSTEMS

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LIFE SUPPORT

The Life Support systems regulate the breathing gases, humidity, temperature, and other parameters needed for survival. In *Spacedock*, the cost to run Life Support is dependent on the number of people supported, but for simplification I recommend just a straight Costs END limitation.

Life Support System: Self-Contained Breathing, Safe Environments (High Pressure, Low Pressure/Vacuum, High Radiation, Intense Heat, Intense Cold). Costs END (-1/2). Total Cost: 14 points. [END Cost is 2]

If you *really* want to make the Life Support END Cost based on the number of people, add an additional -1/4 Limitation: *END Cost is +1 per x2 people above 16*.

The backup Life Support system operates at half-power, but only for 24 hours.

Backup Life Support System: Self-Contained Breathing, Safe Environments (High Pressure, Low Pressure/Vacuum, High Radiation, Intense Heat, Intense Cold). Costs END (-1/2), Limited: Maximum of 24 hours usage (-1/2). Total Cost: 10 points. [END Cost is 2]

Ships may also have emergency shelters for life support. If so, use the *Backup Life Support* system in *Terran Empire page 170*. (16 points for 4 backup chambers, for example).

ARTIFICIAL GRAVITY

All Federation starships have artificial gravity systems. It can be altered in localized areas. Most human-crewed starships have the artificial gravity set to 1G.

Use the *Artificial Gravity* write-up as per *Star Hero pages 203-204*.

CONSUMABLES

Consumables include not only food and water, but also antimatter, raw materials for replicator use, and so forth. Consumables take up space but do not cost any END or points.

FOOD REPLICATORS

Food replicators provide food and drink, with a programmable menu of items. Only food and drink whose compositions and recipes have been programmed into the system can be replicated.

Food Replicators: Life Support (Diminished Eating: No Need To Eat); Costs END (-1/2), x3 END (-1). Total Cost: 1 point.

INDUSTRIAL REPLICATORS

Industrial replicators fabricate spare parts and other

objects. They range in size from food replicator size to 12 hexes on a side. Typical shipboard replicators are 5 meters on a side.

Cost	Industrial Replicator System
80	*Industrial Replicator System:* Multipower, 240-point reserve, all OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2)
6u	1) Small Object Replication: Transform 4d6 (Major), Air to Any Object programmed into system (+1), Continuous (+1) (180 Active Points); OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2)
8u	2) *Large Object Replication:* Transform 4d6 (Major), Air to Any Object programmed into system (+1), Continuous (+1), Area Effect 8 hexes (+1) (240 Active Points); OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2)
Total Cost: 94 points.	

SICK BAY

As per *Star Hero page 204*, buy Sick bay as a lab for Paramedic and SS: Medicine, typically at 14- each.

Cost	Sick Bay
13	*Paramedic 14-*
5	SS: Medicine 14-
Total Cost: 15 points.	

EMERGENCY MEDICAL HOLOGRAM

Ships built after 2371 can have EMH's installed. This is implemented as:

Emergency Medical Hologram: *Summon EMH (66 points)*, Loyal (+1/2) (99 Active Points); Costs END each phase to maintain (-1/2), Only works in Sickbay and other areas of the ship having Holographic Projection Systems (-2). Total Cost: 28 points.

STARFLEET EMH

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6
10	DEX	0	11-	OCV 3; DCV 3
10	CON	0	11-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll: 13-
15	EGO	10	12-	ECV: 5
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
2	PD	0		
2	ED	0		
4	SPD	20		Phases: 3, 6, 9, 12
4	REC	0		
0	END	-5		
--	STUN	--		
				Total CHA Cost: 35

Movement Running: 6"/12"

Cost	Powers	END
80	**Hologram:** Desolidification, Reduced Endurance (0 END; +1/2), Persistent (+1/2)	0
5	**Tireless:** Reduced Endurance on STR (0 END; +1/2)	0
30	**Magnetic Containment Field:** Affects Physical World (+2) as naked advantage on 10 STR, Reduced Endurance on Affects Physical World (0 END; +1/2)	0
15	Holographic Body: Does Not Bleed	0
45	Holographic Body: Takes No Stun	0
	Talents	
22	Linked to Central Computer: Absolute Time Sense, Bump of Direction, Lightning Calculator, Universal Translator 13-	0
	Skills	
3	Deduction 13-	
8	SS: Anatomy/Physiology of Known Races (INT) 18-	
5	**ExoPhysiology:** +5 with SS: Anatomy/ Physiology (5), Only to counter penalties of specific race knowledge (-0)	
9	Paramedic (Human) +3; 16-	
10	Treatment Database: +5 with Paramedic (10), Only to offset race penalties (-0)	
12	Systems Operation (Environmental, Medical, Sensors) +3; 16-	
8	SS: Medicine (INT) +5; 18-	
8	SS: Surgery (INT) +5; 18-	
8	SS: Pharmacology (INT) +5; 18-	
8	PS: Doctor +5; 17-	
16	KS: Galactic Medical Knowledge Database 25-	
2	PS: Star Fleet Officer protocols 11-	
2	KS: Federation Medical Law 11-	
297	**Skills & Powers Total**	

Total Cost: 332 Points

Disadvantages	75+
Distinctive Features: Star Fleet Uniform (Easily Concealable; Noticed and Recognizable)	5
Social Limitation: Subject to Orders (Very Frequently, Major)	20
Psychological Limitation: Arrogant (Common, Strong)	10
Physical Limitation: Can Be Turned On and Off Against Will	15
Experience Points	207

Summoning Cost: 332/5 = 66 points.

ESCAPE PODS

Use the escape pods from *Terran Empire page 171*.

HOLODECK

Holodecks provide multisensory entertainment and relaxation. There are two types of Holodeck: personal and main.

Personal Holodeck: Images to Sight, Hearing, Smell/Taste, and Touch Groups (25), -3 to PER Rolls (9), Increased Size (3" radius; +1) (68 Active Points); OIF Immobile (-1 1/2), Only Within Defined Area (3" radius chamber; -2). Total Cost: 15 points.

Main Holodeck: Images to Sight, Hearing, Smell/Taste, and Touch Groups (25), -3 to PER Rolls (9), Increased Size (12" radius; +1 1/2) (85 Active Points); OIF Immobile (-1 1/2), Only Within Defined Area (12" radius chamber; -2). Total Cost: 19 points.

BRIG

The brig aboard ship uses a force field as a barrier on prisoner's cells. The force field (Force Wall) is clear, making it easy for guards to keep an eye on prisoners without the need for surveillance cameras or the like. The force field also has an electrostatic charge to deter detainees from impacting the force field.

Brig force fields have their own UPS so that a power failure aboard ship does not release prisoners.

Use the write-up for *Cellblock*, on *Star Hero page 230*.

Miscellaneous

FIRE SUPPRESSION SYSTEM

Fire Suppression Systems, or Fire Extinguishing Systems, automatically detect and extinguish fires caused by any number of things. Use the *Fire Safety Systems, Large Vehicle Option* from TUV 138. Cost: 63 points.

ARMORY

The armory is a locked storage area containing hand weapons (hand phasers, phaser rifles, etc.). The armory takes up space but costs no points.

DECONTAMINATION FACILITY

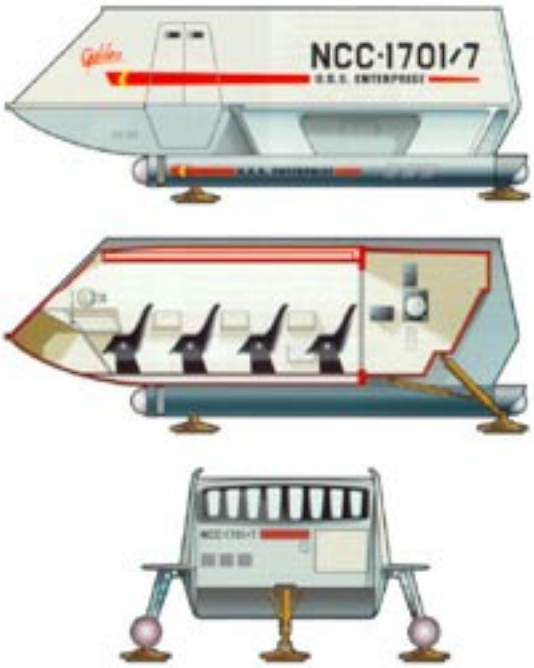
This area is used to decontaminate personnel or materials.

TREK SHIPS

SHUTTLES

Shuttlecraft Galileo

The Galileo style of Shuttlecraft is an STL 7-person shuttlecraft. It is meant only for transport, and has no weapons. The maximum speed of the shuttle is .89C.



Val	Char	Cost	Notes
5	Size	25	3.2" x 1.6"; -5 KB; -3 DCV
35	STR	0	Lift 3.2 Tons; 7d6 HTH [0]
11	DEX	33	OCV: 4; DCV: 4
8	BODY		
7	DEF		See Tactical Systems
3	SPD		Phases: 4, 8, 12
			Total Cost: ?

Movement: Ground 0"/0"; Flight 30"/300"

Cost	Power	END
	Power Systems	
40	*Fusion Power Plant:* Endurance Reserve (100 END/ 100 REC); OIF Immobile (-1 1/2), Only Powers Electrical Devices (-1/4)	0
	Propulsion Systems	
65	*Reactionless Drive*: Flight 30"	3
35	*Sublight Drive*: MegaScale for Flight (1 hex = 267000 km, scalable down to 1 hex = 1km; +1/3/4), Cost END (-1/2)	5
7	Inertial Compensation Field: Force Field (22 PD); OIF - Bulky (-1), Only To Protect Occupants Against G Force Damage (-1) Spaceflight only: Ground -6" Spaceflight only: Swimming -2"	2
	Tactical Systems	
13	Shields: Force Field (30 PD / 30 ED); Limited: Regenerating Shields (Loses 1 DEF per 2 BODY of attack that gets through Force Field; Recovers at 1 DEF per Turn; -1/2), OIF - Bulky (generator; -1), Increased Endurance (x5 END; -2)	30
30	*Tritanium Plating:* +10 DEF, Hardened (+1/4); Limited Coverage (hull only; -1/4)	
	Operations Systems	
12	Electromagnetic Sensors Package: Detect Electromagnetic Energy and Sources, Range, Discriminatory, Analyze, 360-degree; OIF - Bulky (-1), Costs END (-1/2)	3
12	*Physical Sensors Package*: Detect Physical Objects and Composition, Range, Discriminatory, Analyze, 360-degree; OIF - Bulky (-1)	3
12	*Life Sensors Package*: Detect Life Forms, Range, Discriminatory, Analyze, 360-degree; OIF - Bulky (-1)	3
41	Medium-Range Sensors: MegaScale (500 AU per Active Point, can scale down to 1 km per Active point; +2 3/4) for any Sensors Package; OIF - Bulky (-1)	
7	*Medium-Range Sensors:* +10 versus Range for Radio group; OIF - Bulky (-1)	
	Personnel Systems	
12	Life Support: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-1/2)	2
15	*Internal Gravity:* Telekinesis 20 STR, Selective (+1/2), OIF - Bulky (-1), Only to Pull Objects Straight Down To The Floor (-1)	3
	Computer Systems	
35	Standard Computer System	

Price New: 700,000 Credits
Price Used: 350,000 Credits

Aquashuttle

The aquashuttle is a shuttlecraft, silver and fish-shaped, with an observation dome where the dorsal fin would be on a fish. The shuttle contains typical instrumentation of a shuttlecraft, as well as phasers and heavily padded seats.

Graphic placeholder

Val	Char	Cost	Notes
5	Size	25	3.2" x 1.6"; -5 KB; -3 DCV
35	STR	0	Lift 3.2 Tons; 7d6 HTH [0]
11	DEX	33	OCV: 4; DCV: 4
8	BODY		
7	DEF		See Tactical Systems
3	SPD		Phases: 4, 8, 12
			Total Cost: ?

Movement: Ground 0"/0"; Flight 30"/300"; Swimming 10"

Cost	Power	END
	Power Systems	
40	*Fusion Power Plant:* Endurance Reserve (100 END/100 REC); OIF Immobile (-1 1/2), Only Powers Electrical Devices (-1/4)	0
	Propulsion Systems	
65	*Reactionless Drive:* Flight 30"	3
35	Sublight Drive: MegaScale for Flight (1 hex = 267000 km, scalable down to 1 hex = 1km; +1 3/4), Cost END (-1/2)	5
9	Inertial Compensation Field: Force Field (22 PD); OIF - Bulky (-1), Only To Protect Occupants Against G Force Damage (-1)	2
	Spaceflight only: Ground -6"	
10	Underwater movement: 10" Swimming	1
	Tactical Systems	
13	Shields: Force Field (30 PD / 30 ED); Limited: Regenerating Shields (Loses 1 DEF per 2 BODY of attack that gets through Force Field; Recovers at 1 DEF per Turn; -1/2), OIF - Bulky (generator; -1), Increased Endurance (x5 END; -2)	30
30	*Tritanium Plating:* +10 DEF, Hardened (+1/4); Limited Coverage (hull only; -1/4)	
90	*Phasers:* Multipower 180 point Reserve, OIF Bulky (-1)	
4	Phaser Stun: EB 15d6, Limited Effect: Stun Only (-0), OIF Bulky (-1), Lockout (-0)	7
6	*Phaser Wide Angle Stun:* EB 15d6, Area Effect Cone (9", +1), Limited Effect: Stun Only (-0), OIF Bulky (-1), No Range (-1/2), Lockout (-0)	14
6	*Phaser Disrupt:* RKA 8d6, OIF Bulky (-1), Lockout (-0)	12
5	*Cannon Configuration:* +2 Levels with OCV; OIF Bulky (-1)	
30	Cannon Configuration: MegaScale (1" per 10km, +1/2); OIF Bulky (-1)	
	Operations Systems	
12	*Electromagnetic Sensors Package:* Detect Electromagnetic Energy and Sources, Range, Discriminatory, Analyze, 360-degree; OIF - Bulky (-1), Costs END (-1/2)	3
12	*Physical Sensors Package:* Detect Physical Objects and Composition, Range, Discriminatory, Analyze, 360-degree; OIF - Bulky (-1)	3
12	Life Sensors Package: Detect Life Forms, Range, Discriminatory, Analyze, 360-degree; OIF - Bulky (-1)	3
41	*Medium-Range Sensors:* MegaScale (500 AU per Active Point, can scale down to 1 km per Active point; +2 3/4) for any Sensors Package; OIF - Bulky (-1)	
7	*Medium-Range Sensors:* +10 versus Range for Radio group; OIF - Bulky (-1)	
	Personnel Systems	
12	Life Support: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-1/2)	2
15	*Internal Gravity:* Telekinesis 20 STR, Selective (+1/2), OIF - Bulky (-1), Only to Pull Objects Straight Down To The Floor (-1)	3
	Computer Systems	
35	Standard Computer System	

STARSHIPS

Defiant

The Defiant-class Heavy Escort was assigned to DS9 during the Dominion War.

Val	Char	Cost	Notes
19	Size	95	85" x 67" x 15"; 50kton; -12 DCV; -19KB
105	STR	0	Lift 50 ktons; 21d6 HTH [0]
18	DEX	24	OCV: 6 / DCV: 6
29	BODY	0	
26	DEF	62	See Tactical Systems
4	SPD	12	Phases: 3, 6, 9, 12
			Total Characteristics Cost: 193

Movement: Ground: 0"/0"
Flight: 50"/600" per Turn
Impulse: .8c (1" = 4500km)
FTL: 3000 LY / Year

Abilities & Equipment

Cost	Power	END
	Power Systems	
160	Class 7 Warp core Antimatter Power Plant: Endurance Reserve (399 END/ 399 REC); OIF Immobile (-11/2), Only Powers Electrical Devices (-1/4)	0
21	*Class 7 Impulse Fusion Power Plant:* Endurance Reserve (56 END/ 56 REC); OIF Immobile (-11/2), Only Powers Electrical Devices (-1/4), Cannot power Warp Drive (-1/4)	0
4	*Auxiliary Power:* Endurance Reserve (+10 END/ +10 REC); OIF Immobile (-11/2), Only Powers Electrical Devices (-1/4)	0
16	Emergency Power: Endurance Reserve (40 END/40 REC); OIF Immobile (-11/2), Only Powers Electrical Devices (-1/4)	0
	Propulsion Systems	
6	*Type 6d98 Warp Drive:* FTL Travel (1656 LY per year; 4.5 LY per day) (31 Active Points); Costs Endurance (-1/2), Increased Endurance Cost (x10 END; -4), Treknology Warpdrive (-1/2). Class 7 Impulse Drive	30
100	*Atmospheric Flight:* 50" Flight	10
150	Space Flight: MegaScale for 50" Flight (1" = 4500 km, scalable to 1" = 1 km; +1 1/2) (150 Active Points) as Naked Advantage; Reduced END on MegaScale (0 END; +1/2); Only in space (-1/2)	0
-12	Ground Movement -6"	
-2	Swimming -2"	
	Tactical Systems	
196	Port Pulse Phaser Array: RKA 18d6, Autofire (5 shots; +1/2), Reduced Endurance (1/2 END; +1/2) (540 Active Points); OIF Bulky (-1), Real Weapons (-1/4), Limited Arc of Fire (60 degrees; -1/2).	20@
166	Long Range for Pulse Phaser Array: MegaRange (1" = 10 km, can scale down to 1" = 1 km; +3/4) as Naked Advantage on Pulse Phaser Array, Reduced Endurance (0 END; +1/2) on Range (; OIF Bulky (-1), Real Weapons (-1/4), Limited Arc of Fire (60 degrees; -1/2).	0
3	*Wide Beam:* +2 OCV with Phaser (10 Active Points); OIF - Bulky (-1), Costs Endurance (-1/2), Increased Endurance (x3 END; -1)	3
5	1 additional Pulse Phaser Array on Starboard side Dorsal Pulse Phaser Array: Multipower	20@
18	1) *Normal Mode:* RKA 15d6, Autofire (3 shots; +1/4), Reduced Endurance (1/2 END; +1/2) (394 Active Points); OIF Bulky (-1), Real Weapons (-1/4)	14@
22	2) *Continuous Mode:* RKA 15d6, Continuous (+1), Reduced Endurance (1/2 END; +1/4) (506 Active Points); OIF Bulky (-1), Real Weapons (-1/4)	22
13	3) Pulse Mode: RKA 16d6, Reduced Endurance (1/2 END; +1/4) (300 Active Points); OIF Bulky (-1), Real Weapons (-1/4)	12
3	*Wide Beam:* +2 OCV with Phaser (10 Active Points); OIF - Bulky (-1), Costs Endurance (-1/2), Increased Endurance (x3 END; -1)	3
253	Long Range for Dorsal Phaser Array: MegaRange (1" = 10 km, can scale down to 1" = 1 km; +3/4) as Naked Advantage on Phaser Array up to 506 Active Points, Reduced Endurance (0 END; +1/2) on Range (570 Active Points); OIF Bulky (-1), Real Weapons (-1/4).	0
5	*Forward Phaser Array:* 1 more Phaser Array	var
25	Torpedo Launchers, 5	
86	Mk I Quantum Torpedo	
40	199 more Mk I Quantum Torpedoes (200 Total)	
144	Class 3-C Shields: Force Field (180 PD/180 ED) (360 Active Points); OIF Bulky (Shield Generators; -1), Ship Only (-1/2)	36
27	Class 7 Structural Integrity Field: Force Field (25 PD/25 ED); Only To Maintain Structural Integrity (-1/2), OIF Bulky (generators; -1); cost: 20 points, plus Force Field (+10/+10); Increased Endurance Cost (x3 END; -1), Only To Maintain Structural Integrity (-1/2), OIF Bulky (generators; -1); cost: 6 points, **plus** Life Support: Safe Environment High Pressure (3 Active Points), Only To Maintain Structural Integrity (-1/2), OIF Bulky (generators; -1); cost: 1 point.	5/11
6	Deflector Shields: Missile Deflection (all physical projectiles) (15 Active Points); OIF Bulky (-1), Costs Endurance (-1/2).	2
5	Backup Structural Integrity Field	
350	*Ablative Armor:* Armor (204 PD/ 204 ED) (612 Active Points); Ablative (-1/2), Limited Coverage (Hull only; -1/4)	
10	Cloaking Device (Class 8): Invisibility to Sight and Radio Groups, No Fringe (40 Active Points); OIF Bulky (-1), Extra Time (Extra Phase to Activate; -1/4), Increased Endurance Cost (x10 END; -4).	40
75	Self Destruct System: RKA 20d6 (SE: 60 BODY), Explosion (+1/2), Trigger (spoken command authorization; +1/4) (525 Active Points); No Range (-1/2), Extra Time (once activated, takes 1 minute to arm and detonate; -1 1/2), 1 Charge Which Never Recovers (-4)	[1nr]
	Operations Systems	
114	Sensor and Communication Systems: Variable Power Pool, 100 base + 50 control cost; OIF Bulky (1), Only for Senses and Communications (-1), Costs Endurance (-1/2)	var
87	*Long Range Sensors:* MegaScale (1 light year per Active Point, can scale down to 1 km per Active Point; +3 1/2) for any Sensor Pool Sense of up to 50 Active Points, Bulky (-1)	0

