

FAR TREK

The continuing voyages...



Based on Where No Man Has Gone Before 2.0
by Mike Berkey (michael.berkey@gmail.com), Copyright 2009.
Some character illustrations © by David Okum
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FAR TREK The Continuing Voyages v2.1 Edition rules, layout and design by C.R. Brandon
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Original Author's Introduction

"Space, the final frontier. These are the voyages of the star ship Enterprise, her five-year mission to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before."

This is a game about a five year mission, a world where special effects never progressed beyond painted Styrofoam blocks and cheap double-exposures. The 70's were still The Future and Klingons had smooth foreheads. The idea of a Star Trek movie was a laughable proposition and nobody thought twice about planets full of Nazis and space hippies.

Adventures take place in Episodes, over the course of a Season. If you're comfortable with the Shatnerian school of acting, can spontaneously hum snippets of the original soundtrack during appropriate scenes and have no problem with outrageous accents, this is the place for you.

The goal of this game is to create something relatively quick and dirty, simple to set up and fast to run, using the Microlite20 system for accessibility and to allow access to the vast amount of pre-generated d20 content. Hopefully, it strikes a balance between camp and grit: while much of this game is pretty silly, much of it isn't. This is, after all, a television show that brought us both "The City On The Edge Of Forever" and "Spock's Brain."

Thanks to a post by Gorillacus on Rpg.net for the idea that sparked this conversion—until that point not only was I stuck on how to handle character types in an intuitive way that remained true to the spirit of the show, I also had no idea I even wanted to do a d20 conversion of this sort in the first place. For sources, I've poured over Franz Josef's original Starfleet Technical Manual, the Daystrom Institute of Technology (ditl.org), Okuda's Star Trek Encyclopedia and Memory Alpha for information. I've even spent time mining the Klingon Academy instruction manual for ship combat ideas.

In the end, though, this game is based largely on my mostly hazy (but fond) memories of watching the show as a kid. If I can briefly, if only for a second, catch the spirit of those thrilling Sunday afternoons, then this game will have been a success. Special thanks goes out to Avram Grumer for giving me much needed feedback and editing. I'm becoming convinced that errors, typos and ambiguously worded entries are every bit as threatening as those pesky Romulans.

Most importantly, remember that this game is your sandbox: there is no right or wrong way to play it, only what's fun.

--Mike Berkey 2009

***FAR TREK* Edition 2.0 Introduction**

Hidden at the end of a rather long compilation of Microlite games was the outstanding work of Mike Berkey. I read Mike's work and felt he had created something that captured the essence of the original ***Star Trek*** series as I remembered it. The hard core fan (of Role Playing or Star Trek) may find it a bit light or not detailed enough, but for the other 90% of us who want to "Boldly go..." this will do just fine.

Star Trek was always about "Boldly going where no man has gone before!" At its heart its journey was one of exploration, but not just in space. Sure there was new life and new civilizations, and finding those was a lot of fun but It was also about exploring ourselves as humans. Despite all the scientific techno-babble and green skinned slave women, it still boiled down to what does it mean to be human exploring our own issues vices and problems and how we carry those with us into the stars and beyond.

In that spirit, I took Mike's original, free published work, wrenched a few bits to work with my own system, and fit it in a new cinematic style of play. ***Far Trek*** is your vehicle to, "...*explore strange new worlds, to seek out new life and new civilizations*" to boldly go wherever your imagination takes you!

This revised edition was a long time in the making...too long I am told by some! While the original edition was good, it had some stray bits that needed cleaning up and clarifying. In addition, there were some additional opportunities to expand the game adding a new Federation class the Green Shirts and going beyond Federation based characters: Traders & Merchants, Special Citizens and playing as Klingons or Romulans!

I want to give special thanks to Darren Bulmer. He helped with the revising and editing the new edition. Darren helped in fleshing out the ***Far Trek*** universe by providing and recommending new skills, talents, additional alien species and providing creatures found in TOS and the animated series! Thanks very much Darren for helping to improve and expand the game!

Thank you reader for your patience and support, ***Far Trek*** is presented freely as nothing more than a labor of love—and I hope in that spirit you will love the game!

Keep on Trekking!

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Autumn 2015

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FAR TREK Game Philosophy

“...boldly go where no man has gone before!”

What do I need to play?

These rules, friends, paper, pencils, at least three 6 sided dice (known as d6), time and imagination. One player will be the Referee creating adventures (episodes) and adjudicating the rules. Everyone else is a player boldly exploring strange new worlds.

Using the Dice

For determining results in game, **Far Trek** uses 6-sided dice found in most board games. Six sided dice are referred to in short hand as d6. Multiple d6 are refereed by a number (#) followed by the d6. A request to roll 3 dice and sum the result would be seen in the rules as 3d6.

Most dice rolls in **Far Trek** are used when testing for success or failure of actions and will use 3d6. Your character's attributes, skills and/or talents will often be a modifier and may be applied to the dice sum rolled. This is usually as a bonus to help you succeed. An example may be a test to climb, which would be 3d6+ ST. This would mean roll and sum three dice, then add your Strength (ST) attribute bonus to the result. If I rolled a 3, 4, 5 the sum would be 12, then adding my ST +1 to the roll my final result would be a 13. You can read more about tests on page 28.

THE FEDERATION

The Federation is an interstellar federal republic composed of sovereign planets. The planetary governments agree to exist semi-autonomously under a single central government based on the utopian principles of universal liberty, rights, and equality, and to share their knowledge and resources in peaceful cooperation and space exploration. The Federation was founded under a document known as the Charter of the United Federation of Planets dated October 9, 2161. It draws text and inspiration from the United Nations Charter and other sources. An important guiding principle is the Prime Directive, which forbids any interference in the natural development of any pre-warp civilization. This is intended to prevent even well-intentioned Federation personnel from introducing changes which could destabilize or even destroy other pre-warp-era cultures through interference. In practice, however, consistent application of the Prime Directive tends to be a controversial issue, and the Federation does not always abide strictly by it. Other aspects of the Articles provide for rule of law, equality among individuals and protection of civil and creative liberties, which appears to be based on principles found in contemporary Western political theory. It includes a set of guarantees of civil rights, the "Seventh Guarantee" being analogous to the Fifth Amendment to the United States Constitution and its protection against self-incrimination.

The Federation has exacting requirements for prospective member worlds that wish to join. Caste-based discrimination is forbidden, and major systematic violations of sentient rights, such as the unjust peacetime imprisonment of specially modified soldiers are not tolerated for any petitioner. Furthermore, while most member worlds have single, unified world governments, it is not required for entry, as the Federation will consider "associate membership" of non-unified worlds.

The Federation stresses the values of universal liberty, equality, justice, peace, and cooperation. The Federation also maintains its own quasi-militaristic and scientific exploratory agency, known as Starfleet. Starfleet is seen handling many other governmental processes, sometimes with no other agency's influence, such as border defense, diplomatic envoy and has seen extensive use as a military force.

STARFLEET

Starfleet handles diplomatic, scientific, and military missions, although their main mandate is peaceful exploration in the search of sentient life, as declared in the mission statements. Starfleet also fills a more traditional military role and acts as the defensive arm of the United Federation of Planets.

THE PRIME DIRECTIVE

"As the right of each sentient species to live in accordance with its normal cultural evolution is considered sacred, no Star Fleet personnel may interfere with the normal and healthy development of alien life and culture. Such interference includes introducing superior knowledge, strength, or technology to a world whose society is incapable of handling such advantages wisely. Star Fleet personnel may not violate this Prime Directive, even to save their lives and/or their ship, unless they are acting to right an earlier violation or an accidental contamination of said culture. This directive takes precedence over any and all other considerations, and carries with it the highest moral obligation." In plain words, the Federation cannot expose an evolving species to technology that the species has not yet discovered or is currently capable of developing.

The Prime Directive is the guiding philosophy and law for Federation personnel and for Starfleet. The Prime Directive also serves as a constant source of tension and difficulty for Starfleet. Situations invariably arise in which the crew must decide to obey or usurp this primary directive. It can lead to trouble both immediate and later in a Starfleet career.

ATTRIBUTES OF A CHARACTER

Attributes

Each character possesses four attributes: Strength, Dexterity, Intelligence, and Charisma.

Strength (ST)

Strong characters are better at melee combat, inflict, endure, and survive more damage.

Dexterity (DX)

Agile characters hit distant enemies and dodge blows with greater success.

Intelligence (IQ)

Smart characters are better able to apply intellect, solve problems and notice clues.

Charisma (CA)

Charismatic characters are natural leaders and good at social interaction

Fate Points

Characters begin each session with 1 Fate Point (more if they have the Heroic Talent or are Human). Each Fate Point can be used in several ways:

- Recover from being knocked out instantly. You spend your current action catching your breath.
- A character can expend a Fate point to re-roll one set of dice or to negate all damage, even if he was just "killed."
- Some talents allow for the spending of a fate point to add a bonus to an action attempt.

Only 1 Fate Point can be spent per round.

Unspent Fate points do not carry over to other adventures. Each character starts each adventure with 1 Fate point.

Recovering Fate Points

Moral High Ground

Whenever a character or group of characters make a difficult moral decision or behave in risky ways consistent with Starfleet behavior they will regain 1 Fate Point.

For example, allowing an enemy the first strike in starship combat to fully ascertain their intentions, following the Prime Directive even though it would be a lot easier to circumvent it, refraining from taking life needlessly, even if it is an enemy. The Referee decides when to award Moral High Ground, but it should be a situation where taking the high road causes the group a great deal of inconvenience.

- Every time your character does something particularly impressive or achieves a goal of some sort, the Referee may award one Fate Point.
- If the Referee allows, every time you roll a natural 18, you gain 1 Fate Point.
- Every time you start a new session, the Fate Point pool is fully refreshed. Any unused Fate Points from the previous session are lost.

Don't hoard your Fate Points—they're meant to be used!

Join Your New Character

For new characters, roll 3d6 for each attribute and add the dice together. Compare the result of your roll to the chart below. Write the resulting Attribute Value next to the attribute you rolled for on your character sheet. Alternately you can build a character with discretionary points. You get 3 points and divide them however you like among the four attributes. Next choose a race for your character. Each race may have modifiers to your attributes. Apply the modifier to your attributes at time of character creation once you choose the character's race.

Dice Sum	Attribute Value
3	-2
4-7	-1
8-11	0
12-15	+1
16-17	+2
18	+3

MOVEMENT ALLOWANCE

A character's movement is 50 feet every 5 second turn. For each point of DX bonus you add 10 feet to that total. If playing on a battle map, a character may move up to his MA/10 in Inches (squares or hexes) before executing an action. Example William (DX+1) has a MA of 60 feet a turn. On a battle map, this would be 6 spaces. William can move up to six inches (or hexes or squares) and then attack.

Cinematic Survival, or where're the Hit points?

Damage taken by characters in *Far Trek* is different than in other games. There are no Life points or Hit points. True to Trek, it's rare for a main character to be killed. Instead they are bruised, scratched, get torn clothing and bloody lips ending in being knocked out of the fight for awhile. At worst they are put in grave danger, but it's just a chance for their crew mates to up their game and find a solution beyond combat.

Anytime a character is hit in combat, he must pass a **Static Test** or immediately fall unconscious. The wounded character rolls 3d6, and adds their ST attribute bonus as a modifier to the roll. The goal is to roll equal to or higher than a Target Number (TN) for the first wound. With each subsequent wound, the character rolls against a TN increased by +3. The TN wound sequence follows the Static Test model.

Some characters that wear armor, or are naturally hardier may have a bonus to their roll to remain conscious. For example Gorn have a natural armor of +2 so a Gorn would roll $3d6+ST+2$ for their armor to remain conscious whenever they take damage. If at any point the roll is failed, the character immediately falls unconscious and is out of the fight.

The Khan Corollary

The above rules do not apply to expendable crew members or enemies whose death serves a cinematic or plot purpose. If you are going to kill an extra or a minor character make sure you have reason for it in the plot: to show level of danger in the situation, motivate characters into action, a plot twist, a surprise ending, something other than just bad luck or to add to a body count.



CHARACTER RACES

Humans

The “default” species of *Far Trek*. They are known for their remarkable curiosity, flexibility and desire to explore strange new worlds.

Creating a Human Character

There are no attribute modifiers when you choose to be Human.

Species Talents

- **Lucky:** One extra Fate Point per episode.
- **Flexibility:** One bonus Talent to start with.

Other Species

The Federation is made up of many member species, but most can be treated as variants of human beings.



Andorians

A tough-minded species of blue skinned humanoids from a frigid planet. Their antennae give them enhanced senses and their harsh home world makes them tougher than the norm.

Creating an Andorian Character

DX+1, CA-1

Species Talents



- **Cold Adapted:** +2 bonus on all arctic survival rolls. Their tolerance for cold also allows them to handle temperatures up to 40 Centigrade degrees colder than humans with relative comfort.
- **Durable:** Andorians gain AR(+1) Add this to roll when under attacked or staying conscious.
- **Sharp Senses:** Their range of hearing is far superior to humans, both low and high frequencies are detectable. As such, they gain a +2 bonus to any

skill rolls affected by their keen hearing.

- **Stern:** Andorians tend to come across as rather proud and humorless to other species; they have difficulty when interacting with other species.



Tellarites

A porcine species of humanoids renowned for irascibility and their prowess with engineering.

Creating a Tellarite Character

ST+1, CA -1

Species Talents

- **Argumentative:** Tellarites have a grasp of social etiquette that...differs...from that widely held by other species. Tellarites have difficulty interacting with other species.
- **Culture of Engineering:** +2 bonus on all skill rolls involving engineering (including rolls not involving the actual Engineering skill).
- **Fur Coat/Thick Hide:** Tellarites gain AR(+1) A Add this to rolls when under attack or staying conscious.

Vulcans

A species of pointy-eared humanoids who pursue logic and reason as a means to raise themselves above their savage past.

Creating Vulcan Characters

ST+1, IQ+1, CA-1

Species Talents

- **Desert Adapted:** Vulcans gain a +2 bonus on desert survival-type rolls and a general immunity to the effects of blinding light.
- **Lack of Emotion:** Vulcans have difficulty in dealing with emotions—in any situation where emotion plays a factor, a Vulcan will take a -1 penalty (bluffing, negotiations, persuasion, fathoming motives, etc.).
- **Psychic:** The Vulcan species has an unusually high number of psychics. All characters start out with the Psychic Talent as a bonus.



Other Species

Oddly shaped ears or strange skin coloration notwithstanding, most other alien species tend not to vary too far from the human norm. Most can be treated as identical to human beings, with all the usual bonuses and limitations. Quite a few of them vary enough, though, that it sometimes pays off to make a new species template. If there is a need to stat a new alien species, use the following guidelines, which will produce a species of about the same level of capability as the four “main” species:

Each species can have 2 special Talents.

Building Non-Starfleet Aliens or Classes

Tired of playing Starfleet personnel? Need a fully statted alien NPC with Talent progression? Are your players clamoring for the chance to play characters on the other side of the Federation divide?

The first option would be to allow such a character to choose any Talent within reason as they advanced. The second option would be to rename the normal Talent lists to their alien equivalent. “Red Shirt” would become “Gorn Warrior,” for example.

A somewhat less arbitrary approach would be to build a custom Talent list. This is highly recommended if such a character class can be chosen by the players. The first step should involve defining what kinds of things such a class should be able to do and then ensuring enough Talents are on the list to support them all.

For example, Gold shirts have 3 general types of Talents on their list: an action-type leader (a Kirk), a more thoughtful type of leader (Picard) and pilots (Sulu, Chekov). Players aren't required to specialize, but there are enough Talents listed to support a player going “all in” on that type of character.

For example: Action Leader: Agile, Brawler, Defensive Roll, Flurry, Judo, Power Attack, Starfleet Commendation

Thoughtful Leader: Agile (it's fine if there's overlap in archetypes), Bluff, Command, Inspirational Speech, Measure of a Man, Plan, Starfleet Commendation, Unorthodox Maneuver

Pilot: Agile (appropriate since pilots tend to have great reflexes), Defensive Roll, Judo, Space Jockey.

A good Talent list should be flexible enough to anticipate the sorts of characters a player will build, while still restricting the choice of Talents enough to keep classes from becoming too similar to each other.

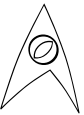
CHARACTER CLASSES

There are three common character classes for players in *Far Trek*: Gold Shirts, Blue Shirts, and Red Shirts. Each character class wears a uniform shirt that matches his chosen class. In rough summary, Gold Shirts are the command characters aboard a starship. Blue Shirts are science and medical and Red Shirts are engineering, communications, and security. In Trek Lore, Red shirts are danger magnets and have a habit of becoming the noun in the sentence, “He’s dead Jim.”



GOLD SHIRTS: *Command*

These are a varied lot. Their ranks include commanders, helmsmen, navigators and diplomats, therefore the most visible branch of Star Fleet. They tend to be fast on their feet, mentally and physically capable officers. **Examples:** Kirk, Chekov and Sulu.



BLUE SHIRTS: *Medical and Sciences*

These are the brains of Starfleet and are in the business of knowing things. Whether it's the intricacies of star formation in a globular cluster or the inner workings of the human heart, they are the best at what they do. There are two primary branches: Medical and Science. **Examples:** Spock and McCoy.



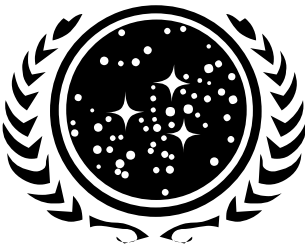
RED SHIRTS: *Engineering and Security*

These are the heart of a Federation vessel—they are the engineers that keep the ship running and the security guards that keep peace on-board ship. They are stalwart and dependable when needed, the backbone of Starfleet. Red Shirt has two separate career paths, treated as completely different occupations: Engineering and Security. **Examples:** Scotty, Uhura, and the disposable muscle in each episode.

Trained Skills

Each point spent on a skill gives you +1 to an attempt to use that skill. If you do not have a skill you can still try to do it, but you get no bonuses in the attempt. There are two sets of skills in *Far Trek*. First is a list of general skills. These are available to any class of character. A starting character gets 8 points to spend picking skills, none can be above +2 to start. If there are multiple options or disciplines within a skill (like Arts) the character should choose a specific focus (like Arts: Singing). In this way similar skills can be taken multiple times (like Arts: Singing and Arts: Acting). Each skill is still increased or obtained individually.

General Skills	DEFINITION
Administration	Manage people, procurement, bureaucracy an cut through red tape.
Armed Melee	Skilled use of hand to hand weapons in combat
Arts	Painting, singing, writing, acting, instruments, etc.
Athletics	Expert at a sport and can be used in physical challenges
Computers	Ability to gather data, create programs, or hack systems
Driving	Steer wheeled, tracked, or hover vehicles.
Electronics	Use, repair and construction of electronic devices
Interrogate	Use charm or threats to gather information from another
Investigate	Find clues or hidden things, notice small details, connect data points
Knowledge	Specific subject expert: literature, history, geography, alien race, etc.
Language	Speaking a language other than your own
Marksmanship	Using ranged weapons in combat
Piloting	Shuttles, planes, etc.
Streetwise	Surviving in an urban environment, knowing where to get things
Subterfuge	Use stealth, sticky fingers, and guile to get what you want
Survival	Staying alive in harsh environments
Unarmed Melee	Hand to hand fighting without weapons



Next is a list of skills only available to a specific class. Find your character's class below, then spend 3 points in your class's skills, none can be above +2.

Gold Shirt Skills		DEFINITION
Diplomacy		Interacting with new life and new civilizations to meet a goal
Leadership		Providing focused direction to a group to achieve a goal
Starship Combat		Managing shields, weaponry, tactic and damage control
Starship Navigation		Piloting a Starship and navigating it through space
Blue Shirt Skills		DEFINITION
Life Sciences		Covers bionics, botany, ecology, genetics, xenology, zoology
Medical Sciences		Covers general medical, pathology, psychology and surgery
Physical Sciences		Covers chemistry, math, physics and computer science
Planetary Science		Covers geology, hydrology and meteorology
Sensors		Covers sensor devices, locating cloaked vessels, jamming and unjamming sensors, fine tuning sensors
Space Sciences		Covers astronomy and astrophysics
Red Shirt Skills		DEFINITION
Communications		Covers use of com devices and encryption/ code breaking
Engineering		Repairing, or developing equipment
Small Unit Tactics		Police and military tactics for defense or raids
Starship Engineer		Damage control, transporters, electronics, warp tech, and repairs

Talents

Your character gets 2 Talents to start; they can be from the General Talents, Class Talents, or 1 from both. Note Humans get 1 bonus talent (total 3) to start. Some Talents may be taken more than once—in that case, the effects stack. If they can be stacked, it will say so in the description. General Talents can be taken by any class. Each class also has access to its own Talent list.

General Talents

- Catch Phrase
- Cool Under Pressure
- Departmental Transfer
- Enlightened
- Healing Trance
- Heroic
- Life of Riley
- Mind Meld
- Mixed Species
- Psychic
- Psychic Ability
- Ripped Shirt
- Specialist
- Vulcan Nerve Pinch

General Talents Defined

Catch Phrase

The character has one catch phrase (“Dammit, Jim. I’m an doctor, not a party planner!”) that he can utter once an episode. Doing so will allow the character to gain one Fate Point, so long as the catch phrase can reasonably be used in context and refers to the situation in which it was said. A character can’t have more than one catch phrase except with Referee permission. Optionally, the Referee can allow a character to change his catch phrase throughout the season (campaign), although care should be taken to not allow catch phrases to be changed often. After all, a catch phrase that is changed every episode (adventure) is not a catch phrase—it’s dialogue.

Cool Under Pressure

Choose one non-combat task that you’re especially good at (e.g. sneaking, first aid, baking cookies, etc). From now on, whenever you attempt that task, you can test at a TN of 11, no matter how stressful the circumstances. This Talent can be taken multiple times—each time applies to a different specific task.

Departmental Transfer

You have transferred from your starting shirt color to a new one, and may now choose talents and skills from the new list and improve them as normal. Alternatively a Referee can allow a “temporary transfer” if there is a story/back story reason to do so. This would allow a character to have skills from other shirts. Transfer is only taken one time, but this should be limited! There are multiple shirt colors for a reason and munchkin is not a color choice.

Enlightened

You have outgrown one limitation of your species, if your species has any. Perhaps you're the Vulcan that has become in touch with his emotions, or the Tellarite that has learned diplomacy (and thus lost the Charisma penalty). Some limitations, particularly physical ones can't be grown out of—they're innate. The Referee is the final judge of which ones qualify.

Healing Trance

This talent is normally restricted to Vulcans. When a Vulcan is seriously injured or ill, they may voluntarily enter a trance-like state where their body focuses directly on healing at the expense of everything else. In a healing trance, a Vulcan may reduce their Unconsciousness TN by a maximum of their ST bonus per hour regardless of where they are. This allows a Vulcan to recover from injury very quickly, but this talent comes at a price. Once they have recovered fully, a Vulcan must be forced from the healing trance, normally through the effects of sudden and sharp pain, such as being slapped forcefully in the face. This allows a Vulcan to make a ST check at TN 11 to withdraw from the trance. Failing the test does allow another attempt, but each attempt is at the next higher TN. If a Vulcan fails to awaken from the healing trance, they will slowly die from dehydration and starvation.

Heroic

You start each adventure with 1 more Fate Point than usual. Each time you take this Talent, you gain another Fate Point.

Life of Riley

You live a charmed life. Once per episode, if you fail a roll by rolling an 3, you can instead treat that roll as a natural 18. In addition to this, you gain a +1 on all rolls that may be influenced by blind luck—this is up to the Referee's discretion, but should be used somewhat sparingly. Taking this Talent multiple times allows more than one use per day—the +1 luck bonus never increases.

Mind Meld

This requires the Psychic Talent to use and is usually restricted to Vulcans. Given a minute of uninterrupted time with a willing target and a successful IQ check vs TN 11, you can perform a Mind Meld, reading surface thoughts and conveying your own thoughts to the subject. During consecutive minutes, you can perform additional actions with a skill check vs TN 14. Each minute that passes beyond that—due to failed rolls or multiple actions—adds +1 to the TN. Possible actions include reading deep thoughts (either subconscious or repressed memories), implanting or editing a memory, transferring your katra to a friendly target, or other actions as considered appropriate by the Referee. If the target is fighting the mind meld, the TN is increased by the target's Intelligence bonus and any bonuses from the Psychic Talent. Drastically failed skill rolls can potentially harm the target or the character performing the Mind Meld.

Mixed Species: A character is born from two different species (such as Vulcan and Human) and may (but does not have to) take Talents and/or Limitations from one other Species.

Psychic

The character can open up to psychic impressions. In practice, this amounts to the Referee informing the character of psychic impressions from the environment or as part of a plot point. It also gives the character a +1 bonus to resist psionic attack and psychic manipulation. This bonus increases by +1 for every time it is taken by the character.

Psychic Ability

This requires the Psychic Talent be taken first. Each time you take this, your character gains one Psychic Ability. The effect of such ability must be pre-approved by the Referee and have an appropriately Star Trek feel to it. The Referee might make adjustments to fit the feel of the show.

For example, Fireball would never be appropriate, but a Cure Wounds Talent would, particularly if the character took a TN test for every person healed. A 3d6+IQ should be required for successful use; the TN would depend on how powerful and dramatic the effect the player is attempting.

Ripped Shirt

Once per fight, and no more than once per episode, the character can either deliberately rip a revealing article of clothing or take advantage of a revealing rip in an article of their clothing and gain +1 to hit. The “to hit” bonuses increase by +1 for every time it’s taken.

Specialist

Describe one task that you're especially good at. From now on, you get a +2 on all tests dealing with that task. Examples: *Sneaky*, *Languages*, *Starship Piloting*, *Dirty Fighting*, *Force Field Technology*. Specialties should be fairly narrow. Taking this Talent multiple times gives you different specialties—the effects never stack.

Vulcan Nerve Pinch

This Talent is usually restricted to Vulcans. If your opponent is caught unaware or is otherwise defenseless and you are behind them, you can force them to test 3d6+ ST with a TN of 17. Failing the roll will result in the target losing consciousness for 1 to 2 hours.

Gold Shirt Talents

- Agile
- Bluff
- Brawler
- Command
- Defensive Roll
- Flurry
- Inspirational Speech
- Judo
- Measure of a Man
- Plan
- Power Attack
- Space Jockey
- Starfleet Commendation
- Unorthodox Maneuver

Agile

You are excellent at dodging attacks. +1 to your defense in combat tests when under attack. This can be taken multiple times.