Defiant - Continued

15 *Long Range Sensors:* +20 versus Range for Radio Group, OIF Bulky (-1) 0
3 *Enhanced Sensor/Communications:* +4 to Systems Operation roll; OAF Bulky (-1 1/2) 0
20 *Internal Monitors:* Clairsentience (Sight and Hearing Groups), 4x Range (1000"), Mobile Perception Point, Multiple Perception Points (up to 8 at once); OAF Immobile (-2), Perception Point cannot move through solid objects (-0) 6
82 (Forward) Class Delta Tractor Beam: Telekinesis (150 STR) (225 Active Points); OIF Bulky (projector; -1), Affects Whole Object (-1/4), Limited Arc of Fire (60 degrees forward; -1/2) 22
61 Long Range Tractor Beam: MegaRange (1" = 10 km, scaleable down to 1" = 1 km; +3/4) as Naked Advantage on Tractor Beam up to 150 STR (169 Active Points); OIF Bulky (projector; -1), Affects Whole Object (-1/4), Limited Arc of Fire (60 degrees forward; -1/2) 0
5 *Aft Tractor Beam:* 1 more Tractor Beam (total of 2, second one firing 60 degrees backward) 22

Personnel Systems

6 Life Support: Life Support (Self-Contained Breathing; Safe Environments: Low Pressure/Vacuum, High Radiation, Intense Cold, Intense Heat); Costs Endurance (-1/2), Increased Endurance Cost (x3 END; -1) 6
6 Backup Life Support: Life Support (Self-Contained Breathing; Safe Environments: Low Pressure/Vacuum, High Radiation, Intense Cold, Intense Heat); Only Within Affected Area (40" x 20" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]
3 Food Supplies: Life Support (Diminished Eating: no need to eat); 1 Continuing Charge (easily replaced from sources outside the ship; 1 Year; -0) [1cc]
1 *Food Replicators:* Life Support (Diminished Eating: No Need To Eat); Costs END (-1/2), x3 END (-1) 3
15 *Artificial Gravity Systems:* Telekinesis (20 STR), Selective (+1/2); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 3
5 *Backup Artificial Gravity Systems:* Telekinesis (5 STR), Selective (+1/2); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1) 1
7 *Inertial Dampening Field:* Force Field (22PD); OIF Bulky (-1), Only To Protect Occupants Against G Force Damage (-1) 2
7 Backup Inertial Dampening Field: Force Field (20 PD); OIF Bulky (-1), Only To Protect Occupants Against G Force Damage (-1) 2
18 *Sick Bay:* Paramedics 14- and SS: Medicine 14- 0
80 *Industrial Replicator System:* Multipower, 240-point reserve, all OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2)
6u 1) Small Object Replication: Transform 4d6 (Major), Air to Any Object programmed into system (+1), Continuous (+1) (180 Active Points); OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2) 18
8u 2) Large Object Replication: Transform 4d6 (Major), Air to Any Object programmed into system (+1), Continuous (+1), Area Effect 8 hexes (+1) (240 Active Points); OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2) 24
73 *3-pad Personnel Transporter:* Multipower, 220-point reserve, all OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2)
3u 1) Transporting Away - Long Range: Teleportation 10", x4 Increased Mass, Position Shift, MegaScale (1" = 4000km, scalable down to 1" = 1km; +1 1/2) (87 Active Points); OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2) 9
3u 2) *Transporting Away - Short Range:* Teleportation 10", x4 Increased Mass, Position Shift, x500 NCM (10km), OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2) 9
6u 3) Transporting To - Long Range: Teleportation 10", x4 Increased Mass, Position Shift, MegaScale (1" = 4000km, scalable down to 1" = 1km; +11/2), Usable As Attack (+1), Ranged (+1/2), MegaRange (1" = 4000km, scalable down to 1" = 1km; +11/2) (220 Active Points); OIF Immobile (-11/2), Extra Time (Full Phase; -1/2) 22
7u 4) Transporting To - Short Range: Teleportation 10", x4 Increased Mass, Position Shift, x500 NCM (10km), Usable As Attack (+1), Ranged (+1/2), x5 Maximum Range (+1/4) (220 Active Points); OIF Immobile (-11/2), Extra Time (Full Phase; -1/2) 22
5 1 additional transporter, 400kg capacity, for cargo on Deck 3
83 *12-pad Emergency Transporter:* Multipower, 248-point reserve, all OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2)
3u 1) *Transporting Away - Long Range:* Teleportation 10", x16 Increased Mass, Position Shift, MegaScale (1" = 4000km, scalable down to 1" = 1km; +1 1/2), OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2) 9
3u 2) *Transporting Away - Short Range:* Teleportation 10", x16 Increased Mass, Position Shift, x500 NCM (10km) (90 Active Points); OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2) 9
8u 3) Transporting To - *Long Range:* Teleportation 10", x16 Increased Mass, Position Shift, MegaScale (1" = 4000km, scalable down to 1" = 1km; +11/2), Usable As Attack (+1), Ranged (+1/2), MegaRange (1" = 4000km, scalable down to 1" = 1km; +11/2) (247 Active Points); OIF Immobile (-11/2), Extra Time (Full Phase; -1/2) 25
8u 4) Transporting To - Short Range: Teleportation 10", x16 Increased Mass, Position Shift, x500 NCM (10km), Usable As Attack (+1), Ranged (+1/2), x5 Maximum Range (+1/4) (248 Active Points); OIF Immobile (-11/2), Extra Time (Full Phase; -1/2) 25
15 Personal Holodeck: Images to Sight, Hearing, Smell/Taste, and Touch Groups (25), -3 to PER Rolls (9), Increased Size (3" radius; +1) (68 Active Points); OIF Immobile (-1 1/2), Only Within Defined Area (3" radius chamber; -2) 7
5 1 additional Personal Holodeck

Computer Systems

TBD Class Beta computer: TBD

Skills / Laboratories

3 Navigation Computer: +4 to Navigation (Space) roll; OAF Bulky (-1 1/2) 0
20 *Tactical Systems:* +6 with Range Combat; Costs Endurance (-1/2) 3
6 *Highly Maneuverable:* +3 with Flight
7 *Autopilot:* Combat Piloting 11-
13 Computer Programming 14-
13 Cryptography 14-
13 Electronics 14-
13 Mechanics 14-
100 Other Labs

Additional Vehicles

22 Escape Pod (see *Terran Empire pg 171)*
25 25 additional Escape Pods
TBD Type 10 shuttlecraft
TBD Shuttlepod
TBD 3 additional Shuttlepods

Class Beta Computer: TBD

Defiant - Continued

FOR THE GM

WARNING! These Scenarios are intended for use by GMs. If you are a player and read these scenarios, you will be missing a lot of the fun. You have been warned!

THE ORIGINAL SERIES STAR FLEET MISSIONS

Here are some TOS Star Fleet missions you may wish to use or modify.

A TINY LITTLE WAR

Warning: For GM use only.

ADVENTURE GROUP

This adventure is meant for the crew of a Constitution-class starship, whether the Enterprise or one of her sister ships. If your campaign uses a ship other than the USS Enterprise, substitute the appropriate ship name and crew members.

BACKGROUND

This adventure takes place in Federation space along the Klingon Neutral Zone border, sometime after the episode "A Private Little War." As such, it will have more meaning to the crew of the Enterprise, but should still be meaningful to other Star Fleet crews.

The Captain of the U.S.S. Enterprise has been ordered to investigate Copernicus IX, an inhabited planet near the Klingon/Federation neutral zone (Copernicus IX is in Federation space). The Enterprise's mission: to conduct a preliminary survey of Copernicus IX from orbit and groundside. Reports from independent traders in the area indicate that Copernicus has a tribal humanoid culture, and may be a likely candidate for UFP Protectorate status. If given Protectorate status, it will be quarantined from contact until and unless a Federation survey team deems the Copernicans ready for contact.

THE SITUATION

Like the episode "A Private Little War" this scenario deals with Klingon intervention in a primitive culture, albeit not what the Klingons had in mind. It also deals with the power struggle between two rival communities in the primitive culture, and what the Federation should or should not do once the Klingon damage has been done.

Before the adventure begins, the GM should make sure that he has player characters or NPCs for the following crew positions: Captain, Science Officer, Medical Officer, and one or more security personnel. Other crew positions are helpful.

The story begins as the Enterprise enters orbit around Copernicus IX, performing the usual sensor sweeps for geological, ecological, biological, and other standard scans. After a few hours, sensors pick up star vessel wreckage, and further scans indicate it's of Klingon manufacture. To further complicate matters, natives appear to be transporting portions of the wreckage to a nearby settlement.

BEGINNING THE SCENARIO

Captain's Log, Stardate 0709.1. We've been ordered to conduct a survey of Copernicus IX, reported home of a primitive humanoid culture. Star Fleet wants us to determine whether the planet is inhabited, and if so, does the culture warrant Protectorate status. If the planet has been visited by various independent traders, we can only hope there has been no cultural contamination.

To set the mood, the Captain should have Checkov (the Navigator) plot a course for Copernicus IX, which should be "Three days from our current position at Warp Six" and then have the Helmsman (Sulu) begin the trip.

The GM may let the characters take care of business during the next three game days, with some random humorous situations (such as Checkov telling people how the Russians were the first to develop...anything and everything), or if the GM wishes, time may pass without note before approaching the planet.

THE PLANET

Copernicus IX is located just over 1 parsec (3.6 LY) from the edge of the Klingon Neutral Zone. It is a class M world, with 4 large continents and a number of island chains. Much of the world's land is still forested.

After entering standard orbit, each crew station will begin normal planetary scans. Typically, the scans are conducted as follows:

Navigation searches for other vessels, and then for sources of energy and industrial output.

Communication searches for communications systems and signals.

Science station scans for life signs, population counts, and settlement locations. Science substations scan for the appropriate Life Science/Planetary Science disciplines (Geology, ???).

Medical station (part of science substations) scan for life form type and general information (humanoid or not, size, general population health, any strange phenomena).

WRECKAGE

After several orbits, sensors detect the wreckage of some type of small star vessel (probably a scout or merchant ship) on the largest continent. The wreckage is roughly midway between two large settlements (about 20,000 inhabitants each), about 20 kilometers from either settlement.

A group of Copernicans are in close proximity to the wreckage. Bioscans indicate the inhabitants to be near-human. But to get more details, the Captain is going to have to send down a landing party.

LANDING PARTY

Landing party composition is ultimately up to the Captain, but should include the following: Science Officer to evaluate the social and technological level of the inhabitants; Medical Officer to evaluate the physical and psychological condition of the inhabitants; Security Officer to provide protection from native animal life.

If the players think of it, they may want to have the replicators make suitable clothing so they appear as natives. If so, this should not be a problem. Otherwise the team beams down wearing their Star Fleet uniforms, which is a dead giveaway of strangers.

BEAMING DOWN TO THE CRASH SITE

When the crew beams down near the crash site, they will have a short walk to the main crash site. They will probably wish to run some tricorder scans before approaching close enough to be seen.

A successful Lifeform scan reveals five people at the crash site who are not moving around, ten others who are moving around a bit, and three bodies buried near the wreckage. (A scan at -3 reveals the bodies to by Klingon.)

A successful Energy scan in the area reveals no power sources other than the dead power plant of the wrecked ship.

A successful Chemical Composition scan reveals that the natives are hauling pieces of the wreckage away in wagons, taking them west in the direction of the western settlement.

When the landing party gets close enough to see the wreckage, they can see five men (warriors from the settlement of Dunmeer) guarding the crash site. These guards are the equivalent of town guardsmen, so use either the *Competent Normals* from *5E* or the *City Guard* from *MMM120.* Their weapons include versions of crossbow and shortsword, with cloth armor (1 PD/ 1 ED).

5-10 workers are harvesting metals from the crash site into wagons for transport to the town of Dunmeer. The warriors are protective of the site, and will try to warn others away before attacking.

A sensor sweep of the site indicates the wreckage to be a Klingon craft of some type. Indications are that it is a 6-person craft, but only the remains of 3 Klingons can be accounted for.

An orbital check for Klingons can eventually find 3 in the settlement of Dunmeer to the west.

DUNMEER, 15 KM WEST

Dunmeer, a settlement 15km west of the crash site, is the destination of the wagons, and contains several hundred people. The town 'Holder' is Alantha, a pretty dark-haired woman.

The 3 Klingon survivors of the crash are the pets of Alantha, who has used her psionics powers to dominate them.

When/if the landing party meets Alantha, the Klingons will be by her side. She will be wearing one of the Klingon uniforms, although she is obviously not a Klingon. The Klingons are dressed as local villagers, and behave as her step-and-fetch lackeys (characteristically un-Klingon). Alantha has one of the Klingon disruptors at her side and knows how to use it.

Alantha is a "Holder", one of the psionics of her race who traditionally hold the office of "mayor" of a settlement. She is also a power-hungry woman who desires to spread her control as far as she can, and sees the technological devices and knowledge of the Klingons as a means to do so.

KYLAN

Kylan is a settlement 20 kilometers east of the crash site, and watchers from Kylan keep on an eye on the progress at the crash site. They stay a safe distance away so they can observe.

Kylan's ruler is Marna, a pretty woman with reddish brown hair, and she is also a "holder". Unlike Alantha, Marna is very concerned for her settlement; she knows that in all likelihood Alantha is planning some kind of raid, and so she is wary of all strangers. If she sees potential help from strangers, willing or not, she will attempt to use her holder powers to get the help she needs.

HOLDERS

Each holder has the following powers:

Cost	Powers
46	"Holder": Multipower, 46-point reserve
5u	*Entrance:* Drain STUN 2d6+1, Ranged (+1/2), LOS (+1/2) (46 Active Points)
5u	*Mind-Numbing:* Drain EGO 2d6+1, Ranged (+1/2), LOS (+1/2) (46 Active Points)
4u	*Suggest:* Mind Control 9d6 (45 Active Points)
4u	*Psychokinesis:* Telekinesis (30 STR) (45 Active Points)
64	Total Cost

PREDICAMENT

How to remove the Klingons and the technological contamination without violating the Prime Directive?

ENDGAME

The mission is a success if the Klingons and the wreckage have been successfully removed, as well as any other technology they brought with them.

Finders Keepers

Run-in with the Romulans when they steal a prototype device from a Federation research facility - a prototype that may be able to detect cloaked ships.

INTRODUCTION

TBD

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TBD

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TBD

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TBD

PLOTLINE

TBD

GOALS

TBD

OPTIONS

TBD

CAMPAIGN NOTES

TBD

SCENARIO RESOLUTION

TBD

The Pirates Of Orion

A beautiful merchant is robbed.

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TBD

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TBD

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TBD

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TBD

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TBD

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TBD

OPTIONS

TBD

CAMPAIGN NOTES

TBD

SCENARIO RESOLUTION

TBD

Broken Time

Riddle: What do you get when Klingons discover the Guardian of Time?

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TBD

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TBD

OPTIONS

TBD

CAMPAIGN NOTES

TBD

SCENARIO RESOLUTION

TBD

The Stowaway

While examining a nebula, the ship is pulled into a mysterious high gravity well. Trapped there until they can make repairs (4-8 hours), they discover a derelict ship also trapped. When they investigate the derelict, they find that the derelict's crew was investigating strange signals from within the nebula, which they felt was a lifeform. When the crew returns to their ship, one of the nebula aliens is unknowingly transported with them. After leaving the nebula, strange system mishaps and computer glitches occur, and the crew must find the alien stowaway and return it to the nebula before it destroys the ship.

One Less Star In The Sky

Sent to investigate the phenomenon of disappearing star on the edge of the galaxy, the crew find an enormous plasma creature is consuming stars. The probable next star resides in a system with millions of sentient inhabitants. The crew must find some way to communicate with this creature and convince it not consume such stars, or destroy it if it can't be reasoned with.

TOS MERCHANT ADVENTURES

These adventures are designed to involve the crew of the Rigel Queen, or a similar party of merchant adventurers, possessing a Mission MkII or similar commercial starship. Two adventures, *The Ruse* and *Margin of Profit*, are based on stories from FASA, but have been adapted for a Hero-Trek universe.

The Ruse

Based on FASA's Orion Ruse, *The Ruse* is an adventure for merchant characters, putting them in a situation that is dangerous from several sources. While negotiating a high-tech trade agreement with a powerful trade family (on behalf of their employer), they find themselves at odds with another merchant crew attempting to negotiate a high-tech trade agreement for a rival corporation, and both groups know there can only be **one** winner. Meanwhile, the SFI agent that has been placed aboard their ship investigates the disappearance of SFI agent Maxwell, who last reported some troubling findings on Suldani III, and has (unknown to anyone) been captured by a second trade family in league with one of the Federation's enemy powers.

ADAPTATIONS

With a little work, the GM can alter the groups involved to be used in a different region of space, or even in the TNG era. The Orions could be changed to an independent colony world of some other race, on the fringes of Federation space near the Romulan border, and the "enemy power" could then become the Romulans. Or if set in the TNG era before the Dominion war, the world could be a colony world or independent world near the Cardassian border, and the "enemy power" could then be the Cardassians.

INTRODUCTION

The Captain and crew of the *Rigel Queen* have been hired by *CompuQuest Corporation* to open trade talks with the Orions of Suldani III, an independent Orion world near the Klingon Neutral Zone. En route to Suldani III, Star Fleet Intelligence stops the *Rigel Queen*, and convinces the Captain it's in his best interest to assist SFI and specifically their agent (Angus Stewart) in an investigation on Suldani III. It seems one of their agents is missing.

> *"If the Orions ever find out we've got a Federation spy on board, CompuQuest can kiss it's trade agreement goodbye. And you can bet the Federation won't replace our lost profits either..."*
>
> Karl Greggon, Captain of the Rigel Queen

SCENARIO BACKGROUND

The scenario has several plot threads woven together, and may unravel at any time, depending on what the characters do. The characters, as merchant traders, have been hired by CompuQuest to negotiate a lucrative trade agreement for Federation high-tech goods with one of the powerful Orion merchant families (Kahsib family). Unknown to CompuQuest or the characters, at least initially, another group of merchant traders is also attempting to negotiate a lucrative trade agreement for Federation high-tech goods, but they represent InterTrade, a smaller company with a tighter margin who can't hope to compete with the characters' deal on the up-and-up. Once both merchant groups realize they have competition, the members of the rival merchant traders (crew of the Doppler/ Manticore) will try every underhanded ploy they can to come out ahead.

In addition, for the character(s) who are on board the *Rigel Queen* on behalf of Star Fleet Intelligence, they will find that the disappearance of SFI agent Maxwell is tied to a rival merchant family (the Kahttab family) and to the Klingons aiding the rival. The rival merchant family leader, Marzuq Kahttab, has built a pirate vessel, with components provided by the Klingons, in a bid for glory and more profits, and the (false) promise of the Klingons to support his rise to supreme leadership of Suldani. The Klingons are hiding their presence as best they can, and have no intention of getting involved in the politics of Suldani. What they DO intend is to help Marzuq Kahttab become such a threat to Federation shipping that the Federation has to step in and take action against an independent world, blackening the Federation's reputation.

Each group is dependent on and affected by the actions of the other. If the SFI agent(s) lead a rescue of agent Maxwell from Marzuq Kahttab's estate, they run the risk of letting both Orion families know that Star Fleet agents are on Suldani and connected to the Rigel Queen, which will sour that deal very quickly. Without the merchants, the SFI agent(s) can do little investigation on their own without revealing their presence through their lack of trading skill and purchasing power.

Finally at the end, without the Star Fleet destroyer on call to the SFI agent(s), the Rigel Queen is a sitting duck for Marzuq Kahttab's pirate ship after the Rigel Queen has entered space.

Suldani III

Suldani III is an Orion colony world near the Klingon Neutral Zone, and is the primary hub of trade for the 20+ independent worlds in that sector. It is ruled by a 5-person council, the head of each of the five powerful merchant families of Suldani III. The five families are Ansari, Basri, Kahsib, Kahttab, and Simsar.

Suldani III is a class M world, a world that is primarily deserts, mountain ranges, and oceans. It is slightly larger than Earth, but has fewer metals and thus has 0.89G gravity. Its day is 28 hours long, and its year is 1.65 Terran years long. The mean temperature is hot and arid. The culture and style of the world is reminiscent of the Arabian lands and sailors in the time of Sinbad, although the tech level is one step below the current level of the Federation.

As the trading hub for the 10-20 independent worlds in the sector, all of which have lesser tech levels than Suldani III, it's bazaar is a place where all kinds of commodities (legal and illegal) may be purchased. Also, as an independent world, Federation sanctions on selling high-tech goods to lower-tech cultures are meaningless.

The Kahsib Family

One of the families, the Kahsib family, is lagging financially behind the other four families. CompuQuest has determined that Ishaq Kahsib, leader of the Kahsib family, would be open to talks for trade with CompuQuest and its Federation high-tech goods.

The Kahttab Family Plot

Marzuq Kahttab leads another of the families, the Kahttab family. Marzuq has made a deal with a group of Klingons representing the Klingon High Command for high-tech goods and Klingon starship components. Marzuq plans on building a commerce raider (pirate ship) and using it to boost his family's

profits.

The Klingon Plot

The Klingon plot is to enable the Orions to harass the local shipping, which includes Federation traders, so that the Federation is forced to step in. If the Federation is forced to take action against an independent world, especially an armed action, the Federation's reputation will be blackened on other independent worlds and the Federation will look bad to the Organians. Both events can only help the Klingon Empire.

The Klingons began their plot three years ago, by convincing Marzuq Kahttab that they would provide him the aid of the Klingon Empire to unify Suldani III under his 'benevolent' leadership. They have supplied him with Klingon high-tech goods for resale on Suldani III, and the components needed to build a powerful commerce raider.

The Klingons will not get involved in the internal politics of Suldani III.

INVOLVING THE RIGEL QUEEN'S CREW

The crew has been hired to open successful trade talks with Ishaq Kahsib. CompuQuest has provided the Captain of the Rigel Queen with a letter of introduction and a cargo hold full of high-tech computer, sensor, and entertainment goods, with an average value of 1800 credits per CU. CompuQuest believes the cargo will fetch a much higher price on Suldani III, since the 20 independent worlds in the area, who are at a lower tech level, will buy as much Federation high-tech as they can get their hands on.

CompuQuest has instructed the Captain to negotiate a reasonable trade agreement with at least one of the five families, though they should begin with the Kahsib family since the Kahsib family is in most need of a 'good deal'.

The agreement must include free access to starports and repair shops, and a commitment of the family to buy at least 5000 CU of CompuQuest's high-tech cargo per year, at 125% of CompuQuest's normal price. [At this level, CompuQuest profits will be 10 to 20 Million CR per year, before transportation expenses are figured in.] The initial term of the contract should be 1 year, and will be renegotiated after one year.

If the Captain is successful in negotiating this deal, then each member of the crew will receive an immediate 5000 credit bonus, and 1% of the profits from the first year (about 100,000 credits) dispersed monthly over a 12 month period (or about 8300 credits per month).

CompuQuest has also authorized the Captain to purchase a return-trip cargo with the credits earned selling the initial cargo, and the crew will earn 20% of any profits that CompuQuest makes on the return-trip cargo. CompuQuest has also provided the Captain 20,000 credits for emergency use, and he gets to keep 20% of any unspent emergency funds.

INVOLVING THE AGENTS

The agent(s) have been assigned to conduct a covert investigation on Suldani III, in the hopes of discovering what agent Maxwell had discovered, and recovering agent Maxwell if he is still alive. The Federation has no diplomatic ties to Suldani III, so if the agents are captured or killed, SFI will disavow any knowledge of them. However the destroyer USS Macarthur has been assigned to patrol the area of the Suldani system, and may be called upon if necessary.

Agent Maxwell was investigating the reported sightings of Klingon vessels and Orion pirate vessels in the area, either of which could be a security risk for the Federation. Five weeks ago, the nearest outpost received a message from Maxwell. He never arrived.

> *Starbase 25, this is Maxwell. Left Suldani at 0630 hours, and now en route at Warp 5. Investigation completed on Suldani, and the problem is the Kah...[static, then abrupt end of message].*

The agent(s) have been provided with phasers, communicators, and any standard equipment, as well as civilian clothing, false identities as either passengers or crew of the Rigel Queen, and 20,000 Cr to cover the unexpected.

STORYLINE: SETTING THE STAGE

Arriving At Suldani III

When entering orbit around Suldani III, sensors detect a number of Orion-made merchant vessels either in orbit or in transit. The ships are at a lesser tech-level than most Orion homeworld and Federation ships.

On descent to the starport, the ship crosses over the city of Suldanikelaq, with a population of 100,000 Orions. The city is 40 km west of the starport, on the edge of a mountain range and the ocean, otherwise surrounded by desert.

Upon landing at the starport, which has a 25-ship capacity, the crew notices there are 20 Orion merchant vessels of various sizes, but all of the same low tech level as those seen in orbit. There is also one Federation merchant ship, the same type as the Rigel Queen.

The characters will have to deal with the port official Safwan Kahttab, a cousin to Marzuq Kahttab (a name which has no meaning to the characters at this point). Safwan arrives in his GEV, and comes to collect the landing fee and a one-week berthing fee, to be paid now and in full. The landing fee is 500 CR (10x Federation normal) and the berthing fee is 150 CR per day (3x Federation normal), totaling 1550 CR. Safwan cannot be bribed to reduce the fees, pocketing any bribe money with false promises. In addition, once Safwan is aware of the cargo, he wants to make arrangements for the crew to sell it to *his* family (Kahttab family). If the crew does not agree to sell it, Safwan leaves in a huff, and the crew will have to walk the 2 km trip to the Control Center. If the crew does agree to sell it, they have just lost their cargo for Ishaq Kahsib, and cannot fulfill their mission.

Once the characters arrive in the Control Center, they find the trade offices for each of the five families are here. The Kahsib family office is the smallest and least decorated of the five families, an indication of the lesser wealth of the Kahsib family.

First Meeting With The Kahsib Family

The receptionist, a young Orion male, asks the group for their names, their ship's name, and their business. Once he has this information, his asks them to wait and disappears into an office in the back. He returns with an older man who identifies himself as Khalid Kahsib, the chief Trade Representative of the Kahsib family.

Khalid invites the Captain and the Cargomaster back to his office to talk. If anyone else insists on going along, he will ask the Captain who the person is and why they need to go along.

Back in the office, Khalid offers the Captain and Cargomaster (and any tagalongs) a drink from a well-stocked liquor cabinet, and ask for the details of their visit. When

the Captain gives Khalid the letter of introduction from CompuQuest, Khalid reads it and becomes very excited, placing a call to his superiors in the family.

When the call is over, he happily refills the character's glasses and tells them that Ishaq Kahsib himself wishes to speak with them. They are invited to dinner at the Kahsib mansion, and an aircar should be here within an hour to pick them up.

Khalid also tells them that aircars are available for rent if they'd like to go back to their ship and freshen up. There are 3 six-passenger aircars available for rent, at 150 CR per day, no questions asked. (The cars cost 30,000 Cr to replace should the characters severely damage one they've rented.)

Off To Dinner

The aircar arrives, landing just outside the *Rigel Queen*. It is a 10-passenger car, and as many of the crew who wish to go to the mansion may do so. While riding in the car, anyone with a familiarity with Klingon technology will notice that some parts of the aircar appear to be of Klingon manufacture. The characters may ask the driver about the car, but anything more than idle curiosity will be reported to Ishaq.

The estate is three-story mansion set amid a lavish landscape reminiscent of Mediterranean villas. Servants open the doors of the car, welcome the characters to the estate, and lead them to the central courtyard. There they are announced, and are introduced to Ishaq Kahsib, six other Orions who are members of the family, and to 2 humans (Solomon Kane and Jack Corrigan).

Kane and Corrigan do not speak much, and Ishaq tells the characters that business conversations must wait until after dinner. The other Orion guests then inundate the characters with questions about the latest Federation news until supper is served. At supper Kane sits on Ishaq's left and the Captain of the Rigel Queen sits on Ishaq's right. As dinner is being carried away, Ishaq claps his hands to begin the entertainment - a scantily clad green Orion woman performing a dance, reminiscent of the Middle Eastern belly dancing tradition.

When the dance is over, the Orion guests bid their good nights. Once the Orion guests are gone, Ishaq bids Kane and Corrigan good night and tells them he will keep their proposal in mind. Kane and Corrigan are obviously upset, glare at the characters, and reluctantly leave. Ishaq then asks the Captain and the Cargomaster back to his personal office, and tells the remainder of the crew they are welcome to remain in the courtyard and partake of the wines and entertainments his mansion has to offer.

Making The First Move

Once in Ishaq's office, Ishaq offers the Captain and the Cargomaster each a drink from his well-stocked shelves. He then asks what the business proposal is. The characters should already know what CompuQuest's requirements and minimums are:

* 1 year contract
* Free landing and free ship repairs on Suldani
* minimum purchase 5000 CUs per year of high-tech goods
* all goods purchased at a minimum of 125% of Market Value (CompuQuest's)

The characters must decide how high to start their offer... too high and Ishaq may just walk away...too low and they won't meet CompuQuest's minimums. If the players and GM are unsure where to start, and the Captain or Cargomaster has a good Trading skill, the best rule of thumb is 2x quantity (2x5000 = 10,000 CU) and 1.5x the Market Value requirement (1.5x125%= 187%). An initial offer higher than 15,000 CU and/or 200% will concern and possibly insult Ishaq Kahsib.

If the characters insulted him with a proposal that was too high, Ishaq will give them a chance to make a more reasonable proposal. If the offer is within reason, or if the initial offer is reasonable, Ishaq's first counteroffer is:

* Agrees to 1 year contract
* Agrees to free landing and free repairs on Suldani
* up to 1000 CUs per year of high-tech goods
* all goods purchased at 50% of Market Value (CompuQuest's)

Ishaq gauges the Captain's and Cargomaster's reactions, then tells the Captain and Cargomaster that they will resume negotiations tomorrow afternoon. He walks with them back to the courtyard, and bids them good night. His servants escort the characters to the aircar, and the driver takes them back to the *Rigel Queen.* The stage has now been set.

WHAT'S NEXT

There are a number of options available to the players at this point, and it is up to the GM to cover any not provided here. If the characters need to do any traveling, as noted in the meeting with Khalid Kahsib, six-seater aircars are available for rent at the control center for 150 CR per day, no questions asked.

Investigating the Doppler (Manticore)

The characters from the *Rigel Queen* may wish to investigate their rivals and/or the rival's ship, the *Doppler*.

Visually, the *Doppler* is the same ship type as the *Rigel Queen* - a Mission-class MkII merchant transport. The Doppler's airlock is kept closed at all times except when one of its crew enters or exits the ship. The registration number on the side is F398763, but computer searches for the number or name of the ship in the registry database will not find it. Observations made from the comfort of the *Rigel Queen*'s viewscreens will obviously go unnoticed, but observations from outside run the risk of being noticed, and the risk increases the closer the observer approaches the *Doppler*. However, simple visual scans will bring no immediate action.

Sensor scans of the Doppler will be at -3 to the Systems Op (Sensors) roll due to unknown sensor interference. (The *Doppler* has sensor-dampening materials embedded in its hull.) The characters should be aware that if they use the *Rigel Queen's* sensors to scan the *Doppler*, a successful sensor lock **will** appear on the *Doppler's* sensors (they'll know they've been scanned). The characters should also be aware that tricorders will not trigger a sensor lock under most circumstances, but they'll have to be within 100 meters of the Doppler to run the scans, so unless they're careful they may be noticed.

Successful Sensor Scan Results: A successful sensor scan of the *Doppler* reveals one or more of the following: the *Doppler* has sensor-dampening materials embedded in its hull; the Doppler has an Orion-style disruptor for its ship's weapon, an impulse drive with a power plant that is 30% more powerful than the standard Mission-class MkII, and double the defensive plating of standard Mission-class MkII. In short, perfectly built for pirating!

If the characters are careful, using disguises and such to mask their actions and origins, they should be able to scan the *Doppler* without being detected. However, if the *Doppler's* crew notices them, members of the *Doppler's* **boarding crew**

(see the Merchants chapter) will exit the *Doppler*, and demand the tricorders (which they will destroy), or trounce the characters if refused. Any combat here should be the barroom variety! Fights between rival ship crews on Suldani are common and ignored, unless they lead to someone's death, in which case things get very tricky. If the characters win the fight, someone from the *Doppler* will come for the fallen crew; if the characters lose the fight, they'll find themselves stripped of all valuables, lying on a cargo carrier near the *Rigel Queen*.

Buying A Cargo

CompuQuest expects the *Rigel Queen* to return with both a contract AND a full cargo for resale, so the buyers in the crew need to make a trip to the Suldanikelaq high market to search for cargos. It's also a good place for SFI agent Angus Stewart (et. al.) to listen to rumors and do some investigation (as long as he doesn't blow his cover or make people suspicious of the Rigel Queen crew).

The Suldanikelaq high market is like a huge bazaar, with reputable vendors buying and selling cargos. Cargos are sold by the CU, and each vendor has between 20 and 100 CU of various goods to sell, depending on type and rarity of the goods for sale.

Since Suldani and the worlds in it's sector have a lower tech level than standard Federation core worlds, the goods available for sale to the *Rigel Queen* (and other independent traders) are limited to luxury foods (such as Eldor fruit and Eldor wine), textiles (Soriel pelts and Orion rugs), pharmaceuticals (legal and illegal), radioactives (which require special handling), ores (copper and steel), and various spices from a dozen worlds. Example cargos are given below. The GM should create additional cargos as needed.

Goods	Lot size	Price per CU	Selling family
Eldor fruit	85 CU	400 CR	Kahsib
Eldor wine	50 CU	2000 CR	Kahttab
Dilithium	80 CU	??	Simsar
Misc. meds	95 CU	700 CR	Ansari
Steel ??	60 CU		Basri

While conducting trade in the high market bazaar, the characters will hear many tidbits, significant and insignificant. Characters may use **Streetwise**, **Conversation**, or **Shadowing** as appropriate to weed out the significant pieces of information. (If any characters have the Bugging variant skill **Eavesdropping**, that may apply as well.) The following information can be had at the high market:

* An Orion named 'Jafar' has been brokering Klingon-made high-tech goods and weapons in the Shadow Market.
* The Kahsib family has been hit by a run of bad luck lately, and has taken quite a financial hit.
* The Kahttab family has quit purchasing high-tech goods, and has been buying metals and construction equipment.

Investigating the Shadow Market

The Shadow Market is a place of back alleys and dark corners, where everything is legal and no questions asked. Its buildings are a sprawl of whitewashed adobe, and the inhabitants are mainly thugs, pimps and prostitutes, drug dealers and addicts, and those down on their luck.

Unescorted characters without **Streetwise** skill should find themselves in a great deal of trouble here. There are con artists, pickpockets, and bad-tempered thugs roaming the streets of the Shadow Market.

Characters investigating the Shadow Market will find various clues, depending on which avenue(s) they take.

Characters visiting the bars will run in to Safwan, who has been (and still is) drinking heavily. Buying him drinks reveals the clue that he's upset at not being allowed to visit the remodeled Kahttab family estate, and only *The Kahttab*'s closest connections are allowed in.

Characters searching for illegal goods to purchase may find illegal drugs, stolen artifacts, and other such goods. If the questions turn to illegal weapons, they are referred to Jafar. Information about the location of his 'headquarters' costs 200 CR in bribes, and Jafar will know someone's looking for him long before they arrive. As long as no one is suspicious of the *Rigel Queen's* crew, Jafar (and his Hit Team) will be available.

Talking With Jafar

Jafar holds 'court' in Dawad's Hole, a rough tavern in the Shadow Market. As the crew approaches Dawad's Hole, those characters that make a successful PER Roll at -2 will notice a Klingon slipping out of the bar. One or more characters may decide to follow the Klingon. If so, see the **Giving Chase** section below.

Back at the Shadow Market, dealing with Jafar is a dangerous proposition. Like the stereotypical mob middlemen, he holds court in the bar "Dawad's Hole", surrounded by his bullyboys. Jafar will spend time conversing with the characters to make sure they are what they claim to be and they are in the market for his "wares". Jafar will not discuss where he gets his weapons, but only that they are reliable weapons. If the characters ask about the Klingon who left, Jafar replies that the Klingon is only a supplier of illegal drugs (false).

If Jafar is convinced of the characters' authenticity, he will arrange a deal for disruptors, to be delivered after payment has been made. If he is convinced the characters are NOT authentic, he will signal the Hit Team to surround the table, and invite the characters to "meet the boss". If the characters go with him, they are taken to the Kahttab mansion for interrogation (see **The Kahttab Estate** below); otherwise, they'll have to fight their way out of Dawad's hole, and have some explaining to do at their next meeting with Ishaq Kahsib.

Giving Chase

If the characters are obvious in following the Klingon, or fail their shadowing rolls substantially, the Klingon (Koloth) attempts to flee. If the character(s) following the Klingon are persistent, they can eventually subdue him and take his PADD. The PADD contains a list of all cargo shipped from the Klingon Empire to Marzuq Kahttab over the last 2 months: various starship components, weapons, and high-tech goods. However, the information is in Klingon. This action will also alert Marzuq Kahttab that all is not right, and the *Rigel Queen* crew may find assassins on their doorstep. However, if the characters are successful in merely shadowing Koloth, they follow him out of the Shadow Market to the aircar he has waiting. Without an aircar of their own, or a rented one, they will be unable to follow Koloth the 300km south to the Kahttab estate. However, it may be possible for an enterprising character use a distraction to place some type of bug or tracking device on Koloth's vehicle that provides it's final destination, the Kahttab estate (S'Kahttab-ar).

If the characters follow Koloth all the way to the Kahttab estate, see the section **The Kahttab Estate** below.

The Crew of the Doppler/Manticore

Kane and his crew have been trying to set up a trade

contract for InterTrade for 5 weeks, with no luck. They were (they think) just about to succeed with Ishaq Kahsib when the characters showed up, so Kane is going to pull every sneaky underhanded trick he can to ruin the character's chances of a deal.

One possibility: Kane will have his Orion engineer masquerade as a customs inspector, and attempt to place hidden EMP grenades in the *Rigel Queen's* cargo hold, rendering the cargo into worthless junk.

Other possibilities are up to the GM, but the attempts should always have a good chance to be foiled by the *Rigel Queen* crew.

CONTINUING THE CONTRACT NEGOTIATIONS

Just as promised, Ishaq Kahsib sends his aircar for the crew of the *Rigel Queen* in the afternoon to complete the negotiations. The negotiations take the rest of the evening, and should be run using the negotiation rules in Economics chapter. Keep in mind the modifiers that apply if Ishaq Kahsib has become suspicious of the *Rigel Queen's* crew for any reason.

During the negotiations, one or more characters have the chance hear someone outside the closed doors of the meeting room (PER Roll at -2). If they investigate, they discover one of Ishaq's servants, whom Solomon Kane has bribed to report on the negotiations to him. It's up to the characters whether to mention this to Ishaq Kahsib.

If the characters meet the contract requirements set by CompuQuest, they will have achieved both the contract and their bonus. If not, the GM should consider running a different kind of campaign.

Following the successful negotiations, Ishaq Kahsib will throw a celebration banquet, with lavish food and drink and music, and the green Orion dancing woman (Leena) performing her 'belly dances'. The festivities last until after midnight, when Ishaq Kahsib sends his weary guests back home to the *Rigel Queen*.

DANGER!

Later that night, the Orion dancing girl (Leena) arrives at the airlock of the *Rigel Queen*. She tells whoever is on duty that her master has sent her to the Captain (or the highest-ranking male officer if the Captain is a woman) "for the evening, as a gift between friends." If the officer on watch is wary, she will use her seductive charms to attempt to seduce or convince the character to let her in and take her to the Captain.