Bluff

You have a knack for fighting dirty. If you can communicate with an opponent, you can attempt a CA roll vs the opponent's roll. If successful, you can use your Charisma bonus as either a bonus to hit or defense for one attack. How this looks can vary from cheap shots all the way up to out and out trickery.

Brawler

Your successful unarmed attacks give your opponent a +1 increase in TN to stay in the fight. If, for example, your opponent would normally need to roll 11 or higher to stay in the fight, they would now need to roll a 12.

Command

Once per day, you can give an order to someone. Should they choose to follow your command, they get a +1 bonus to achieve that action. Every time this is taken, a +1 bonus and an additional order per day can be given.

Defensive Roll

This requires the Agile Talent. If you are in a position to dodge/move out of the way of an attack, but it hits you anyway, you may add +1 to your roll to stay conscious. This may be taken multiple times, each time adding +1 to your roll to stay conscious.

Flurry

Choose one type of attack: melee or ranged. With those types of attack, you can perform a flurry. A flurry allows you to gain an additional attack per round in exchange for a -1 to your roll to hit on all attacks per round. Taking this Talent again lets you perform a flurry with the other type of attack (melee vs ranged).

Inspirational Speech

Once per Episode, you can make an Inspirational Speech about a single topic ("The line must drawn HERE! This far and no further!", etc).

The speech takes at least a couple of minutes and those affected must be within earshot. Any nearby allies gain a +2 bonus on one skill check, attack roll or defense roll of their choice. If not used by the end of the Episode, this bonus will be lost. For each additional time it is taken the number of times this bonus may be used per audience member increases by +1 additional use.

Judo

If you successfully grab an opponent, you can perform your next grapple action immediately instead of waiting for the next round.

Measure of a Man

You are an accurate judge of character. Once per episode, you may study one individual. This process takes several minutes. After that point, at any time during that Episode (adventure) that you must make a skill or attack roll versus that individual, you gain a +2 bonus. You may also make a 3d6+IQ roll once per scene to read their intentions and general capabilities. The target TN will be 14 + the target's IQ bonus. The Referee may modify this number up or down depending on circumstances. For example, if the target is behaving unusually erratically due to outside influence, the Referee might assess an additional +2 to the TN. Succeeding on this roll will allow you to ask the Referee one question for every point you succeeded by. The answer will only be given in a yes/no/undecided format.

Plan

If you have time to prepare a plan prior to a dramatic situation, you can grant a bonus equal to your IQ bonus on all skill checks and attack rolls made by you and your allies. Bonus drops by 1 point after each round until it reaches zero.

Power Attack

You can take a penalty to your attack roll and add the same amount to your opponent's test to stay in the fight if hit. If you took a -2 to your attack, your opponent would add +2 to the TN to stay in the fight if hit; so a TN11 would become a TN13. This Talent represents a predilection for risky maneuvers in combat and covers such things as drop kicks, dirty tricks, haymakers, trick shots and so on.

Space Jockey

This gives you the Talent—once per Episode—to roll one Starship Navigation skill check twice, taking the better of the two rolls. Taking this Talent multiple times gives you additional uses of this Talent.

Starfleet Commendation

Your acts of bravery under fire have earned you recognition and you serve as an example to others. Choose an event in which you demonstrated your skill—it need not be something that actually occurred in the season (campaign). You can “recount” events that occurred before the series began. Describe the event briefly for future reference.

You now have a +1 bonus to any skill rolls that may benefit from having a heroic reputation or a reputation for the type of skill you demonstrated. During any situation resembling the events that earned you your commendation—the Referee will be the final judge as to what qualifies. This Talent may be taken more than once, but each additional event must be notably different than any previous Commendations.

Unorthodox Maneuver

The things you do in ship-to-ship combat situations tend to become named after you and taught in Starfleet Academy. Assuming you have time to prepare an unorthodox plan of action, you may spend a Fate Point and make an $3d+IQ$ + Starship Navigation skill vs skill roll against your opponent. If successful, you automatically gain a surprise round on your enemy. For every additional 3 points you beat your opponent's roll by, you gain an additional +1 bonus on your first action against that opponent.

Example: Jefferson Gomez, captain of the U.S.S. Abu Bekr, has been harried by the Romulans for the last two days. Cornered in a dense asteroid field, he devises a desperate plan: he modifies the warp signature of a photon torpedo to resemble that of his ship. His plan is to fire the torpedo out of the asteroid field in such a way that it resembles his ship fleeing to safety. When the Romulan vessel attempts to ambush the “ship”, Gomez will turn the tables, blindsiding them. He gains Referee approval and spends 1 Fate Point. His $3d6+IQ+Ship$ Navigation roll comes up 17. The Romulan rolls 16. Now when combat begins, the Abu Bekr will swoop in, seemingly from nowhere, and gain a surprise round on the Romulans.

This may only be used once per Episode and the trick used will usually only work once, ever, against a given opponent. This is not to say that that unorthodox plans require this Talent to work—it's just that characters with this Talent have a knack for unconventional strategy. The Referee has final say in whether or not a new Unorthodox Maneuver is crazy enough to actually work. In any case, you get to name the maneuver.



BLUE SHIRT TALENTS

- Bedside Manner
- Behavioral Analysis
- Breakthrough
- Empathy
- Exploit Weakness
- Field Medic
- Plan
- Pure Logic
- Recollection

Bedside Manner

Your bedside manner has earned you a deserved reputation for good advice. Once per episode (adventure), if you have a few moments to speak alone with someone you may grant them a bonus to an upcoming action of their choice equal to your IQ bonus or +1, whichever is greater. If they do not use this bonus by the end of the episode, it is lost.

Behavioral Analysis

This requires the Empathy Talent. Your keen insight into psychology allows you to make an 3d6+IQ roll to predict the likely future behavior or delve into the personality traits of any given individual. The target number will be 11+ the target's IQ bonus. The Referee may modify this number up or down depending on circumstances. For example, if the target is behaving unusually erratically due to outside influence, the Referee might assess an additional +2 to the TN. Succeeding on this roll will allow you to ask the Referee one question for every 1 points you succeeded by. The answer will only be given in a yes/no/undecided format.

Breakthrough

You receive credit for a scientific breakthrough that earns you the recognition of your peers. It can be in any field of study that fits the background of your character. When dealing with others with a reasonable amount of familiarity with that field, you gain a +2 bonus on Charisma (CA) based tests due to your reputation.

When dealing with any situation pertaining to that field of knowledge, you may spend a Fate Point to give a +3 skill bonus to anyone who is capable of listening to and following your advice, including yourself. This bonus disappears once used and is **in addition** to any Fate Points spent by other players (or yourself) to boost their own skill rolls. This talent may be chosen more than once, each time applying to a different field or sub-field.

Example: *S'Vek has made a life study of Warp Field Theory, a subfield of Physical Sciences. When at a convention of Star Fleet sciences personnel, it's likely that anyone with any knowledge of Physical Sciences will seek him out for discussion. Later on in the campaign, the U.S.S. Bridger is caught in a field of destabilized space. The ship's warp drive itself is causing the fabric of reality to unravel. S'Vek and the ship's engineer are in the Jeffries' tube attempting a last ditch effort to re-calibrate the warp coils to let them escape. S'Vek, a noted expert in Warp Field theory, spends 1 Fate Point to activate*

Breakthrough. He gives the +3 bonus to the engineer for the repair roll. "Commander Tavek, if you integrate the space-time curvature of this region with the energy signature of the warp baffles, I believe..."

Empathy

You have an uncanny Talent to see into the hearts of others. This Talent provides a +2 bonus on checks involving any interaction skills (such as diplomacy), provided you spend at least 1 minute observing your target prior to making the skill check.

Exploit Weakness

Your intellect and eye for detail allows you to identify key weaknesses in a specific opponent, provided you take a round to study it first. Make a 3d6+ IQ test vs TN 14. If the check succeeds, for the rest of the combat you can use your IQ bonus instead of your ST or DX bonuses on attack rolls as you try to out-think your opponent. You can only use your IQ bonus for one or the other, never both at the same time.

Field Medic

You can use your Fate Points to heal other characters in emergency situations, given a reasonable amount of equipment and a few undisturbed minutes. This can revive a knocked out character or lower the wound state of another by 2 levels (so a TN14 injured character becomes TN8.)

Pure Logic

Choose an area of study. Whenever the Referee would allow you to take a skill check in that area of study, lower the Target number by one rank. So a hard task would become average. You can take this talent multiple times each gives you additional area of knowledge specialties.

Plan

If you have time to prepare a plan prior to a dramatic situation, you can grant a bonus equal to your IQ bonus on all skill checks and attack rolls made by you and your allies. Bonus drops by 1 point after each round until it reaches zero.

Recollection

You have read a vast amount of material on every subject conceivable. Once per Episode (adventure), on any skill roll involved with or aided by remembering scientific or academic information, you can roll twice, taking the better of the two rolls.

Red Shirt Talents

- Brawler
- Breakthrough
- Durable
- Flurry
- Intuition
- Judo
- Jury Rig
- Miracle Worker
- Power Attack
- Pride of the Fleet
- Red Shirt
- Starfleet Commendation
- Stiff Upper Lip
- Worried Engineer

Brawler

Your successful unarmed attacks give your opponent a +1 increase in a TN check to stay in the fight. If, for example, your opponent would normally need to roll 11 or higher to stay in the fight, they would need to roll a 12.

Breakthrough

You receive credit for a scientific breakthrough that earns you the recognition of your peers. It can be in any field of study that fits the background of your character. When dealing with others with a reasonable amount of familiarity with that field, you gain a +2 bonus on Charisma (CA) based tests due to your reputation.

When dealing with any situation pertaining to that field of knowledge, you may spend a Fate Point to give a +3 skill bonus to anyone who is capable of listening to and following your advice, including yourself. This bonus disappears once used and is **in addition** to any Fate Points spent by other players (or yourself) to boost their own skill rolls. This talent may be chosen more than once, each time applying to a different field or sub-field.

Durable

You are a hardy soul, you add +1 to any roll you make to stay in the fight.

Flurry

Choose one type of attack: melee or ranged. With those types of attack, you can perform a flurry. A flurry allows you to gain an additional attack per round in exchange for a -1 to your roll hit on all attacks per round. Taking this Talent again lets you perform a flurry with the other type of attack (melee vs ranged).

Intuition

You have an innate Talent to sense trouble in the air. Once per adventure per level, you can make a 3d6+IQ roll vs TN 14. If successful, you get a hunch that everything is all right, or you get a bad feeling about a specific situation, based on the Referees best guess relating to the circumstances. In addition, all initiative rolls for the character will be at +1.

Judo

If you successfully grab an opponent, you can perform your next grapple action immediately instead of waiting for the next round.

Jury Rig

A Red Shirt with this Talent gains a +2 bonus on skill checks made to attempt temporary or jury-rigged repairs.

Miracle Worker

Spend a Fate Point and a repair takes half the time it normally would. Take this Talent twice, and you can spend 2 Fate Points to take a quarter of the time. If this reduction in repair time would reduce repair time to less than 1 round, then the Red Shirt can repair the damage in a single action.

Pride of the Fleet

This Talent requires you first have Worried Engineer or Miracle Worker. Any ship that you've been in charge of for more than a few weeks increases in capability. Choose one specific benefit of your tweaking, such as strong shields, phaser tuning, faster engines, whatever. If SR or WR are improved, they are increased by +2. Highly-tuned warp engines can be pushed harder than un-tuned warp engines—when engaged in high warp pursuit, the rolls for pushing past maximum warp increment at 0.2 instead of 0.1.

These benefits are lost after a few weeks if you leave. This benefit is also temporarily lost if the ship is seriously damaged. Every time this Talent is selected again, choose another benefit. These benefits can all be active at the same time.

Power Attack

You can take a penalty to your attack roll and add the same amount to your opponent's test to stay in the fight if hit. If you took a +2 to your attack, your opponent would add +2 to the TN to stay in the fight if hit. So a TN 11 would be a TN 13. This Talent represents a predilection for risky maneuvers in combat and covers such things as drop kicks, dirty tricks, haymakers, trick shots and so on.

Red Shirt

If your character is killed by alien monsters or heroic sacrifice, he will be replaced in the next appropriate scene by a character with exactly the same stats, skills, talents, equipment and experience but with different physical features and name. Essentially, if your character is eaten by that Mugato, you can pencil out his name and description on your character sheet and continue on in the next scene that a replacement could reasonably be beamed or shipped in as if nothing happened. For accounting purposes (e.g. accumulated experience for a session), both PC's can be considered to be the same character. If you run out of ideas for your next Red Shirt, consult the Random Red Shirt creation table.

Starfleet Commendation

Your acts of bravery under fire have earned you recognition and you serve as an example to others. Choose an event in which you demonstrated your skill—it need not be something that actually occurred in the season (campaign). You can “recount” events that occurred before the Series began. Describe the event briefly for future reference. You now have a +1 bonus to any skill rolls that may benefit from having a heroic reputation or a reputation for the type of skill you demonstrated. During any situation resembling the events that earned you your commendation—the Referee will be the final judge as to what qualifies. This Talent may be taken more than once, but each additional event must be notably different than any previous Commendations.

Stiff Upper Lip

Once per Episode, any single failed TN roll by the character to stay conscious after being hit in combat be re-rolled to try to stay in the fight.

Worried Engineer

You can spend 1 Fate Point and re-roll any damage roll to your ship, including weapons damage taken, critical hits, system damage, pushing the ship's systems beyond spec and shield damage. You must, however, accept the second roll.

The Random Red Shirt Tables

When you find yourself at a loss for Red Shirt details. Pick male or female then roll 1d6 for each category.

Die Roll	First Name	Last Name	Hair	Personality	Hobby
1	John	Smith	red	boisterous	guns
2	Jim	Johnson	blonde	intellectual	chess
3	Tom	O'Connor	brown	paranoid	computers
4	Michael	Sullivan	black	melancholy	drinking
5	Gene	Davis	light brown	cheerful	sports
6	Roger	Wilson	black	braggart	gambling

Die Roll	First Name	Last Name	Hair	Personality	Hobby
1	Sally	Williams	red	chatty	music
2	Jane	Miller	blonde	bookish	traveling
3	Valerie	Moore	black	curious	fencing
4	Karen	Jones	brown	melancholy	hiking
5	Lisa	Brown	light brown	cheerful	art
6	Jennifer	O' Hara	black	gossip	martial arts

Tests

If an action's success is in doubt, a roll of three six-sided dice is used. This is notated in shorthand as 3d6. There are two types of skill tests: **Static** and **Active**.

Static tests are rolled versus a **Target Number (TN)** given by the Referee. You must roll equal to or higher than a Target Number (TN) to be successful.

Active tests are opposed rolls between the player and an opponent (usually the Referee acting as a foe) who is also rolling dice. The winner of an Active test is the person with the highest total.

To make any Skill test:

Roll 3d6 , then

- add your applicable skill rank (if any)
- add whatever Attribute bonus is most applicable
- any situation modifiers

Then total the sum of the dice rolled, with all modifiers, to get your total.

In a **STATIC TEST** you are attempting to have a total equal to or better than a target number given by the Referee.

In an **ACTIVE TEST** you are attempting to have a total higher than a total rolled by an opponent. Highest total wins!

STATIC TESTS

A static test is against an object, person, or problem that IS NOT ACTIVELY resisting. In this type of test a TARGET NUMBER is given by the Referee. If the total of the summed dice + the attribute modifier + the skill is equal to or more than the TARGET NUMBER (TN) given by the Referee, the attempt is a success. If not, the attempt fails. Static Tests are frequently used for tracking, climbing, swimming, spotting hidden objects, figuring out problems, and fixing broken things.

Determining Target Numbers

A Target Number (TN) is a value representing how hard the task is to accomplish successfully. The character's goal is to equal or exceed that number. While there is no definitive formula to determine difficulty, a Referee will need to use their own judgment based on the situation. Walking on a beam is easy, doing so under fire, while wounded with the threat of warp core implosion in T-minus 20 seconds is a different story. Target Numbers reflect that difference. Next is a basic chart to help you.

GOAL: Roll equal to or higher than the given Target Number (TN) to succeed. A Target Number is chosen by the Referee to represent the difficulty of a skill roll. It ranges from 8 on the low end (easy) to 20 on the high end (nearly impossible). An average would be around 11. Below is a simple chart to reference when determining Target Numbers.

Target #	Difficulty
5	Simple
8	Easy
11	Average
14	Hard
17	Heroic
20	Legendary

For example:

- Climbing would use Athletics + ST bonus.
- Dodging a falling rock is Athletics + DX bonus.
- Finding a trap is Subterfuge + IQ bonus.
- Disabling a trap is either Subterfuge + DX bonus or Engineering + IQ, depending on the nature of the trap.

Note to avoid physical danger while adventuring use 3d6+ Athletics+ ST or 3d6+DX+Athletics . For mental or awareness tests use 3d6+IQ+Knowledge or Subterfuge

Active Tests

An active test occurs when two or more objects, people, or problems are **ACTIVELY** resisting or challenging one another. The player and opponent must announce what they are trying to do and EACH rolls 3d6. The player or side with the highest total is successful in their action.

The Referee will decide what (if any) Attribute or skill should be added to the attempt. The total of each player's 3d6 roll + the attribute modifier + skill is compared to one another. The person or side with the highest total wins the contest and results are applied as necessary. In the event of a tie score, nothing happens and the contest continues next turn. Active Tests are frequently used for combat, evading pursuers, out maneuvering vehicles, influencing people, and making bargains.

Combat

INITIATIVE

Roll 1d6 + DEX bonus for initiative order.

Highest total acts first, then next highest, etc. Only roll once, on the first round of combat—the order stays the same for subsequent rounds. Everyone can do one thing each round: move, attack, dodge, operate a vehicle, etc.

COMBAT

Combat is an ACTIVE TEST between attacker and defender. Combat occurs as either a melee (hand to hand) combat or as ranged (distant) combat. Your ST attribute is used to resolve all melee attacks and your DX is the attribute used to help resolve all ranged attacks.

Combat is an Active Test, so the attacker and defender each roll:

3d6 + skill + add whatever Attribute bonus is most applicable + any situation modifiers

Melee attack = 3d6+ ST bonus + Appropriate Skill

Ranged attacks = 3d6+ DX bonus + Appropriate Skill

Ranged Combat

Shooting a ranged weapon into a crowded melee is not a good idea—if you do, roll 2d6 instead of 3d6 in the attempt. All other modifiers for skill, attribute, etc. apply normally.

Ranged Penalties

If your target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using (judgment call), take a -2. If it's farther out than that, the Referee will assign a -4 to -8 penalty to hit, depending on his judgment of how far away the target is.

Weapon	Short range	Med Range(-2)	Long Range (-4+)
Thrown	STx10'	STx20'	STx30'
Bow	50'	150'	300'
Slug thrower Pistol	50'	200'	300'
Slug Thrower Rifle	100'	350"	500'
Phaser/disruptor	50'	100'	300'
Phaser Rifle	100'	500'	1000'

Armor Protection

While armor is generally not worn or used in *Far Trek*, its effect is simply to lessen the chances of damage taken. Add your armor bonus to any die roll test to stay in the fight.

Some characters that wear armor, or are naturally hardier may have a bonus to their roll to remain conscious. For example Gorn have a natural armor of +2 so a Gorn would roll $3d6+ST+2$ for their armor to remain conscious whenever they take damage. If at any point the roll is failed, the character immediately falls unconscious and is out of the fight.

Weapon Damage

Unlike most games, weapons in *Far Trek* do not have a rating of dice to roll for damage and deduct it from a defender's hit points. Instead the weapon used effects how tough it is for an opponent to stay in the fight if they are hit.

Anytime a defender is hit in combat, he must pass a **Static Test** or immediately fall unconscious. The wounded character rolls 3d6, and adds their ST attribute bonus as a modifier to the roll and add any Armor rating. The goal is to roll equal to or higher than a Target Number (TN) for the first wound. With each subsequent wound, the character rolls against a TN increased by +3.

Below is a chart showing the scale of starting TN a defender must pass once hit by that weapon type. Each successive hit increases the TN to stay in the fight by +3. So a TN of 5 on a first punch becomes a TN8 if hit again and a TN 11 if hit a third time and so on.

Weapon Type	Starting TN
Fist, Claws	5
Knife, Arrow, Club, Cudgel	8
Sword, Axe, Mace, Pistol shot, Agonizer	11
Rifle, Machine Gun, Phaser/Disruptor on stun	14
Phaser/Disruptor on Heavy Stun	17
Explosives, weapon set to kill	20

In the case of being hit with different weapons (fist first, then a knife then a phaser) always use the highest TN as the Static test number and add +3 to it for subsequent tests regardless of the weapon that now hit.

Example: *Captain Baker has been in a fist fight with a Klingon for several rounds, and his TN to remain conscious is currently at 11. Another Klingon draws a disruptor and shoots the captain in the back. A disruptor has a higher TN of 17 than the Captain's current TN*

of 11 to remain conscious, so Captain Baker's must make his roll to remain conscious at TN 17.

If the Klingon had used a dagger instead, the TN of 11 to remain conscious is the same as the captain's TN 11, so Captain Baker must make a roll of 11 or better to remain conscious.

Maneuvers

Maneuvers are things you can do in combat in lieu of a normal attack.

Aim

Taking a full round to aim with a ranged weapon will add +2 to hit, but you are at -2 in defense rolls

Dodge

You can forgo your next attack at any time and instead dodge out of the way. Roll 3d6+DX. The total is your opponent's effective TN to hit you until your next attack comes up. The Referee may modify your check by +2 or -2 (or more) to reflect the amount of cover in the area and how the local terrain affects your mobility.

Grab

Make an Active Test against your target. If the attacker wins, the target is grappled, loses his DX bonus and is physically restrained by the attacker. If the target wins, the grapple fails. Every time the target's action comes up he can make another Active Test to either throw off the grapple or reverse the grapple.

Every time the attacker's action comes up, he can do something, such as inflict unarmed damage, strip an item from them, or move or throw the target somewhere (potentially also doing unarmed damage). It's the Referee's judgment call if an action is reasonable or not.

Move and Fire

You may move up to your full movement rate and fire a ranged weapon, but you have a penalty of -4 to your dice roll to hit.

Multiple Actions

You may make take more than one action in a turn, but any skill rolls or attack rolls you make suffer a cumulative -2 penalty to the dice roll for every extra action. For example, Captain G'Vort wants to move his full movement, fire his phaser at an opponent, and duck behind a rock for cover. This equates to two actions or maneuvers, Move and Fire and Take Cover. His attack roll is modified by -6 to hit (-4 for the Move and Fire maneuver and -2 for the Take Cover maneuver).

Sneak Attack

If you successfully sneak up on someone, or otherwise catch them unawares you automatically hit them, the first hit has your opponent make a TN 17 to stay conscious.

Take Cover

If you duck behind an object, you can gain +1 to +6 to your armor defense depending on the extent of the cover (light cover = +1 all the way to nearly complete = +6).

Throw an Explosive

These weapons (usually grenades) require the attacker to make a Ranged Attack (no penalty) targeting a particular 5 foot by 5 foot area, which is a TN 14 roll. Anyone caught within the blast radius can must pass a static test to stay in the fight. Referee can make the TN 14, 17 or 20 depending upon strength of explosive and where the character is in the explosive blast radius.

Two weapons

You can wield two light weapons and attack with both in a round if you take a -2 penalty on both attack rolls. It's up to the Referee what counts as a light weapon.

Other Hazards

Falling

3d6+DX+Athletics vs TN decided by Referee. Damage can be broken leg, twisted ankle or worse if the Referee decides.

Extreme Heat & Cold

If not wearing suitable protection, 3d6+ST save once every 10 minutes vs. TN 14, +1 per previous check) or fall unconscious and die in 1d6 hours.

Lava

Player is burned and scarred. Damage will kill within 2d6 minutes until lava is removed or quenched.

Poison

3d6+ST vs Poison TN save to avoid going unconscious and slipping into a coma. Effect varies with poison type.

Radiation

TN increases and a save must be made each round to stay conscious. Damage is potentially much higher in very hard radiation. A radiation suit reduces TN by 2 points for each test.

Experience and Advancement

Every time a player character completes an episode (adventure) in which they did something noteworthy or heroic, give them one Experience Point (XP). If something exceptional was involved, such as heroic sacrifice, saving the galaxy or the Federation, give them another one or two XP. Players spend XP on their character to improve it and XP leads to promotions within the fleet. For each XP spent lower the character's XP by one. Once all XP are spent reset the character's XP total to zero.

Learning a New Skill

It costs 2 XP for a character to learn a new skill. A Referee should also insure that the character spends time and has the opportunity in the game to learn the new skill so that "the character story" for learning the skill makes sense.

Improving a skill

The cost to improve an already known skill equals the new skill level +1 XP. So if you are going from level 2 to level 3 in a skill, it would cost 4 XP (3 XP for the new level +1 XP). Learning a new skill costs 2 XP points.

Adding Talents

The price for learning a new talent is 8 XP and uses the same "new level +1 price" when pricing to increase those talents that can be purchased more than once.

Promotions

If character's have a good performance record, and have earned 30 XP or more, they will earn the next higher rank. Starfleet can and will occasionally railroad high ranking characters up to a higher rank, simply on seniority or as a political move. It is also not uncommon in Starfleet for an officer to turn down promotion to remain on a particular ship.

GRADE	RANK + Time in Grade (TIG)
•C-1	Midshipman 4th Class (First Year Cadet)
•C-2	Midshipman 3rd Class (Second Year Cadet)
•C-3	Midshipman 2nd Class (Third Year Cadet)
•C-4	Midshipman 1st Class (Fourth Year Cadet)
•E-1	Crewman Recruit (6 months TIG)
•E-2	Crewman Second Class (6 months TIG)
•E-3	Crewman First Class (6 months TIG)
•E-4	Petty Officer Third Class (6 months TIG)
•E-5	Petty Officer Second Class (6 months TIG)
•E-6	Petty Officer First Class (6 months TIG)
•E-7	Chief Petty Officer (1 year TIG)
•E-8	Senior Chief Petty Officer (1 year TIG)
•E-9	Master Chief Petty Officer (2 years TIG)
•O-1	Ensign (18 months TIG before promotion)
•O-2	Lieutenant jg (2 yrs TIG)
•O-3	Lieutenant (Lt.) (3 years TIG)
•O-4	Lt. Commander (3 years TIG)
•O-5	Commander (3 years TIG)
•O-6	Captain (1 year TIG)
•F-1	Commodore (1 year TIG)
•F-2	Rear Admiral First Class (1 year TIG)
•F-3	Vice Admiral
•F-4	Admiral Admiral
•F-5	Fleet Admiral

Which rank to start with?