Leena is a Competent Normal (5E224) with DEX 17, PRE 15, and COM 16; Acrobatics 14-, PS: Dancing 14-, and Seduction 16- . Her Seduction skill has the following modifiers based on the target:

Race	Examples	Modifier
Human and near-human	Orion, Bajoran, etc.	-0
Minor differences	Klingon, Romulan, etc.	-1
Non-human, mammalian	Caitian, etc.	-2
Non-mammalian vertebrates	Edoan, etc.	-4
Nonemotional	Vulcans	-4
Other Circumstances		**Modifier**
Target is not alone		-1
Physical barrier between subject and seducer		-3
Target is intoxicated		+2

The subject must make a successful INT Roll at -1 per point Leena made her modified *Seduction* roll by. If the INT is successful, the character is free to ignore Leena's charms; otherwise, the character lets Leena on board and takes her to the Captain's (or ranking male officer's) cabin.

If the Captain tries to send her away immediately, she will attempt to use her *Seduction* skill to convince him to let her stay. If she is successful in staying, the GM should make the following secret rolls.

"The Kirk Effect". If the Captain treats her well and makes a successful *Seduction* roll, Leena has fallen in love with the Captain, and confesses that Kane has hired her to kill him and let the *Doppler* (Manticore) crew in to slaughter his crew. The "Lured" and "Assassin" rolls are unnecessary. It is up to the Captain how to handle this situation.

"Lured". If the "Kirk Effect" does not sway Leena, the GM should make a Seduction roll for her against the Captain. If Leena's Seduction roll is successful, she has managed to maneuver him away from his weapons and on to the bed. If she fails the roll, the Captain is not distracted, and may react to any further actions she takes.

"Assassin". Once the two are on the bed, the Captain should make a PER roll to notice Leena drawing a dagger to attack him. If he makes his PER roll, he may react to her attack immediately, Dodging or Blocking or such. If he fails his PER Roll, Leena gets to attack a DCV 0 Captain with her dagger (1d6K).

Boarding Party

If Leena manages to kill the Captain, she will move to the airlock and let the attackers in. Kane will send his 4-man boarding crew to hunt down and kill everyone on board; however, he will not enter the *Rigel Queen* himself. If they can, the boarding party will hunt down and kill everyone on board, crewman or passenger; however, if they meet resistance (especially if the Captain's "Kirk Effect" let the *Rigel Queen* crew set a trap), they will beat a retreat back to the *Doppler/ Manticore*, and Kane will blast off for parts unknown, holding a tremendous grudge.

LOADING AND UNLOADING CARGO

All that's left for the merchant crew to do is to sign the formal contract with Ishaq Kahsib, unload the Rigel Queen's cargo for the waiting Kahsib' cargo loaders, and load the return cargos as they are delivered from the high market vendors. This will take about a day.

Meanwhile, if the SFI agent(s) have not completed their investigation at the Kahttab estate, they may wish to use this opportunity to do so (see **The Kahttab Estate** below). Or if they have made an initial investigation, they may decide how and where to proceed from here.

However, if Marzuq Kahttab has become suspicious of the crew or passengers of the Rigel Queen, there will be an attempted hit on the crew during the loading/unloading process. Dressed as cargo handlers for one of the other families (Ansari, Simsar, etc.), his 4-man hit squad will approach the Rigel Queen on one of the standard cargo loaders, and armed with disruptors, attempt to kill the Rigel Queen crew and passengers. At first the crew shouldn't notice more cargo handlers coming by to do their job; but as the hitmen approach the ship, any crewmember in sight of the hitmen should make a PER Roll at -2 to successfully spot the disruptors carried by the hitmen.

Madrav, Skuros, Jorva, and Radras are all Competent

Normals (5E224) with their weapon choices as WF: Disruptors and WF: Blades.

If the hit men are taken prisoner (the Rigel Queen crew is successful staying alive, and responds phasers on stun, etc.), they will not reveal any information. It should be easy to verify they work for Marzuq Kahttab, either through the legitimate cargo handlers, or a Vulcan Mind Touch if appropriate. In the case of a Vulcan Mind Touch, all that they know is that Marzuq Kahttab believes the Rigel Queen is a personal threat, and has ordered them killed. They have not visited the renovated S'Kahttab-ar, and know nothing of its layout or other such details.

THE KAHTTAB ESTATE

S'Kahttab-ar, the Kahttab estate, is 300 kilometers south of the Suldanikelaq starport. It is well-guarded and well-armed, can be entered on the ground by the front gate, or by air using an aircar or shuttle.

The characters have a few options for getting inside the estate: being captured, sneaking in on foot, attempting to fly in by aircar, or transporting in from orbit.

Being Captured

If they met with Jafar and were brought here for questioning, they will have been taken inside the complex.

They may also be captured if they are detected by the S'Kahttab-ar sensors while attempting to sneak in by foot or fly in by aircar.

It is also possible that the characters may let themselves be captured, hoping to effect a rescue from inside.

Sneaking In On Foot

If they have arrived in the area by aircar, they can get within 5km of S'Kahttab-ar before having to set down to avoid detection. They will then have to hike the rest of the way to the estate. Within about 3km, they run the risk of the S'Kahttab-ar sensors detecting their approach. If they are detected, a party of 10 goons armed with disruptors will ambush them.

Flying In By Aircar

The Disruptor cannon emplacement on the base will fire upon any air vehicle not in contact with S'Kahttab-ar that approaches within 3km. The GM should let the first shot miss, just to give the characters the idea that this is a BAD idea. If they continue to try, any hit by the disruptor should destroy the aircar and kill the unprotected occupants.

Transport From Orbit

If they have completed their deal with Ishaq Kahsib without raising Marzuq Kahttab's suspicions, they can enter orbit, and then beam down a landing party within the estate. While the courtyard is open, the structures are heavily shielded, preventing sensors or transporters from penetrating inside. However, there are six watchtowers, each with an armed guard that will open fire on unwelcome visitors.

S'Kahttab-ar Overview

An eight-sided wall juts out from the north face of the mountainside and surrounds S'Kahttab-ar. There are no roads in or out, and the rocky outcropping near the mansion provides no cover.

The outer wall is 10 meters (5") tall and 6 meters thick, and each of the 6 corners that are not part of the mountain has an open watchtower (10 meters tall) with guards and sensor dishes. If the characters are able to see the guards, they notice that most of the guard's attention is focused skyward, since there are no roads leading in and so approach will typically be by aircar. From inside the estate, steel-rung ladders ascend to the watchtowers.

A starship disruptor is mounted in the north wall, and steel doors on the east and west sides are the only entrances from the ground into the inner courtyard. The doors are solidly and electronically locked and alarmed. Bypassing the alarm takes a successful *Security Systems* roll, and bypassing the electronic lock takes a successful *Lockpicking (Electronic)* roll, or a successful *Electronics* roll at -3. If the characters set the alarm off, 8 of the 10 Kahttab garrison guards will make their way to the character's location. If the characters are successful in opening the electronic lock and bypassing the alarm, they may enter the complex.

Halfway between the outer doors and the inner courtyard is a turbolift (one for each entrance). If they have entered the inner courtyard, they can hear a loud mechanical hum (which is also loud enough to drown out the sound of a transporter), and the ground beneath them vibrates. A successful Tricorder scan at -3 indicates the energy from at least one warp engine. However, other than the ladders leading to the watchtowers, there are no visible personal entry doors. The ladders are steel, and only characters climbing at 1" per phase or less can be silent without a Stealth roll. Characters climbing the ladders faster than 1" per phase must make a Stealth roll at -1 per +1" of movement to remain silent.

The inner building is a large domed building, with a door at its zenith resembling a starship docking bay door. There are four levels of the complex, descending down into the bedrock, although from the outside only the first floor is obvious.

Inside S'Kahttab-ar

The western turbolift provides access to all four floors of the complex, though the characters will have no idea as to the occupants or purpose of each level. The eastern turbolift provides access only to the first 3 levels.

Level 1 - Garrison Quarters

Upon exiting the turbolifts, the hall leads directly to the observation platform viewing the hangar area, which houses the new starship. The area is well-armored, to protect occupants when the ship departs and arrives. The hangar is enormous, being roughly 100 meters high by 33 meters wide by 54 meters long, and most of the space is taken up by the starship currently in the hangar.

To the south are the two machine rooms that control the hangar doors. In each room is an Orion guard, armed with disruptor. These rooms are guarded at all times. Enterprising characters may wish to sabotage the machine rooms controlling the hangar doors. Assuming they are able to take the guards without undue noise (such as disruptor fire), the characters have several options for sabotaging the hangar doors.

Weapons Fire. Although the most likely the make the doors unopenable, it's also going to bring the garrison guards in quickly.

Mechanical Failure. Characters with the Mechanics skill can make a Mechanics skill to break the mechanisms. If the characters break the mechanism now, the malfunction will show up on the systems 'boards, and techs will be dispatched to fix it. If the characters decide instead to weaken the mechanisms so they don't break until used, this requires a successful *Mechanics* roll at -2.

False Readings. Characters with *Electronics (Sensors)* skill may alter the hangar door systems to show an 'alls well' indication no matter the true status of the hangar doors.

To the north are the two barracks for the garrison guards, one room on the west and the east sides. Each room contains 10 cots and up to 10 Orion garrison guards. Both rooms are joined together by a hallway running along their north walls (which is not visible from the hangar viewing area). Also adjoined to each barracks room are the heads and the armories. The armories each contain a dozen Klingon disruptor pistols and disruptor rifles.

Level 2 - Support Level

Directly across (north) from the west turbolift are the mess hall, kitchen, and foodstuff storeroom areas. The storage room blocks direct sight into the mess hall. The mess hall contains 2d6 Orions (guards and technicians), eating, reading, and otherwise relaxing. All of the Orions are armed with disruptor pistols.

Opposite the mess hall, on the south side of the hallway running to the viewing area, is the life support control center. Its doors are locked, and within are 2 guards and 2 technicians at all times.

The hallway goes around the hangar area to the north, then runs to the hall to the east turbolift. To the north of the eastern turbolift are the gym and the infirmary. The gymnasium has 2-3 Orions working out, with their weapons on a bench near the door. The infirmary has a single Orion med-tech installing and configuring the Klingon medical systems; the med-tech is unarmed.

Level 3 - Command Level

Over 100 meters below ground level, this area is the nerve center of the operations at S'Kahttab-ar.

Exiting either turbolift leads to the west or east airlock areas. Each of these areas has an airlock leading into the hangar area. To the north of the western airlock room is a hallway that run north around the hangar area and turns to the east side. The first door on the left of the west hallway is the "bridge" of the complex, containing the sensors, computer systems, and disruptor controls. Four Orion technicians and 2 armed Orion guards are always on duty within.

Past the "bridge", where the hallway turns east, there are two doors on the north side. The western-most door leads into Marzuq Kahttab's private suite. It is a luxurious private suite, displaying its owner's wealth and good taste in furnishings and accessories. The door is locked electronically with an alarm. Getting in past the lock and the alarm requires a successful *Lockpicking (Electronic)* roll (or *Electronics* roll at -3) and *Security Systems* rolls respectively.

The easternmost door in the north side of the hallway leads into Kothar's private suite. The door is also electronically locked and alarmed, as above. The room is decorated in Klingon style. Also within the room is Commander Kothar's personal computer system, containing his reports to the Klingon High Command on the progress of the Klingon plot. Pulling up the reports requires at least 1 point in Klingon language skill (spoken), and a Computer Programming roll at -2 to bypass simple security.

To the north of the east-side turbolift is the maintenance shop, containing equipment and tools for maintaining the starship. Two armed Orions are hard at work on some type of maintenance.

If the characters enter the hangar through the airlock, the first thing they notice is that most of this space is taken up by the bulk of the starship. The starship has a crew of 38 Orions, and all are currently on board.

Level 4 - Detention Area

Only the west turbolift goes down to level 4, over 150 meters below the surface. The turbolift door opens on to the guardroom, containing 2 alert Orion household guards at all times.

Beyond the guardroom is a door on the east wall which leads into the interrogation facility. The room is equipped with various equipment, possibly including the infamous Klingon agonizer.

On the north wall of the interrogation room is a door leading to Commander Kothar's office. The office contains a desk, chair, personal computer, but nothing of importance.

On the south wall of the interrogation room, this door leads to the 4 cellblocks. Only one is occupied. Heavily sedated, battered and bruised, is agent Thomas Maxwell. He is asleep and will not awaken for another 4d6 hours, and will have to be carried.

GETTING OUT OF S'KAHTTAB-AR

Depending on the characters actions and how they arrived in S'Kahttab-ar, getting out may be relatively easy or very difficult.

If the characters were captured or brought here for interrogation, the complex will be aware of their existence within. They will be kept in the Level 4 detention area, and will be aware of the sedated agent Maxwell. They may be able to trick a guard or two to get close enough that the characters can knock them out and try to escape. The problem will be in getting through the west steel door, and then getting away from the complex without being fired on by the watchtower guards, who will also alert the garrison guards if the characters are detected.

If the characters were able to sneak in, with a little luck and care they may be able to sneak back out, especially if they quickly took out the guards on Level 4 and Kothar was not there. They will have the same problem as above with the watchtower guards, unless there is a ship in orbit ready to beam them out once they are back on the surface.

STARSHIP BATTLE

When the characters leave Suldani III, their chances of having a starship battle with Marzuq Kahttab's ship are high. Unless they have sabotaged S'Kahttab-ar to prevent the pirate starship from exiting the hangar, the *DarkBlade* will leave the S'Kahttab-ar hangar and enter space. The DarkBlade chases the Rigel Queen and attacks her, either because of their involvement in the Maxwell matter, or simply as a test of Kahttab's new pirate ship.

The DarkBlade is armed with Klingon disruptors, a prototype torpedo launcher, and a subspace jammer. If the Rigel Queen is unable to contact the USS Macarthur before the DarkBlade is able to jam communications, the Rigel Queen either has to lead the DarkBlade to the USS Macarthur, or stand and fight. If luck is with the Rigel Queen, the Macarthur sensors will detect the battle and arrive before the Rigel Queen suffers any significant damage.

CAMPAIGN NOTES

If Solomon Kane blasts off for parts unknown without having won his deal or killed the Rigel Queen crew, he becomes an ongoing villain, appearing from time to time. His

appearances will typically be in competition with the Rigel Queen over very lucrative deals. At some point, after several continued losses to the characters, he will turn to some elaborate scheme for revenge that leaves him safely far away when the scheme catches the characters.

If the Rigel Queen and/or USS Macarthur destroys the DarkBlade pirate ship, Marzuq Kahttab will be a very angry Orion (unless he's been killed as well). If Kahttab is still alive, he may work to sabotage the trade deal between Ishaq Kahsib and CompuQuest, which will eat into the character's profits. They may have to return to Suldani and come up with some way to stop Kahttab without taking on the entire Kahttab family.

The Rigel Queen crew may find that having an SFI agent on board has its good side, and Star Fleet Intelligence may encourage this. Agent Angus Stewart may find he has a home on the Rigel Queen (as he did in my campaign).

SCENARIO RESOLUTION

The best possible resolution is for the Rigel Queen characters to have negotiated the successful contract for CompuQuest, bought a money-making return-trip cargo, helped discover the Klingon plot, rescue agent Maxwell from S'Kahttab-ar, and reach the USS Macarthur in time for the Macarthur to destroy the DarkBlade. From that point, the characters return to CompuQuest headquarters, sell the return-trip cargo, get their money, and head off to find the next lucrative deal.

CAST OF CHARACTERS

The important characters in the story are given here. The GM may provide others as needed.

THE KAHSIB FAMILY

Ishaq Kahsib (The Kahsib)

TBD

Khalid Kahsib

TBD

Kahsib Family Members

TBD

Kahsib Family Servants

TBD

THE KAHTTAB FAMILY

Marzuq Kahttab

TBD

Safwan Kahttab

TBD

Jafar Kahttab

TBD

Madrav Kahttab

TBD

ORION THUGS

TBD

CREW OF THE MANTICORE

See the "Merchants" chapter for a complete write-up of the Manticore's crew.

THE KLINGONS

TBD

Kolor

TBD

Kothar

TBD

STAR FLEET

Thomas Maxwell, SFI

TBD

Profit Margin

Based on FASA's Margin of Profit, *Profit Margin* is an adventure for merchant characters, where the characters find that the cargo they've agreed to transport is likely to be hit by an unknown group of murderous hijackers. It's up to the characters to solve the mystery of who the hijackers are before they become the next victims.

As this scenario is about money, it's important that the action take place on the fringes of Federation space, where money and stock are still meaningful concepts.

ADAPTATIONS

With a little work, the GM can alter the groups involved to be used in a different region of space, or even in the TNG era. The planet Coridan can be changed to any independent world on the fringes of Federation space with a rich supply of dilithium. The Orions can be changed to any merchant race with a reputation for piracy (or even Ferengi in the TNG era), and the Tellarites can be changed to any other appropriate race.

INTRODUCTION

The Captain and crew of the *Rigel Queen* have been hired by *TriLithium* to transport dilithium crystals between dilithium-rich Coridan and TriLithium's headquarters on Vega, 9 days each way at WF7. The contract is for six months, with payment in upkeep and stock. If all goes well, the stock price should rise nicely and make it a lucrative deal. If not...

SCENARIO BACKGROUND

The scenario is a fairly straightforward mystery story. TriLithium has hired the characters to transport dilithium crystals between Coridan and Vega for the next six months, and to transport Managing Director Humphry to Vega via Coridan on the first trip. Upon arriving at Coridan, they discover that over the last 2 months, 4 shipments of dilithium that were to be shipped offworld were hijacked at the mines, with no survivors, and another hijacking occurs they evening after they arrive on Coridan.

Rumors abound, and most are suspicious of the Orion merchant crew currently on Coridan, though there's no proof. Clues point to an "inside" job, and investigation reveals that the Tellarite captain has been blackmailing Humphry for inside information to conduct their hijackings. A past indiscretion of

Humphry' when he worked with the Tellarite years ago could ruin him, and the Tellarite is using that to extort Humphry. Once the characters find this out, Humphry remorse allows them to set up the Tellarites with false information for a trap so they can be brought to justice, and the Rigel Queen can transport cargo in relative safety.

INVOLVING THE RIGEL QUEEN'S CREW

The crew has been hired to transport dilithium crystals over a six-month period for TriLithium Industries, a company that makes dilithium-based power systems, including starship warp drives. TriLithium is a new manufacturing company, and has no cargo transport vessels of its own, and so it is hiring independents to transport the dilithium.

The president of TriLithium, Dmiti Anakovsky, has contacts among the miners on Coridan and has an arrangement with them. Control of a major portion of dilithium exports can give TriLithium an advantage over its competitors, which can lead to a more profitable company and a higher stock value of TriLithium stock.

TriLithium's cash flow is tight, so their offer is to pay all operating fees for the *Rigel Queen* over the six-month period in which it's transporting dilithium crystals, and 1500 shares of TriLithium stock valued currently at 65 credits per share (97,500 cr paper value). At the end of six months, if everything goes well, the stock should easily be worth 90-100 cr per share (135,000 to 150,000 cr).

INVOLVING THE AGENTS

If SFI agent Angus Stewart is on board the Rigel Queen, there is nothing he is aware of initially regarding the current hijacking situation. However, once the crew arrives on Coridan, the hijackings - especially with murder and dilithium involved - are of interest to Star Fleet and SFI.

SETTING THE STAGE

Once the characters have agreed on the deal, Managing Director Humphry accompanies them on the Rigel Queen to Coridan. He's a fairly private individual, keeping to himself, although the characters do learn that in his younger days he worked for a company on Tellar and speaks Tellarite fairly well.

Upon arriving at Coridan, they find only a few ships at the starport: an Orion trader, a Tellarite trader, a Vulcan trader, and a Denevan cargo transport.

While sampling the nightlife in the city, which has a quarter of a million population, the characters encounter the very friendly Orions and the abusive Tellarites. They also hear about the hijackings, several of which were hijacked from Caprico Minerals en route for TriLithium. The characters are quick to realize that this string of hijackings puts them and their TriLithium stock at great risk.

INVESTIGATIONS

The characters may wish to find out which vessels were on planet or in orbit during the timing of the hijackings. Consulting the records at the starport, they find out the following: None of the ships currently on planet have been present during all of the hijackings; the Orion ship has filed its cargo declaration, which leaves its hold only half-full; the Tellarite ship has withdrawn its cargo declaration, until the dilithium crystals that were hijacked from its supplier can be replaced.

If the characters contact MD Humphry about details of the losses, they find out that over 300 CU of dilithium was lost in the three hijackings slated for TriLithium - a loss of half a million credits to Caprico Minerals (which Caprico can't afford) and a major setback for TriLithium, who was counting on the dilithium in fulfilling some major contracts. Humphry is also in an uncharacteristically foul mood, and tells the characters to stay out of the investigation; continued questioning may provoke him to threaten revoking their charter.

If the characters become suspicious of Humphry's attitude, they may wish to monitor his communications. If so, depending on the method they use, the GM should require a successful *Bugging*, *Concealment*, *Electronics (Communications)*, or *Systems Operation (Communications)* roll as appropriate. If successful, they discover that Humphry is being coerced under duress to reveal the security arrangements for the next dilithium shipment from Caprico Minerals.

Conversing with the Orions, the captain is very open, and the characters are free to scan his vessel. There are no dilithium crystals or residue aboard his ship.

Conversing with the Tellarites is next to impossible, as they are rude and obnoxious and do not willingly coverse with anyone. Watching the Tellarite ship, FoundryTek Minerals transports loads of dilithium to them each day, but everything is above board.

Checking on Caprico Minerals, they are helpful, cooperative, and forthcoming with any information they can give. They obviously want the mystery solved as quickly as possible.

Talking with FoundryTek Minerals, they will provide little information to 'agents of a competitor'. They provide nothing beyond what can be learned from news archives about the hijackings.

On the street, characters with a successful Streetwise skill roll will learn that a number of local thugs have disappeared, and are rumored to be the muscle in the hijackings. No one knows their current location.

CONFRONTING HUMPHRY

If the characters have learned that Humphry is being coerced and confront him with it, he reveals that a Tellarite is blackmailing him. If he (Humphry) does not cooperate, a past business transgresssion will be revealed, ruining him; if he cooperates, he will profit well. Humphry does not know who the Tellarite is or how he knows about the transgression.

If Humphry believes the characters can get him out of his current problem, he will work with them to set up the blackmailers.

A GUILTY CONSCIENCE

During the investigation, as the characters realize the Tellarites are involved, they receive a message from a Tellarite member of the Kovlugh crew. He whispers that he has information on the hijackings, he knows the character's lives are in danger, and wants them to meet him behind FoundryTek Minerals building at midnight.

How the characters approach the meeting is up to them. They may take precautions of various types, in case it's a trap.

Upon arriving, they have to wait for 10 minutes before the Tellarite arrives. Nervous and incoherent, he says "There have been too many deaths already...I can't live with what we've been doing..." and is hit by a laser or phaser that kills him. His dying words are "They know... mining camp... your ship..."

A gang of 12 thugs has been following the Tellarite,

determined to prevent him from talking. When the Tellarite is dead, they may leave or try to kill the characters if they believed he was able to tell them anything useful. Most are armed with knives and clubs, only two have old style laser pistols and one has a phaser set on disrupt.

If the characters survive the encounter and capture any of the thugs, the thugs know nothing of the hijackings. They were hired by a local criminal boss to kill the Tellarite, and don't even know how to contact him. He would contact them later on where to pick up their payment.

LOADING DAY

Humphry tells the characters that the dilithium is ready for pickup, and that the Rigel Queen is to land at the mine where various crates (which are really empty) will be loaded in an effort to trick/trap the hijackers. If Humphry is working with the characters, he also lets them know the hijackers are aware of the empty crates, and plan to beam aboard based on a transponder that Humphry is to hide in one of the crates.

The Tellarite ship, the Kovlugh, takes off 2 hours before the Rigel Queen is scheduled to leave.

LOADING THE CRATES

The empty crates are loaded into the Rigel Queen's cargo hold. The crew may make any preparations they wish.

THE HIJACKING

After the Rigel Queen has taken off, Humphry sends the message that he has a message pouch that has to go to Vega, and needs to be transported up. This is the message that indicates the Rigel Queen needs to lower her shields, and also that the Kovlugh is ready to transport its hijackers into the Rigel Queen's cargo hold.

When the Rigel Queen drops her shields, the Kovlugh transports 6 Coridan thugs and 1 Tellarite pilot to the Rigel Queen's cargo hold. If the crew of the Rigel Queen was forewarned and made preparations, the battle may be over very quickly. If not, the thugs take no prisoners.

CAUGHT RED-HANDED

The presence of the Kovlugh's pilot, dead or alive, as part of the hijacker party is proof of the Kovlugh's part in the hijackings.

The characters may try to convince the pilot (if alive) to reveal the Kovlugh's current location. Or, if SFI Angus Stewart is with them, he may call on Star Fleet to find and capture the Kovlugh.

ENDING

Once the Tellarite plot is ended, the characters can begin the transporting of the dilithium crystals. At the end of the six months, the stock has risen to 100 CR per share, and the characters may sell it for a tidy profit.

CAMPAIGN NOTES

TBD

SCENARIO RESOLUTION

TBD

Beyond Price

INTRODUCTION

TBD

SCENARIO BACKGROUND

TBD

INVOLVING THE CREW

TBD

PLAYER INFORMATION

TBD

PLOTLINE

TBD

GOALS

TBD

OPTIONS

TBD

CAMPAIGN NOTES

TBD

SCENARIO RESOLUTION

TBD

Trade War

INTRODUCTION

While relaxing during routine yearly ship maintenance, the crew find themselves pulled into the middle of a trade war between two rival shipping companies.

SCENARIO BACKGROUND

TBD

INVOLVING THE CREW

TBD

PLAYER INFORMATION

TBD

PLOTLINE

TBD

GOALS

TBD

OPTIONS

TBD

CAMPAIGN NOTES

TBD

SCENARIO RESOLUTION

TBD

MERCHANT CHARACTERS

Rigel Salvage and Transport

Members: Karl Greggon, Ian O'Boru, Mark Dominguez, Aleg, Sorek, Guh'vudzon, Lilith Aslan, and special appearances by SFI agent Angus Stewart.

Background: The Rigel Queen, dba *Rigel Salvage and Transport*, is a small band of freelance traders who make money in salvage, cargo transport, and the search for new trade goods and routes along the fringes of Federation space. And while they work to make a profit at such dealings, they also get involved in heroic deeds and doing the right thing.

Rigel Salvage and Transport was created by Karl Greggon, an independent trader who had been a rising star in Kalaman Enterprises. Although a bit of a swashbuckler at heart, Karl's personal code of honor prevented him from engaging in crooked deals and cons, cheating customers, and other such dishonorable activities. Karl had worked at Kalaman Enterprises for several years when he discovered that Kalaman Enterprises was "mobbed up", and that his mentor Henry Kalaman was actually a notorious crook. When Henry Kalaman realized that Karl had discovered the shady dealings of Kalaman Enterprises, he sent some men to convince Karl to join the family or die. Karl stole a shuttle and escaped, and needed to disappear for a while. He took the money he had been saving, added to it with some gambling winnings, and bought an inconspicuous rustbucket he dubbed the Rigel Queen.

His first employee was Ian O'Boru, who had served with him in Kalaman Enterprises. Ian had been suspicious of Kalaman Enterprises and some of the rumors he had been hearing, so when Karl fled, Ian followed. Unfortunately, some of Kalaman's men were close behind. So the two quickly headed for other worlds. While Ian was a good pilot and navigator, his specialty was communications, and Karl realized he needed a crew. So the search began...

For the pilot, Karl hired *Mark Dominguez*, a hotshot pilot.

For the chief engineer, Karl hired the quirky Edoan *Aleg*, consummate Perfectionist, Researcher, and Engineer. Aleg wanted nothing more (it seemed) than to tinker with the engines, and make them the most efficient pieces of equipment in their part of the galaxy - something which Karl needed in staying ahead of Kalaman.

And since they needed some scientific expertise, they hired the Vulcan *Sorek* as ship's science officer.

For cargo handling and ship's security, they hired the Tellarite *Guh'vudzon*.

And since they were set to transport passengers, they needed a doctor. They hired the Caitian *Lilith Aslan*.

Group Relations: On the surface, the crew seems to be a family of bickerers, brought together only by their need for mobility and staying ahead of trouble. But in reality, every crewmember would gladly put his or her life on the line for any other member of the crew. Karl is the captain and it's "his ship", but profits are split evenly and all major decisions are a group consensus. Lilith distrusts the Vulcan Sorek, as it was a Vulcan officer that eventually drove Lilith out of Star Fleet. The hotheads Ian and Guh'vudzon have a rivalry of one-liners that tends to get on other's nerves. But otherwise the ship's crew handles the business well, and Karl works to keep all of them one step ahead of Kalaman's goons.

Tactics: While the crew is not above a fight, they prefer to talk or think their way out of a bad situation. But when they situation comes down to a fight, they've fought Klingon marauders and Orion pirates, and are no cowards.

KARL GREGGON

Captain of the *Rigel Queen*

Val	Char	Cost	Roll	Notes
13	STR	3	12-	2.5d6; Lift 130 kg
14	DEX	12	12-	OCV: 5; DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll: 12-
11	EGO	2	11-	ECV: 4
18	PRE	8	13-	3.5d6 PRE Attack
12	COM	1	11-	
4	PD	1		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
24	STUN	0		
				Total Characteristic Cost: 40

Cost	Powers
4	Boxing Block: +2 OCV, +2 DCV, Block/ Abort
3	Boxing Jab: +2 OCV, +1 DCV, STR Strike
4	Boxing Cross: +0 OCV, +2 DCV, STR +2d6
	Skills
	Nomadic Childhood
6	Klingon Language, complete command
2	KS: Klingon Psychology 11-
2	KS: Klingon Culture 11-
2	KS: Politics of Klingon/Orion Border 11-
3	Contact: Jorek Almarka, Orion information dealer, 12-
	Merchant Apprenticeship & Piloting
1	Computer Programming; 8-
2	KS: Federation Law 11-
7	Trading +2; 15-
3	KS: Trade goods Appraisal 12-
4	Systems Operation (Communications, Sensors, Shields) 12-
1	KS: Damage Control Procedures 8-
7	Combat Piloting +2 (Orion Commercial Starships); 14-
1	TF: Federation Commercial Starships
1	TF: Federation Shuttlecraft
4	Navigation (Ground, Space, Warpspace)
1	SS: Warp Drive 8-
2	SS: Astronomy 11-
	Other Skills
2	WF: Advanced Small Arms
1	WF: Blades
3	+1 Level with Phasers
5	Stealth 12-
1	Combat Driving (Antigrav) 8-
7	Zero G Training +2; 14-
3	Gambling 12-
3	Shadowing 12-
5	Concealment +1; 13-
2	Tactics: Starship 12-
2	KS: Salvage Operations 11-
1	KS: Space Suit/Environment Suits 8-

3	Bribery 13-
3	Bureaucratics 13-
3	KS: Carousing 13-
3	Persuasion 13-
3	Seduction 13-
3	Streetwise 13-
110	Skill cost

Points	Disadvantages (100 Base +50 Disads)
15	Hunted: Kalaman Enterprises, 11-
20	Psych: Code of Honor (Common, Total)
10	Psych: Greedy (Common, Moderate)
5	Distinctive Looks: 2" scar across right cheek

Equipment Carried

Belt knife
Hand Phaser (holdout weapon)
Phaser Pistol (holster)
Phaser recharge pack
Personal Computer (PA)
Personal Transactor
Pocket Communicator
1239 Credits on person

Background/History: As a young man, Karl's family had extensive dealing with the Klingons along the Orion/Klingon border, and Karl learned not only about Klingons but also about honor and following a code of honor. Karl adapted the Klingon code and the Orion mercantilism into a personal code of honor, one that precluded stealing, cheating, conning, or any other unfair dealings. This code of honor put him at odds with his family and the family business, so when he came of age he applied to a human company for his Merchant Apprenticeship - Kalaman Enterprises.

Kalaman Enterprises accepted Karl's application for apprenticeship, and Henry Kalaman took Karl under his wing, teaching not only the fine arts of piloting but also of trading and recognizing a good deal. Karl discovered he had a knack for both, and rose quickly under the watchful eyes of Henry Kalaman. But even though Karl was a bit of a swashbuckler at heart, Karl's personal code of honor prevented him from engaging in crooked deals and cons, cheating customers, and other such dishonorable activities. When Karl discovered that Kalaman Enterprises was "mobbed up", and that his mentor Henry Kalaman was actually a notorious crook, he began to have doubts about his safety. Henry Kalaman soon realized that Karl had discovered the shady dealings of Kalaman Enterprises, and he sent some men to convince Karl to join the family. But he informed Karl that such knowledge could not be made public, so if Karl refused his offer, Karl would have to retire PERMANENTLY. Karl stole a shuttle and escaped, and needed to disappear for a while. He took the money he had been saving, added to it with some gambling winnings, and bought an inconspicuous rustbucket he dubbed the Rigel Queen.

Karl now works to make money and stay ahead of Henry Kalaman.

Personality/Motivation: Karl is a heroic rogue, sort of a cross between James T Kirk and Han Solo. His dealings with employers are always honorable and above-board, unless he gets crossed. He doesn't commit crimes, although he's not above a bit of 'reconnaissance' when necessary. He wants to build a good business and make a name for himself, and above all he wants to find a way to get Kalaman Enterprises off his trail.

Quote: "If you don't feel it's a good deal, I can certainly take my goods elsewhere..."

Power/Tactics: Karl has been in his share of bar fights, and he has a scar on his cheek to prove it. If forced into a fight, he'll use his wits without compromising his code of honor.

Appearance: Karl is a good-looking ruddy Orion male in his mid 40's, standing 6'0" with an average build. He is bald like most ruddy Orion males, with dark brown eyes. When dealing with patrons and paying customers, he wears his "dress uniform", modeled somewhat after Star Fleet attire. Otherwise he wears the usual blue two-piece uniform worn by all members of *Rigel Salvage and Transport*.

IAN O'BORU

1st Officer/Comm Officer

Val	Char	Cost	Roll	Notes
14	STR	4	12-	2.5d6; Lift 130 kg
17	DEX	21	12-	OCV: 6; DCV: 6
11	CON	2	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll: 12-
13	EGO	6	12-	ECV: 4
11	PRE	1	12-	2d6 PRE Attack
12	COM	1	11-	
5	PD	2		
5	ED	2		
4	SPD	13		Phases: 3, 6, 9, 12
5	REC	0		
18	END	-2		
23	STUN	0		

Total Characteristic Cost: 54

Cost	Powers
	Karate Martial Arts
4	Karate Punch/Snap Kick: +0 OCV, +2 DCV, STR +2d6
5	Karate Spin Kick: -2 OCV, +1 DCV, STR +4d6
4	Karate Block: +2 OCV, +2 DCV, Block/Abort
4	Karate Knifehand Strike: -2 OCV, +0 DCV, HKA 1/2d6
	Skills
	Military Brat Upbringing
2	WF: Small Arms
3	+1 CSL with Small Arms
3	Streetwise 11-
2	CK: choose 11-
	Star Fleet Flight Officer Skills
5	Combat Piloting +1 12- (Federation Military Starships)
2	SS: Astronomy 11-
2	SS: Physics 11-
2	Tactics (Starship) 12-
3	Navigation (Space, Warpspace) 12-
8	Systems Operation (Defensive, Communications, Sensors, Weapons) 12-
10	Electronics (Sensors, Communications, Transporter, Computers, Life Support) 12-
2	WF: Federation Starship Weapons
2	WF: Advanced Small Arms
2	TF: Federation Shuttlecraft
3	AK: Milky Way 12-
1	Bureaucratics 8-
1	KS: Federation History 8-
2	KS: Federation Law 11-
2	PS: Star Fleet Officer 11-
	Merchant Comm Ops Officer Skills
1	Computer Programming 8-
2	TF: Federation Commercial Vessels
1	KS: Damage Control Procedures 8-
1	Trading 8-
2	KS: Cargo Value appraisal 11-
2	PS: Megacorporation Ship's Officer 11-
3	Language: Klingon, command with accent
	Other Skills
2	Language: Andorian, Fluent
2	Language: Caitian, Fluent
2	Language: Orion, Fluent
2	Language: Vulcan, Fluent
1	WF: Blades
1	Zero G training, 8-
3	Weaponsmith: Small Arms 12-
1	Mechanics 8-
5	+1 Level with all INT-Based skills
1	TS: Antigrav Vehicles
1	KS: Karate 8-
2	PS: Deck officer 11-
2	PS: Engineer 11-
2	KS: Slugthrower Small Arms 11-
2	KS: Damage Control Procedures 11-
2	KS: Orion Culture 11-
3	SS: Warp Drives 12-
1	KS: Carousing 8-
3	Persuasion 11-
3	Trading 11-
95	Skill cost

Points	Disadvantages (100 Base +50 Disads)
10	Hunted by Star Fleet (Watched) 11-
15	Psych: Vanity / Dandy (Uncommon, Total)
10	Psych: Hot Tempered (Common, Strong)
15	Hunted: Kalaman Enterprises, 11-

Equipment Carried

Custom Walther PPK in ankle holster
Phaser pistol in holster
Personal Computer (PA)
Personal Transactor
Pocket Communicator

Background/History: Ian O'Boru is a hot-headed Irishman, red hair and all. His father was in the Star Fleet Marines, posted along the Klingon-Federation border. Ian grew up a 'military brat', and he learned a lot from this father about the Marines - both as it exists in Star Fleet and how it existed historically. Ian inherited his father's good looks and military skill, and his mother's need to look good at all times and penchant for languages. When Ian's father was killed in a border incident, he took it hard, and his short-temper became legendary in his family.

Ian decided he needed some time to get himself in order, and joined the Merchant Marines division of Star Fleet. He spent a number of years in the Merchant Marines, but his short temper did not go unnoticed. He was eventually asked to resign after an unfortunate incident involving a crewmate. Ian felt bad about the incident, and promptly resigned.

He decided to pursue a civilian career, and applied to several Megacorps . The prestigious Kalaman Enterprises accepted Ian, and things seemed to be turning around for him.

While Ian was working at Kalaman Enterprise, he met Karl Greggon, and they became friends. Karl's personal code of honor reminded Ian of his father. He was happy with the promotions that his friend was receiving.

But over time, Ian began hearing things concerning Kalaman Enterprises - things he didn't like. There were rumors of suspicious deals, problems with delivered goods that mysteriously appeared or disappeared when a little extra money was involved, and other problems. He mentioned these to Karl, but Karl brushed them aside as just rumors.

Then one day, Karl stole a shuttlecraft and fled on Ian's watch. Ian put the pieces together, and left the ship as well. Unfortunately, some of Kalaman's men were close behind. So the two quickly headed for other worlds.

Personality/Motivation: Ian and his friend Karl are the founders of *Rigel Salvage and Transport*. While Karl handles the financial end of things, Ian oversees the technical side of things.

Ian is a good man who tries to do the right thing, but in periods of high tension or frustration his temper can make him do things he normally wouldn't do. His temper is the personal demon he fights. He tries to fight it with quips and verbal jabs instead of blows, but is not as successful as he'd like to be in his battle.

Like Karl, Ian is determined to have a good business and to keep himself and his crew ahead of the Kalaman Enterprise goons. Unlike Karl, Ian is willing to use any tactically sound advantage in that fight.

Quote: "What we have here is a failure to communicate..."

Power/Tactics: When it comes to a fight, Ian follows the motto "strike hard, strike fast". He'll use his martial arts in hand-to-hand in an effort to take the target down quickly. In ranged combat he'll use his phaser or custom Walther PPK, as appropriate.

Appearance: Ian is 5'11" and 160 lbs, with red hair, blue eyes, and a slight Irish accent. When off-duty, he wears whatever clothing that is in style and makes him look good. He is always well groomed, never a hair out place, etc. On duty, he wears the usual blue two-piece uniform worn by all members of *Rigel Salvage and Transport,* that is kept impeccably clean and pressed.