The starting rank of characters is up to the Referee and the type of adventure being run. If the Referee is running a one time adventure character ranks of Lt. Commander, Commander and Captain would be appropriate. If the Referee wishes to run a campaign game, which is a series of linked adventures, than Ensign is a good starting rank for characters in a campaign game .

EQUIPMENT

For the most part, *Far Trek* isn't about gadgets. It pays to know at least the basic details of any technology used in an Episode, but when it comes down to it, it isn't terribly important whether a tricorder can sense life at 30 meters or at 31.5 meters. What is important is that you know that a tricorder has interesting knobs and dials, a readout, makes a sound when used and the sorts of information it gives. Read up on the devices that characters will be using but hand wave the details. As long as you get the general idea correct it's okay. In the end, it's the story that counts. Here follows a very brief list of devices common to the series and notes on how to handle them:

Communicators

A true marvel of future technology. A small hand-held device that allows one to communicate with an orbiting space ship or one's fellow shipmates. It can be easily jammed or confiscated. Most races in *Far Trek* have communicators.

Disruptors

Disruptors are primarily used by villainous alien types such as Klingons or Romulans. They mostly work exactly like Phaser mark II's, except they look more sinister. While they do have stun settings, they generally aren't set for stun. Disruptors hold around 100 charges and weigh around 3 lbs. They look like a long barreled pistol.

Medical Devices

Federation doctors have a wide array of medical gadgets such as hyposprays, anabolic protoplasers, hand-held medical scanners and a variety of laser scalpels and miracle drugs.

For the most part, you can assume that a doctor will have the appropriate tools with them when they are performing their duties, even in the field. If they aren't, then they won't be able to use the full range of their Talents, or will, at the least, take a skill penalty. With a fully stocked medical bay, most characters can be fully healed between episodes—in a matter of days, or at most a week for all but the most serious injuries.

Medical Devices, Hyposprays

Hyposprays can inject all sorts of useful drugs even through clothing and light armor. Powerful sedatives, tranquilizers and antidotes are all possible payloads.

Phasers

Phasers have two primary settings. They can be set to stun or to kill.

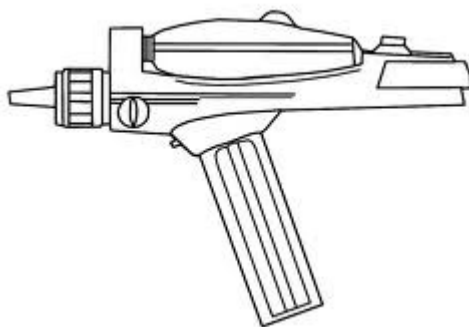
If set on **stun**, a successful hit forces the target to make a ST vs TN17 or go unconscious for a significant length of time (whatever works for the story, minutes to hours). The attack itself does no damage although the character may suffer a lingering hangover after they wake up. If desired, a character can burn an Fate Point to resist the effects of a stun—the character grits their teeth and fights unconsciousness, or perhaps dodges away at the last moment.

If set on **kill**, a phaser hit will immediately disintegrate unimportant NPC's. Everyone else is knocked out, burned, but managed to dodge out of the way. If they are hit through poor decision making then and only then are they disintegrated.

A phaser can also be set to detonate like a grenade with a TN20 test for anyone caught in the blast to stay in the fight once it explodes.

Phasers can also be used as a welding device, to heat rocks and can be set to overload and explode as a grenade (30 ft radius)

At their most minimum setting, they produce a sharp jolt, sufficient enough to break up fights without causing lasting harm.



For the most part, it's safe to ignore ammo capacity on phasers, unless you really enjoy exercises in accounting.

When that sort of thing comes into play, it's more useful to just think of it as a plot device. For example, you're stranded on a deserted planet with only 10 shots in your phaser left and must survive until the ion storm ends and your ship can return...

Side note: Ship phasers can also be set on stun. A salvo from a ship can render an entire city block unconscious almost instantly.

Phaser, Mark I

Mark I phasers hold around 50 charges and weigh only 1 lb. They are small, palm-sized devices strongly reminiscent of electric shavers.

Phaser, Mark II

Mark II phasers, hold around 100 charges and weigh around 3 lbs. They look more or less like small pistols.

Phaser Rifles

Phaser rifles hold around 150 charges and weigh roughly 12 lbs. They have a better range than Mark I or II phasers

Phaser Cannon

A less-powerful and mobile version of the ship's phaser banks. No damage or statistics are listed—this is primarily a siege weapon and usually only has one of two effects: it either makes a hole in something that you're trying to enter or has no effect at all, in order to show how superior alien technology is. If one somehow comes into play during ship-to-ship combat, treat it as a phaser bank with a very short range and only WR 1 damage.

Transporter Beams

Allows one to move up to six characters and cargo from one place to another nearly instantly. It requires one round to dematerialize at the source and re-materialize at the destination end. A Federation transporter has a maximum range of 25,000 kilometers or so, can not be used at warp speed and is easily blocked by force fields. Certain other environmental characteristics can also seriously reduce a transporter's effectiveness at the Referee's option, extending the time of the transport over several rounds and several skill rolls.

Tricorders

Allows the user to perform sensor scans at a local level. It can also store a massive amount of information, whether from a scan or uploaded from the ship's computer banks.

There are several different varieties of tricorders, each optimized for its specific field of study: medical, psychology and science. If a tricorder could reasonably be useful to the task it's applied to, then give a +2 to the skill roll. Some tasks might actually be impossible without an appropriate tricorder.

For example, if you're attempting to determine cause of death when examining Ensign Jackson's corpse, a medical tricorder would give you a bonus...and probably return more complete information than a physical examination with no equipment at all would. It might, for example, point out that the Ensign died from heart failure caused by Mugato poison. A science tricorder might pick up the chemical compounds in the Ensign's body, but it would draw no conclusions about whether or not such compounds actually belong there.

Universal Translators

A shiny metal baton only hauled out when questions arise of just how, exactly, one is managing to communicate with an alien species. At the Referee's option, certain languages may be difficult to translate accurately, or at all. The full Universal Translator does not require it to be pre-programmed, it can adapt to any form of new language using Starfleet's vast experience with alien civilizations. A limited form of Universal Translator, which can be programmed to translate only a handful of languages at a time, can also be implanted subcutaneously. Or better yet, you can simply hand wave any questions *of language as unimportant to the plot.*

Ship Movement and Combat

Ship to ship combat operates much like normal combat —everybody who's “on screen” rolls initiative to determine order, with high rolls going first. Rounds last approximately five seconds, but may vary in length if the Referee feels it to be dramatically appropriate.

Opponents who have the advantage of surprise automatically get a free round to act. Each player may choose one action on their turn (a list of typical actions is included later in this section). Actions may be held until the end of the round. Characters will generally only perform actions appropriate to their personal Talents and their roles on the bridge: Commanders, for example, usually give orders or man empty stations as necessary. The Helmsman maneuvers the ship, nervously states shield damage and fires weapons. Engineers perform repairs and jury rig systems. The ship's Doctor treats injuries and so on.

Crews on other ships are abstracted since they are usually “off screen”. You can often get by with just rolling initiative for the enemy's helmsman if it's not an important fight. For major fights, you may wish to stat out an entire enemy bridge crew.

A Note on Range

Ranges are abstractly defined in this game. Rather than note down exact distances in kilometers, imagine how the enemy ship would appear on the view screen. Does it fill the entire screen? Then it's at point blank or short range. Is it a mere dot in the center of the ship's screen? Then we're talking long range. Moving between ranges takes only an action or two on the part of the Helmsman. If the other ship's Helmsman doesn't want this to happen, then make a Active Test (skill vs skill roll) between the two Helmsmen.

Ranges provide base Target Numbers (TN) for actions like combat, scanning, transporting boarding parties, downloading or taking over their ship systems, or identifying accurately an unknown anomaly.

Target #	Difficulty
8	Point Blank
11	Close
14	Medium
17	Long
20	Far

Typical Actions

Actions are usually played out as orders given by the Captain and carried out by the member of the bridge crew controlling the appropriate station. For example, the *U.S.S. Bridger* is fired upon by Romulans. The Captain yells “Evasive maneuvers!”, but it's the Helmsman who has to make the pilot check to avoid the incoming plasma torpedo.

Aid Another Character

Your character helps another character in some way. The Captain gives tactical advice or a particularly insightful command. The Science Officer scans an enemy vessel for weaknesses. The Engineer boosts energy to phasers or routes energy to the warp drive. Basically, make a skill roll. If successful, another character's next action gets a +2 bonus. If it makes sense, this bonus can be “saved” until later in the encounter. The only limitation is that you can't perform the same Aid twice in the same encounter.

“Beam over a boarding/landing party!”

If the enemy ship's shields go down, the order can be given to the chief engineer to send over a boarding party. A boarding party typically consists of a number of Red Shirts or PC bridge crew.

A typical transporter bay has 6 pads and it requires one round to send a party through it. If more than 6 people need to be sent, it will take consecutive rounds to send them all; should the ship's shields go back up during that time, only a partial boarding party will be sent. Beyond that point, the boarding party will either be handled “off-screen” as considered appropriate by the Referee, or will be handled as a typical adventure location.

“Evasive maneuvers!”

This is an active test between the helmsman of each ship. Each rolls 3d6, adds their DX bonus, their own ship navigation skill, and their ship's maneuver rating. If the defender's total is higher, the ship avoids damage.

“Lock Phasers on Target” or “Lock Torpedoes on Target”

This action takes one round and is made by the Helmsman or Tactical Officer to lock a weapon system on a target. Roll 3d6 + IQ + Starship Combat against TN of 8-20 depending on the range of the target. If successful, all attacks during the current combat are made at +2 to the roll.

“Fire phasers!”

Firing phasers is a skill roll performed by the helmsman vs TN 8-20, depending on the target ship's range. The target number is modified upward by the enemy ships shield bonus and the helmsman's Starship Navigation skill rating.

The Referee may also decide that ships at long range or far range can't be hit by phasers—in that case, you can either attempt to close distance or use photon torpedoes.

Phasers cannot be used at warp speeds—to attack during warp flight, use photon torpedoes.

“Fire photon torpedoes!”

This is resolved almost exactly as firing phasers. If the Helmsman's attack roll is successful, one torpedo hits, plus one extra for every 3 points the TN was exceeded by, up to the ship's number of torpedo banks.

“Go to warp!”

Going to warp is an action to take your ship from impulse power to Warp Speeds dropping out of warp doesn't take any appreciable amount of time.

“Open a hailing frequency!”

Attempting to open communication between your ship and another ship, starbase or planet.

“Raise shields!”

A ship's shields are usually down unless the ship is on Red or Yellow Alert.

“Reinforce Fore/Aft Shields!”

Choose which part of the ship's shields to reinforce—the shields will deflect attacks from that direction at either +2 rating. Attacks from any other direction, however, will be defended at -2.

“Run away!” / “Follow them!”

There are actually two separate systems to deal with pursuit situations. At **impulse speeds**, the pursuit is resolved by an Active Test of skills between the Helmsman of every ship involved with the chase.

Both sides make skill checks each round. Usually these skill checks will be versus one another, representing maneuvers each is trying to execute to shake or stay on the tail of the other.

The highest successful skill check total wins the lead, either towards the hunter's or the prey's advantage.

Depending on what these maneuvers are, additional benefits or penalties may accrue in the following round. A “round” in either type of chase is defined as a “dramatically appropriate length of time”—for some types of chases, a round could be a matter of seconds, in long-distance warp pursuits, hours.

If they tie in a test roll, the lead remains unchanged and additional unpleasant effects may ensue as expected for a failed skill roll (crashing into an asteroid, damaging the ship's engines, whatever).

Applicable Bonuses:

A speed advantage (e.g. 0.75c capable Impulse vs 0.5c) gives a +1 bonus to pilot rolls.

A significant speed advantage (0.75c capable Impulse vs 0.25c, for example), gives a +3 bonus. A warp-capable ship racing against a sublight-only vessel will always have a significant speed advantage.

The Second Chase Situation

When two or more vessels are racing at warp speeds. Instead of a contest between pilots, it becomes a test of nerves and of the ships' captains—who can go to the highest warp speed for the longest time without burning out their ship's drive systems.

The ship being pursued has to gain a lead to evade the pursuers. Every round the pursued ship is running at a warp faster than its pursuers adds 1 distance range to their lead. Every round where the pursuers are faster reduces the distance between ships by 1. If the lead drops to 0, the pursuers are within weapons range (short distance) and may fire. If the lead becomes a far distance, the pursued starship may escape.

If a ship stays at maximum warp, there is a 1 in 6 chance per round that the ship's warp engines take damage. Every 0.2 increment past maximum warp increases the odds by 1. So, if a ship capable of Warp 8 is holding 8.2, then there is a 2 in 6 chance per round that the engines take damage and drop the ship out of warp. 1 in 6 for maximum warp, plus an extra 1 for the 0.2 over maximum warp makes it a 2 in 6 chance..

Other actions

For the most part, just give a +2 or -2 to an appropriate roll if a plan sounds good. Resolve other situations with common sense. It's more important to keep the action going.

Ships Taking Damage

A ship will typically have an energy shield protecting it. Shields start at 100 percent, a number which degrades as the ship takes damage. After a solid minute where no damage is being taken, shields regenerate 10 percent per minute up to their normal maximum of 100. Every hit on a shield reduces it by 1d6x5 percent. (5%-30%) Every time shields drop by 25% they drop the ship's Shield rating (SR) by 1. SR never goes below 0.

For purposes of description, you can refer to these shield points as a percentage, but that's flavor only—the system is set up to make it easy for players to blurt out things like “Captain, the shields are down to 34%!” When a ship has no shields or runs out of shields it takes Level 2 hull damage. Hull damage is more serious than shield damage, because it must be repaired and is usually accompanied by system damage—it does not automatically regenerate. Further hits to the vessel are treated as Level 3 damage.

When a ship takes damage, subtract the defending ships current Shield Rating (SR) from the attacker's Weapon Rating (WR) of the weapon that hit. Roll 3d6 and modify the total rolled up or down based of the difference between the attacker's weapon rating (WR) and the defender's shield rating (SR). **Roll for damage, $3d6 + (WR - SR) = \text{total}$**

Table 1: Shield Effects

- 3-9 No Effect**, Shield absorbs damage, lower shields by 1d6x5 percent. For every 25%, drop SR by 1
- 10-14 Graze**; shields penetrated for level 1 Damage to a section
- 15-17 Direct Hit!** Shields penetrated, for level 2 Damage to a section
- 18 Critical Hit**, "Cap'n she's gonna blow!" shields penetrated for level 3 damage to a section

Table 2: Section Damage

Now Roll 3d6 to determine Station hit, then d6 where noted to determine System

- 3-4 Helm** then roll **d6**: 1-2 Warp*, 3-4 Impulse*, 5-6 Maneuvering thrusters
- 5-6 Navigation** then roll **d6**: 1-2 Computer, 3-4 Sensors, 5-6 Hull Damage (as below)
- 7 – 8 Weapons** then roll **d6**: **1-2** Phaser bank damage, 3 Photon torpedoes, 4-6 Shield Generators
- 9 – 10 Science** then roll **1d6**: 1-2 Computer, 3 Sensors, 4 Life Support, 5-6 Hull Damage (as below)
- 11 – 12 Communications**
- 13 – 16 Engineering** then roll **1d6**: 1-2= Warp*, 3= Impulse*, 4=Tractor Beam, 5= Transporter, 6= Life Support
- 17 Environmental** Life Support
- 18 Hull Damage** Pick a random deck from the ship and report casualties or injuries as appropriate to the amount of damage. Higher damage hits may cause hull breeches, block corridors or completely remove sections of the ship.

•*Possible radiation leak. This chance is 1 in 6 for a level 2 hit and 3 in 6 for a level 3 hit. Characters in the vicinity take radiation damage as noted under "Other Hazards" at the end of Chapter 2.*

SYSTEM DAMAGE

Each system has a Damage Level (DL) attached to it. The first time it's hit, it goes to DL 1 damage. The second time it's hit before being repaired, it goes to DL 2. The final time, it goes to DL 3 and is completely destroyed. Think of it as a 3 strikes system. If a system comes up two or more times on a section damage roll, go immediately to a higher level of damage (DL) without stopping at lower damage levels.

A System at Level 1

This system will be at 50% effectiveness until it is repaired or jury-rigged. Fumbling or failing a roll with a system at level 1 could, at the Referee's option, move it to DL2.

A System at Level 2

Immediately causes the console attached to it to explode for damage, stunning anybody sitting at that console for a round and causing them to fall down. A 3d6+DX roll vs TN 17 is required to avoid these effects. The system itself is rendered mostly useless until repaired or jury-rigged.

A System at Level 3

This system is now completely obliterated and will require extensive repairs outside of combat to be operational. It may not even be repairable without docking at repair facilities. The console attached to that system will also explode, this time causing damage, with a roll vs TN 20 to avoid effects.

Partial Damage Effects

It's up to the Referee as to what effects a partially damaged system will have. Weapon systems might be at half damage or fail to activate half the time. Shields might operate at half SR or only give coverage to parts of the ship. Damaged life support might vent noxious gases into the living areas. Damaged transporters might fail to operate 50% of the time or scramble the patterns of anything beamed through them. Go with whatever sounds fun or interesting.

Massive Damage

After a certain point—and there is no hard and fast rule for this—a ship can be considered completely disabled. Usually this happens after it's no longer capable of firing weapons, defending itself or moving. If the ship continues taking damage beyond that point, roll a couple of dice and rule that it explodes or crumbles into debris after that many minutes. Fights in the original **Star Trek** series rarely get to this point—ship combat usually goes until negotiation becomes a viable option, either because one side surrenders or shields drop, allowing boarding parties to beam over.

General System Failures

In the event that a system fails by some method other than collision, explosion or enemy attack, then simply take it to the appropriate Damage Level without the pyrotechnics

and personnel damage. In any other respect, it is treated exactly the same with regards to repair and game effects. This is mostly likely to come into play due to plot devices, such as when aliens are tinkering with the various systems.

Repairs

Any system at **Damage Level 1** can be fixed in one of two ways:

Jury-Rigging:

With an Engineering roll at TN 17, it can be jury-rigged in 1d6 combat rounds. The jury-rigging will last until the end of the scene and then it must be fixed fully at the normal time rate. Any jury-rigged system that is hit again will immediately move to DL 3 instead of 2. There is a 50% chance that it can be implemented from the bridge without having to go to the section in question.

Full Repair

A system at DL 1 can be repaired fully in 3d6 minutes, at TN 14. For a full repair, access to the bridge station and the area of the ship housing the system is required. Systems at **DL 2** can also be fixed in one of two ways Jury-rigging or Full Repair.

Jury-rigging

Jury-Rigging a DL 2 system will restore the system to half functionality until the end of the scene, after which it will require Full Repair. A DL 2 jury-rigged system that is hit again will immediately go to DL 3 and then cause another 2 damage rolls on the table above. Jury-rigging a DL 2 system requires an Engineering roll vs TN 17 and 4d6 combat rounds once the affected system is reached. Jury-rigging a DL 2 system will always require going to the source of the damage and may involve navigating some serious obstacles, such as radiation-flooded Jefferies Tubes or crossing the exposed hull of the ship...oftentimes during pitched combat. This maneuver at this level is not for the faint of heart.

Full Repair

A DL 2 system requires a TN 20 Engineering roll and 2d6 hours of time to restore it to damage level 1. At the Referee's option, even then it might not be possible to repair it to full functionality without a trip to a star dock or for supplies.

A **Damage Level 3 system** cannot be jury-rigged and even full repair might be impossible—the system is simply obliterated. The more vital ship functions such as Life Support can be repaired in 3d6 hours. Other functions such as warp might only be repairable at a suitably-equipped star dock.

Starship Technology

Cloaking Devices

Engaging or disengaging a cloaking device takes two rounds and immediately disables the ship's shields and weapon systems.

Detecting the presence of a cloaked vessel requires a TN 20 roll with sensor equipment—however, this sensor roll must specifically be made, it is not automatic. Getting a precise enough reading to enable an attack roll is far more difficult—TN 23 or higher. At that point, an attack roll can be made. The Referee can also declare that a blind fire into an area of space that **may** contain a cloaked vessel has a small chance of hitting, on a simple 3d6 roll of a 17 or 18.

Plasma Torpedo, Heavy

A plasma torpedo is a Romulan invention, a blast of shaped plasma capable of locking on to and tracking a moving target. While powerful at close ranges, it rapidly dissipates after launch. The force required to launch a plasma torpedo requires that the launching ship drop out of warp and disengage its cloaking device.

Only one plasma torpedo may be launched at a time and it is not effective at long ranges. Once launched, it behaves like a photon torpedo in terms of travel speed, and targeting capability. However, the attack roll will always be at +3 to hit due to its Talent to lock on to its target. The Helmsman of the targeted vessel may attempt evasive maneuvers.

Evasive maneuvers are treated as a 3d6+DX skill check with normal maneuver bonuses vs the Romulan's unmodified attack roll (that is, the +3 to hit bonus from the plasma torpedo is disregarded). If successful, the plasma torpedo's WR is reduced by 1 for every point the evading vessel beats that roll. If not successful, the plasma torpedo hits for full damage. A successful evasion attempt will take up one full round of action. An unsuccessful attempt will take up the same amount of time, only with a really big explosion at the end.

Tholian Web

The amount of time required to weave a Tholian web depends on the number of Tholian ships. For every Tholian ship working on the web, add 1 to a running total at the end every round. The web is completely woven when this total reaches 18. If the target ship attempts to leave before the web is woven, roll 3d6. If the result is less than or equal to the points accumulated, the ship takes Damage Level 1 to 1d6 sections, but is free of the web. If the web is fully woven, this number increases to DL 2 in 1d6 sections.

At the Referee's option, a small ship can attempt to leave the web by flying between its strands. This would take a maneuvering TN of 20, with damage resulting as above if the

roll is failed. Once the web is woven, the ship is completely immobilized and can be towed wherever the Tholians desire at any speed the Tholian ship is capable of. At the Tholians' option, the web can also be contracted doing damage as above every round until the ship is destroyed.

The web itself can be considered to have an SR of 10. When the shields are reduced below 0%, the web disperses. Using photon torpedoes on a Tholian Web will damage the captive ship. The captive ship can easily be fired upon from outside. To fire from inside out, the defenses of the web must be overcome.

Tractor Beams

Tractor beams are primarily used to haul inert objects of up to, say, double the mass of your ship from point to point at impulse speeds. These can only be used when a vessel's shields are down.

Space Terrain

Not all fights take place out in the empty void of space. Here are some stellar hazards for the crew to contend with.

Nebulae

Ships within a nebula are treated as if they have a partially effective Cloaking Device due to the shifting nature of the gases and clouds.

Treat all ships within the nebula as having a cloaking device, but with a +1d6 bonus to detect them. Roll for the bonus every time a sensor roll is attempted—the clouds shift unpredictably by the moment.

There is also a 1 in 6 chance each round the clouds part enough that for 1d3 rounds, the cloaking effect disappears for all ships within Point Blank range of each other.

Any ships within Point Blank range of each that are obscured will have a 1 in 6 chance of being so close they are in danger of colliding. Each pilot has to make a roll. If both are successful, the ships do not collide. If only one makes it, the ships do not collide and the winner of the roll gets a free broadside at +2 with either photons or phasers (3 in 6 chance of either being available).

In addition to these effects, true Cloaking Devices are disabled and Shields are at 1/2 SR due to the ionization (except for the purposes of determining ramming damage).

Ranges will be much tighter and impulse speeds are divided by 10 to reflect the lack of visibility and the random system interference.

Using an engineering roll to boost the sensor array will aid sensor rolls by +2 for the duration of the scene.

Stars

This environment causes damage every round. WR 2 if in the outer fringes of the corona, WR 5 deeper within. When very deep within the corona, the shields take WR 10 damage per round.

Once the shields go down, Section Damage Rolls are made once per round, plus the entire ship is flooded with radiation.

Due to the energy interference, energy-based weapons are treated as one range worse and ships are more difficult to detect by 1 to 6 TN depending on how deep inside the corona the ship stays. The same penalty applies to sensor rolls to detect events outside the corona.

The energy interference may also cause systems to intermittently go to damage level 1 temporarily or until fixed—assume a flat 1 in 6 chance per round that this happens.

Planetary Atmospheres

Warp drives can't be engaged in an atmosphere, and all ship maneuverability rolls will be at -2. Ship movement at impulse speeds is severely curtailed. Engaging more than quarter impulse will cause WR 3 damage per round due to friction. Ranges will also be much tighter. Cloaking devices are reduced in effectiveness.

Gas Giants

These have the same effects as a planetary atmosphere, but with the added effects of a nebula environment. Ship movement at impulse speeds is slowed greatly and all ship maneuverability rolls will be at -4 due to the extremely high wind speeds. Engaging more than 1/4 impulse will cause WR 5 damage per round due to friction.

The thick gases and turbulence halve the damage of energy weapons. Explosions within a gas giant will have greatly increased area of effects—any ship nearby will take half damage as well.

Depending on the gas giant, the Referee can declare that nearby lightning discharges have a 1 in 6 chance of striking one ship per round, causing WR3 damage.

Asteroid Belts

Maneuvering through an asteroid belt is tricky. Every time the ship needs to make a maneuver of any sort, roll 3d6 to determine the base TN of the maneuver due to different areas having different asteroid density.

If the ship is moving at 1/4 impulse, there is no modification to this TN. 1/2 impulse adds +1 TN, 3/4 impulse +3, and full impulse +5. Failing a Pilot roll here causes 1d6 WR damage, doubled at half speed, tripled at 3/4's and quadrupled at full impulse. Ranges will be much tighter and impulse speeds are divided by 5 to reflect the lack of open space.

Planetary Rings

Planetary rings produce all the fun of an asteroid belt and a nebula into one deadly hazard. It is very difficult to stay within the rings as they are usually only a few dozen kilometers thick. Treat as a TN 14 or 17 task to do so.

Worm-Hole Effect

The worm-hole effect is a rare but dangerous situation that occurs when a warp capable vessel's warp engines become imbalanced; throwing the vessel into a tunnel-like gravitational distortion that can potentially lead to the destruction of the ship and death of the crew. When caught in the distortion, the ship's communication systems are jammed, power systems are overloaded, and navigational deflectors become inoperative.

When caught in a worm-hole effect, all crew members suffer a -2 penalty to all skill checks. To successfully disperse the worm-hole effect, a Red Shirt must make an Engineering Systems check at TN 14, which shuts down the vessel's warp engines, which will require re-balancing before they can be used again.

The worm-hole effect can potentially fling a starship dozens or even hundreds of light years off course. When a ship successfully disperses a worm hole, roll d6 on the chart below to ascertain the distance it has been flung.

d6	Distance
1	1d6 light years
2	2d6 light years
3	3d6 light years
4	1d6 x 1d6 light years
5	2d6 x 2d6 light years
6	3d6 x 3d6 light years

If a Red Shirt is unable to shut down the engines, they will go critical in 1d6 minutes. The crew then have the option of ejecting the warp engines (TN 14 Starship Engineering skill check) and being dropped violently back into normal space and suffering 1d6 rolls on the damage table (no shields). Roll on the distance table above to determine how far they have been flung.

If the crew are unable to shut down or eject the engines, the warp engines will suffer a catastrophic intermix disaster, destroying the ship and all on board.

Space Terrain Maneuvers

If the optional Space Terrain rules are in play, then Gold Shirts can take these Talents:

In Harm's Way

Not only can you avoid obstacles, you can do so in such a way that those pursuing you are endangered. In any terrain with a lot of floating space hazards, if any ship pursuing you rolls 3 or more less than you, they hit an obstacle with penalties as noted under the Asteroid Belt entry on the Space Terrain table.

Hazard Pay

You thrive in dangerous environments— the effects of being in space terrain that does persistent damage from round to round, such as solar radiation, atmospheric friction or gas giant lightning are lessened by one half for your ship while you are piloting. This does not include impact damage.

Shadow

You can manipulate low visibility situations to your advantage. In areas such as murky planetary atmospheres and nebula, you effectively have a full cloaking device at your disposal—you are unaffected by the randomness of the terrain and you may engage or disengage the effects at will.

This ability takes 1 Hero Point to activate and lasts 10 rounds. If you are outside of combat, then a Hero Point isn't required to activate—you are simply very hard to find (-3 to rolls to find your ship).

Speed Demon

Your nearly prescient ability to avoid obstacles allows you to fly faster safer (or so you say). You get a +3 bonus to rolls to avoid an obstacle when flying irresponsibly.

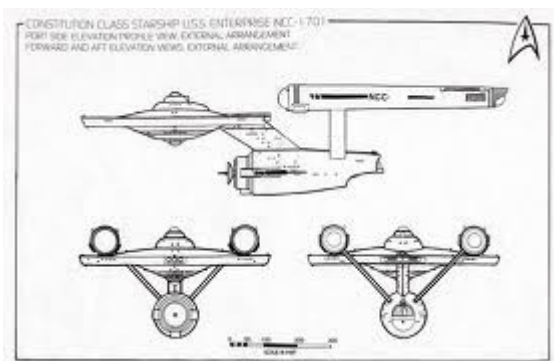
Ships of the Fleet

- Size:** Brief information about the ship's dimensions and number of decks.
- Typical Crew:** Typical crew load-outs.
- Cruise Speed:** The maximum level of warp that can be sustained without strain to the ship's systems.
- Emergency Warp:** Refer to the pursuit rules in Ship Combat to see the effects of holding at maximum warp.
- Impulse:** Maximum sub-light speed.
- Shield Rating:** The ship's SR.
- Armament:** The ship's weapons load-out, with WR's and ammo capacity listed if necessary. Each bank is treated as /rolled for in combat separately, they are not linked.
- Note:** Other details about the ship. If the ship's note mentions a quality, then a +2 or -2 might apply to appropriate checks, or some similar level of bonus. For example, a ship class noted for maneuverability would grant a +2 to Piloting checks relating to maneuverability. A ship that's notorious for durability might grant a 50% change to ignore the first serious Section Damage roll in a combat, or perhaps give a +2 to repair rolls. Another class of ship may handle like a garbage scow, imposing a -2 on all Piloting checks. Otherwise, assume a ship is average in any respects not mentioned above.

Federation Ships

Constitution Class

- Size:** 600 kilotons, 289m long, 127.1m wide, 72.6m high, 21 decks.
- Typical Crew:** 430 total, Gold shirt Captain, 70 Gold shirts, 130 Blue shirts, 210 Red shirts, 20 Green shirts.
- Cruise Speed:** Warp 6
- Emergency Warp:** Warp 8
- Impulse:** 0.5c maximum impulse (900,000 km/round)
- Shield Rating:** SR +3
- Armament:** 6x Type VI phaser banks WR +3, 2 Photon Torpedo Banks (WR +2 per torpedo)
- Note:** The Constitution class ship has a reputation for durability.



Miranda Medium Cruiser Class

•**Size:** 520 kilotons, 230m long, 127.1m wide, 51m high, 8 decks.

•**Typical Crew:** 220 total, Gold shirt Captain, 45 Gold shirts, 65 Blue shirts, 100 Red shirts, 10 Green shirts.

•**Cruise Speed:** Warp 5

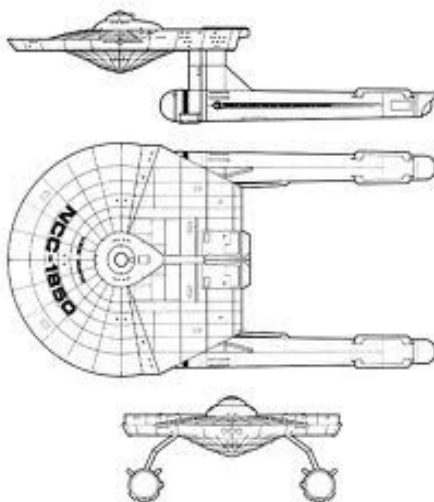
•**Emergency Warp:** Warp 7

•**Impulse:** 0.55c maximum impulse (990,000 km/round)

•**Shield Rating:** SR+2

•**Armament:** 6x Type VII phaser banks (WR+3), 2 Photon Torpedo Banks (WR+2 per torpedo)

•**Note:** Almost as maneuverable as the Hermes class, but of only average durability.



Saladin Destroyer Class

•**Size:** 300 kilotons, 242.5m long, 127.1m wide, 60m high, 16 decks.

•**Typical Crew:** 200 total, Gold shirt Captain, 40 Gold shirts, 60 Blue shirts, 90 Red shirts, 10 Green shirts.

•**Cruise Speed:** Warp 6

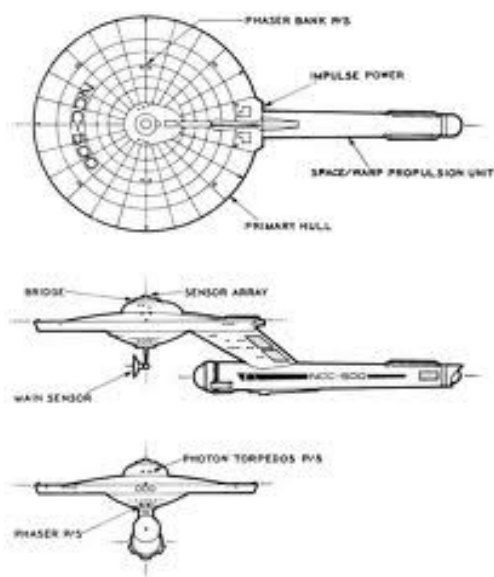
•**Emergency Warp:** Warp 8

•**Impulse:** 0.60c maximum impulse (1,080,000 km/round)

•**Shield Rating:** SR+2

•**Armament:** 6x Type VI phaser banks (WR+2), 2 Photon Torpedo Banks (WR+2 per torpedo).

•**Note:** Just as maneuverable as the Hermes class ship, but much more heavily armed.



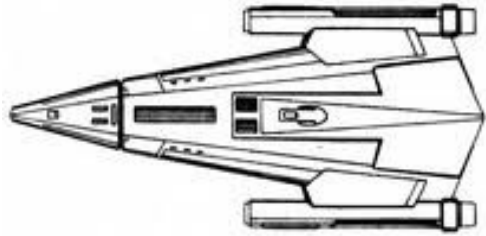
Ptolemy Transport/Tug Class

- Size:** 274 kilotons, 222m long, 127.1m wide, 66m high, 12 decks.
- Typical Crew:** 220 total, Gold shirt Captain, 40 Gold shirts, 80 Blue shirts, 100 Red shirts.
- Cruise Speed:** Warp 6
- Emergency Warp:** Warp 6.5
- Impulse:** 0.40c maximum impulse (720,000 km/round)
- Shield Rating:** SR+1
- Armament:** 4x Type VI phaser banks (WR+2)
- Note:** Containers tend to weigh an additional 10-200 kilotons each and add additional crew depending on type. A Tug typically can carry only one or two at a time (multiples are chained together, end to end). For purposes of tractoring, consider this ship to have 3 times its mass. Tugs are also rather slow and not very maneuverable.

Gorn

Gorn Destroyer

- Size:** 350 kilotons, 168m long, 102m wide, 54m high, 6 decks.
- Typical Crew:** 75 total, Seasoned Gorn Commander.
- Cruise Speed:** Warp 6
- Emergency Warp:** Warp 8
- Impulse:** 0.60c maximum impulse (1,080,000 km/round)
- Shield Rating:** SR+2
- Armament:** 8x Type VI phaser banks (WR+3). May have 2 banks of photon torpedoes (WR+2 per torpedo) or the equivalent of a Heavy Plasma Torpedo (WR+6).
- Note:** Gorn ships are highly durable and heavily armored, if a bit ungainly when maneuvering.



Klingon

D7 Class Cruiser

•**Size:** 307 kilotons, 228m long, 160m wide, 60m high, 18 decks.

•**Typical Crew:** 430 total, Seasoned Klingon Commander.

•**Cruise Speed:** Warp 6

•**Emergency Warp:** Warp 8

•**Impulse:** 0.50c maximum impulse (900,000 km/round)

•**Shield Rating:** SR+3

•**Armament:** 10x Mark 7 disruptor cannons (WR+5), 2 Photon Torpedo Banks (WR+2 per torpedo).

•**Note:** May have cloaking device, depending on how early in the series it appears.



Bird of Prey

•**Size:** 30 kilotons, 109m long, 92m wide, 20m high, 4decks.

•**Typical Crew:** 12 total, Seasoned Klingon Commander.

•**Cruise Speed:** Warp 5

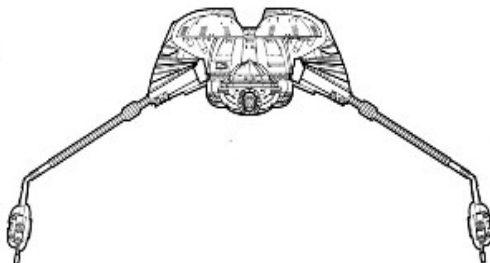
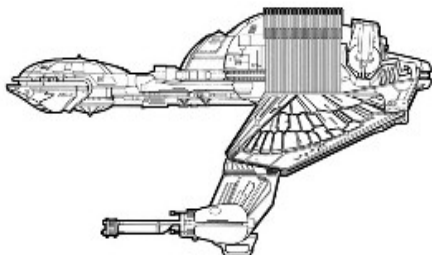
•**Emergency Warp:** Warp 7

•**Impulse:** 0.50c maximum impulse (900,000 km/round)

•**Shield Rating:** SR+2

•**Armament:** 6x Mark 6 disruptor cannons (WR+3), 2 Photon Torpedo Banks (WR+2 per torpedo).

•**Note:** Will likely have cloaking device



Orion

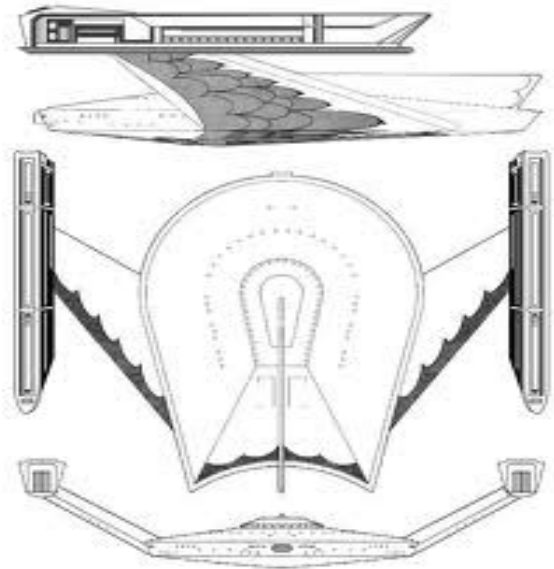
Scout Ship

- Size:** 280 kilotons, 178m long, 112m wide, 112m high, 6 decks.
- Typical Crew:** Unknown total, Seasoned Orion Commander.
- Cruise Speed:** Warp 6
- Emergency Warp:** Warp 10
- Impulse:** 0.65c maximum impulse (1.17m km/round)
- Shield Rating:** SR+3
- Armament:** 4x Type VI phaser banks (WR+2).
- Note:** Unique spinning propulsion systems gives this ship great speed and maneuverability. Hull is composed of high density tri-tritanium, making it nearly impossible to penetrate with sensors (add +4 to any TN's involving scanning the ship).

Romulan

"Bird of Prey" Class Cruiser

- Size:** 200 kilotons, 192m long, 180m wide, 51m high, 5 decks.
- Typical Crew:** 75 total, Seasoned Romulan Commander.
- Cruise Speed:** Warp 3.6
- Emergency Warp:** Warp 4
- Impulse:** 0.50c maximum impulse (900,000 km/round)
- Shield Rating:** SR+2
- Armament:** No beam weapons, 1 heavy plasma torpedo launcher (WR+6.)
- Note:** Has cloaking device. Highly maneuverable. The improvised nuke used in the episode "Balance of Terror" would be roughly WR+2. Real nuclear bombs do a lot more damage (roughly WR+4 or higher for a "typical" one and WR+20 for the biggest hydrogen bombs).



Romulan Warbird (D-7)

•**Size:** 307 kilotons, 228m long, 160m wide, 60m high, 18 decks.

•**Typical Crew:** 430 total, Seasoned Romulan Commander.

•**Cruise Speed:** Warp 6

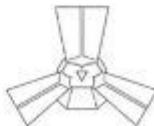
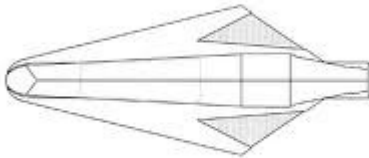
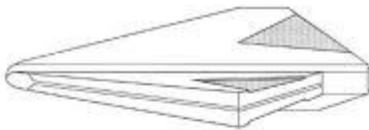
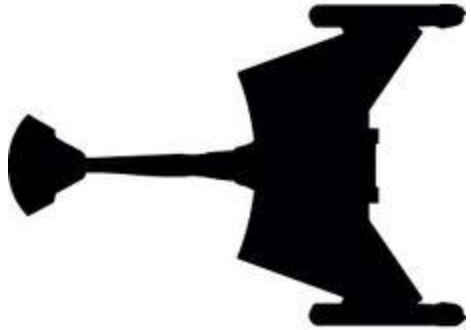
•**Emergency Warp:** Warp 8

•**Impulse:** 0.50c maximum impulse (900,000 km/round)

•**Shield Rating:** SR+3

•**Armament:** 10x Mark 7 disruptor cannons (WR+3), 2 Photon Torpedo Banks (WR+2 per torpedo).

•**Note:** Has a cloaking device and may optionally be armed with a heavy plasma torpedo launcher instead of photon torpedoes.



Tholian

Tholian Ship

•**Size:** 25 kilotons, 42m long, 16m wide, 12m high, 1 deck.

•**Typical Crew:** 3 total, Unexceptional Tholian Commander.

•**Cruise Speed:** Warp 5

•**Emergency Warp:** Warp 7

•**Impulse:** 0.40c maximum impulse (720,000 km/round)

•**Shield Rating:** SR+2

•**Armament:** 6x Type V Tholian phasers (WR+3), Tholian Web.

Other

Generic Civilian Ship

- Size:** 74 kilotons, 80m long, 22m wide, 39m high, 7 decks.
- Typical Crew:** 25 total, Unexceptional Commander.
- Cruise Speed:** Warp 4
- Emergency Warp:** Warp 5
- Impulse:** 0.40c maximum impulse (720,000 km/round)
- Shield Rating:** SR+1
- Armament:** Usually none. Depending on function of ship may have a bank of outdated phasers (WR+1) or other such weapons.
- Notes:** Tend to be rather fragile and in dubious mechanical condition.

Federation Space Station (K-7)

- Size:** 451 kilotons, 815m diameter, 200m high, 50 decks.
- Typical Crew:** 800-1000, Commanding officer is a Commodore rank Gold shirt, commanding 150 Gold shirts, 300 Blue Shirts, 500 Red Shirts, 50 Green shirts.
- Shield Rating:** SR+2
- Armament:** 4x Type VI phaser banks (WR+2)
- Note:** This is a medium sized, relatively lightly armed outpost. Other stations can be quite heavily armed and armored. Space stations do not move, but tend to be rather durable.

Ship Quirks

Sometimes you need to find something unique about a crew or ship your players will come in contact with. Below is a simple chart to generate ideas. Roll 1d6 for each column.

Roll 1d6 for each column Ship Reputation, Features, Crew Culture

Die Roll	Reputation	Features	Crew Culture
1	Cursed	A.I. bugs	By the book
2	Infamous	Haunted	Laid back
3	Unremarkable	Prototype	Innovative
4	Notorious	Weird internal layout	Rowdy
5	Steadfast	Unusual feature/history	Demoralized
6	Unusual	Custom paint	Sketchy

A.I. Bugs

The ship's computer is quirky and sometimes difficult to deal with. Roll on the "Major Personality Trait" column of the Random Red Shirt table for the computer's personality and overlay it a bit.

Cursed

This ship has had a remarkably unlucky past. The few veteran crew members who remain on board have some rather hair-raising stories about the number of disasters the ship has (barely) survived, ranging from freak energy storms, surprise plasma breeches, plagues, rifts in the time-space continuum and what have you. Whether undeserved or not, the universe seems to hate this vessel.

Custom Paint Job

Perhaps there's one ship in Star Fleet that paints its kills on its hull. Perhaps a previous captain was so proud of his crew that he had the unit logo painted on the hull. In any case, your ship stands out in a crowd due to its unique look.

Haunted.

Something about the ship is oddly disconcerting. The lights are a bit darker and flicker at odd moments. The engine noise has a bit of a wail to it in the wee hours of the morning. Whether or not it's an unintended design feature or actual ghosts is up to the Referee.

Infamous

Under previous commands, the ship has been engaged in either some spectacular failure(s) or breaches of Fleet protocol. Whatever the cause, the ship and sometimes the crew who has served on it has a black mark in the public eye.

Innovative

The crew has a reputation for creative solutions, but probably is not as disciplined as other ships.

Notorious

This is a famous ship and its previous captain (or captains) was a commander of some note.

Prototype System

The ship has one upgraded system. Roll on the Section Damage Table for specifics. Give all rolls dealing with that system a +2, 10% or whatever other minor upgrade may be appropriate.

Sketchy

The crew has a large percentage of surprisingly dodgy characters, probably including a thriving black market. For lateral thinking and sheer inventiveness however, this crew is unrivaled.

Steadfast.

The ship has developed a well-deserved reputation for durability over the years. All repair rolls involving the ship are at +2.

Unusual Feature. Roll 1d6:

- 1 Larger than usual botany labs
- 2 Outdated System—as per Prototype System, except the affected system takes a -2 penalty
- 3 Bridge located in odd location
- 4 The galleys are far better than the usual ship galleys
- 5 Unusually nice rec room
- 6 Ship outfitted with mysterious alien technology

Unusual History, Roll 1d6:

- 1 Previous crew just disappeared during a previous mission without a trace
- 2 Refit of an earlier vessel
- 3 Site of a breakthrough scientific discovery
- 4 Famous pivotal role in a battle
- 5 Famous Crew member
- 6 Weirdness magnet—if anything strange is going on in the sector, it will most likely happen here

Weird Internal Layout

For the first rolls involving repair or just finding your way around, a new person on board takes a -2 penalty. After that, they adjust, and most likely grow somewhat fond of the odd design decisions.

Enemies and Allies:

Android

Androids are relatively common. In the original series they tend to be fairly sinister—machines are meant to serve, but often things go horribly wrong.

- **Stat Adjustments:** +2 ST or +2 DX, -2 CA .
- **Construct:** Since they are machines, Androids get +4 on rolls to stay in the fight when they take damage in combat. Since they have a machine-based metabolism, certain things such as poisons, diseases or fatigue don't affect them as much (if at all). They are also subject to all effects that computers are subject to in this setting (such as electricity or being damaged by logic puzzles if the “This Does Not Compute” optional rule is being used). Androids do not need to eat or breathe, but may require recharging. Androids cannot swim unless specifically designed to do so. They cannot heal naturally; they must be repaired.
- **Alien Strength:** Since Androids are machines, they are substantially stronger than most other humanoids—the character can lift five times as much as a normal character—enough to easily toss a rock the size of a refrigerator twenty or thirty feet.
- **Computerized Brain:** +2 Species bonus on Knowledge and Engineering skills. Androids also have eidetic memory—they do not forget things once experienced. In cases when a specific piece of information is essential to a skill check, Androids gain a +2 bonus.
- **Naive:** Androids show a woeful lack of understanding about human beings and what drives them. This can be a minor flaw to crippling, depending on the situation.

Augments

Survivors of the Eugenics War, these are genetically modified humans, bred to be the ultimate warriors—stronger, faster, smarter, tougher than even the best humanity has to offer. A flaw in their DNA makes them naturally aggressive and violent. For these reasons, genetic engineering has been banned for several centuries.

- **Stat Adjustments:** +2 ST, +2 DX, +2 IQ.
- **Acute Senses:** +2 to most sensory rolls due to keen senses of smell, hearing and sight.
- **Aggressive and short-tempered:** This can be a very minor flaw to extremely crippling, depending on how much the Referee wants to play this up.
- **Arrogant:** -4 to social rolls where arrogance would be a negative factor.
- **Great Fortitude:** Due to their vastly improved constitution, Augments gain a +2 to tests against diseases, poisons, fatigue and stunning.

At the Referee's option, it might be possible to genetically engineer a partial Augment, with a few boosted statistics, but none of the dangerous down-sides of Khan's people. A partial Augment may have a +2 Species bonus to one Talent score, one special Talent of their choice (similar in power to the above) and one free Talent. In exchange, they have the social stigma of being an Augment—in this time period people are still rightfully edgy about the genetically engineered.

Gorn

Gorns are a reptilian species of humanoids. Not much is known about them other than that they are strongly territorial and have technology on par with the Federation.

- **Stat Adjustments:** +4 ST, -2 DX, -2 CA.
- **Alien Strength:** The Gorn physiology is substantially stronger than most other humanoids —skill rolls involving strength are increased and the character can lift five times as much as a normal character—enough to easily toss a rock the size of a refrigerator twenty or thirty feet.
- **Armor:** Gorns have thick hide and are harder to injury and stun than human like species, armor +2
- **Slow:** Gorns move at roughly half the speed as most other humanoids.

Highly-Evolved Alien

This represents any number of frail, usually egg-headed, aliens of advanced intellect and technology. They have a complete inability to fathom humanity's motives.

- **Stat Adjustments:** -4 ST +6 IQ.
- **Bonus Talents:** Psychic, plus one additional Psychic Ability.
- **Frail:** Not only do they take a +3 TN test penalty when injured HEA's also can never have weapons as a trained skill.
- **Superior Technology:** HEA's usually have access to technology far in advance of the Fleet. In addition to this superior technology they also have a +2 bonus on all science and technology-related rolls.

Orions

Once a great civilization with advanced technology, the Orions have fallen into decadence. Orions are widely known for three things: piracy, slavery and the savage charms of their women. Orions have green or blue skin, with dark hair. The men are bald and tend to be rather large and burly. The women are beautiful, great dancers and masters of seduction.

Orion, Female

- **Stat Adjustments:** -2 ST, +1 DX, +3 CA.
- **Pheromones:** Makes men of most species (but not Vulcans) susceptible to suggestion and more aggressive. Gives a +2 to any skill check an Orion female may make to persuade men to do something, within reason. It may take multiple rolls and suggestions to “nudge” the target into action. Since they must be inhaled, the effect takes some time to kick in. Gives women of most other species a roaring headache.

Orion, Male

- **Stat Adjustments:** +1 ST, +1 DX, -2CA.
- **Durable:** +1 AR (armor).
- **Decadent:** +2 to skill rolls involving swindling, haggling and defrauding others.

Klingons

The classic villain species of science fiction. Aggressive, unprincipled and dangerous—these are the Human like villains from the original series and not the odd cranial plate warrior-philosophers of the later series. If you want to use the later iteration, see Appendix IV. These later Klingons will be referred to as Imperial Klingons

- **Stat Adjustments:** ST+1, CA-1
- **Aggressive:** Klingons have +2 to all initiative rolls.
- **Durable:** +1 to stay in the fight
- **Skill Penalty:** -1 Knowledge. Klingon culture doesn't encourage non-martial pursuits.
- **Violent Culture:** Bonus Talent—either Brawler or Specialty with melee weapons.
- **Note:** These are the human like TOS Klingons.

Prehistoric

This template devolves the species in question into a caveman state. They get bigger, bumpier and more ill-tempered.

- **Stat Adjustments:** +2 ST, -2 IQ, -2 CA.
- **Alien Strength:** Skill rolls involving strength are increased by +2 and the character can lift twice as much as a normal character.
- **Choose one:**
 - **Claws/Fangs** which give a natural +1 attack (plus ST bonus), or
 - **Gregarious** (once per encounter, a group of these can call in an additional 2d6 tribe members—these tribe members will not have the Gregarious Talent available for that encounter).
- **Skill Bonuses:** +2 Bonus on climbing, jumping and survival rolls.
- **Tough Hide:** +2 armor resistance to damage and stunning.

Romulans

A mysterious branch of the Vulcan species, from the savage times before the Vulcans devoted themselves to the pursuit of logic.