MARK DOMINGUEZ

Pilot of the *Rigel Queen*

Val	Char	Cost	Roll	Notes
11	STR	1	11-	2d6; Lift 100 kg
18	DEX	24	13-	OCV: 6; DCV: 6
13	CON	6	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll: 12-
11	EGO	2	11-	ECV: 3
13	PRE	3	12-	2.5d6 PRE Attack
12	COM	1	11-	
3	PD	1		
3	ED	0		
3	SPD	2		Phases: 4, 8, 12
5	REC	0		
26	END	0		
23	STUN	0		

Total Characteristic Cost: 45

Cost	Powers
5	Luck 1d6
	Tai Chi
4	Block: +2 OCV, +2 DCV, Block/Abort
5	Palm Slap/Kick: -2 OCV, +1 DCV, STR +4d6
4	Shove: +0 OCV, +0 DCV, +15 STR to Shove
5	Joint Break: -1 OCV, -2 DCV, Grab One Limb; HKA 1/2d6 (DC2), Disable
	Artistic Upbringing
4	PS: Actor +2; 13-
3	KS: Famous Earth Plays 12-
3	KS: Famous Earth Playwrights 12-
	School of Life Merchant Pilot
1	KS: Federation Law 8-
1	Bureaucratics 8-
1	Trading 8-
3	PS: Ship's Pilot 12-
10	Systems Operation (Sensors, Communications, Shields) +2; 14-
7	Combat Piloting (Federation Commercial Starships) +2; 15-
8	Navigation (Ground, Space, Warpspace) +2; 14-
1	SS: Warp Drive Theory 8-
2	SS: Astronomy 11-
2	TS: Federation Shuttlecraft
	Other Skills
2	WF: Federation Advanced Small Arms
6	+2 with Phasers
3	Breakfall 13-
2	KS: Tai Chi 11-
2	SS: Astrophysics 11-
1	Computer Programming 8-
1	Language: Basic Orion
2	Systems Operation [+2 as above] (Transporters) 14-
1	Electronics (Flight Control Systems) 8-
2	WF: Federation Starship Weapons
7	Acting +2; 14-
3	Disguise 12-
105	**Skill cost**

Points	Disadvantages (100 Base +50 Disads)
10	Psych: Passionate about Theater Arts (Common, Moderate)
15	Psych: Cocky and Confident (Common, Strong)
5	Rivalry: Professional, Other Pilots
20	Hunted, Marshile Intersec 8- (Mo Pow, NCI, Capture/Kill)

Equipment Carried
Tricorder
Hand phaser
Personal Computer (PA)
Personal Transactor
Pocket Communicator

Background/History: Mark was raised in the Meridian Playing Company, both of his parents being actors. His parents loved acting, and so did he, but he found that he also enjoyed piloting. His uncle, who piloted the touring company's transport, taught Mark how to pilot the vessel.

Personality/Motivations: Mark is cocky and confident in his abilities, and is a born ham and experienced pilot.

Quote: "To be or not to be...what was your question?"

Power/Tactics: TBD

Appearance: TBD

ALEG

Ship's Engineer of the *Rigel Queen*

Val	Char	Cost	Roll	Notes
13	STR	3	12-	2.5d6; Lift 130 kg
17	DEX	21	12-	OCV: 6; DCV: 6
13	CON	6	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll: 13-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	2.5d6 PRE Attack
12	COM	1	11-	
4	PD	1		
3	ED	0		
4	SPD	13		Phases: 3, 6, 9, 12
6	REC	0		
26	END	0		
24	STUN	0		

Total Characteristic Cost: 52

Cost	Powers
5	**Edoan:** Extra Limbs- 3 arms and 3 legs
1	**Edoan Longevity:** Life Support (Longevity: 200 Year Lifespan)
	Star Fleet Commando Training
3	Aikido Throw: +0 OCV, +1 DCV, STR +v/5; Target falls
4	Karate Chop: -2 OCV, +0 DCV, HKA 1/2d6
4	Kung Fu Block: +2 OCV, +2 DCV, Block/Abort
4	Judo Disarm: -1 OCV, +1 DCV, Disarm +10 STR
	Star Fleet Engineering
	Engineering Skills
3	Computer Programming 13-
3	Deduction 13-
1	SS: Astronomy 8-
3	SS: Physics (INT) 13-
8	Electronics (Communications, Sensors, Transporter) +1; 14-
5	Mechanics +1; 14-
6	Systems Operation (Communications, Sensors, Transporter) 13-
4	SS: Warp Drive Theory 13-
3	SS: Starship Engineering (INT) 13-
2	WF: Federation Starship Weapons
2	WF: Advanced Small Arms
	Star Fleet Officer skills
1	Bureaucratics 8-
1	KS: Federation History 8-
1	KS: Federation Law 8-
2	PS: Star Fleet Officer 11-
	Other Skills
5	+1 Level with HTH
7	**System Overhaul:** +3 Levels with Electronics, Mechanics, and appropriate engineering skills (15 points); Only to increase the efficiency of a device, such as exceeding maximum warp speed, increasing shield strength, etc. (-1)
5	Inventor +1; 14-
3	+1 Level with Phasers
1	Breakfall 8-
1	Language: Basic Orion
1	TS: Federation Military Vessels
1	TS: Federation Commercial Vessels
2	KS: Orion Technology 11-
3	Navigation (Space, Warpspace) ; 13-
1	Weaponsmith (Federation torpedoes) 8-
2	KS: Damage Control Procedures 11-
3	+1 with all Transporter Skills
99	**Skill cost**

Points	Disadvantages (100 Base +50 Disads)
10	Hunted by Star Fleet (Watched) 11-
20	Psych: Perfectionist (Common, Total)
10	Psych: Introverted (Common, Strong)
10	Hunted by Information Brokers, 8-, Watched
1	XP spent

Equipment Carried

Tricorder
Hand phaser
Personal Computer (PA)
Personal Transactor
Pocket Communicator

Background/History: Aleg knew from the time he could see the nighttime stars that he wanted a life in space. At the age of decision, he applied to Star Fleet Academy, and was accepted. He showed a natural flair for engineering, and his attention to detail and perfectionist tendencies quickly brought him into important research projects. In time he rose to the rank of Commander, and managed his own research project codenamed "Excalibur". Excalibur was a theoretical enhancement to existing warp drives that could double their maximum speed and minimize the effects of gravity wells - in theory a starship could leave orbit at warp speed with no consequences to the ship or the planet.

While conducting the research at Jupiter Station, he ran afoul of the [Orion?] Syndicate, a group of criminal information brokers who saw the value in such enhancements. After some members of his team were found dead, and Star Fleet could find no leads or make any arrests, Aleg resigned "to see more of the universe". However, the [Orion?] Syndicate was on his trail, and continued their attempts to "convince" Aleg to sell or provide them with the information.

Staying ahead of the Syndicate, he traveled to the edges of Federation space, where as luck would have it, he signed aboard as Chief Engineer of the Rigel Queen. On the Rigel Queen's first port of call after being hired, he discovered that Star Fleet Intelligence was watching him, not wanting him to be forced into divulging technological information. SFI took the Syndicate seriously. So Aleg makes periodic reports to his appointed SFI contact, and happily tweaks the engines of Rigel Queen.

Personality/Motivation: Aleg is a quiet, introverted being who loves nothing more than doing research, tweaking technology, and most of all, visiting the stars. He tries to keep a low profile, not wanting to attract attention that could lead the Syndicate to him, but he's not above a fight if need be.

Quote: "But Captain, if you give me 15 minutes at sublight, I can increase Warp Speed by 10% !"

Power/Tactics: Aleg is a sight to behold when working on a repair or in combat. His three arms and legs are difficult for some bipeds to compensate for in HTH, a fact that has made it easier for him to survive against the Syndicate.

Appearance: Aleg is a typical Edoan, with reddish skin, brown soulful eyes, and three arms and three legs. He wears custom-tailored versions of the usual blue two-piece uniform worn by all members of *Rigel Salvage and Transport*.

SOREK

Science Officer of the *Rigel Queen*

Val	Char	Cost	Roll	Notes
18	STR	8	13-	3.5d6; Lift 230 kg
14	DEX	12	12-	OCV: 5; DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll: 13-
20	EGO	20	13-	ECV: 7
15	PRE	3	12-	3d6 PRE Attack
10	COM	0	11-	
4	PD	0		
3	ED	0		
3	SPD	6		Phases: 3, 6, 9, 12
7	REC	0		
30	END	0		
27	STUN	0		

Total Characteristic Cost: 64

Cost	Powers
1	**Vulcan Longevity:** Life Support (Longevity: 200 year lifespan)
2	**Vulcan Mental Conditioning:** Mental Defense (2 + INT/5)
2	**Vulcan Ears:** +1 PER with Hearing Group
2	**Vulcan Eyes:** Flash Defense to Sight Group, 2 points
3	Vulcan Mind Over Body: Healing 2d6 (Simplified Healing) (20 Active Points); Concentration (0 DCV, throughout; -1); Extra Time (20 minutes; -2 1/2), 1 use per day (-2)
21	**Vulcan Mind Touch (1):** 2d6 Telepathy, Cumulative (+1/2), Continuous (+1), Increased Cumulative Maximum to 96 points (+3/4) (32 Active Points); Concentration (0 DCV while establishing contact; -1/2)
16	**Vulcan Mind Meld (2):** 2d6 Mind Control, Cumulative (+1/2), Continuous (+1), Increased Cumulative Maximum to 96 points (+3/4) (32 Active Points); Requires a successful Mind Touch (-1/2), Concentration (0 DCV while establishing contact; -1/2)
	Vulcan Martial Techniques
8*	Vulcan Nerve Pinch (v4): -1 OCV, +1 DCV, 10d6 NND (1)
4	Joint Lock/Throw: +1 OCV, +0 DCV; Grab One Limb, 1d6 NND(7), Target Falls
3	Martial Grab: -1 OCV, 11 DCV, Grab 2 Limbs, +10 STR for Holding On
	Merchant Apprenticeship & Comm/Sci Officer
1	Computer Programming 8-
1	KS: Federation Law 8-
1	Trading 8-
1	KS: Trade Goods Appraisal 8-
4	Systems Operation (Communications, Sensors) 12-
1	KS: Damage Control Procedures 8-
4	Electronics (Communications, Sensors) 12-
3	Scientist
2	SS: Astronomy/Astrophysics (INT) 12-
2	SS: Geology 11-
2	SS: Physics 11-
1	SS: Chemistry 8-
	Other Skills
2	WF: Federation Advanced Small Arms
87	**Skill cost**

Points	Disadvantages (100 Base +50 Disads)
10	Psychological Limitation: Bound by Logic, Has difficulty relating to emotional beings (Common, Moderate)
10	Psych: Seeks to prove self to family and coworkers (Common, Moderate)
5	Hunted/Watched: the family business connections, 8-
5	DNPC: Pet mina bird "Nevermore", 8-
20	XP Spent

Equipment Carried

Background/History: Sorek is fresh out of his merchant apprenticeship, and has joined the Rigel Queen. His family wanted him back in the family business, selling Kivas, but Sorek wanted to prove himself outside his family. His family feels that the Rigel Queen is beneath his talents.

Personality/Motivations:

Quote:

Power/Tactics:

Appearance:

GUH'VUDZON

Chief Cargo & Security Officer of the *Rigel Queen*

Val	Char	Cost	Roll	Notes
15	STR	5	12-	3d6; Lift 200 kg
14	DEX	12	12-	OCV: 5; DCV: 5
15	CON	10	12-	
11	BODY	2	11-	
18	INT	8	13-	PER Roll: 13-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	2.5d6 PRE Attack
10	COM	1	11-	
4	PD	1		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
30	END	0		
27	STUN	0		

Total Characteristic Cost: 50

Cost	Powers
	Bar Brawling
4	Block: +2 OCV, +2 DCV, Block/Abort
4	Eye Gouge: -1 OCV, -1 DCV, Sight Group Flash 4d6
5	Hoist'n'heave: -2 OCV, -2 DCV; Grab Two Limbs, +20 STR to Throw
5	Smash: -2 OCV, +1 DCV, STR +4d6 Strike
	Colony Life
2	Survival (Mountains) 12-
2	PS: Dilithium Mining 11-
3	Mechanics 12-
3	Systems Operation (Sensors group, Dilithium drills) 12-
	Merchant Apprenticeship & Security
1	Computer Programming 8-
1	KS: Federation Law 8-
1	Trading 8-
1	KS: Trade goods appraisal 8-
4	Systems Operations (Communications, Transporters) 12-
1	KS: Damage Control Procedures 8-
3	Security Systems 12-
3	Paramedic (Tellarite) 12-
2	KS: Security Procedures 11-
2	WF: Advanced Small Arms
	Other Skills
10	+2 CSLs with HTH
6	+2 CSLs with Phasers
2	Tactics (Small group) 12-
3	Streetwise 12-
3	Concealment 12-
3	Stealth 12-
3	Deduction 12-
3	Shadowing 12-
1	Forensic Medicine 8-
1	Zero-G Training 8-
2	KS: Safe ports of call 11-
2	KS: Space Legends & Lore 11-
2	KS: Cargo Handling Procedures 11-
3	Criminology 12-
3	Breakfall 12-
2	KS: Tellarite Comedy 11-
2	KS: Earth Classic Comedy (3 Stooges, I Love Lucy, etc.) 11-
3	Gambling 12-
100	**Skill cost**

Points	Disadvantages (100 Base +50 Disads)
10	Psych: Retirement Fund (Common, Strong)
10	Psych: Protective of "Family" (Common, Strong)
5	Psych: Comedian (Uncommon, Strong)
10	Hunted/Watched: People He Owes Money To, 8-
5	DNPC: Drinking buddies in every port, 8-
10	XP Spent

Equipment Carried

Tricorder
Hand phaser
Personal Computer (PA)
Personal Transactor
Pocket Communicator

Background/History: Guh'vudzon spent the first part of his life on the Tellarite mining colony (world) of Jedispar 3. Members of the colony mined dilithium, and the colony members made good money. When Guh'vudzon and his mother came back from a supply run to a nearby commercial station, they found the colony laid waste. Marauders or pirates had killed every living thing in the colony, and taken whatever ore and valuables there were to take.

After Star Fleet investigated the site, Guh'vudzon and his mother were taken back to his mother's homeworld, so they could be with relatives. His uncles kept asking questions like "Why didn't they have weapons", "Why didn't they have a security expert for such valuable materials", and other questions he couldn't answer.

Eventually Guh'vudzon enrolled in a merchant apprenticeship program with Dylovene Mineral Transport, learning the proper procedures for security and cargo handling. Now, he could do something to protect those in his charge.

Unfortunately, Guh'vudzon tried gambling for a while, and racked up more debt than he could pay off. He was let go from Dylovene, which made his financial state worse. Just when he thought he was going to get killed, luck brought him the Rigel Queen. He immediately signed on as the Cargo and Security officer, and is slowly paying off his creditors

Personality/Motivations: Guh'vudzon has learned the hard way about gambling, and doesn't gamble any more... at least not with money. He trades quips with Ian, and knows which buttons to push and when; however, he also knows about Ian's temper, and when situations get tense, Guh'vudzon is one of the first to try to keep Ian calm.

Guh'vudzon is also a student of comedy, and loves to use memorable quotes from the 3 Stooges, I Love Lucy, as well as from Tellarite comedies. No one from the human crew gets the Tellarite comedy...

Quote: "Nya nya nya, missed me... [spoken in the voice of Curly of the 3 stooges]

Power/Tactics: Guh'vudzon has been in his share of bar fights, and enjoys a style he likes to call '3 Stooges Melee', which involves eye gouges, hoists-and-heaves across the bar, and other stoogish antics. When it's a real fight though, he uses straight-forward tactics in HTH and range to protect his crew (which he regards as his family).

Appearance: Guh'vudzon is a large Tellarite male with reddish-brown hair and brown eyes. He wears the usual blue two-piece uniform worn by all members of *Rigel Salvage and Transport*.

LILITH ASLAN

Ship's Doctor of the *Rigel Queen*

Val	Char	Cost	Roll	Notes
13	STR	3	12-	2.5d6; Lift 130 kg
18	DEX	24	13-	OCV: 6; DCV: 6
12	CON	4	12-	
10	BODY	0	11-	
14	INT	4	12-	PER Roll: 12-/
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	2.5d6 PRE Attack
16	COM	3	12-	
4	PD	1		
3	ED	0		
3	SPD	2		Phases: 4, 8, 12
5	REC	0		
24	END	0		
23	STUN	0		

Total Characteristic Cost: 36

Cost	Powers
5	**Caitian Claws:** HKA 1 pip, 1/2d6 with STR
4	Caitian Tail: Extra Limb (Tail), Inherent, Limited Manipulation
4	**Running:** +2" Running
6	Enhanced Senses: +2 PER with All Senses
5	**Enhanced Smell:** Tracking with Smell PER
	Caitian Martial Arts
4	Swipe: +2 OCV, +0 DCV, STR Strike +2d6
4	Block: +2 OCV, +2 DCV, Block/Abort
5	Dodge: +5 DCV vs. all attacks
3	Pounce: +2 OCV, +1 DCV, STR Strike, both fall
	Star Fleet Medical Officer
3	Computer Programming 12-
3	Deduction 12-
3	SS: Biology (INT) 12-
3	SS: Medicine (INT) 12-
3	Paramedic (Caitian) 12-
10	Systems Operation (Environmental, Sensors, Transporters) +2; 14-
3	SS: Surgery (INT) 13-
3	SS: Pharmacology (INT) 13-
3	SS: Botany (INT) 13-
3	SS: Chemistry (INT) 13-
	Star Fleet Officer Skills
1	TF: Federation Shuttles
2	WF: Federation Small Arms
1	Bureaucratics 8-
1	KS: Federation History 8-
1	KS: Federation Law 8-
2	PS: Star Fleet Officer 11-
	Other Skills
3	Scientist
5	+1 with all Medical Skills
3	Paramedic (Human) 12-
3	Paramedic (Orion) 12-
3	Paramedic (Vulcan) 12-
3	SS: Anatomy/Physiology of Known Races (INT) 13-
3	**ExoPhysiology:** +5 with SS: Anatomy/Physiology (5), Only to counter penalties of specific race knowledge for studied races (Caitian, Vulcan, Human, Orion, Andorian, Edoan, Tellarite)
3	Medical license
1	Language: Vulcan, basic
1	Trading 12-
1	Breakfall 13-
1	Streetwise 12-
115	**Skill cost**

Points	Disadvantages (100 Base +50 Disads)
10	Hunted by Star Fleet (Watched) 11-
20	Psych: Hippocratic Oath (Common, Strong)
10	Psych: Quick-tempered (Common, Strong)
10	Psych: Disregard for Star Fleet (Uncommon, Strong)
10	Hunted, Henry Kalaman, 8-
16	XP Spent

Equipment Carried
Tricorder
Hand phaser
Personal Computer (PA)
Personal Transactor
Pocket Communicator
Med Kit

Background/History: Lilith Aslan is a Caitian who wound up on the wrong end of Star Fleet - or more specifically, one Vulcan Star Fleet Admiral. He was a doctor in Star Fleet for a number of years when his temper rubbed an official the wrong way. The official made Lilith's life miserable, and eventually Lilith was driven out of Star Fleet altogether.

Lilith signed up with the crew of the Rigel Queen, and has been much happier than he ever was in Star Fleet.

Personality/Motivation: TBD

Quote: "TBD"

Power/Tactics: TBD

Appearance: TBD. Otherwise he wears the usual blue two-piece uniform worn by all members of *Rigel Salvage and Transport*.

ANGUS STEWART

Star Fleet Intelligence Operative/ Ship's Steward

Val	Char	Cost	Roll	Notes
15	STR	5	12-	3d6; Lift 200 kg
14	DEX	12	12-	OCV: 5; DCV: 5
13	CON	6	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll: 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	3d6 PRE Attack
12	COM	1	11-	
5	PD	2		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
26	STUN	0		
				Total Characteristic Cost: 45

Cost	Powers
10	Luck 2d6
	Martial Arts: Krav Maga
4	Block: +2 OCV, +2 DCV, Block/ Abort
4	Choke Hold: -2 OCV, +0 DCV; Grab one limb, 2d6 NND(2)
4	Punch/Kick: +0 OCV, +2 DCV, STR +2d6
	SFI Field Agent
3	Bureaucratics 12-
3	Acting 13-
4	Systems Operation (Communications, Sensors) 12-
2	KS: Intelligence Procedures 11-
2	WF: Federation Advanced Small Arms
3	Fringe Benefit: SFI Security Clearance
3	Disguise 12-
3	Streetwise 12-
3	Computer Programming 12-
3	Security Systems 12-
3	Shadowing 12-
	Star Fleet Intelligence Officer
1	KS: Federation History 8-
1	KS: Federation Law 8-
3	Fringe Benefit: SF Ensign equivalent
	Merchant Cover Skills
5	Trading +1; 13-
2	TF: Personal Use Craft
3	KS: Trade Goods Appraisal 12-
	Other Skills
3	Breakfall 12-
2	KS: Krav Maga 11-
1	Navigation (Ground) 8-
110	Skill cost

Points	Disadvantages (100 Base +50 Disads)
20	Subject to SFI Orders
10	Psych: Enjoys Confusing/Confounding Others (Com, Mod)
10	TBD
10	TBD

Equipment Carried

Hand Phaser

Pocket Communicator

Background/History: Angus always had a knack for being in the right place at the right time.