- **Stat Adjustments:** ST+1, IQ+1, CA-1
- **Desert Adapted:** Romulans gain a +2 bonus on desert survival-type rolls and a general immunity to the effects of blinding light.
- **Duplicitous:** +2 on skill checks where a natural proclivity towards deceit and trickery could come into play, such as most subterfuge rolls.
- **Hierarchical Society:** Romulan society is highly stratified—any Romulan gains a +2 to all rolls when attempting to give an order to a Romulan of lower standing. In addition, any use of the Command or Inspirational Speech Talents on a Romulan will be at +1.
- **Xenophobic:** Due to their xenophobic nature, Romulans take a -2 penalty on most social rolls with other species and most social rolls dealing with Romulans will be at -2. This penalty does not necessarily apply to all situations—for example, some social situations such as intimidation or bluffing might not be affected by xenophobia.

Tholians

Tholians are medium sized humanoids, but possessing a truly alien physique—they are based on a mineral composition, existing at very high temperatures (177 Celsius or 350 Fahrenheit). If exposed to low temperatures for too long, they take damage and their carapace cracks. Exposure to temperatures around the boiling point of water or below has the same effects as freezing temperatures on humans. Tholians have six legs and communicate through radiation emissions instead of vocal chords. Their Talent to communicate through these methods allow them to communicate over long distances as if via communicators.

- **Stat Adjustments:** ST-1 IQ+1
- **Alien Physiology:** The unique Tholian physiology conveys immunity to temperatures up to 700 Celsius.
- **Darkvision** up to 60'.
- **Hard Carapace:** +4 resistance to stun and damage from natural armor.
- **Xenophobic, Alien Mindset:** Tholians are known for three cultural traits: punctuality, xenophobia and inscrutable. All social rolls with other species are at -2. All social rolls dealing with Tholians will be at -2.

Supporting Cast

The following NPC's are designed to be as generic as possible, in order to speed game preparation. Need a Klingon Thug? Take the Low Rent Goon, apply the Klingon Species template and off you go. You've wandered into Andorian space and need an Andorian starship captain? Take the Commander and apply Andorian stats. Attacked by a bunch of 1950's style claw-fingered metal robots? Take a Run-of-the-Mill Goon, apply the Android and Prehistoric templates and off you go.

Another good source of aliens would be the various Monster Manuals. Just because the original series didn't have the budget to have a fifty foot long plasma breathing lizard doesn't mean your game can't have one. And if you change enough surface details your players will never know. Sure, you know the Kalendian Vaprak is a displacer beast, but your players never will, seeing that it's a seven foot long amoeba with spider legs and a single eye on the end of a tentacle...

Ordinaries vs. Heroes

When building supporting cast members, at least of the humanoid variety, there are two types of NPC's: Ordinaries and Heroes. For simplicity's sake, rather than assigning them a specific class and then list their class either Ordinary or Hero.

Ordinaries are important enough to have stats, but not important enough to have any significant screen time. They do NOT usually gain Talents or Fate Points. If you're in a rush, use average stats (rating 0) except for whichever stat the Ordinary uses most, which will get a +1. In some cases, it may be appropriate to give Talents to Ordinaries,

but don't go overboard with it. Ordinaries have as many Trained skills as necessary to perform their tasks.

Some sample Ordinaries are given in the **Face in the Crowd**, **Generic Crew Member** or **Goon** sections. **Heroic NPC's** are built almost exactly the same way as player characters. They get Talents and may or may not get an Fate Point or two, depending on how important they are to the plot. Heroics will have one Trained skill at +3, Talents may be chosen from any of the Talent lists, regardless of class as long as it's appropriate to the character.

A heroic NPC is important enough to get significant screen time, so they should have at least one “hook” to them. For example, “Shakespeare-quoting Klingon Admiral” or “Weaselly traveling salesman with an addiction to dubious money-making schemes.”

Stock Characters Alien

Need some color to fill out a crowd or to flesh out a new civilization when the details aren't particularly important? Roll away. “Generic Alien” is mostly meant to provide ideas for new alien species—for actual stats, use one of the other stock character types such as Faces, Goons, etc.

Die Roll	Looks	Wardrobe	Culture
1	Odd Skin Color	Uniforms/ jumpsuit	Warlike/ arrogant
2	Scales/ fur	Hooded/robes/ toga	Passive/peaceful
3	Antennae/ horns	Environmental suit	Paranoid/ reserved
4	Feathers	Armor	Outgoing/friendly
5	Extra limb/ tail	Expensive/ gaudy	Logical/inquisitive
6	Small/large size	Civilian/ ordinary	Sketchy/weaselly

Commander

He's the commander of his vessel, a leader of men (or aliens), a diplomat and a warrior. Unless noted otherwise, like other minor NPC's, Commanders are Ordinaries. There are two basic varieties of commanders: “aggressive” and “talker”. An aggressive commander is usually action-oriented. Talkers are more diplomatic. The purpose of a vessel has a great influence on what sort of commander is in charge. The captain of a ship dedicated to medical research is going to have a very different knowledge base than the captain of a Klingon battle cruiser, even if both are “aggressive” commanders.

Commander, Unexceptional

These are the most commonly encountered commanders—they fulfill the qualifications of commanding a ship, no more, no less.

ST(+0) IQ(+1) DX(+0) CA(+1) TALENT: Command

Commander, Seasoned

Seasoned commanders typically have years of experience, perhaps even seen some serious action. They are highly competent at what they do.

ST(+1) IQ(+1) DX(+0) CA(+2) TALENTS: Command, Measure of a Man,

Commander, Grizzled

Grizzled commanders are quite rare—they are as competent as you can get without moving into the Heroic category. Typically, they have had decades of experience.

ST(+1) IQ(+2) DX(+0) CA(+2) TALENTS: Command, Measure of a Man, Plan, Unorthodox Maneuver

Generic Crew Member

Choose an appropriate rank in the proper class (Blue Shirt, Red Shirt, Gold Shirt or Ordinary). Arrange the following stats in any order that makes sense for that character: 0, 0, 0, +1. If the character is relatively high rank use 0, +1, +1, +2 for their Attributes.

Generic Crew Members are always Ordinaries and will never have Fate points and only 1 attribute at +1. They only have Talents when necessary and will be trained in any skills they may require to perform their job.

Goon

Security guards, Klingon muscle, mafia thugs, goose-stepping Nazis, hired alien mercenaries or barbarian warriors—a Goon is all these things and more. When you need muscle, and you need it now, and you need a lot of it, the Goon's your man.

- **Goon, Low Rent.** ST(+1), IQ(+0) DX(+0) CA(-1)
- **Goon, Run-of-the-Mill.** ST(+2), IQ(+0) DX (+0) CA(-1) **Talents:** Brawler.
- **Goon, Burly.** ST(+2) IQ(+0) DX(+1)CA(-1) **Talents:** Brawler, Agile



A Face In The Crowd

The Face In The Crowd. It might be a civilian, a random bystander or a noncombatant. It's a catch-all term for any number of non-heroic types. When you need a bunch of civilians and you need them fast, this is where you go.

Faces will typically have all attributes at +0. If you don't have any set occupation in mind, roll on the table on the next page. Otherwise, just choose whatever Skills will be necessary for that character to perform their job at a +1

The Random Face in the Crowd Table

Die Roll	Occupation
1	Criminal/Bounty hunter
2	Entertainer/Press
3	Merchant/Administrator
4	Scientist/ Medical
5	Laborer/Engineer
6	Diplomat/Politician

Mysterious Alien Devices

Occasionally devices surface that boggle the mind. Enigmatic remnants of long extinct alien species, they follow scientific principles centuries beyond anything the Fleet is capable of reproducing. They are often the seeds of great adventures; their very alien nature producing a unique window into the psyche of your ship's crew. Of course, you can also make them up completely at random if you're stuck for ideas or just need something interesting for next week's session.

Roll d6 for each column:

Die Roll	How Big?	Shaped Like?	What is it doing?
1	Bar of Soap	Cube	Hovering
2	Loaf of Bread	Spherical	Playing images
3	Microwave	Pyramid	Making noises
4	Television	Cylinder	Shimmering
5	Refrigerator	Tablet	Nothing
6	Car	Vehicle	Low Hum

Roll 3d6 What does it do when turned on?

- 3 Nothing**

4 Creates a force field

5 Allows time travel

6 It's an alien computer, probably quite intelligent

7 Transmogrification (changes things into other things): **Roll 1d6:** It transmogrifies...1-2 People, 3-4 Objects, 5-6 Energy. **Roll 1d6 again:** 1-3 Just one type of transformation (and back), 4-6 Many types.

8 It's a beacon

9 Weapon system designed to hunt down intruding life forms

10 Controls the aging process
- 11 Can send or retrieve people from the Mirror Universe**

12 It melts (Roll 1d6: 1-3 itself, 4-6 other things)

13 Can upgrade or repair machinery

14 Creates androids

15 Controls the speed of time

16 Warps the fabric of space

17 Modifies the mind: (Roll 1d6: 1-2 mind control, 3 possession by alien identity, 4 switches peoples' minds, 5-6 inserts alien knowledge **For How Long** Roll 1d6: 1-3 permanently until specifically reversed, 4-6 for an hour.)

18 Replicates itself

...and is this a good thing or a bad thing?

Roll 1d6

- 1-3= Yeah, it's great.
- 4-6= Good? Oh lord no.

Sample item:

The various rolls determine it's (3) Size of a Microwave, (2) spherical, (1) hovering, (6) has powers of transmogrification, (5) can transform energy (5) into many different types of energy. Good thing or bad thing? (3) Good thing.

The away team is investigating an odd energy pattern on the surface of Cestus XII. Buried beneath the rubble of an ancient temple, it finds a spherical machine hovering in a depression. Attempting to discern the material's composition, they hit it with a very light phaser beam. The alien device transforms the energy of the phaser beam into a pleasant tone and a cascade of warm light. Later, on board the ship, they discover that touching the various lights allows the transformation of any type of energy into any other type of energy, almost without loss.

Second example:

The various rolls produce... Size of a loaf of bread, cube shaped, and plays random images. Can send or retrieve people from the Mirror Universe. Good thing? Nope, not good.

The ship is shaken by an unknown force when traveling past a time-space anomaly. With a flash of light, an object appears on the floor of the bridge. It's roughly the size of a loaf of bread, composed of a strange metal and is covered with blinking lights and buttons. A screen near one end plays random images, scenes of conquest and war. When disturbed, it randomly sends 1d6 nearby people to the Mirror Universe. Will they come back? Who knows....

Cloud Monster

“Cloud Monster” is short hand for any number of mysterious aliens that tend to show up in the original series. It doesn't represent just the traditional semi-intelligent cloud of energy (such as the “Companion” from “Metamorphosis”). It can also represent mysterious alien devices such as Nomad, tribble-like creatures, giant alien probes with a hump-back whale obsession or whatever you like. Cloud Monsters tend to be used more as plot devices than anything else. For the most part, assume that standard attacks do nothing to them. They're either immune to normal weapons (such as your typical Star Trek cloud monster) or killing them won't make a difference to the plot (e.g. Tribbles breed too fast). They'll have one or more additional powers related to their nature and an Achilles' heel which must be discovered and exploited if they're ever to be stopped.

A properly designed Cloud Monster, however, does more than just menace—it points out human foibles. Whether it allows the plot to address Melville-esque obsession, explore the folly of prejudice and hatred or perhaps questions the role of humanity in the universe, a Cloud Monster is more than just a block of numbers to overcome during the course of an adventure. Of course, you could always just roll one up randomly instead. Note To determine powers you must roll a d6 first. If the number rolled is even (2,4 or 6), roll on the powers-even chart. If the number rolled is odd (1,3 or 5), roll again on the powers-odd chart.

Example: *The Referee needs a mysterious alien creature for the next episode. Running through the dice rolls on the table on the following page, we get 2 (Naïve/Native Creature), 2 (Man-sized), 6 (Devours All Before It), 3 (Human level intelligence). 5 (Can Summon Help)*

The result of “Can Summon Help” reminds the Referee of ants or bees—perhaps the creature is part of a hive. The Referee names it an “Altaran Hive Worker.” Running with the Hunger and Indigenous Creature results, he decides it’s an insect-like animal roughly the size of a man that can metabolize anything—it eats, everything it finds and excretes either a web-like substance that hardens into hive material if inorganic or a honey-like substance if it eats something organic. It is now only one of many insectoids that have run amok on the Altaran colonies of Denebuis VII. As a collective, the hive workers have a human level intellect and are motivated by species survival. To stop them, the players will either have to destroy the entire hive at once or negotiate with it—destroying any individual worker will have no real effect on the situation.

Random Cloud Monster

Die Roll	What is it?	How big?	Why is it?
1	Robot/ Computer	Tiny	Feeds on emotions
2	Naive or Native Alien	Man Sized	Protecting itself or others
3	Invasion force scout	Giant sized	Obeying last command is-sued
4	Strange visitor	Monster sized	Searching for mate/ some-one/ something
5	Space/Time anomaly	Starship sized	Revenge
6	Soul of ancient being	Planet sized	Devours all before it

Die Roll	Is it Intelligent?	Powers (even)	Powers (odd)
1	Insect	Emotion control OR manipulation	Shape Change
2	Animal	Assimilation	Cause Illusion
3	Human	Creates evil clones of others	Possession
4	Human	Hits things hard	Death Ray
5	Alien	Can summon help	Control/modify machinery
6	Godlike	Telekinesis	Drains energy

Gods

Any alien entity sufficiently advanced can be indistinguishable from a god. Some have followers, some are merely enigmatic beings roaming the galaxy seeking knowledge. For the most part, gods can be built in two steps: Determine what the god appears as and stat that out, then layer on additional powers and Talents as appropriate from the “Godly Powers” table. For example, a child with the Talent to “wish anything away” may be created up as a typical human child with attributes of -1 or 0 all the way across. Appropriate powers might be Innocuous, Alter Set and Mind Control.

Another god might be a giant glowing pyramid that speaks in a thunderous voice. It's too large to stat out as a PC, so the Referee might write it up as a starship with mental attributes (and tough enough to challenge or overwhelm the PCs' ship), adding in the Zap, Teleport Self/Others and I Know Things Beyond Mortal Ken.

Powers and Talents of the gods

Alter Set

As a standard action, the God can change the set from anything to anything. If you were in a cave, you're now in a castle. If you were on the bridge of your starship, you're now in a jungle. Note that this does not necessarily mean that your location has changed, only the scenery.

Alter Object

As a standard action, the God can transmute an object into something else. A phaser becomes a poisonous viper a Starfleet uniform becomes a lovely silk gown, you name it.

Cunning

The God is a trickster. Add +10 points to the God's IQ or CA in any combination desired.

Followers

The god has followers: for the most part, they amount to 2d6x10 Faces and Goons (roll randomly for occupations, if necessary).

Grow

The god can enlarge itself. Every standard action increases the God's size by another multiple—x2, x3, x4, x5, etc. For every increase in size, add +4 to the god's ST and +2 to any rolls to intimidate or awe others. Only the Referee's sense of drama limits the god's Talent to grow.

Drones

Basically, the same as normal followers, except they can't be reasoned with, are completely mindless and have some sort of gimmick. For example: robots, demons, clones, brainwashed followers, zombies, whatever.

Invulnerable

Whether it's due to a force field surrounding the God, armored skin, insubstantial or something even stranger, this God cannot be killed except by plot considerations. Nuking this guy from orbit will only make him laugh—the PC's will have to be subtle.

I Know Things Beyond Mortal Ken

The god has technology so advanced, it's nearly magical. A warp drive the size of a walnut, the Talent to create a force field strong enough to hold off an attacking fleet without letting even the slightest bit of radiation go through, moving planets across entire galaxies—if it's impressive, the god knows how to do it.

Impressive Soliloquy

The god can fascinate audiences with their incredible speechifying skills. This is an active test. Take 3d6+IQ of the god versus rolls by players listening. Failing a roll means the characters can't do anything but listen for a few minutes while the god continues to speak at which point they may attempt another roll.

Innocuous

For some reason, nobody considers this god a physical threat—perhaps the God is a child, a beautiful woman, or a harmless old man. Whenever someone attempts to attack the God in physical combat, they must overcome a TN 20 (3d6+IQ) check or they can't bring themselves to do it.

Mighty

The god is truly a titan. Strength is increased by +10 points and the god has an additional +5 to any roll any defense roll.

Mind Control

The god can dominate or control minds as appropriate to the plot. He is also usually (but not necessarily) fully telepathic, being able to read and send thoughts. Important characters can resist by rolling 3d6+IQ+ any bonuses from psychic Talents as appropriate.

Parlor Tricks

Miscellaneous Talents, usually duplicating the effect or appearance of spells as needed. They can be true magic, Talents granted by super-science or psychic in nature as appropriate.

Shape change

The god can be anything or anyone it wants, changing itself as a standard action. Its defenses and vulnerabilities remain unchanged, but it gains new Talents as appropriate to the form it is in. Depending on the nature of the God and the necessity of the plot, a detailed sensor scan may or may not detect the transformation.

Teleport Self or Others

The god can, as a standard action, transport itself or any others within line of sight (including vessels) anywhere as required by the plot.

Zap

If it can be seen, it can be smitten with furious anger. 25 TN damage, ranged attack. Range is line of sight. If the target is a ship, then count it as a phaser attack with an appropriately huge WR (say, WR 40 for a Constitution-class vessel, WR 30 versus a Hermes-class scout, etc). The special effects can be pretty much anything: a giant hand shaking the ship, a lightning bolt, a death ray, whatever.

Mighty Gods

Typically appears as a giant megalomaniac floating head. As long as it stays in that form, stat it out as a starship with better stats than the PC's ship. If it manifests in human form or interacts with the player.

Powers: Cunning I Know Things Beyond Mortal Ken, Impressive Soliloquy, Mind Control, Teleport Self or Others and Zap. Mighty gods typically have hubris as a weak spot and are surprisingly easy to trick.

Irritant gods

One of a large class of advanced beings that enjoys plaguing starship captains with conundrums and puzzles. Vulnerable enough to outwitting that it's surprising there's not a class on how to do it in Starfleet Academy.

Powers: Powers may include Alter Set/Prop, Invulnerable, Parlor Tricks, Shape-change, and Teleport Self or Others. They typically appear as a nondescript man of with average physical stats, low charisma and genius to superhuman intelligence.

Metal Gods

For some reason, alien civilizations often build their own gods. Invariably, when their civilizations collapse, their metal gods remain behind to guide and control. They usually appear as a stationary physical construct which is impervious to anything but starship attacks and a notable lack of insight into the human motivations.

Powers: Cunning, Followers, Drones, I Know Things Beyond Mortal Ken and Zap, with the occasional display of Mind Control or Invulnerability.

Petty Gods

The classic Trek captain nemesis, a loud-mouth, wears togas and demands worship. Usually Heroic with impressive physical statistics and high charisma.

Powers: Grow, Mighty, Impressive Soliloquy, Parlor Tricks, Teleport Self or Others and Zap.

NEMESIS

This is the Khan to your Kirk, an opponent worthy of your crew. He's always a little (or a lot) better than you but has an Achilles' heel that will prove to be his downfall.

- **A Nemesis will always be a PC grade Heroic character with Fate Points and Talents.** He will often have followers, a mixture of tough Goons and Faces, all built with higher than usual stats (often using special templates, such as “Augment”, “Android” or “Klingon”).

- **Fatal Flaw**

Choose a fatal flaw for this character. arrogance, two-dimensional thinking, greed, whatever. Whenever a Static or Active Test comes up related to this flaw, treat the dice roll as the worst possible result. This will only work 1d6 times during an episode, so don't take it for granted.

- **Attribute Scores**

The Nemesis' Talent scores will be equal to the highest score possessed by any of the PC's. One score is linked to the Nemesis' Fatal Flaw—that score will be equal to the lowest of the Player's scores. So, if there are 4 Player's, the Nemesis has a Fatal Flaw of “arrogance” (linked to Charisma) and the PC's have the following attributes:

- ST(-1) IQ(+2) DX(+0) CA(+0)
- ST(+0) IQ(+0) (DX(+0) CA(-1)
- ST(+0), IQ(-1)DX(+2) 11 CA(+0)
- ST(+2) (IQ+1) DX(+1) CA(+1)

The Nemesis will have ST(+2), IQ(+2)DX(+2) CA(-1) . This is before any template or species modifiers.

Additional Trek Tropes

Not all ideas are created equal. Here's a grab bag of optional rules that might or might not be fun to include in play. Warning: even though the base game assumes a certain base-line of camp, these additions will nudge the game into parody if overdone.

A Being On Every Planet

Whenever a relatively friendly group of NPC's is encountered in an episode, the most appropriate member of that group with the highest Charisma (CA) must make an $3d6 + IQ$ roll or fall madly in love with the first male or female player character they meet. The TN is equal to $12 +$ the character's CA modifier. If that save is made, go round-robin around the bridge crew (as appropriate) until they fall for that character or resist all party members. There may be more than one appropriate NPC per group, so be sure to roll checks for them as well. Or, for that matter, whenever the Referee feels like it would be amusing to apply this rule. This can hinder the mission just as often as it can help the player characters (if not more).

This Does Not Compute

Computers are easily destroyed by simple word puzzles. Every time a successful word puzzle involving a logical contradiction is role played, any computer, robot or android within earshot takes $3d6$ electrical damage each round until they shut down or steps are taken to resolve the logical conflict.

Technobabble

If a technological device or solution is needed to resolve an issue, then any reasonably technologically-skilled character can Spout Technobabble and gain a bonus to their next relevant skill check. Every significant detail of their description will give a +1 to bonus to the roll, up to +3.

Example: "Captain, if we realign the photon matrix (+1) then we might just conceivably slow the anomaly's rate of decay (+2) long enough to open a recursive time-space loop (+3) and escape!" Three major details, +3 bonus to skill check.

New Worlds

Sometimes an adventure will go off the map or a Referee will want to create a system to adventure in. As much fun as this can be, it can be a bit of a strain having to come up with a star system on the spot. That's where this section comes in.

These tables are designed to work from the “top down.” The first few steps can be quickly rolled with a handful of d6 and are designed so a Referee can determine more detail as the players investigate.

Each step of this series of tables is completely optional. If you decide there's an alien civilization there, then there's an alien civilization. If you decide there's nothing on that moon the players have decided to investigate, then there's nothing on that moon.

If the first interesting thing the players investigate is enough to get the adventure moving, you can decide it's the only point of interest in the system and stop rolling.

To speed things along, you can also opt to not roll for things the players are not actively investigating. If they don't bother to investigate that interesting gas giant, then you shouldn't bother to roll to see what's on it. On the other hand, if the dice say there's a ship and a planet in the same system, then maybe they have something to do with each other.

Feel free to ignore or choose entries that do not make sense within the context of the local star sector. If you're only 10 light years away from Federation headquarters, then maybe that alternate history planet of cowboy and Roman space god's isn't likely to exist.

You can also jump straight to a sub-table if there's a need for it. For example, if the players decide to check out the third moon in a planet they're on, you could roll on the planet chart and see if there's something there or just call it a “space station” and adjust the flavor text.

You can also use the episode generator following this section when appropriate to flesh in detail. There are various points where it would be highly useful to roll on the enemies and motivations tables.

Most of all, let the tables and process be a guide to your imagination, not a set of boundaries to hem in your creativity. Change, edit, add or subtract whatever best works for you!

Step 1: Determine type of star system.

Table 1. Description of star system. Roll 3d6:

- 3** **Orbiting a black hole or pulsar** (50% either type) (roll again for type of companion star—disregarding this result. Black holes and pulsars will generally not have planets of their own)
- 4** **In a nebula, which plays havoc with the ship's shields and sensors** (roll again for type of star system)
- 5** **Single star, M-type (red dwarf)**
- 6** **Single star, K-type (orange)**
- 7-9** **Single star, G-type (similar to our sun)**
- 10** **Single star, F-type (white)**
- 11** **Single star, Giant (d6: 1-4 Red, 5 Blue, 6 White)**
- 12** **Double or Triple star system (d6: 1-4 double, 5-6 triple, roll multiple times on this table to determine star types, disregarding this result)**
- 13** **On the verge of a time-space anomaly.**
Roll 1d6:
 - 1- It's an entrance to an alternate universe.
 - 2- It randomly opens gates to other times.
 - 3- Visitors are stuck in a loop in the space-time continuum.
 - 4- Created by an alien device for nefarious purposes.
 - 5- Visitors may run into alternate-universe version of themselves.
 - 6- Due to the nature of the fabric of space, technology behaves very differently here, effectively stranding visitors until they can figure it out.
- 14** **System has an unusual composition.**
Roll 1d6:
 - 1- Planets are in an odd configuration unlikely to have arisen naturally
 - 2- System is formed of an entirely new state of exotic matter which may have unexpected effects on technology and/or life forms
 - 3- Planets and asteroids are improbably rich in rare elements
 - 4- System is a construct, such as a ring world or Dyson sphere
 - 5- The star or one of the planets themselves has an unusually high gravitation field which may cause navigational problems
 - 6- Contains an enormous gas giant, big enough to have its own system of planets (d6 planets, 3d6 smaller moons, any number of moonlets) – roll again to see type of system, disregarding this result

15 Home system of a very advanced alien species (space gods, basically), roll again on this table to determine the type of system. Space gods will make their presence known upon entering the system.

Roll 1d6:

- 1- They are territorial and paranoid. Intruders are sent packing.
- 2- Inquisitive, but not in a good way. Intruders are studied intensively.
- 3- They love travelers. Probably a bit too much.
- 4- They have their own problems to deal with. Explorers must tread carefully or become embroiled in an war.
- 5- Space Gods in a classical sense. Roll for ancient civilization. Roll d6: 1 Greek, 2 Indian, 3 Egyptian, 4 Norse, 5 Chinese, 6 Vulcan
- 6- Misguidedly altruistic. They sense the savagery in the explorers and decided to help them “fix” it, whether they want the help or not.

16 The system is the site of an ancient battle—local space is strewn with alien mines, wrecked vessels, and abandoned/ruined bases. Roll again to determine the type of system.

17 Site of an ancient highly advanced civilization, long defunct, but full of strange and enigmatic ruins and mysterious alien devices. Roll again to determine the type of system.

18 A famous incident or other event of note occurred in this system.

Roll 1d6:

- 1- The site of a famous diplomatic triumph/incident
- 2- The site of a famous war
- 3- Disappearance of an exploratory vessel occurred mysteriously here.
- 4- System has religious significance for a random species.
- 5- An infamous natural disaster.
- 6- A colony mysteriously disappeared in this system. Roll again for type of system.

Now roll a d6. On a result of 1, one of the stars in the system is having some kind of disturbance, such as a massive solar flare, emitting massive amounts of radiation, gravity waves or what have you. It could even be about to go nova. This might threaten one of the planets, or the ship itself.

Step 2. Determine number of interesting features.

Roll d3 for total number of interesting features. Grab that many six-sided dice and refer to the following table...

Table 2. Interesting System Features. Roll d6:

1-3	Planet
4-5	Ship
6	Station

Sensors will generally pick up only the broadest details of a system feature, so there's no need to roll until the players choose to investigate. Of course, sometimes it can help jog creativity to roll ahead of time. For example, two planets with civilizations on them could be at war with each other.

Step 3. Minor Fluff useful for sensor scan info-dumps.

A system will typically have 3d6 planets and d3 asteroid belts. Feel free to adjust these numbers if what you roll seems off for the type of system. Planets, if important, will have 1d6-2 moons (minimum 0) for normal rocky planets, and 3d6 bigger moons for gas giants. Gas giants will also have a host of small planetoids and orbiting rocks and a 50% chance of having rings. Again, don't bother rolling for moons and rings if the players seem unlikely to investigate more closely.

Note that this does NOT correspond to interesting features. Anything that is not an interesting feature is a "barren rock" or a "lonely gas giant." For example, if you roll "ship, ship, station" for features and the system has 14 planets, then they're all barren rocks and lonely gas giants.

If any of the interesting features requires a planet, then randomly pick a planet from what you just rolled. In other words, if you determine that there's an inhabited world in the system and you roll 11 planets, then pick an arbitrary number and use that planet to host the civilization.

Step 4. What's interesting about the feature?

Roll on the following tables to determine what the interesting features are. Table 3 deals with planets, table 4 with ships and table 5 with space stations.

Table 3. Planets. Roll 3d6:

- 3-4
Earth-like
- 5
Desert planet
- 6
Water world
- 7
Habitable moon orbiting a (roll d6: 1-4 gas giant, 5 large uninhabitable planet, 6 large habitable planet)
- 8-9
Ice world
- 10-11
Gas giant, any life living there will either be avian or living in giant buildings hovering in the atmosphere
- 12
Poisonous atmosphere, all life is underground or in domes
- 13
Ruined world. Great natural disaster or global war wiped out all life.
- 14
Ruined world. Destroyed by unknown external agent (roll d6: 1-3 long ago, 4-5 recently, 6 being destroyed right now).
- 15
Giant city spans entire planet's surface
- 16
Giant ruined city spans entire planet's surface
- 17
Federation planet (roll d6: 1 military outpost, 2 research outpost, 3 resupply base, 4 colony world, 5 mining outpost, 6 manufacturing facility) re-roll on this table with a 3d6 for type of planet. If outside Federation territory, then replace "Federation" with appropriate local interstellar government.
- 18
Parallel Earth, physically identical to Earth in nearly every way, except...

d6	Culture setting	d6	Because of
1	Apes rule the planet	1	Tampering with the time-stream
2	Wild west	2	Evil central computer
3	1920's	3	Space god(s)
4	Ancient Rome	4	Accidental/purposeful Federation tampering
5	Medieval Europe	5	Alien tampering
6	Samurai Japan	6	Parallel evolution

Table 3.1. Planets—What's going on here? Roll 3d6 if not immediately clear from previous table's entry. Re-roll or disregard entries that don't make sense.

- 3 Klingons stirring up trouble** with easily exploitable/intimidated natives
- 4 Native civilization has not yet achieved first contact.** The Prime Directive is in play. Civilization is beleaguered by topical social issue (roll d6: 1 overpopulation, 2 racism, 3 greed, 4 starvation, 5 social diseases, 6 gambling)
- 5 Civilization is embroiled in world war**
- 6 Civilization is being manipulated** by more advanced, local civilization for profit
- 7 Dictator** fiercely determined to maintain status quo.
Dictator is a (roll 1d6)
1- Space god
2-3- Misguided or evil computer
4 -Ex-Starfleet officer who maintains his position with advanced technology
5- Mysterious and powerful alien
6 -Cloud monster
- 8 Native civilization** is fighting off a terrible plague (standard effects—chills, weakness, eventual death, etc)
- 9 Primitive natives** are the fallen descendants of a mighty star-faring civilization. The ruins surround them and they don't even realize it.
- 10 Civilization is primitive** compared to the Federation in all but one field, in which they vastly excel
- 11 Local natives** eager to meet invaders...too eager..
Roll 1d6:
1 - Because they want to assimilate them into their robot collective
2- Because there is a local mind-controlling plant or animal that feeds on human emotion
3- Local civilization is a virtual utopia, except for one taboo...which they refuse to talk about. Every time a crew member does anything, roll 1d6. On a 1, they've violated the taboo and are sentenced to death.
4- Locals are addicted to a substance or technology and want to expand their market
5- Locals make their living by waylaying passers-by
6- Locals want to convert travelers to their religion. They may be harmless...or not...
- 12 Local population beleaguered** by dangerous creatures
- 13 Mysterious stranger** lives here by himself or with a trusted companion, but he has a secret...
- 14 Mysterious alien artifact** (roll on Mysterious Alien Device table or choose)
- 15 Survivors** of a crashed vessel (roll on Table 4)
- 16 Unscrupulous scientists** test out new technology with little heed for locals or others
- 17 Military outpost** of a long dead alien species seeks to defend its territory

18 Hidden species of highly advanced aliens kidnaps and studies any new specimens that pass their way.

Table 3.2. Planet Quirks. Roll 3d6, d3 times.

3-4	Nothing interesting to see here. Move along.
5	Unusually beautiful
6	Fabulously dangerous plant life
7	Beautiful rings
8	Very large and occasionally angry local animal life (roll d6: 1 carnivorous reptiles, 2 marine life, 3 amoebas, 4 flying monsters, 5 -6 herbivores)
9	Site of an important event in Federation history
10	Largest geographical feature in this sector (roll d6: 1 mountain, 2 canyon, 3 river, 4 mountain range, 5 volcano, 6 moon)
11	Harsh, barely liveable climate
12	Frequent terrible storms
13	Surface completely uninhabitable, everybody lives underground in caves
14	Planet's day is exactly in sync with its year. The sun never rises or sets.
15	Planet's surface is surprisingly smooth—there's very little surface relief.
16	Planet's surface is very mountainous. There are very few places to land a ship.
17	High gravity planet.
18	Low gravity planet.

Table 3.3. Alien Culture Technology Level. Roll 1d6 if needed.

1	Primitive, cave man
2	Dark ages
3	20th century America
4	Not as advanced as Federation, but still futuristic
5	Federation-level
6	Advanced

Table 4. Ships. Roll 3d6:

3-5	Federation vessel
6-7	Enemy vessel (roll d6: 1-2 Klingon, 3 Romulan, 4 Gorn, 5 Tholian, 6 unknown alien species)
8-9	Criminals (roll d6: 1-2 Orions, 3-4 Smugglers, 5-6 Pirates)
10-13	Civilian vessel (roll d6: 1-2 merchant, 3 freighter, 4 courier, 5 explorer, 6 luxury liner)
14	Ship of unknown, advanced origin. Roll 2d6: 2-3- Probe from advanced civilization obsessed with random extinct Earth species, on its way to Earth to find out what happened 4 - Automated alien death machine 5- Prototype vessel from enemy species (roll on “enemy vessel” entry above to find out who) on a test run

- 6- Ship is from another universe or from the far distant future
- 7- Ship is actually a giant living creature, possibly sapient
- 8- God-like being, possibly of the giant floating head variety
- 9- Vast colony ship from an advanced space-faring species. Society on board is utopian, but deeply flawed
- 10- Crewed by androids
- 11- Design is impossible according to current science, possibly non-Euclidian
- 12- It's the crew's vessel, except from the future and heavily upgraded

- 15** Colony ship, alien and vast but technologically backwards
- 16** Armada (roll d6: 1 Klingon, 2 Romulan, 3 Gorn, 4 Tholian, 5 Federation, 6 Unknown species)
- 17** Automated distress beacon. Somewhere in the system is a crashed vessel (roll d6: 1 long dead, 2 completely obliterated on the surface of a nearby moon or asteroid, 3 survivors have colonized a nearby planet, using the bits of their ship to build their colony, 4 recently crashed, 5 ship in imminent danger of being dragged into the sun, 6 no signs of where the ship has gone)
- 18** Ancient freighter from Earth bearing 20th century humans in cold sleep. When revived...
 - Roll 1d6
 - 1-2- Passengers are evil brigands intent on taking over a modern ship,
 - 3-5- Passengers are fish out of water and only want to go on with life
 - 6 - Khaaaaaaaaannnn! (Or other Nemesis for the crew)

Table 4.1 What is it doing?

Roll 3d6 if not immediately clear from previous table's entry:

- 3-4** Derelict (roll d6: 1 abandoned, 2 corpses all over the place, 3 apparently haunted, 4 scrapped, 5 evidence for reasons of abandonment meticulously cleaned up, 6 mutiny). Roll on Table 5.1 if necessary to see what happened.
- 5** Escorting diplomatic envoy to other system
- 6-7** Passing through system/on patrol
- 8** Exploring the system
- 9-11** Attacking...either you or another vessel of random type
- 12** Seeking help for some mission
- 13-15** Emergency (roll d6: 1 life support failure, 2 random system disabled or malfunctioning, 3 crew is suffering a plague (refer to Table 5.1, result 2), 4 warp core melting down and about to explode, 5 strange alien artifact acquired by one of the crew causing havoc (refer to Table 5.1, result 7), 6 critically under- supplied
- 16** Phasing in and out of time-space continuum
- 17** Defending something
- 18** Fleeing from a greater threat

Table 5. Stations

Feel free to replace “Federation” results with the local interstellar government if outside of Federation space. Likewise, adjust “Enemy” results appropriately. Roll 2d6, once for each category:

2d6	Purpose	Size	Who runs it (or used to)?
2-3	Colony	Tiny	Federation, military
4	Trading outpost	Tiny	Federation, civilian
5	Military Post	Small	Friendly aliens
6	Research Outpost	Small	Unfriendly aliens
7	Shipyard	Small	Enemy***
8	Espionage*	Medium	Androids
9	Manufacturing	Medium	Large-scale Computer AI
10	Mining facility	Medium	Nobody
11	Destroyed**	Large	Coalition of species
12	Abandoned/Derelict*	Enormous	Ownership in dispute****

* If not friendly, it will be very difficult to detect. It could be cloaked, hidden within an asteroid, or on the dark side of a moon.

** Roll again on this column, to find out what type of station it was.

*** Choose the nearest neighboring enemy according to your game. If you don't know or care, then roll d6: 1-2 Klingons, 3-4 Romulans, 5 Gorns, 6 Tholians.

**** Roll twice on this column. Duplicate results indicate two factions are disputing it.

Table 5.1 Stations—What's going on here? Roll 2d6

- 2
Nothing of note (or the evidence has been carefully destroyed/cleaned up)
- 3
Plague (roll d6: 1 “standard” plague—fever, chills, eventual death, that sort of thing, 2 causes evil, drunken behavior 3 causes victims to go into suspended animation, 4 causes victims to devolve into cavemen, 5 fever and then spontaneous combustion, 6 rage and violence)
- 4
There's been a spate of murders...who's responsible?
- 5
Under attack by aliens
- 6
Facilities are breaking down and in desperate need of repair
- 7
There's a spy, assassin or saboteur causing havoc
- 8
Strange alien artifact acquired by one of the crew causing...
- Roll 1d6:
- 1- Increasing dementia to all who stay on-board longer than one day
- 2- Terrible nightmares that eventually come to life
- 3- Random doorways to other times and places
- 4- Serious computer problems
- 5- Artifact manufactures wealth and/or happiness. This is causing a terrible squabble.
- 6- Increases the intelligence of anyone nearby vastly and gradually, eventually turning them into evil psychic gods.

- 9 Out of supplies
- 10 Tribbles
- 11 Hidden war criminal or other type of notorious fugitive outed by ship's crew during initial visit
- 12 Cover-up. Nobody wants to admit what's really going on. Roll again, disregarding this result.

Table 5.2. Station Quirks. Roll 3d6, 1 or 2 times.

- 3 Nothing interesting to see here. Move along.
- 4 Unusually spacious rooms and corridors
- 5 Much of it still under construction
- 6 Cramped
- 7-8 Very crowded
- 9 Has something of a creature cantina feel to it
- 10 Best bar in the sector
- 11 Seedy, frontier-type environment. Everything goes.
- 12 Very modern and well-equipped
- 13 Lushly-appointed
- 14 Eerie place. More superstitious crew members might think it was haunted.
- 15 Filled with gardens and botanicals
- 16 Station's computer systems unusually belligerent
- 17 Baroque/maze-like interior layout unusually hard to navigate
- 18 Local regulations are strict and obsessively detailed

The Episode Creator

Stuck for an idea? Here are two tables to help you come up with one. You may try (and true Trek fashion) to see if you can frame the resulting plot seed as a metaphor for a social issue!

What happened? Is it an internal issue or an external issue?

Roll 1d6

- | | |
|-----|----------|
| 1-3 | Internal |
| 4-6 | External |

Internal Issue Chart

Roll 1d6

- | | |
|---|--|
| 1 | Crew member's body switched* |
| 2 | Ship hijacked/captured |
| 3 | Monster loose on ship |
| 4 | While transporting an important individual somewhere... *** |
| 5 | Potentially fatal plague with unpleasant side effects.**** |
| 6 | Crew member's brain/personality/ or whole person stolen/missing. |

External Issue Chart

Roll 1d6

- | | |
|---|--|
| 1 | Space/time anomaly** |
| 2 | Ship attacked/ or Crew is while on shore leave |
| 3 | Federation outpost/colony attacked |
| 4 | New civilization discovered |
| 5 | Responding to distress call |
| 6 | Crew finds a Mysterious Alien Device (see Equipment section) |

*** Roll 1d6:**

- | | |
|-----|---|
| 1-2 | Transporter malfunction switches brains |
| 3-4 | Mirror universe selves |
| 5-6 | Androids |

**** Roll 1d6**

- | | |
|---|---|
| 1 | Ship trapped |
| 2 | Transports the ship into the past |
| 3 | Across the galaxy |
| 4 | Alternate universe |
| 5 | Alien artifact |
| 6 | Warps reality in strange and surprising ways. |

*** Purpose

Roll 1d6 for reason

- 1-2 Negotiate peace treaty
- 3 Attending a conference
- 4 Transporting to new post
- 5-6 Protection. Roll on “By Who” table to find out what this important individual is, rerolling insane results.

After purpose is determined, roll again starting with “What happened?” table above to see what event/plot happens while transporting the important individual.

**** Roll 1d6

- 1-2 Rapid aging
- 3-4 Drunken, evil behavior
- 5-6 Hallucinations

By who? (d66) (Actors)

Skip this step if it wouldn't make sense, otherwise keep rolling until you have enough actors to make things fun. Entries don't have to be taken literally either—a “Space Hippie” can just as easily represent a member of a pacifist environmentally-aware advanced alien species as it can represent a thinly-veiled group of 1960's counterculture stereotypes. A “Space Viking” would represent a war-like alien species with a love of plunder and loot.

Die Roll	1	2	3	4	5	6
1	Space Amazons	Vulcan	Starfleet	Tellarite	Military Ldr.	Space Nazis
2	Cloud Monster	Space Vikings	Adv. Species	Andorains	Ancient Race	Religious Ldr.
3	Robots	Relative	Romulans	Gorn	Refugees	Klingons
4	Merchant	Computer	Space Commies	Space Romans	god(s)	Exiles
5	Noted Scientist	Space Terrorists	Tholians	Orions	Space Royals	Cloud Monster
6	Space Pirates	Cultists	Diplomat	Old Friend	Bounty Hunter	Space Hippies

* **Roll d6:** 1 Parent, 2 Sibling, 3 Mentor, Classmate, 5 Ex-significant Other, 6 Old Drinking Buddy

Roll d6 again for gender, if desired: even = male, odds female.

Plot Twist (d6):

- 1 No plot twist—everything is as it seems.
- 2 Good guys are bad.
- 3 Bad guys are good.
- 4 Bad guys are in league with **another** group of bad guys.*
- 5-6 Bad guys are actually another type of bad guy in disguise.*

***Roll again** on the “By Who?” table to find out who.

Actor Motivations

You can skip this if you already have an idea why an actor is in an episode or if the reason they are there is fairly obvious (or unnecessary to the plot).

- **Seeking revenge***
- **Seeking payment***
- **Seeking information***
- **Protecting something***
- **Protecting someone* and ** to determine who.**
- **Irrational motivations**
- **Fulfilling a mission**
- **Meeting someone****
- **Hiding from someone or something***
- **Seeking treasure, loot or other resource**

*** Roll 1d6**

- 1-2 From the PC's
- 3 From another existing actor
- 4-5 From a new group of actors
- 6 From a set of actors from a previous episode/or acquaintance of the PC's.

**** Roll 1d6**

- 1-3 Similar to the actor themselves (i.e if Klingons, then protecting a Klingon)
- 4-6 another actor (roll above).

Roll 1d6 again for details

- 1 Child/Young
- 2 Royalty
- 3 Important Scientist
- 4 Diplomat
- 5 Political Refugee
- 6 Military importance.

Example: The Referee looks on the Plot Seed table: transporting an important individual somewhere. A subsequent roll of d6 comes up 6, indicating that the ship's crew is protecting that individual from something. A second pick on the Plot Seed table shows that the ship is attacked while transporting this individual to its destination. Two rolls are then made on the "By Who" table, one for the important individual and one for the enemies of the episode. The ship is attacked by Romulans. In this case, a "space roman" would most likely be a snobbish, arrogant diplomat from a toga wearing civilization with a penchant for classical architecture and gladiatorial fights. A roll on the Plot Twist table comes up 2, the good guys are bad. In this case, the "Roman", who we've been led to believe is a distinguished diplomat, has a hidden record of war atrocities which will come to light during the episode. That's enough to go on.

Another Example: Stuck for Episode ideas the Referee looks on the Plot Seed table. He chooses: the crew discovers a new civilization. He could stop here, but continues to see if something interesting comes up. The next roll, on the "By Who" table comes up 21...huh. Cloud Monster. He flips back to the Enemies and Allies section and generates a random Cloud Monster. It's apparently the vanguard of an invasion force, with a size beyond description, protecting something. For powers, it can shift targets into an out of phase state and uses death rays. It has human level intelligence. The Cloud Monster is there, protecting...something ...which is important to an invading alien species. Running with the phase power, the Referee decides the invading alien force is from another dimension. The cloud, which he now arbitrarily names Vor-Shak, is protecting the interdimensional gateway they will arrive through. The alien civilization on the planet is now caught between the invading alien force and whatever the Federation starship must do to protect the sector. Will destroying the portal destroy the planet, as well as its millions of inhabitants? At this point, the Referee decides the plot is complex enough and doesn't require a roll on the Plot Twist table.

RANDOM PLANETS AND LOCATIONS

Sometimes you need a detailed planet, something more than the usual “It’s mountainous and there’s a factory in the distance.” This is not intended to be a realistic planet generator. It’s designed to produce interesting backdrops and sets for the initial beam-in of the landing party and a jumping point for the adventure. Since it’s randomized, planets generated are not guaranteed to be plausible or make much sense for the adventure in question. This is solely here to jog your imagination. So feel free to fudge the results.

Anything interesting in the neighborhood?

If the subject comes up, you can assume the planetary system has 1d6-2 gas giants of varying size and 1d6 rocky worlds which may or may not have atmospheres. For the most part, you can skip detailing them unless it’s absolutely necessary.

In addition, roll once on the following table:

D6 Interesting Things

- 1 Nothing
- 2 A nebula
- 3 1d2 other habitable worlds
- 4 1d2 asteroid belts
- 5 Space anomalies
- 6 Roll twice

What does it look like from orbit?

Step 1. The Sun

Roll 1d6

- 1-2 Sol-sized
- 3 Giant
- 4 Dwarf
- 5 Double System (roll again, twice, ignoring double/triple system results)
- 6 Triple System (roll again, 3 times, ignoring double/triple system results).

Roll again for color, 1d6 for each star:

- 1-2 Red
- 3-4 Yellow
- 5 Blue
- 6 White.

Step 2. The Planet's Basic Details

Roll 1d6 for each column on the following table for Overall Color, Size, Number of Moons, Rings, and Cloud Cover of the planet.

Die Roll	Color	Size	Moons	Rings	Clouds
1	Indigo	Tiny	None	None	None
2	Blue	Small	1	None	Scarce
3	Light Blue	Medium	2	1	Thin
4	Green	Large	3	2	Scattered
5	Yellow	Very Large	4	3	Lots
6	Red	Gigantic	5	4	Thick

•Roll 1d6 for the size of each moon: 1 Speck, 2 Tiny, 3 Small, 4 Moderate, 5 Large (Earth's moon), 6 Huge

Step 3. Terrain

Roll 1d6 for the total number of different types of terrain on the planet. Then Roll on the following Terrain table for each one, keeping duplicates:

Roll 1d6

- 1 Rocky/barren
- 2 Earth-like
- 3 Water
- 4 Desert
- 5 Frozen
- 6 Volcanic

Then roll another 1d6:

On a 1-4, one of the terrain types is dominant—choose one at random. 3/4 of the planet's surface is composed of that terrain. The rest of the terrain types are split evenly amongst the rest of the surface.

On a 5 or 6, the terrain types make up the planet's surface in even proportions.

First beam-in location: Flesh out the Backdrop

Now that you know what the planet looks like from orbit, you can determine what the characters see when they first beam in.

What time is it? Roll 1d6

- 1-2 Day
- 3-4 Dawn/Dusk
- 5-6 Night.

What does the sky look like?

Think of this step as determining the matte painting in the background of the initial shot of the planet's surface. Use the overall color rolled in the previous step as the base color of the backdrop's sky. When describing the sky, be sure to include the moons, clouds and rings, if any were rolled. Obviously, full cloud cover will obscure any rings or moons the planet may have.

What's the weather like? Roll 1d6

- 1-4 Fine
- 5 Windy
- 6 Wind storm. If it's cloudy, then assume a 50% chance of rain in more temperate terrains, snow or sand storms in others.

What does the terrain look like?

If the previous steps determined the matte painting in the background, this one determines what's nearest to the screen, the things the characters will actually interact with. If there is no dominant terrain type, roll randomly for one—that's in the background. Otherwise, choose the most interesting one or roll randomly. If there are different types of terrain on the planet, then there's a 2 in 6 chance of details of some of the other terrains being present (roll separately for each one).

Roll 1d6 times for other interesting details in the backdrop.

If there are other types of terrain in the background, roll once on the following table for each.

Roll 1d6

- 1 Nothing
- 2 Terrain Feature
- 3 Cityscape** #
- 4 Building** #
- 5 Enormous Statue or Statues
- 6 Sinister Cloud or Clouds

Here's a list of some possibilities: Predominant Terrain Type

Rocky/barren

Roll 1d6

- 1 Jagged mountains
- 2 Chasms nearby
- 3 A cave entrance
- 4 Enormous boulders dotting the landscape
- 5 Towering cliff in the distance
- 6 Roll twice.

Earth-like

Roll 1d6

- 1 A mist-shrouded mountain
- 2 Forested hills
- 3 Forest
- 4 Enormous trees
- 5 A rainbow
- 6 Distant storm

Water

Roll 1d6

- 1 Water spout
- 2 Storm
- 3-4 Tropical island(s)
- 5-6 Cloud-wrapped mountain in the distance.

Desert

Roll 1d6

- 1 Dunes/dust storms
- 2 Rugged mountain
- 3 hill of rubble
- 4 Mesas
- 5 Oasis
- 6 Landscape is cracked in oddly geometric patterns by the unrelenting heat of the sun.

Frozen

Roll 1d6

- 1 Glacier
- 2 Icy mountain in the far distance
- 3 Boulders dotting the frozen landscape to the horizon
- 4 Strange and enigmatic ice formations
- 5 Frozen ruins
- 6 Snow covered forests

Volcanic

Roll 1d6

- 1 Jagged mountains
- 2 Chasm, rocked with occasional tremors and rumbling
- 3 Lava flows
- 4 Erupting volcano
- 5 Towering cliffs
- 6 Waterfall of lava

** Ruined if the planet is uninhabited. If the planet is inhabited, though, there's only a 1 in 6 chance the city is ruined.

Roll for type:

1d6 Type of Buildings

- 1 Domed
- 2 Medieval Spires and minarets
- 3 Distinctly alien

Roll 1d6

- 1-2 hive-like
- 3-4 organic/plant-like
- 5-6 formed from solid energy
- 4 Anachronistic Modern Earth (19th or 20th century)
- 5 Looks like a Buddhist monastery/Pyramids/ Roman
- 6 Futuristic, like something out of a 1960's World Fair brochure.

Where are the characters?

Roll 1d6 The Characters Appear...

- 1-2 Just outside an important building (if you rolled under footnote # above, then stick with that style, otherwise roll under that footnote)
- 3-4 Indoors (roll under the Random Interior Set Generator)
- 5-6 Underground (roll under the Random Cave Generator)

Interior chambers will always have at least one exit, unless it's useful to the plot to have none.

Random Interior Set Generator roll twice

1d6 Size of Room and 1d6 Windows?

- 1 Cramped, None
- 2 Small, one small
- 3 Medium, many small
- 4 Large-several small
- 5 Large (auditorium), One large
- 6 Large (stadium sized), many large

Random Cave Generator

1d6 Size of Cave

- 1 Cramped, None
- 2 Small, Chasm
- 3 Medium, Massive Stalagmites/Stalactites
- 4 Large (auditorium sized) Strewn with rubble
- 5 Large (Stadium sized) Odd Crystalline Formations
- 6 Vast (extends into the distance) Building inside cave

Putting it all together...

For the first step, we take a look around the neighborhood. The system has 3 gas giants, 6 insignificant rocky planets and...a space anomaly, which may or may not be important later on.

For the next step, we determine what the sun looks like, it's a double system. The two suns are a red giant and a smaller Sol-type red star. We then roll the planet's details: red atmosphere, about half the size of Earth, only 1 moon, no rings, and thin cloud cover.