Personality/Motivation: Angus is an imp, armed with a wink and a smile to get himself where he needs to be, and the ability to confuse and confound people when he needs to get himself out of places and situations. Though he's been trained in the SFI martial arts and how to use a phaser, he prefers not to go into combat if his wits will do. However, while in the company of the Rigel Queen, he's been in his share of bar fights and phaser fights.

Quote: "Now, ladee, where did you come by that idea? What I **said** was ..."

Power/Tactics: Angus has as much luck as tactics working for him in a fight or problem situation.

Appearance: Angus is 6'1" tall, 180#, with non-descript brown hair and brown eyes. When he's in SFI briefings, he wears his uniform (as appropriate). When he's posing as a member of the Rigel Queen's crew, he wears the usual blue two-piece uniform worn by all members of *Rigel Salvage and Transport*.

VILLAINS

Here are some of the villains encountered by the crew of the *Rigel Queen* during their adventures.

Kalaman Enterprises

HENRY KALAMAN

President of Kalaman Enterprises

Val	Char	Cost	Roll	Notes
13	STR	3	12-	2.5d6; Lift 150 kg
15	DEX	15	12-	OCV: 5; DCV: 5
13	CON	6	12-	
11	BODY	2	11-	
18	INT	8	13-	PER Roll: 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	4d6 PRE Attack
14	COM	2	12-	
3	PD	0		
3	ED	0		
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
26	END	0		
25	STUN	0		
				Total Characteristic Cost: 61

Cost	Powers
5	Fringe Benefit: President and CEO of Kalaman Enterprises
10	Wealthy: 5 Million CR per year personal wealth
	Skills
4	PS: Head of Kalaman Enterprises 13-
3	High Society 13-
3	Bureaucratics 13-
7	Trading +2; 15-
3	Bribery 13-
3	Scholar
1	KS: Rival Corporations 11-
1	KS: Criminal Underworld 11-
1	KS: High Finance 11-
1	KS: Commercial Law 11-
1	KS: Transportation Industry 11-
3	Well-Connected
2	Contact: Federation Senator 11-, useful resources
2	Contact: Merchant Licensing Org, 8-, Organization contact
5	Contact: The Syndicate 11-, Organization contact
2	Contact: Customs Official 11-, useful resources
2	Contact: Bounty Hunter 11-
5	10 Favors, GM discretion
3	Conversation 13-
3	Persuasion 13-
2	WF: Advanced Small Arms
6	+2 CSLs with Phasers
4	KS: Marketable Trade Goods 14-
3	KS: Trade Goods Appraisal 13-
3	Streetwise 13-
5	+1 with all PRE-Based skills
3	Combat Piloting (Commercial Spacecraft) 12-
3	Navigation (Space, Warpspace) 13-
1	KS: Astrophysics 11-
4	Systems Operation (Sensors, Communications) 12-
110	Skill cost

Points	Disadvantages (100 Base +50 Disads)
10	Psych: Greedy
10	Psych: Vengeful
20	Hunted (Watched) by SFI, 11-
10	Reputation: President of Kalaman Enterprises

Equipment Carried

Hand Phaser
Pocket Communicator

Background/History: TBD.

Personality/Motivation: As the President of Kalaman Enterprises, Henry wields an enormous amount of power and influence. His personal agents and hired thugs take care of any 'problems' he may encounter.

Henry Kalaman is greedy for wealth, power, and the good things in life, and usually remains in the background while his people handle matters as he directs.

Quote: "TBD"

Power/Tactics: TBD.

Appearance: TBD.

BRENT PANQOTA

Kalaman Enterprises CSO & Troubleshooter

Val	Char	Cost	Roll	Notes
10	STR	0	11-	2d6; Lift 100 kg
15	DEX	15	12-	OCV: 5; DCV: 5
13	CON	6	12-	
10	BODY	2	11-	
15	INT	8	12-	PER Roll: 12-
11	EGO	10	11-	ECV: 4
13	PRE	10	12-	2.5d6 PRE Attack
10	COM	2	12-	
2	PD	0		
3	ED	0		
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
26	END	0		
22	STUN	0		
				Total Characteristic Cost: 58

Cost	Powers
3	Fringe Benefit: CSO, Kalaman Enterprises
5	Well Off: 500,000 CR per year personal wealth
	Skills
4	PS: Chief Security Officer of Kalaman Enterprises 13-
7	Streetwise +2; 14-
3	Bribery 12-
4	Forgery (Identification, Information) 12-
2	WF: Advanced Small Arms
3	Computer Programming 12-
3	Concealment 12-
3	Conversation 12-
3	Criminology 12-
3	Disguise 12-
4	Electronics (Sensors, Communications) 12-
8	Systems Operation (Sensors, Communications) +2; 14-
3	Persuasion 12-
3	Shadowing 12-
3	KS: Kalaman Enterprises 12-
3	Well-Connected
10	Contact: various underworld contacts (GM choice)
3	Interrogation 12-
7	Brawling: HA +2d6, Hand-to-Hand Attack Only (-1/2)
5	+1 CSL with HTH
92	Skill cost

Points	Disadvantages (100 Base +50 Disads)
15	Psych: Loyal to Henry Kalaman (Common, Strong)
5	Distinctive Looks: Corporate Exec
20	Hunted (Watched) by Syndicate, 11-
10	Psych: Nervous

Equipment Carried

Hand Phaser

Pocket Communicator

Background/History: TBD.

Personality/Motivation: Brent is Henry Kalaman's Chief Security Officer, and right-hand-man when it comes to carrying out the shadier missions his boss gets involved in. He wields a great deal of power, being able to draw on any of the resources of Kalaman Enterprises.

Brent acts as a shield between Henry Kalaman and any shady dealings, making sure that any 'problems' that could impact Kalaman are taken care of appropriately so that they cannot be tied back to Kalaman.

Brent is a nervous man, and if he has to take care of any problems directly, he will travel with one or more bodyguards. Brent will be on hand to supervise any tasks or 'messages', but won't get directly involved if he can avoid it.

Quote: "TBD"
Power/Tactics: TBD.
Appearance: TBD.

TERRENCE GOULD

Bodyguard for Brent Panqota

Val	Char	Cost	Roll	Notes
20	STR	10	13-	4d6; Lift 200 kg
15	DEX	15	12-	OCV: 5; DCV: 5
18	CON	16	13-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll: 11- (13-)
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	4d6 PRE Attack
6	COM	-2	10-	
8	PD	4		
4	ED	0		
3	SPD	5		Phases: 4, 8, 12
8	REC	0		
36	END	0		
35	STUN	0		
				Total Characteristic Cost: 74

Cost	Powers
	Martial Arts: Cinematic Brawling/ Streetfighting
4	Punch/Backhand: +0 OCV, +2 DCV; STR +2d6 Strike
5	Smash: -2 OCV, +1 DCV; STR +4d6 Strike
4	Low Blow: -1 OCV, +1 DCV; 2d6NND(3)
4	Block: +2 OCV, +2 DCV; Block/Abort
3	Tackle: +0 OCV, -1 DCV; STR + v/5 Strike, both fall
	Skills
3	+1 CSL with Streetfighting
8	+1 CSL with All Combat
2	WF: Advanced Small Arms
1	WF: Blades
6	**Alert:** +2 to PER Rolls
3	Concealment 11-
3	Security Systems 11-
3	Streetwise 13-
3	Breakfall 12-
52	**Skill cost**

Points	Disadvantages (100 Base +50 Disads)
15	Psych: Loyal to Brent Panqota and Henry Kalaman (Common, Strong)
5	Distinctive Looks: Scarred face (Recognizable, can be hidden)

Equipment Carried

Hand Phaser
Knife
Pocket Communicator

Background/History: TBD.

Personality/Motivation: Terrence is the chief bodyguard and go-to man for Brent Panqota. He's not super bright, but his strength and presence make him very useful. Terrence is easily recognizable by his heavily-scarred face. Terrence is ruthless and nasty, and carries out any of Kalaman's or Panqota's orders with great zeal.

Quote: "TBD"

Power/Tactics: TBD.

Appearance: TBD.

TYPICAL KALAMAN ENTERPRISE SPY

TBD

TYPICAL KALAMAN ENTERPRISE THUG

TBD

SS Manticore

The crew of the *Manticore* is a band of cutthroat merchant-pirates. They were first encountered in *Orion Ruse*, and are a dark mirror for the crew of the Rigel Queen.

SOLOMON KANE

Captain of the *Manticore*

Val	Char	Cost	Roll	Notes
13	STR	3	12-	2.5d6; Lift 150 kg
17	DEX	21	12-	OCV: 6; DCV: 6
13	CON	6	12-	
11	BODY	2	11-	
18	INT	8	13-	PER Roll: 13-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	3d6 PRE Attack
12	COM	1	11-	
3	PD	0		
3	ED	0		
3	SPD	3		Phases: 4, 8, 12
6	REC	0		
26	END	0		
25	STUN	0		
				Total Characteristic Cost: 58

Cost	Powers
	Martial Arts: Cinematic Brawling
4	Block: +2 OCV, +2 DCV; Block/Abort
4	Kidney Blow: -2 OCV, +0 DCV; HKA 1/2d6 (DC2)
4	Low Blow: -1 OCV, +1 DCV; 2d6 NND(3)
4	Punch: +0 OCV, +2 DCV; STR +2d6 Strike
3	Throw: +0 OCV, +1 DCV; STR + v/5, Target falls
	Star Fleet Flight Control Skills
5	Combat Piloting +1 (Federation Military Vessels); 13-
2	SS: Astronomy 11-
2	SS: Physics 11-
2	Tactics (Starship) (INT) 13-
8	Systems Operation (Defensive, Communications, Sensors, Weapons) 13-
2	Electronics (Sensors, Communications) 8-
3	Navigation (Space, Warpspace) 13-
2	WF: Federation Advanced Small Arms
2	WF: Federation Starship Weapons
3	AK: Milky Way 12-
2	TF: Federation Shuttlecraft
	Star Fleet Officer Skills
5	Bureaucratics +1; 13-
1	KS: Federation History 8-
2	KS: Federation Law 11-
2	PS: Star Fleet Officer 11-
	Other Skills
3	Computer Programming 13-
3	Language: Orion (Fluent)
1	WF: Blades
3	+1 CSL with Phasers
3	+1 CSL with Cinematic Brawling
6	+2 CSLs with Blades
1	SS: Starship Engineering 8-
5	Streetwise +1; 13-
1	Breakfall 8-
3	Persuasion 12-
1	Trading 8-
92	Skill cost

Points	Disadvantages (100 Base +50 Disads)
15	Psych: Cautious (Common, Strong)
15	Psych: Greedy (Common, Strong)
15	Psych: Vindictive
5	Hunted (Watched) by Star Fleet, 8-

Equipment Carried
Hand Phaser
Pocket Communicator

Background/History: Solomon Kane was born on Karion VII, in Simka Colony. Solomon entered Star Fleet under the nomination of the delegate from a doomed colony on Karion. The delegate convicted many years later of various crimes, including influence peddling and graft, but no other connection was made between him and Solomon Kane.

Solomon scored well on his Academy entrance exam, did well at the Academy, and passed his cadet cruise with honors.

He rose through the ranks, and was eventually given command of his own ship, the Nelson-class scout ship Cortes. The Cortes spent 4 years assigned to patrol the area around the Orion worlds, and miraculously never reported an encounter with an Orion pirate vessel. When Solomon's tour on the Cortes was through, he returned to spacedock and found himself up on charges of murder. A merchant claimed that Solomon had murdered his partner when a drug deal fell through. Nothing was ever proven, but Solomon resigned from Star Fleet in disgrace, and disappeared from public view.

Personality/Motivation: Solomon Kane is loyal to only one person - himself. He is very greedy, but that is mediated somewhat by his cautious nature. He is a vindictive man, and will repay any slight he feels has been done to him, even though it may take years to take his revenge in an atmosphere of safety.

Quote: "One may lose the battle and yet win the war..."

Power/Tactics: Solomon is a cold, calculating, and cautious man. He will do whatever it takes to ensure his safety and comfort. He appears emotionless, and it's very hard to read his true feelings. However, hidden beneath that emotionless facade is a limitless capacity to hate.

Appearance: Kane is 6' tall, 170 pounds, with brown eyes and short, curly hair that is beginning to gray. He appears to have an Oriental cast to his features.

JACK CORRIGAN

First Officer of *Manticore*

Val	Char	Cost	Roll	Notes
15	STR	5	12-	3d6, Lift 200kg
12	DEX	6	11-	OCV: 4; DCV: 4
13	CON	6	12-	
10	BODY	2	11-	
13	INT	3	12-	PER Roll: 12-
11	EGO	10	11-	ECV: 4
13	PRE	10	12-	2.5d6 PRE Attack
10	COM	2	12-	
4	PD	1		
3	ED	0		
3	SPD	8		Phases: 4, 8, 12
6	REC	0		
26	END	0		
25	STUN	0		

Total Characteristic Cost: 53

Cost	Powers
	Martial Arts: Cinematic Brawling/ Streetfighting
4	Punch/Backhand: +0 OCV, +2 DCV; STR +2d6 Strike
5	Smash: -2 OCV, +1 DCV; STR +4d6 Strike
4	Low Blow: -1 OCV, +1 DCV; 2d6NND(3)
4	Block: +2 OCV, +2 DCV; Block/Abort
3	Tackle: +0 OCV, -1 DCV; STR + v/5 Strike, both fall
	Skills
1	Computer Programming 8-
1	KS: Federation Law 8-
3	Trading 12-
1	KS: Trade Goods Appraisal 8-
2	Systems Operation (Communications) 12-
1	KS: Damage Control Procedures 8-
3	Bureaucratics 12-
3	Streetwise 12-
3	Gambling 12-
2	Language: Klingon
2	Language: Orion
2	WF: Federation Advanced Small Arms
16	+2 CSLs with Combat
3	Combat Piloting (Commercial Starships) 12-
3	PS: Smuggler 12-
3	Concealment 12-
3	Security Systems 12-
2	KS: Security Procedures 11-
2	PS: Cargomaster 11-
92	Skill cost

Points	Disadvantages (100 Base +50 Disads)
15	Psych: Loyal to Solomon Kane (Common, Strong)
5	Distinctive Looks: Big, Stocky, Red-haired
20	Hunted by Star Fleet, capture/arrest, 8-
10	Psych: Hair-trigger Temper (Common, Moderate)

Equipment Carried

Hand Phaser

Pocket Communicator

Background/History: Jack was born into a poor family, living in the ghetto of an old Irish colony world. He joined the local gang and quickly became its leader. After some brushes with the law, his uncle sent him off to the Hammond Merchant Academy, hoping to put some space between the law, himself, and Jack.

Jack worked for a number of lines, but was fired from each for brawling and/or smuggling. He eventually went to work for the Markovsky Syndicate, and disappeared when Star Fleet broke up the operation. Jack killed 2 Star Fleet officers while fleeing, and is on Star Fleet's wanted list.

When Jack fled, he went to the Orion worlds, where he met Kane (6 years ago) and hired on.

Personality/Motivation: Jack enjoys being a pirate. He enjoys the violence he can inflict on others, he enjoys what wealth can bring, and dislikes the "weak" Federation.

Jack has a violent temper, and uses force whenever possible. He's abusive and rude, combative and confrontational. When he's really mad, his face turns red and his fists ball up so tight his knuckles turn white.

Jack is very loyal to Kane, and willingly follows his orders. He does get upset with Kane's cautious nature, and it shows.

Jack wants to be captain of his own ship some day, but lacks the funds, and is always looking for the 'one big score'.

Quote: "TBD"

Power/Tactics: If Kane is not around to restrain him, Jack is uses all-out force against a target. His tactics are limited to 'inflict as much pain as possible'.

Appearance: Jack is 6'3" and 215 pounds. His square jaw juts out from his battered face, and short red hair frames his face.

ALEXANDER SOLOVIEV

Flight Control Officer of the *Manticore* /
Star Fleet Intelligence Undercover Field Operative

Val	Char	Cost	Roll	Notes
13	STR	3	12-	2.5d6, Lift 150kg
14	DEX	12	12-	OCV: 5; DCV: 5
13	CON	6	12-	
11	BODY	2	11-	
15	INT	5	12-	PER Roll: 12-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	3d6 PRE Attack
12	COM	1	11-	
4	PD	1		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
36	END	0		
25	STUN	0		

Total Characteristic Cost: 57

Cost	Powers
	Martial Arts: Cinematic Brawling/ Streetfighting
4	Punch/Backhand: +0 OCV, +2 DCV; STR +2d6 Strike
5	Smash: -2 OCV, +1 DCV; STR +4d6 Strike
4	Low Blow: -1 OCV, +1 DCV; 2d6NND(3)
4	Block: +2 OCV, +2 DCV; Block/Abort
3	Tackle: +0 OCV, -1 DCV; STR + v/5 Strike, both fall
	Powers
2	Mental Defense 5 points (2 + INT/5)
20	**Mind Touch:** 2d6 Telepathy, Cumulative (+1/2), Continuous (+1), Increased Cumulative Maximum to **48** points (+1/2) (30 Active Points); Concentration (0 DCV while establishing contact; -1/2)
	Star Fleet Flight Control Officer Skills
5	Combat Piloting (Military Vessels) +1; 13-
2	SS: Astronomy 11-
2	SS: Physics 11-
2	Tactics (Starship) 12-
8	Systems Operation (Defensive, Communications, Sensors, Weapons)
4	Electronics (Sensors, Communications) 12-
5	Navigation (Space, Warpspace)+1; 13-
2	WF: Federation Small Arms
2	WF: Federation Starship Weapons
3	AK: Milky Way Galaxy 12-
2	TF: Federation Shuttlecraft
	SF Officer Skills
3	Fringe Benefit: Ensign
1	Bureaucratics 8-
1	KS: Federation History 8-
1	KS: Federation Law 8-
2	PS: Star Fleet Officer 11-
	SFI Field Operative Skills
3	Acting 12-
2	KS: Intelligence Procedures 11-
3	Fringe Benefit: SFI Security Clearance
3	Language: Orion
3	Computer Programming 12-
3	Streetwise 12-
3	Security Systems 12-
3	Paramedic (Human) 12-
3	Disguise 12-
	Other Skills
2	TF: Federation Commercial Space Vessels
1	SS: Starship Engineering 8-
10	+2 CSLs with HTH
5	+1 CSL with Starship Weapons

131	**Skill cost**
187	**TOTAL Cost**

Points	Disadvantages (100 Base +50 Disads)
15	Social Limitation: Undercover identity as "Black Alex"
20	Social Limitation: Subject to Star Fleet / SFI Orders
10	Psych: Determined to Bring Kane to Justice (Common, Moderate)
5	TBD
37	Experience Spent

Equipment Carried

Hand Phaser
Pocket Communicator

Background/History: Alex was a brilliant Academy cadet, and is a very successful Star Fleet Intelligence operative. His court-martial and escape (see "Background Cover") were faked to give him a suitable cover. Alex has been the primary cause of the Manticore's recent string of bad luck, by passing on information to Federation authorities. The authorities have been able to break up all of Kane's illegal operations thus far, but have been unable to capture Kane.

Background Cover: Alex is on public record as being court-martialed and sentenced to life in a Federation penal colony. The crime of record is firing on and destroying an Amalian vessel approaching his ship, the USS Scipio, without orders or provocation. Alex escaped from the penal colony, stole a vessel, and headed for the Orion worlds. Solomon Kane hired him shortly thereafter.