Next is the terrain. We roll and get 6 types: desert, water, desert, volcanic, desert and volcanic again. In other words, desert, water and volcanic. On the next roll, we get that one type is dominant. Rolling, we get 75% desert, with the remaining land mass an even mix of water and volcanic terrain.

So far, the view from orbit is a fairly forbidding one:

From orbit, the small planet is mostly sand with a few small mountain ranges. It's lit by the hellish amber glow from its twin red suns. A few small oceans, barely large enough to deserve that designation, are the only thing to break the endless sand dunes. As the ship swings across the divider between night and day, several spots of fire flare up across the surface—erupting volcanoes.

We continue to the Beam-In Location...

We start building the backdrop. Since we've already determined some of these details, we know what the sky looks like. We roll the local time: a 1 on 1d6. It's day when the party beams down. The sky is light red, almost salmon. There's only one moon, but it's large and cratered. A single thin cloud stands over the horizon to the north. Moving on, we fill in the ground's details...The dominant terrain type for our planet is desert. We roll d6 for the other two types, volcanic and water, to see if they're present in the background and get a 4 and a 2. Water isn't, but volcanic terrain is present. In Step 7, we check for weather—the roll comes up 3, so there's no wind. Now we roll for details...we find 3 significant background details: a cityscape, nothing and a terrain feature. Rolling on the Cityscape footnote, we get Faux-Roman. Since there is no life on this planet, it's abandoned a ruin.

Referencing the Terrain Feature footnote, we look under “desert” and roll. The landscape is cracked in oddly geometric patterns by the unrelenting heat of the suns. For the volcanic terrain, we get one roll on the background detail table and it comes up a building. We stick with the Faux-Roman and decide it's a large statue. Finally, we get a 2—the characters are just outside an important building. Since we rolled Faux-Roman before, we'll stick with it. Should we step inside said building...we roll under the random building generator and get the building's interior is large, about the size of a football stadium, still Faux-Greek/Roman and there are no windows.

Away team beams down...

You materialize on the planet below. Underneath a dusty salmon sky, the desert stretches to the horizon. A single thin cloud stands over the horizon to the north. To the south, a jagged mountain range stands. One of the peaks is smoking. At its base stands a statue of an alien woman, one arm raised high in greeting. The ground underfoot is cracked, its hard clay broken into irregular patterns by the unrelenting heat of the twin suns. Surrounding you on all sides are the ruins of a massive city, its broken columns and statues lining once grand streets. The buildings are square and majestic, built of marble and limestone. Even in their ruined state, they hold a sad grandeur. Before you is a building that could be a temple. Steps rise to the massive front gate, which is now hanging partially open. From where you stand, you can see a dimly lit room, large and filled with pieces of statues and urns. Of course, this still leaves us that pesky space anomaly. Could it be the cause of the alien civilization's fall? Or is it completely unrelated?

Appendix I: Additional Classes

GREEN SHIRTS: MARINES & SPEC-OPS

These are the muscle of Starfleet and are the tip of the spear when words fail. Whether it is a holding action on a hostile planet, an emergency evacuation of federation personnel, or boldly going where no one else can possibly go to do what no one else wants to, the mean green machine never says no.

Green Shirt Skills	DEFINITION
Infiltration	Getting into and out of areas secretly w/o being seen
Intelligence	Gathering information and piecing data together
Leadership	Providing focused direction to a group to achieve a goal
Small Unit Tactics	Police and military tactics for defense or raids

Green Shirt Talents

- Brawler
 - Command
 - Durable
 - Flurry
 - Intuition
 - Judo
- Jury Rig
 - Power Attack
 - Sabotage
 - Sniper
 - Starfleet Commendation
 - Stiff upper Lip

Brawler

Your successful unarmed attacks give your opponent a +1 increase in TN to stay in the fight. If your opponent would normally need to roll 11 or higher to stay in the fight, they would need to roll a 12.

Command

Once per day, you can give an order to someone. Should they choose to follow your command, they get a +1 bonus to achieve that action. Every time this is taken a bonus +1 and an additional order per day can be given.

Durable

You are a hardy soul; you add +1 to any roll you make to stay in the fight.

Flurry

Choose one type of attack: melee or ranged. With those types of attack, you can perform a flurry. A flurry allows you to gain an additional attack per round in exchange for a -1 to your roll hit on all attacks per round. Taking this Talent again lets you perform a flurry with the other type of attack (melee vs ranged).

Intuition

You have an innate Talent to sense trouble in the air. Once per adventure per level, you can make a 3d6+IQ roll vs TN 14. If successful, you get a hunch that everything is all right, or you get a bad feeling about a specific situation, based on the Referees best guess relating to the circumstances. In addition, all initiative rolls for the character will be at +1.

Judo

If you successfully grab an opponent, you can perform your next grapple action immediately instead of waiting for the next round.

Jury Rig

A Green Shirt with this Talent gains a +2 bonus on skill checks made to attempt temporary or jury-rigged repairs.

Power Attack

You can take a penalty to your attack roll and add the same amount to your opponent's test to stay in the fight if hit. If you took a +2 to your attack, your opponent would add +2 to the TN to stay in the fight if hit. So a TN11 would be a TN13. This Talent represents a predilection for risky maneuvers in combat and covers such things as drop kicks, dirty tricks, hay makers, trick shots and so on.

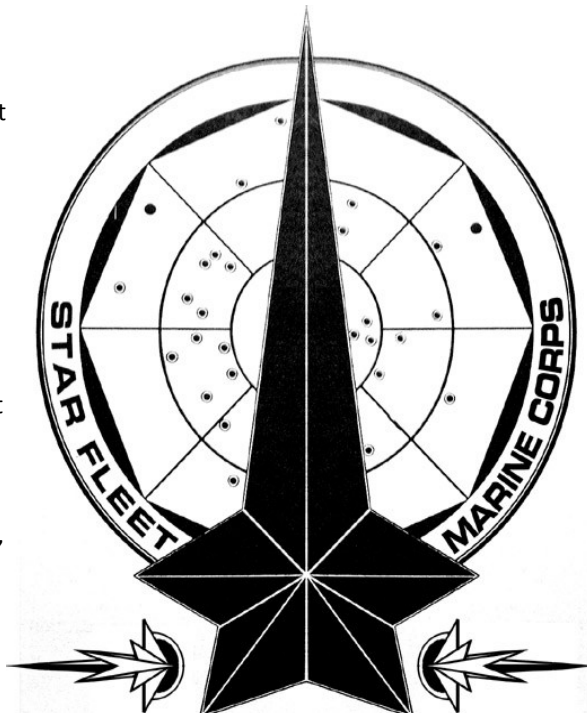
Sabotage

This talent knowing the best vehicle, system, door or mechanical inoperable. Gain attempt to

Sniper

When using a you add +1 to hit called shot." A represents shooting the someone's hand, hostage taker hostage, or hit on a door lock

Starfleet



represent ways to render a computer some other device +2 to rolls to sabotage.

ranged weapon and can "make a called shot things like item out of shooting the but not the the right button from a distance.

Commendation

Your acts of bravery under fire have earned you recognition and you serve as an example to others. Choose an event in which you demonstrated your skill—it need not be something that actually occurred in the season (campaign). You can “recount” events that occurred before the Series began. Describe the event briefly for future reference. You now have a +1 bonus to any skill rolls that may benefit from having a heroic reputation or a reputation for the type of skill you demonstrated. During any situation resembling the events that earned you your commendation—the Referee will be the final judge as to what qualifies. This talent may be taken more than once, but each additional event must be notably different than any previous Commendations.

Stiff Upper Lip

Once per Episode, any single failed TN roll by the character to stay conscious after being hit in combat be re-rolled to try to stay in the fight.

Green Shirt Ranks

Private	Major
Corporal	Lieutenant Colonel
Sergeant	Colonel
Staff Sergeant	Brigadier
Master Sergeant	Major General
First Sergeant	Lieutenant General
Second Lieutenant	General
First Lieutenant	Marshal
Captain	

 MERCHANTS & TRADERS

This is a unique class and if chosen, every character in the adventure should be of this class. They could be former Federation officers or of any alien race. These are independent souls of fortune plying the universe for fun and profit. Examples include Cyrano Jones and Harcourt “Harry” Fenton Mudd. They are created normally in terms of rolling up attributes and starting skill choices. Then they have their own class skills and talents as noted below. Follow the same character creation rules from earlier in the manual.

Merchant Skills	DEFINITION
Administration	Manage people, procurement, bureaucracy & cut through red tape.
Commerce	Buying, selling and trading commodities for maximum value
Forgery	Creating or detect forged documents, ID, cargo manifests, etc.
Starship Engineer	Damage control, transporters, electronics, warp tech, and repairs
Starship Navigation	Piloting a Starship and navigating it through space

Merchants & Traders Talents

- Agile
- Bluff
- Brawler
- Defensive Roll
- Fast Talking
- Intuition
- Jury Rig
- Plan
- Smuggle
- Space Jockey

Agile

You are excellent at dodging attacks. +1 to your defense in combat tests when under attack. This can be taken multiple times.

Bluff

You have a knack for fighting dirty. If you can communicate with an opponent, you can attempt a CA roll vs the opponent's roll. If successful, you can use your Charisma bonus as either a bonus to hit, damage or defense for one attack. How this looks can vary from cheap shots all the way up to out and out trickery.

Brawler

Your successful unarmed attacks give your opponent a +1 increase in TN to stay in the fight. If your opponent would normally need to roll 11 or higher to stay in the fight, they would need to roll a 12.

Defensive Roll

This requires the Agile Talent. If you are in a position to dodge out of the way of an attack but it hits you anyway, you can spend 1 Fate Point and completely avoid damage.

Fast Talking

Using the gift of gab to talk yourself out of trouble or talk someone else into agreeing with you. This can be used in trade to get a deal done, to up-sell the value of your items or to save your own skin. Add +2 in a test of Charm per adventure/episode.

Intuition

You have an innate Talent to sense trouble in the air. Once per adventure per level, you can make a 3d6+IQ roll vs TN 14. If successful, you get a hunch that everything is all

right, or you get a bad feeling about a specific situation, based on the Referees best guess relating to the circumstances. In addition, all initiative rolls for the character will be at +1.

Jury Rig

A Merchant with this Talent gains a +2 bonus on skill checks made to attempt temporary or jury-rigged repairs

Plan

If you have time to prepare a plan prior to a dramatic situation, you can grant a bonus equal to your IQ bonus on all skill checks and attack rolls made by you and your allies. Bonus drops by 1 point after each round until it reaches zero.

Smuggling

Hide people or property in a building, vehicle or ship so as not to be discovered by someone looking for it. It might be disguised, hidden or in some other way made inconspicuous. Those looking have TN17 to spot it.

Space Jockey

This gives you the Talent—once per Episode—to roll one Starship Navigation skill check twice, taking the better of the two rolls. Taking this Talent multiple times gives you additional uses of this Talent.

Types of Trade Goods

•**Agriculture/Food**-Represents seeds, livestock, raw vegetables, grains, meat or prepared food. 10,000 cr/ton

•**Minerals/raw materials**-Represents raw/base minerals, raw lumber, raw/ mined metals, unformed plastics. 20,000 cr/ton

•**Medical/Scientific**-Medical equipment or medicines, scientific equipment. 40,000 cr/ton

•**Manufactured goods (Basic)**-Hand tools, basic hand weapons/ slug throwers, formed plastics, cut and sized lumber, formed girders, poles, sheets of material, textiles/clothing 30,000 cr/ton

•**Manufactured goods (Tech)**-Phaser weapons, computer equipment, laser equipment, energy engines and equipment. 50,000 cr/ton

•**Luxury goods**-These would be high demand foods, alcohol, fashion, gens, art, and jewelry. 100,000 cr/ ton

Port types

These are the planet/port types that a trader might expect to come across. Their product needs will be based upon their port type.

•**Agriculture Planet**-typically produces food/livestock/textile materials. Would value manufactured goods and Medical supplies. Would not value Luxury or agricultural goods.

•**Mining Planet**-typically produces Minerals/raw materials. Would value agriculture and manufactured goods. Would not value Luxury goods nor Minerals/raw materials.

•**Developed Planet**-This planet is a functioning and developed planet, it may or may not be able to cover its own needs in each good category, but it will have a strong desire for luxury goods.

•**Colony/outpost**-These are settlers of a new planet, scientific or military out posts which usually have very little in terms of self-production. They will value agriculture, manufactured goods and medical most, luxury goods and minerals least.

•**Military/Scientific/ Starbase**- These would be space based outposts that rely on trade to provide all of their needs. As a result all goods are welcome and needed with agriculture and luxury goods being most valuable.

Trade Chart Values

Below is a chart showing the various value for good types by planet or base type. So 1 ton of Agriculture good would be worth 5,000 credits (10,000 x .5) on an Agriculture planet, but on a colony it would be worth 20,000 credits (10,000x2).

Trade Chart	Agriculture	Mineral	Medical	Basic MFG	Tech MFG	Luxury
Ag Plnt	0.5	1.25	1.5	2	2.5	1
Mn Plnt	2	0.5	1.5	2	2	1
Dev Plnt	0.5	1	1.25	1.25	1.5	3
Colony	2	1.5	1.5	2	1.5	0.5
Starbase	2	1.25	1.5	2	2	2

Nilron Class Freighter

- Size:** 96 kilotons, 156m long, 100m wide, 46m high, 4 decks. Cargo Space 23 tons
- Typical Crew:** 7 total, Unexceptional Commander.
- Cruise Speed:** Warp 4
- Emergency Warp:** Warp 6
- Impulse:** 0.40c maximum impulse (720,000 km/round)
- Shield Rating:** SR+2
- Armament:** Usually none. Depending on function of ship may have a bank of outdated phasers (WR+1) or other similar weapons.
- Notes:** Standard Freighter and in varying mechanical condition.

 SPECIAL CITIZENS

This class covers any specific specialist class or field expert like a renowned scientist, an entertainment personality, a noted historian, a diplomat, a politician, an archaeologist, etc. Because of the broad range potential of specialists the Referee will need to work out any specifics needed to facilitate the special our unique aspects of the special citizen.

For skills and creation they follow the same method presented in the manual. From the general skills, a starting character gets 8 points to spend picking skills, none can be above +2 to start. They also get 1 class skill. Then they pick two talents from the list below.

Citizen Skills	DEFINITION
Artist	Skilled at a performance or specific creative endeavor
Diplomacy	Interacting with new life and new civilizations to meet a goal
Leadership	Providing focused direction to a group to achieve a goal
Professional	Skilled in a business, scientific, or educational endeavor

SPECIAL CITIZEN TALENTS

- Agile
 - Connected
 - Famous
 - Fast Talking
 - Field Expert
- Impressive
 - Nefarious
 - Persuasive
 - Unique
 - Wealthy

Agile

You are excellent at dodging attacks. +1 to your defense in combat tests when under attack. This can be taken multiple times.

Connected

You have powerful friends in high (or low) places and are able to call upon their help when necessary to influence situations or to help you get what you want.

Fast Talking

Using the gift of gab to talk yourself out of trouble or talk someone else into agreeing with you. Can be used in trade to get a deal done, to up-sell the value of your items or to save your own skin. Add +2 in a test of Charm per adventure/episode.

Famous

Everyone knows you or wants to. You get +3 in reactions using Charm.

Field Expert

No one knows ONE field (Economics, Klingon History, Particle Beam weapons, Warp Engines, Transporter Tech, etc.) as well as you. Add +4 to IQ rolls when discussing, using, or researching your field of expertise.

Impressive

Your stature, bearing and manner of speech commands the attentions and respect of others. Your decisions or direction influence others, they have a TN14 to (IQ based) to refuse your commands or orders.

Nefarious

Your reputation is one that inspires fear, loathing or hatred from others. While they may not act to help you based on love, fear and intimidation can still help you to get what you want done. Others must pass TN 14 (IQ based test) to refuse your commands.

Persuasive

You can get people to see things your way, add +3 to your rolls to influence others in negotiations where the outcome is reasonable.

Unique

Your works (art, scientific, entertainment, etc.) are rare, special, sought after, worth more than others in the same endeavor.

Wealthy

Money is no object, and you use it liberally to change the minds and manners of others to suit your needs and desires.

Appendix II: Additional Races

In this section you can find optional additional races to add to your game. While the animated adventures may not be canonical to some fans, its still interesting to present the races here for your use. Add them as crew members or interesting foes.

Aurelian

Aurelians are a graceful bird-like species with an adult wingspan of approximately 3 meters that allows them to fly. They have feathered bodies which range in color from yellow to a deep orange. They stand taller than most humanoid and have feathers that range in color from bright yellow to blue-green. Although resembling birds, the Aurelians do have humanoid arms and legs

Creating an Aurelian Character

ST -1, DX +1

Species Talents

- **Historian Culture:** Aurelians are fascinated by Federation history and receive a +2 bonus on all skill rolls involving the Federation and it's past (including rolls not involving the actual Knowledge (Federation History) skill).
- **Wings:** Aurelians are able to fly at twice their normal movement speed using their wings. When in the air, they gain an additional +1 DX to perform acrobatic maneuvers, avoid obstacles, and to prevent being hit in combat.

Caitian

Caitians are a distinctly feline race with orange fur, tail, and large golden eyes. Their voices are soft and have a deep purring quality. Females also sport a thick orange mane. A peaceful species, Caitians are strictly vegetarian. They are a most cooperative and peaceful people, making Caitian crew members much sought-after throughout Starfleet.

Creating a Caitian Character

ST -1, CA +1

Species Talents

- **Excellent Hearing:** Their range of hearing is far superior to humans, both low and high frequencies are detectable. As such, they gain a +2 bonus to any skill rolls affected by their keen hearing.
- **Night Vision:** Caitians are able to see normally at night, as long as there is some source of light, no matter how dim.
- **Vegetarian:** Caitians are a purely vegetarian species, and would in fact prefer to go hungry rather than eat meat.

Cygnian

Cygnians are a humanoid race that possess some equine-like qualities; they have lilac skin, thick golden hair that extends down the spine, and a thick, horse-like tail. Their eyes are green with cat-like pupils. Their society is matriarchal and female dominated as male Cygnans are only semi-intelligent.

Creating a Cygnan Character

ST +1

Species Talents

- **Culture of Computers:** Cygnians are well known for their skill in computer use and programming. They gain a +2 bonus on all skill rolls involving computer use and programming.

Deltan

Deltans are a humanoid species that differs only slightly from humans of Earth, though they tend to have lighter frames. They possess no body hair except that eyebrows and lashes, and they produce the most potent pheromones known to Federation science. They are also an empathic species, able to administer a type of psychic anaesthetic to dull pain.

Creating a Deltan Character

ST -1, CA +1

Species Talents

- **Empathic Anaesthetic:** Deltans can, by touch, enter a type of mind meld that can deaden pain felt by others. In effect this reduces the TN to resist unconsciousness to the next lowest number as long as the Deltan maintains physical contact and for one hour afterwards. This does not cure any injuries, but removes all sensation of pain from the damage. When the empathic Anaesthetic wears off, the recipient must make a check at the original (or higher if more damage was taken) TN to remain conscious.
- **Pheromones:** Deltans get a +2 bonus when interacting with humanoids.
- **Psychic:** All Deltan characters gain the Psychic Talent as a bonus.
- **Vow of Celibacy:** All Deltans must take a vow of celibacy before entering Starfleet, preventing them from having sexual relations whilst remaining within the service.

Edoan

Edoans are a race of 3-armed, 3-legged humanoids with orange skin and concave skulls. They are hairless and stand slightly shorter than most humans. Their extra limbs give them greater manual dexterity and stability than other humanoids, but they are not quite as strong. Edoans tend to have soft, melodic voices.

Creating an Edoan Character

ST -1, DX +1

Species Talents

- **Fast:** Edoans are able to move remarkably fast due to their three legs, gaining an additional 10 feet to their movement. Furthermore, they gain a +2 bonus on any check taken to maintain their footing.
- **Fine Manual Dexterity:** Due to their three hands, Edoans enjoy a +1 bonus to any skill check that requires fine dexterity which includes but is not limited to piloting, making repairs, and creating works of art.

Gnash

Gnash are bipedal 2 meter tall dinosaur-like aliens known for their great strength. They have dark green scales with a large fin, or crest, running back from the front of their heads at the mid-line of the skull, and large yellow eyes. The Gnash are also able to alter the color of their scales much like an earth chameleon. This ability can even be extended to specially treated clothing.

Creating a Gnash Character

ST +2, DX -1

Species Talents

- **Camouflage:** Gnash are able to change the color of their scales to blend in with their surroundings. In any situation where hiding or remaining unseen plays a factor, a Gnash gains a +2 bonus.

Nasat

Nasat are a crustationoid race with six arms, two legs, and a lizard-like tail. Hairless, and standing shorter than the average human, they are covered in a protective chitin armor except for their face and extremities. They are cautious to the point of cowardice, with a strong aversion to taking risks of any kind. The Nasat are not members of the Federation, but have been known to work closely with the Federation on a number of levels

Creating a Nasat Character

DX +1, CA -1

Species Talents

- **Chiton Armor:** Nasat gain +2 Armor AR(+2) except on their extremities and face. When attacked or staying conscious add +2 to the roll.
- **Multi Limbed:** Nasat have 6 arms. While this does not provide them with extra actions, it does allow them to hold several more items and still perform other tasks with their free hands.
- **Cowards:** Nasat are an extremely cautious race. Their immediate reaction to danger is to curl up into a tight ball to protect their limbs and face, and roll away from any threat. In any situation where bravery plays a factor, a Nasat will take a -2 penalty

Phylosian

Phylosians are a race of extremely long-lived motile plants. Their home world, Phylos, never evolved advanced animal life. Instead, plants developed into the dominant life-form, filling most of the ecological niches that animals do on other worlds. Phylosians do not resemble humanoids in any way, having seven flexible arms and four sturdy legs. Their heads look like an asparagus tip with two sight organs on top of stalks. Phylosians do not possess vocal cords. Instead they utilize a type of universal translator that transmits their thoughts into words. Among themselves, they communicate through arm movements and pheromones.

An extremely intelligent race, Phylosians are known for their advanced medical skills. They are a peaceful species, abhorring violence in all its forms. Due to a disease introduced to their world by a human, Phylosians are an infertile species, doomed to extinction if a remedy is not discovered.

Creating a Phylosian

IQ +1

Species Talents

- **Durable:** Phylosians gain +1 Armor AR(+1) due to their fibrous, woody structure. When attacked or staying conscious add +2 to the roll.
- **Multi-limbed:** Phylosians have 7 arms. While this does not provide them with extra actions, it does allow them to hold several more items and still perform other tasks with their free hands. Furthermore, their four legs provide them a very stable base. In any situation where stability or footing plays a factor, Phylosians gain a +2 bonus.
- **Mute:** Phylosians cannot speak to other races without the translator-voder they wear around their neck.
- **Pacifists:** Phylosians are a peace-loving race. Not only will they actively avoid conflict, but they will work towards a peaceful solution to any situation

Saurian

Saurians are a reptilian species with large bulging yellow eyes and smooth pink skin. They are amphibian and are equally at home on land or in water. Due to their 4 hearts, Saurians are extremely strong considering their slight frame, and they are able to breathe a surprisingly varied number of gasses.

Creating a Saurian Character

ST +2, DX -1, CA -1

Species Talents

- **Amphibious:** Saurians are completely comfortable in the water and suffer no movement or other penalties when submerged. Furthermore, they can swim at their normal movement speed.
- **Adaptive Respiration:** Saurians are able to breathe a large number of different gasses, many of which would kill other humanoids.
- **Infrared Vision:** Saurians have a second transparent eyelid that, when closed over the eyes, allows them to see into the infrared spectrum.
- **Sensitive Eyes:** Saurians are a nocturnal species and find any light brighter than low illumination to be painful, forcing them to wear goggles to protect their eyes.

Tiburonian

Tiburonians are genetically and physically very similar to humans, except for their large, shell-like ears. They are a highly intelligent and advanced species and are well known for the scientific advances they have made and passed on to the Federation.

Creating a Tiburonian Character

IQ +1

Species Talents

- **Enhanced Hearing:** Their range of hearing is far superior to humans. As such, they gain a +2 bonus to any skill rolls affected by their keen hearing.

Vedala

The Vedala are the oldest space-faring species known to the Federation, their technology, especially in the areas of teleportation, holographics, and temporal mechanics, is particularly advanced almost to the point of appearing like magic to other space-faring cultures. The Vedala are a felinoid race with a hunched posture, white fur, and a long bushy tail. They are very insular, having refused invitations to join the Federation on more than one occasion.

Stat Adjustment

IQ +4

Species Talents

- **Claws/Fangs:** which give a natural +1 attack (plus ST bonus)
- **Advanced technology:** Vedala technology can seem like magic to other races, and can be activated with a hand gesture or vocal articulations.

APPENDIX III: ALIENS & ANIMALS

What would the Trek universe be without strange and unusual aliens and creatures? Next are a few classic aliens & animals.

Argonian Sur-Snake

Sur-Snakes are immense, 150 meter long marine reptiles native to the planet Argo. They resemble a scarlet Earth snake with four long tentacles that end in fins, a dorsal fin, fangs, and bulbous yellow eyes. They are known for their ability to breathe both air and water. Sur-Snakes are extremely aggressive and are able to spit a deadly poison.

Stats

ST +10, DX -1, IQ -3, CA +0

Species Abilities

- **Aquatic:** Sur-snakes are completely aquatic in nature. They are able to breathe water, swim at four times the normal movement rate and are suffer no penalties when submerged.
- **Fangs:** which give a natural +1 attack bonus (plus ST bonus).
- **Multiple Attacks:** Sur-Snakes have four tentacles. These limbs are highly flexible and manoeuvrable, giving the Sur-Snake a +2 bonus when making attacks with them. Furthermore, they are able to attack twice in a round with no penalty.
- **Venomous Spit:** Sur-Snakes can spit their venom to a distance of 15 meters. If struck, the victim must make a TN 11 damage check to remain conscious. Each 30 minutes thereafter, another check must be made at progressively harder TNs (14, then 17, etc). If the check is failed, the victim become unconscious, and must continue to make checks every further 30 minutes or die.

Berengarian Dragon

Berengarian dragons are large winged, beautiful reptilian creatures native to Berengaria. They range from 3 to 10 meters in length and bear a striking resemblance to the dragons of ancient Earth myth. They are docile creatures and live a strictly herbivorous life. While their wings do not seem large enough to enable the dragons to fly, they are able to extract hydrogen from water and store the gas in specialized organs in their body, making them lighter than what first appearances would suggest. Their physiology also

makes them not as strong as a creature their size would be. Excess hydrogen is expelled from the mouth and ignited by electro-chemical means.