Personality/Motivation: In reality, Alex is a true Federation loyalist. The mental anguish he's suffered over the last year, witnessing Kane's atrocities, have made him obsessed with finding a way to bring Kane to justice. He is very calm and deliberate in his thoughts and actions.

Cover Personality: Alex has a bad temper and is very excitable. He tends to react instinctively rather than rationally.

Quote: "TBD"

Power/Tactics: Alex has received some training from a Vulcan shipmate, which has been helpful in maintaining his sanity and his cover. He has learned how to shield his thoughts, how to perform the Vulcan Mind Touch(1) although to a lesser degree, and how to keep the "Black Alex" persona separate from his true persona.

Appearance: Alex is 6' tall and 180 pounds. He has shoulder-length brown hair and brown eyes, and gives the impression of being something of a barbarian. He has a thick Russian accent.

ERNST METZ, M.D.

Ship's Doctor of the *Manticore*

Val	Char	Cost	Roll	Notes
11/18*	STR	1	11-	2d6, Lift 100kg
13/18*	DEX	9	12-	OCV: 4; DCV: 4
11/18*	CON	2	11-	
10	BODY	0	11-	
18/8@	INT	8	13-	PER Roll: 13-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	2d6 PRE Attack
10	COM	0	11-	
2	PD	0		
2	ED	0		
3/1@	SPD	7		Phases: 4, 8, 12
4	REC	0		
22/10@	END	0		
22/10@	STUN	0		

Total Characteristic Cost: 27

*Value while on an Adrenalane-high
@Value while on Adrenalane down-cycle

Cost	Powers
	Star Fleet Medical Package
1	Computer Programming 8-
3	Deduction 13-
3	SS: Biology (INT) 13-
6	SS: Medicine (INT) +3; 16-
9	Paramedic (Human) +3; 16-
10	Systems Operations (Environmental, Sensors, Transporters) +2; 15-
6	SS: Pharmacology (INT) +3; 16-
3	SS: Surgery (INT) 13-
1	SS: Psychology (INT) 8-
	Star Fleet Officer Skills
1	TF: Federation Shuttles
2	WF: Federation Advanced Small Arms
1	Bureaucratics 8-
1	KS: Federation History 8-
1	KS: Federation Law 8-
2	PS: Star Fleet Officer 11-
	Other Skills
3	Streetwise 11-
3	Language: Orion
3	Paramedic (Orion) 13-
3	Persuasion 11-
7	**Brawling:** HA +2d6, Hand-to-Hand Only (-1/2)
69	**Skills Cost**
39	**Wasted (unspent) experience**
108	**Overall skill cost**

Points	Disadvantages (100 Base +50 Disads)
15	Psych: Has NO Motivation beyond his Adrenalane addiction (Common, Strong)
10	Reputation: Brilliant doctor who became washed-up has-been after Adrenalane addiction
10	Psych: Full of self-loathing

Equipment Carried
Pocket Communicator
Med Pouch

Background/History: Ernst was a legendary doctor within Star Fleet, and many of his published papers on pharmacology are now classics and required reading at Star Fleet Medical.

Ernst spent 16 years as a lieutenant, regardless of his medical skill, because he failed 3 successive promotion exams without any reasonable excuse. (He had taken Adrenalane before the exam, and was on the down-cycle during the exams). He was later arrested for illegal narcotics use, while serving aboard the USS Amundsen. He was allowed to resign from Star Fleet, and his medical license was revoked. He lived hand-to-mouth for many years, and was eventually hired by Kane.

For 25 years, Ernst has been addicted to Adrenalane, an illegal narcotic within the Federation. Adrenalane has a 5-hour high cycle, during which time it raises the STR, DEX, and CON to near-maximum levels [+5-7 each]. The down-cycle lasts 2d6+3 hours, and severely lowers the INT, SPD, END, and STUN [-10 INT, -2 SPD, x1/2 END, x1/2 STUN].

Personality/Motivation: Ernst has NO motivation beyond getting his fix of Adrenalane. Kane makes sure that Ernst has a steady supply of Adrenalane, and so Ernst does whatever Kane tells him to, no matter how sadistic or horrible.

While in an Adrenalane high, Ernst is happy, lively, and psychotic; while in an Adrenalane down-cycle, Ernst is a mindless idiot, with no drive of any kind. When he's not under the effects of Adrenalane, Ernst is a bitter man full of self-loathing, who loathes the whole galaxy as much as himself.

Quote: "TBD"

Power/Tactics: None.

Appearance: Ernst is 5'11" tall, overweight and obviously out of shape. He has white hair, with a pleasantly plump face.

SKEVAR TALZED

Engineer of the *Manticore*

Val	Char	Cost	Roll	Notes
10	STR	0	11-	2d6, Lift 100kg
12	DEX	6	11-	OCV: 4; DCV: 4
12	CON	4	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll: 12-
10	EGO	0	11-	ECV: 3
11	PRE	1	11-	2d6 PRE Attack
10	COM	0	11-	
2	PD	0		
2	ED	0		
3	SPD	8		Phases: 4, 8, 12
4	REC	0		
24	END	0		
21	STUN	0		
				Total Characteristic Cost: 22

Cost	Powers
	Martial Arts: Cinematic Brawling/ Streetfighting
	TBD
52	**Skill cost**

Points	Disadvantages (100 Base +50 Disads)
15	TBD
5	TBD

Equipment Carried
Hand Disruptor
Pocket Communicator

Background/History: TBD.
Personality/Motivation: TBD.
Quote: "TBD"
Power/Tactics: TBD.
Appearance: TBD.

MANTICORE'S RAIDING PARTY

The Manticore has a 4-man raiding party as part of its crew. When in action, they are vicious and cruel mercenaries. **Joachim Hartzer** is the de facto leader of the team (or so he believes), and is psychotic. **Ian Mackenzie** is a sadistic killer, preferring to kill with his knife whenever possible. **Michael Corbett** takes the murder and piracy as just business, with no emotion. **Ivar Sorenson** is a sad, angry man who doesn't know how to get out of his situation, and when he drinks his anger turns him into a mindless berserker.

JOACHIM HARTZER, "THE BARON"

Raider/Merc of the *Manticore*

Val	Char	Cost	Roll	Notes
15	STR	5	12-	3d6, Lift 200kg
14	DEX	12	12-	OCV: 5; DCV: 5
15	CON	10	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll: 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	3d6 PRE Attack
10	COM	0	11-	
5	PD	2		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
30	END	0		
27	STUN	0		
				Total Characteristic Cost: 45

Cost	Powers
	Martial Arts: Cinematic Brawling/ Streetfighting
4	Punch/Backhand: +0 OCV, +2 DCV; STR +2d6 Strike
5	Smash: -2 OCV, +1 DCV; STR +4d6 Strike
4	Low Blow: -1 OCV, +1 DCV; 2d6NND(3)
4	Block: +2 OCV, +2 DCV; Block/Abort
3	Tackle: +0 OCV, -1 DCV; STR + v/5 Strike, both fall
	Ex-Marine Captain
16	+2 CSLs with All Combat
3	Breakfall 12-
3	Demolitions 12-
2	KS: Marines 11-
2	KS: Paramilitary Operations 11-
2	PS: Marine 11-
2	Survival (Desert) 11-
3	Stealth 12-
2	Systems Operations (Communications) 12-
2	Tactics (Small Unit) +2; 14-
1	TF: Personal Use Craft
2	WF: Federation Advanced Small Arms
3	Climbing 12-
3	Concealment 12-
3	Stealth 12-
3	Tracking 12-
4	Environmental Movement: Zero Gravity
3	Bureaucratics 12-
3	Navigation (Land, Space) 12-
3	Interrogation 12-
52	**Skill cost**

Points	Disadvantages (100 Base +50 Disads)
15	TBD
5	TBD

Equipment Carried
Hand Phaser
Knife
Pocket Communicator

Background/History: TBD.
Personality/Motivation: TBD.
Quote: "TBD"
Power/Tactics: TBD.
Appearance: TBD.

IAN MACKENZIE, "MAC THE KNIFE"

Raider/Merc of the *Manticore*

Val	Char	Cost	Roll	Notes
15	STR	5	12-	3d6, Lift 200kg
15	DEX	15	12-	OCV: 5; DCV: 5
15	CON	10	12-	
11	BODY	2	11-	
11	INT	1	11-	PER Roll: 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	3d6 PRE Attack
10	COM	0	11-	
5	PD	2		
3	ED	0		
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
27	STUN	0		

Total Characteristic Cost: 45

Cost	Powers
	Martial Arts: Cinematic Brawling/ Streetfighting
	TBD
	Skill cost

Points	Disadvantages (100 Base +50 Disads)
15	TBD
5	TBD

Equipment Carried
Hand Phaser
Knife
Pocket Communicator

Background/History: TBD.
Personality/Motivation: TBD.
Quote: "TBD"
Power/Tactics: TBD.
Appearance: TBD.

MICHAEL CORBETT, "THE ENFORCER"

Raider/Merc of the *Manticore*

Val	Char	Cost	Roll	Notes
15	STR	5	12-	3d6, Lift 200kg
14	DEX	12	12-	OCV: 5; DCV: 5
15	CON	10	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll: 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	3d6 PRE Attack
10	COM	0	11-	
5	PD	2		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
30	END	0		
27	STUN	0		

Total Characteristic Cost: 45

Cost	Powers
	Martial Arts: Cinematic Brawling/ Streetfighting
	TBD
	Skill cost

Points	Disadvantages (100 Base +50 Disads)
15	TBD
5	TBD

Equipment Carried

Hand Phaser
Knife
Pocket Communicator

Background/History: TBD.
Personality/Motivation: TBD.
Quote: "TBD"
Power/Tactics: TBD.
Appearance: TBD.

IVAR SORENSON, "THE BERSERKER"

Raider/Merc of the *Manticore*

Val	Char	Cost	Roll	Notes
15	STR	5	12-	3d6, Lift 200kg
14	DEX	12	12-	OCV: 5; DCV: 5
15	CON	10	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll: 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	3d6 PRE Attack
10	COM	0	11-	
5	PD	2		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
30	END	0		
27	STUN	0		

Total Characteristic Cost: 45

Cost	Powers
	Martial Arts: Cinematic Brawling/ Streetfighting
	TBD
	Skill cost

Points	Disadvantages (100 Base +50 Disads)
15	TBD
5	TBD

Equipment Carried

Hand Phaser
Knife
Pocket Communicator

Background/History: TBD.
Personality/Motivation: TBD.
Quote: "TBD"
Power/Tactics: TBD.
Appearance: TBD.

DECIPHER CONVERTED CHARACTERS

These are the sample characters from Chapter 1 of the Decipher Player's Book, converted to Hero 5th Edition. To convert characteristics, I used the formula (Value*1.5)+2. So a *Decipher* Strength of 8 becomes (8*1.5)+2=14 STR in HERO, and a *Decipher* Intellect of 10 becomes (10*1.5)+2 = 17 INT in HERO. I did not fudge the numbers for efficiency (i.e. make 17 into 18 for point breaks). This formula converts a 12 Decipher value into a 20 Hero value, and a 2 Decipher value into a 5 Hero value, which is an acceptable range.

BAJORAN STARFLEET OPS OFFICER

Val	Char	Cost	Roll	Notes
13	STR	3	12-	2.5d6; Lift 130 kg
14	DEX	12	12-	OCV: 5; DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
17	INT	7	12-	PER Roll: 12-/
15	EGO	10	12-	ECV: 6
10	PRE	0	11-	2d6 PRE Attack
10	COM	0	11-	
3	PD	0		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
30	END	0		
25	STUN	0		
	Total Characteristic Cost: 47			

Cost	Powers
	Personal Development: Occupation Upbringing
5	+1 CSL with HTH
5	Survival (Mountains, Hills) +1; 13-
	Professional Development: Star Fleet Engineering Ops
9	Computer Programming +3; 15-
3	Deduction 12-
1	SS: Astronomy 8-
3	SS: Physics (INT) 12-
8	Electronics (Sensors, Power Systems, Communications) +1; 13-
7	Mechanics +2; 14-
10	Systems Operation (Sensors, Power Systems, Communications) +2; 14-
2	SS: Warp Drive Theory 11-
3	SS: Starship Engineering (INT) 12-
2	WF: Starship Weapons
2	WF: Advanced Small Arms
3	+1 CSL with Phasers
2	+1 OCV with hand Phaser
3	Fringe Benefit: Ensign
1	Bureaucratics 8-
1	KS: Federation History 8-
1	KS: Federation Law 8-
2	PS: Star Fleet Officer 11-
	Species/Cultural Abilities
2	PS: Artist (Painting) 11-
2	KS: Bajoran Faith 11-
	Edges
3	*Alert:* +2 Lightning Reflexes
3	*Skill Focus (Perception):* +1 with Perception Rolls
3	*Skill Focus (Furtive):* +1 with Stealth and Concealment Rolls
	Other Skills
5	Stealth +1; 13-
5	Concealment +1; 13-
2	Running +1"
103	**Total Skill Cost**
150	**Total Cost**

Points	Disadvantages 75+
10	Psychological Limitation: Hatred of Cardassians
5	Distinctive Features: Star Fleet Uniform (Easily Concealable; Noticed and Recognizable)
20	Social Limitation: Subject to Orders (Very Frequently, Major)
10	Psychological Limitation: Easily Distracted (-3 to all INT-Based skills in situations where there are distractions) (Common, Moderate)
30	TBD

Equipment Carried
Tricorder
hand phaser

Background/History: TBD.
Quote: "It could be a major fluctuation on one of the dynoscanners."

FERENGI MERCHANT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	2d6; Lift 100 kg
14	DEX	12	12-	OCV: 5; DCV: 5
10	CON	0	11-	
10	BODY	0	11-	
17	INT	7	12-	PER Roll: 12-/
15	EGO	10	12-	ECV: 5
17	PRE	7	12-	3d6 PRE Attack
10	COM	0	11-	
3	PD	1		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
4	REC	0		
20	END	0		
20	STUN	0		

Total Characteristic Cost: 43

Cost	Powers
	Ferengi Package
3	**Four-Lobed Brain**: Lightning Calculator
5	**Four-Lobed Brain:** Mental Defense (5 + INT/5)
4	**Sensitive Ears:** +2 PER to Hearing Group
5	**Sensitive Ears:** Ultrasonic Hearing
5	**Fangs:** HKA 1 pip
	Personal Development: Mercantile Upbringing
5	Persuasion +1; 13-
5	PS: Trade Goods Appraisal 14-
	Professional Development: Entrepreneur
9	Bureaucratics +3; 15-
5	Streetwise +1; 13-
2	AK: his trading area 11-
7	Trading +2; 14-
7	Conversation +2; 14-
7	Inquiry +2; 14-
3	Stealth
4	Contact: contact at Major Supplier 12-, Good Relationship
2	Contact: purchaser on world #1, 8-
1	Contact: choose 8-
1	Contact: choose 8-
2	KS: Culture (choose) 11-
2	KS: Specific World (choose) 11-
2	KS: Culture #2 (choose) 11-
2	KS: Specific World #2 (choose) 11-
	Edges
8	Contacts (choose)
3	*Shrewd:* +1 with PRE-Based skills for ferreting out hidden motives
	Entrepreneur
4	KS: Goods sold or services provided (choose) 13-
3	KS: Usual customers for chosen good or service 12-
106	Total Skill Cost
149	Total Cost

Points	Disadvantages 75+
10	Psychological Limitation: Coward
10	Psychological Limitation: Always Has Eye On Bottom Line
5	Rivalry: Professional (with competitors)
49	TBD

Equipment Carried
TBD

Background/History: TBD.

Quote: "You paid HOW MUCH for it? Amateur! Never send a human to negotiate!"

HUMAN STARFLEET COMMAND OFFICER

Val	Char	Cost	Roll	Notes
13	STR	3	12-	2.5d6; Lift 130 kg
14	DEX	12	12-	OCV: 5; DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
16	INT	6	12-	PER Roll: 12-/
13	EGO	6	12-	ECV: 4
17	PRE	7	11-	3.5d6 PRE Attack
10	COM	0	11-	
4	PD	1		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
24	STUN	0		

Total Characteristic Cost: 45

Cost	Powers
	Personal Development: Starfleet Brat
5	SS: (INT-Based; choose) +2
5	SS: (INT-Based; choose) +2
	Professional Development: Star Fleet Command
9	Bureaucratics +3
2	Tactics (Starship) INT 12-
5	Fringe Benefit: Membership - Lieutenant
3	Computer Programming
3	Deduction
1	SS: Astronomy 8-
3	SS: Physics (INT)
6	Electronics: (Communications, Sensors, Transporter) +1
5	Mechanics +1
4	Systems Operation: Communications, Sensors, Transporter
2	SS: Warp Drive Theory 11-
5	SS: Starship Engineering (INT) +2
2	WF: Starship Weapons
2	WF: Advanced Small Arms
1	KS: Federation History 8-
1	KS: Federation Law 8-
2	PS: Star Fleet Officer 11-
4	KS: Carousing 13-
	Species/Cultural Abilities
[6]	*Adaptable:* choice of +3 to CON, +2 to DEX, or +3 to EGO at time of character creation*
3	*The Human Spirit:* 1d6 Luck, only when performing courageous deeds
	Professional Abilities
6	*Starship Command Duty:* +2 with all Leadership/Command skills
[5]	*Commanding Presence:* +5 to PRE at time of character creation*
	Edges
	Lieutenant JG (already included as part of Star Fleet command package)
[2]	Fit: +2 STR at time of character creation*
7	*Resolute:* +1 with all skills, Only when performing heroic deeds (-1/2)
	Other Skills
5	Mediation +1
5	Oratory +1
96	**Total Skill Cost**
141	**Total Cost**

* Items in [] already counted in CHA cost.

Points	Disadvantages 75+
10	Psychological Limitation: Reckless
5	Distinctive Features: Star Fleet Uniform (Easily Concealable; Noticed and Recognizable)
20	Social Limitation: Subject to Orders (Very Frequently, Major)
10	Psychological Limitation: Pacifist, v1 (Won't attack to kill, or leave others to die, but will defend self) (Common, Moderate)
21	TBD

Equipment Carried

Background/History: TBD.
Quote: "Shields Up! Battle Stations! Red Alert!"

KLINGON ROGUE

Val	Char	Cost	Roll	Notes
19	STR	9	13-	4d6; Lift 200 kg
17	DEX	21	13-	OCV: 6; DCV: 6
15	CON	10	12-	
12	BODY	4	11-	
10	INT	0	12-	PER Roll: 11-/
11	EGO	2	11-	ECV: 3
14	PRE	4	12-	3d6 PRE Attack
10	COM	0	11-	
5	PD	1		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
7	REC	0		
30	END	0		
30	STUN	0		

Total Characteristic Cost: 57

Cost	Powers
	Klingon Racial Package
2	**Enhanced Smell:** +1 PER to Smell/Taste group
1	**Partial Exoskeleton:** Damage Resistance 1PD
	Personal Development: Military Brat
2	WF: Advanced Small Arms
9	+3 CSL with Klingon Disruptors
3	KS: Culture (choose) 12-
2	KS: World (choose) 11-
	Professional Development: The Streets
7	Streetwise +2
2	WF: Klingon Melee Weapons
20	+4 CSLs with Klingon Melee Weapons
5	Stealth +1
5	Concealment +1
5	Sleight of Hand +1
8	Contacts (choose)
2	+1" Running
	Professional Abilities
5	Scoundrel's Fortune: (1d6 Luck, using the optional rule on 5E128 of using the total rolled at the beginning as points the character can use throughout the game to better his rolls.)
	Edges
5	**Blends In:** +2 DCV (10 points); Only when taking cover (-1/2), Requires Concealment Roll (-1/2)
6	**Dodge:** +2 DCV with Dodge
[8]	**High Pain Threshold:** +2 CON and +2 EGO purchased at character creation*
	Other skills
5	Mechanics +1
94	Total Skill Cost
151	**Total Cost**

* Items in [] already counted in CHA cost.

Points	Disadvantages 75+
10	Psychological Limitation: Warrior Code
10	Hunted: local authorities 8- (MoPow, NCI, Watched)
10	Reputation: Rogue, 11-
10	Physical Limitation: Dim-Witted (-1 to all INT-Based Rolls); (Common, Total)
36	TBD

Equipment Carried
Disruptor Pistol
Klingon Knife

Background/History: TBD.

Quote: "Kill them all, dump the cargo, take the ship. We could use a new ship."

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