Stats

ST +5, DX 0, IQ -3, CA +0

Species Abilities

- Fiery Breath:** Berengarian dragons can breathe fire as a defensive action, with a damage of TN 11. They can breathe a gout of flame that extends from their mouth 5 meters and is 2 meters wide at the end. If a Berengarian dragon breathes flame more than three times, it no longer possesses enough hydrogen in its internal organs to maintain or initiate flight.
- Wings:** Berengarian dragons are able to fly at twice their normal movement speed using their wings. When in the air, they gain an additional +1 DX to perform acrobatic manoeuvres, avoid obstacles, and to prevent being hit in combat.



Capallen Power Cat

Power cats are approximately the size of Earth lions, with tawny brown fur, a short tail, and a row of black spines across the tops of the head and along the spine. They are capable of giving an electric shock of up to 2,000 volts. They are known to be untamable and it requires a hypo-spray at the highest setting to make them docile

Stats

ST +5, DX +2, IQ -3, CA -1

Species Abilities

- Claws/Fangs:** which give a natural +1 attack bonus (plus ST bonus).
- Fast:** Capellan power cats run at twice their normal movement rate.
- Electrical Discharge:** When touched, they are able to discharge up to 2,000 volts of electricity, TN 14.

Denebian Slime Devil

Slime devils are extremely foul-tempered creatures found in the swamps and oceans of Deneb. They range in size from a few centimeters to over 3 meters and weigh up to 215kg. They have four long scarlet legs, a short violet body and a large scarlet heavily protected head. The slime devil has no eyes, using a natural form of RADAR which is emitted from the array of appendages around their heads. They also sense their prey from the olfactory opening in the center of their face-plate. Slime devils will normally hide beneath the water near the shoreline and wait for suitable prey, which they strike quickly with their forelegs and then drag them under water where they immobilize their victim and shred them with their sharp teeth. Slime devils rarely leave the water, as they are ungainly on land.

Stats

ST +2, DX +1, IQ -3, CA -1

Species Abilities

- **Ambush Hunters:** When hiding in their natural environment, slime devils are extremely difficult to see. Observers suffer a -4 penalty in trying to spot a hiding slime devil.
- **Armor(+2/+4):** Slime devils have a chitin-like armor protecting their bodies (AR +2). Furthermore, their heads are extremely well protected (AR +4) except for their olfactory orifice. Attacks made at the olfactory orifice will cause a slime devil to retreat rather than risk injury to this delicate organ.
- **Aquatic:** Slime devils are amphibious in nature. They are able to swim at twice the normal movement rate and are suffer no penalties when submerged.
- **Exotic Senses:** Slime devils sense their surrounding with RADAR. They are unaffected by light conditions.
- **Lightning-fast Attack:** Slime devil attacks are lightning fast, much like an Earth praying mantis. Their initial strike is made at +4 and if they succeed they have automatically grapple their victim.
- **Teeth and Claws:** Slime devils have extremely sharp teeth and claws which give a natural +2 attack bonus (plus ST bonus).

Horta are a silicon based species that tunnel through rocks using an incredibly strong acid they naturally produce. This acid can also be used defensively in necessary. The horta periodically die out, leaving only their eggs and a caretaker to raise the next generation.

Stat Adjustment

ST +1, -DX -2, CA- 1

- **Tough Hide (AR +4):** Horta are silicon based life forms. They are much harder to injure and stun than carbon based life forms, armor +4
- **Burrowing:** The Horta can easily burrow through earth and even solid rock using the acid it naturally produces. They may burrow at their normal movement speed.
- **Acid:** Hortas may also use their acid offensively, causing a TN 14 damage.

Kaferian

Kaferians are insect-like humanoids with wide-set compound eyes and sharp mandibles. They are well known for their advances in genetics, and are also exporters Kaferian apples, olives, and an alcoholic beverage known as verguzz. They have a close alliance with the Federation, but are not full members.

Stat Adjustment

ST +1, -DX +1, CA-2

Species Talents

- **Armor (AR +2):** Kaferians have a strong exoskeleton, armor +2
- **Culture of Genetics:** Kaferians are highly advanced in Life Sciences, especially in the field of genetics. They gain a +2 bonus on all skill rolls involving genetics.
- **Hive Mind:** Kaferians are all connected to each other through a hive mind. This allows them to share thoughts and memories, and to maintain communication with each other.
- **Planet Bound:** Due to their connection to hive mind, Kaferians find it difficult to leave their home planet and will perish within 18 hours of leaving.

Kzin

Kzin have been an enemy of humans since before the formation of the Federation. They are a large feline species standing close to 8ft tall. They are covered in orange fur with

darker reddish or brown markings around the eyes, have naked rat-like tails, and external ears that fold down like parasols. They are extremely violent and ruled by a personal honor system. Only the male of the species is intelligent; the females having only base animal intelligence, leading the Kzin to underestimate the abilities of females of other species.

Stat Adjustment

ST+3, DX+1, CA-1

Species Talents

- **Alien Strength:** Skill rolls involving strength are increased by +2 and the character can lift twice as much as a normal character.
- **Claws/Fangs:** which give a natural +1 attack (plus ST bonus)
- **Fur/Reinforced Skeleton (AR +2):** Kzin have thick fur, two hearts, and their ribcages are reinforced. They harder to injure and stun than human-like species, armor +2.
- **Honor-Bound:** Kzin live by an honor system that is very similar to the ancient Japanese system of Bushido. It is very important for Kzin warriors not to lose face, never refuse a challenge, and to avenge all slights and insults.

Kzin Telepath

The Kzin also produce a small number of telepaths. Cubs are tested at a young age, and if found to have telepathic ability, are especially trained. Reading the minds of others is particularly taxing on Kzin, leaving the telepaths weak, sickly, and paranoid at best. The strongly dislike reading the minds of females and vegetarians.

Stat Adjustment

DX-1, CA-2

Species Talents

- **Alien Strength:** Skill rolls involving strength are increased by +2 and the character can lift twice as much as a normal character.
- **Claws/Fangs:** which give a natural +1 attack (plus ST bonus)
- **Fur/Reinforced Skeleton (AR +2):** Kzin have thick fur, two hearts, and their ribcages are reinforced. They harder to injure and stun than human-like species, armor +2.
- **Psychic:** Kzin Telepaths gain the Psychic talent.

- **Telepathic:** Kzin telepaths are strong psychic; in some ways more so than Vulcans. They are able to use the Mind Meld talent, but unlike Vulcans, they are able to use at range though range penalties, as per ranged combat apply.

Lactrans

Lactrans are 30-meter long, slug-like mollusks that have a prehensile trunk with 3 highly flexible digits on the end. They are a highly intelligent species that, as a whole, possess vast telepathic abilities. Their abilities are so powerful that they are able to confuse the sensors of a starship, rendering their planet essentially invisible.

Stat Adjustment

+6 ST, -2DX, +4 IQ

Species Talents

- **Prehensile Trunk:** The smaller tentacles on the end of a Lactan's trunk are very dexterous. They gain a +2 bonus on any skill that requires fine manipulation.
- **Psychic:** Lactrans gain the Psychic Talent for free.
- **Telepathic:** Lactrans are highly telepathic, communicating with such speed and sophistication that even a Vulcan can only capture fleeting images of the message. They are able to read thoughts like a Vulcan Mind Meld ability, but can do so with visual targets within 500 meters.

Phylosian Retlaw Plant

The retlaw plant is a small motile plant found on the planet Phylos. It somewhat resembles a mauve tribble with four purple segmented leg-like roots. Retlaw plants have no intelligence to speak of, but move about and plant themselves as their instincts dictate. While they may appear harmless, and in fact somewhat friendly, the retlaw plant has a nasty bite that injects a highly deadly toxin that not even the advanced medicine of the Federation is able to combat. The only known antidote is secreted by the Phylosians.

Stats

ST -3, DX 0, IQ -3, CA 0

Species Abilities

- **Toxic bite:** The sharp bite of the Retlaw Plant injects a deadly fast-acting toxin. If bitten, the victim must make a TN 11 damage check to remain conscious. Each minute thereafter, another check must be made at progressively harder TNs (14, then 17, etc). If the check is failed, the victim become unconscious, and must continue to make checks every further minute or die.

Phylosian Swooper

Swoopers are a species of motile plants that resemble a cross between a dragon and a bird. They are approximately 5 meters in length, are purple in color, have a pair of veined purple wings, and two flexible tentacle-like roots that extend from its underside. Relatively aggressive, swoopers are infamous for their high-pitched shrieking cry.

Stats

ST +2, DX +1, IQ -3, CA 0

Species Abilities

- **Tentacle Roots:** Swoopers have two tentacle-roots. These limbs are highly flexible and maneuverable, giving the swooper a +2 attack bonus (plus ST bonus) when making attacks. Furthermore, if a swooper succeeds in an attack, it may automatically grapple its victim, rendering them immobile.
- **Wings:** Swoopers are able to fly at twice their normal movement rate using their wings. When in the air, they gain an additional +1 DX to perform acrobatic maneuvers, avoid obstacles, and to prevent being hit in combat.

Regulan Eel-bird

Eel-birds are an avian creature that exhibits traits of both eels and birds, though they are related to neither. They range in size from very large to a small pygmy species, and are well known for their instinctive mating drive, which causes them to return to the same caves they hatched every 11 years to mate and raise their young. Cooked Regulan eel-bird eggs are considered a delicacy.

Stats

ST +1, DX +3, IQ -3, CA +0

Species Abilities

- **Homing Ability:** Eel-birds have an uncanny ability to find the exact location in which they hatched, and return there every 11 years to mate.
- **Wings:** Eel-Birds are able to fly at twice their normal movement speed using their wings. When in the air, they gain an additional +2 DX to perform acrobatic maneuvers, avoid obstacles, and to prevent being hit in combat.

Rigellian Hypnoid

Rigellian hypnoids are creatures native to the Rigel System. They are about the size of a medium dog. They have pink fur, six-legs, sharp claws, and the psionic ability to create visual illusions. The Hypnoid is able to draw forth from a target's mind a desirable subject and then generate that as an illusion around it. Those with the right knowledge can manipulate a hypnoid to generate an illusion of their choosing. While the hypnoid is not intelligent, it is able to make the mental hallucination communicate by again drawing from the target's mind what they expect the illusion to say.

Stats

ST -1, IQ -3

Species Abilities

- **Claws:** Hypnoids have sharp claws which give a natural +1 attack bonus (plus ST bonus).
- **Illusions:** Hypnoids draw images from a target's mind and project it around them. The illusions can be seen by those around the Hypnoid, and the illusion will act and react as the victim believes it would, even to the point of conversation. This illusion can be disrupted by an energy burst such as generate by a phaser. Characters with the Psychic talent get to resist the Hypnoid's illusion by rolling IQ against TN11, +1 per level of the Psychic talent they have.
- **Psychic:** Hypnoids are able to open their minds to sense local psychic phenomena.



Neuralian Mugato

Mugatos are large, intimidating animals that can reach a height of two meters or more, and are covered by a thick pelt of white fur all over their bodies with the exception of their faces and hands. They are similar to the great apes of Earth in their physical proportions and prehensile hands and feet. They are extremely aggressive and territorial. All of their teeth are sharp and serrated and their fangs contain a strong venom that is fatal to most humanoids within a matter of hours. Mugatos have a single large, thick horn projecting from the top of their cranium as well as smaller spikes running down the spine.

Stats

ST +4, DX +1, IQ -3, CA -2

Species Abilities

- **Alien Strength:** Skill rolls involving strength are increased by +2 and a Mugato can lift twice as much as a normal.

- **Horn:** A mugato has a single sharp curved horn growing from the top of its head. When used in combat, it grants a +2 attack bonus (plus ST bonus).
- **Teeth:** which give a natural +1 attack (plus ST bonus).
- **Thick Fur AR (+1):** The mugato has a coat of thick white fur that provides it with +1 armor.
- **Toxic Bite:** The sharp fangs of the Mugato inject a poison that is fatal to most humanoids within hours. If bitten, the victim must make a TN 11 damage check to remain conscious. Each 30 minutes thereafter, another check must be made at progressively harder TNs (14, then 17, etc). If the check is failed, the victim becomes unconscious, and must continue to make checks every further 30 minutes or die. The only known cure for mugato toxin is the mahko root.

Tribble

Tribbles are small, round, fur-covered creatures that have no limbs or external sensory organs. Their entire physiology is geared towards eating and breeding. Young tribbles are born pregnant, and continue to multiply as long as there is sufficient food available for their needs. Despite being completely harmless, tribbles react violently towards Klingons.

Stats

ST -3, DX -2, IQ -3, CA +3

Species Abilities

- **Calming purr:** When stroked, tribbles emit a gentle purr that most humanoids find extremely pleasing and calming. Any attempt to do anything other than pat a purring tribble requires an IQ check at TN 11. A purring tribble has no effect on Klingons.

Vegan Scora

The scora is a large creature vaguely resembling a cross between a great ape and a dinosaur. They are large creatures, reaching some 4.5 meters in height, and are incredibly strong. They are known for their hostile and aggressive natures.

Stats

ST +5, DX 0, IQ -3, CA -2

Species Abilities

- **Alien Strength:** Skill rolls involving strength are increased by +4 and the score can lift five times as much as normal, enough to lift and throw a large rock.
- **Claws:** which give a natural +1 attack (plus ST bonus).

Vendorian

Vendorians are an octopoid race with six tentacles and five glowing yellow eyes. In their natural form they tend to be orange or red in color. Vendorians have a culture of deception and misdirection which has led the Federation to quarantine their homeworld even though their medical technology is more advanced than what the Federation is capable of.

Stat Adjustment

DX +2

Species Talents

- **360 Degree Vision:** In their natural form Vendorians have 5 eyes spaced equally around their head, making it extremely difficult for them to be snuck up upon.
- **Cellular Metamorphosis:** Vendorians have perfected the skill of cellular metamorphosis, enabling them to take on the form of anything of similar mass. A Vendorian must first come into contact with the object it wishes to mimic. When mimic a living creature, the Vendorian also mimics some of that creature's memories, personality, and emotions. The longer the Vendorian remains in the creature's form, the stronger those mental traits become.
- **Culture of Deception:** To Vendorians, deception is a way of life, and they have perfected it down to a fine art. They gain a +2 bonus on all skill rolls involving deception.
- **Stun Touch:** Vendorians are able to render a humanoid unconscious by touching them on the neck. This essentially functions identically to the Vulcan Nerve Pinch talent.

Vulcanian Le-Matya

Large feline-like predators, the le-matya has a thick leathery hide that is colored green with yellow markings, and has claws that inject a lethal toxin. They are native to Vulcan, found primarily in the foothills and great deserts. They are known to aggressively attack anything they encounter, even if they are not hungry.

Stats

ST +5, DX +1, IQ -3, CA -1

Species Abilities

- **Aggressive:** Le-matya have +2 to all initiative rolls.
- **Claws/Fangs:** These give a natural +1 attack (plus ST bonus).
- **Fast:** Le-Matya run at twice their normal movement rate
- **Thick Hide AR (+1):** A natural armor. Add this to rolls when under attack or staying conscious.
- **Toxic Claws/Fangs:** They inject a poison that is fatal to most humanoid within hours. If bitten, the victim must make a TN 11 damage check to remain conscious. Each 30 minutes thereafter, another check must be made at progressively harder TNs (14, then 17, etc). If the check is failed, the victim become unconscious, and must continue to make checks every further 30 minutes or die unless treated by a Vulcan physician.

Vulcanian Sehlat

Often described as a “teddy bear”, the sehlat is a predator native to the planet Vulcan. They resemble the grizzly bear of Earth, with brown fur and 6 inch fangs. Wild sehlat are ferocious predators but when domesticated they make loyal and steadfast companions.

Stats

ST +7, DX +1, IQ -3, CA -1

Species Abilities

- **Fangs:** which give a natural +2 attack (plus ST bonus).
- **Fur AR (+1):** A natural armor. Add this to rolls when under attack or staying conscious.
- **Terrible Climber:** Sehlat do not like to climb, preferring to remain close to the ground. Any attempt to climb incurs a -2 penalty.

Appendix IV: Klingons

Klingon Race

Klingons are typically bronze or brown skin, with long mustaches and beard facial hair. They are possessed of physical abilities similar to humans, although a bit stronger and lacking any in charisma. While occasionally capable of honor, Klingons are considered by other races to be without redeeming qualities because they are seen as power hungry, brutish, scheming, and murderous.

The Klingons adhere to a strict code of honor, similar to feudal Mongolian or Japanese customs, although some, struggle to live up to their ideals. Their society is based on war and combat; ritual suicide is often preferred over living life as a crippled warrior, and may allow a warrior to die with honor. To be captured rather than killed in battle brings dishonor to not only the captive but his descendants. Death is depicted as a time for celebration, not grief.

Klingon Government

The High Council is presided over by the Chancellor, and is composed of a faction-based cabinet. Prominent members are leaders of one of the various Houses of the Empire – most of the seats are hereditary and some are conferred on distinguished figures, as with the House of Lords, the exact number of council members is not known. The Chancellor sits in an elevated chair at the front of the room, and the other council members surround him in a semicircle.

The council directs the political, diplomatic, military and internal matters of state. The Chancellor is empowered to enter into treaties on behalf of the council and the people, and has general executive power, although he is considered a *primus inter pares* subordinate to the Emperor. They also provide overall strategic direction on military matters, but in practice tactical and logistical matters are left to the battlefield commanders.

The council acts as all three branches of government - executive, legislative and judicial. For crimes committed against the Empire, the council can judge the guilt of an individual Klingon and his entire family. If the Klingon is found guilty of a crime, he and his entire family will suffer the consequences of the crime. For example, treason causes the family to lose their honor for seven generations.



Klingon Military

There are 3 main branches of Klingon military and characters can be created from any of these 3 branches: Klingon Star Navy (KSN), Klingon Star Marines (KSM), Klingon Secret Service (KSS)

The KSN is the Klingon space force and covers all star ship actions for the Empire from merchant shipping, mining ship's to combat ships. Often the trade routes, military areas, bases or patrols are awarded to specific Klingon Houses. There can be much infighting and challenges within houses vying for certain routes or areas. Often this leads to Houses striking out and attempting to conquer new areas "For the glory of the Emperor" and for the glory, prestige and wealth of their own House.

Klingon vessels are often a mixed crew with up to 60% of the crew being servant races or crew pressed into service. All major ship systems are controlled by an actual Klingon.

In the KSM, there are nine different ranks: Admiral, General, Fleet Admiral, Brigadier General, Captain, Commander, Lieutenant, Ensign and Yeoman.

The KSM represents the ground based military force of the Empire. Each House is required to supply troops and these are used to secure the planets, bases, and areas claimed by the Empire. These troops are also used to put down rebellions of subject races as well. All KSN vessels carry some compliment of KSM troops. These are there to supply security, fend off boarding actions as well as insuring the loyalty of the non-Klingon crew. There are nine different ranks: General, Major, Sergeant Major, Master Sergeant, Gunnery Sergeant, Sergeant, Corporal, Lance Corporal, Private.

The KSS represents the special sciences and intelligence gathering of the Empire. Often talked about as the Emperor's hand, the KSS are (supposed) to be loyal only to the Empire and the Emperor. Their goal is to execute missions important to the Emperor and to the empire regardless of the whim or will of any specific Klingon House. It is rumored there are KSS on board every ship and in every force across the empire. Whether that is true or not is second to the fear and caution it instills in the Klingon military forces. There are no published ranks for KSS personnel.

Creating Klingon Characters

Roll for each of the four attributes (ST/IQ/DX/CA) using the chart on p.10

Klingon Attribute modifiers

ST +1, CA -1

Special Attributes:

Aggressive: Klingons have +2 to all initiative rolls.

Durable: +1 on any tests to stay in the fight

Skills: Use the same Trained Skill list on page 16

Class: Choose a branch of service Klingon Star Navy, Klingon Star Marines, Klingon Secret Services.

Special Class Skills and Talents, see below by branch of service (Class)



Klingon Star Navy

KSN Skills	DEFINITION
Communications	Covers use of com devices and encryption/ code breaking
Leadership	Providing focused direction to a group to achieve a goal
Starship Combat	Managing shields, weaponry, tactic and damage control
Starship Navigation	Piloting a Starship and navigating it through space
Starship Engineer	Damage control, transporters, electronics, warp tech, and repairs
Sensors	Covers sensor devices, locating cloaked vessels, jamming and unjamming sensors, fine tuning sensors

KSN Talents

- | | |
|-----------------------|----------------------|
| •Agile | •Klingon Diplomacy |
| •Command | •Miracle Worker |
| •Intuition | •Power Attack |
| •Jury Rig | •Space Jockey |
| •Klingon Commendation | •Unorthodox Maneuver |

Agile

You are excellent at dodging attacks. +1 to your defense in combat tests when under attack. This can be taken multiple times.

Command

Once per day, you can give an order to someone. Should they choose to follow your command, they get a +1 bonus to achieve that action. Every time this is taken a bonus +1 and an additional order per day can be given.

Intuition

You have an innate Talent to sense trouble in the air. Once per adventure per level, you can make a 3d6+IQ roll vs TN 14. If successful, you get a hunch that everything is all right, or you get a bad feeling about a specific situation, based on the Referees best guess relating to the circumstances. In addition, all initiative rolls for the character will be at +1.

Jury Rig

Those with this Talent gains a +2 bonus on skill checks made to attempt temporary or jury-rigged repairs.

Klingon Commendation

Your acts of bravery under fire have earned you recognition and you serve as an example to others. Choose an event in which you demonstrated your skill—it need not be something that actually occurred in the season (campaign). You can “recount” events that occurred before the series began. Describe the event briefly for future reference. You now have a +1 bonus to any skill rolls that may benefit from having a heroic reputation or a reputation for the type of skill you demonstrated. During any situation resembling the events that earned you your commendation—the Referee will be the final judge as to what qualifies. This Talent may be taken more than once, but each additional event must be notably different than any previous Commendations.

Klingon Diplomacy

When holding a weapon in a threatening manner, you can face down any number of foes. As an action, the character can brandish his or her weapon, making an active test (3d6+ST) vs the opponent. If successful, the enemy is cowed for one action. If successful by 5 points or more, the opponent surrenders. If the Klingon tries to threaten more than one opponent at a time, give the opponents a bonus to their save equal to +1 for every person in the group.

Miracle Worker

Spend a Fate Point and a repair takes half the time it normally would. Take this Talent twice, and you can spend 2 Fate Points to take a quarter of the time. If this reduction in

repair time would reduce repair time to less than 1 round, then the Klingon can repair the damage in a single action.

Power Attack

You can take a penalty to your attack roll and add the same amount to your opponent's test to stay in the fight if hit. If you took a -2 to your attack, your opponent would add +2 to the TN to stay in the fight if hit. So a TN11 would become a TN13. This Talent represents a predilection for risky maneuvers in combat and covers such things as drop kicks, dirty tricks, haymakers, trick shots and so on.

Space Jockey

This gives you the Talent—once per episode—to roll one Starship Navigation skill check twice, taking the better of the two rolls. Taking this Talent multiple times gives you additional uses of this Talent.

Unorthodox Maneuver

The things you do in ship to ship combat situations tend to become named after you. Assuming you have time to prepare an unorthodox plan of action, you may spend a Fate Point and make an 3d6+IQ + Starship Navigation skill vs skill roll against your opponent. If successful, you automatically gain a surprise round on your enemy. For every additional 3 points you beat your opponent's roll by, you gain an additional +1 bonus on your first action against that opponent.

Klingon Star Marines

KSN Skills	DEFINITION
Communications	Covers use of com devices and encryption/ code breaking
Leadership	Providing focused direction to a group to achieve a goal
Engineering	Repairing, or developing equipment
Small Unit Tactics	Police and military tactics for defense or raids
Infiltration	Getting into and out of areas secretly w/o being seen

KSM Talents

•Agile	•In the Back
•Command	•Klingon Commendation
•Flurry	•Klingon Diplomacy
•Intuition	•Plan
•Jury Rig	•Power Attack

Agile

You are excellent at dodging attacks. +1 to your defense in combat tests when under attack. This can be taken multiple times.

Command

Once per day, you can give an order to someone. Should they choose to follow your command, they get a +1 bonus to achieve that action. Every time this is taken a bonus +1 and an additional order per day can be given.

Flurry

Choose one type of attack: melee or ranged. With those types of attack, you can perform a flurry. A flurry allows you to gain an additional attack per round in exchange for a -1 to your roll hit on all attacks per round. Taking this Talent again lets you perform a flurry with the other type of attack (melee vs ranged).

Intuition

You have an innate Talent to sense trouble in the air. Once per adventure per level, you can make a 3d6+IQ roll vs TN 14. If successful, you get a hunch that everything is all right, or you get a bad feeling about a specific situation, based on the Referees best guess relating to the circumstances. In addition, all initiative rolls for the character will be at +1.

In The Back

Once per fight, you can force an opponent to re-roll one “stay in the fight” static test if they successfully passed a test from an attack you did to them this turn. If they fail the test they are unconscious. This Talent can be taken only once and only applies to damage you did to a defender—it's purely offensive.

Jury Rig

Those with this Talent gains a +2 bonus on skill checks made to attempt temporary or jury-rigged repairs.

Klingon Commendation

Your acts of bravery under fire have earned you recognition and you serve as an example to others. Choose an event in which you demonstrated your skill—it need not be something that actually occurred in the season (campaign). You can “recount” events that occurred before the Series began. Describe the event briefly for future reference. You now have a +1 bonus to any skill rolls that may benefit from having a heroic reputation or a reputation for the type of skill you demonstrated. During any situation resembling the events that earned you your commendation—the Referee will be the final judge as to what qualifies. This Talent may be taken more than once, but each additional event must be notably different than any previous Commendations.

Klingon Diplomacy

When holding a weapon in a threatening manner, you can face down any number of foes. As an action, the character can brandish his or her weapon, making an active test (3d6+ST) vs the opponent. If successful, the enemy is cowed for one action. If successful by 5 points or more, the opponent surrenders. If the Klingon tries to threaten more than one opponent at a time, give the opponents a bonus to their save equal to +1 for every person in the group.

Plan

If you have time to prepare a plan prior to a dramatic situation, you can grant a bonus equal to your IQ bonus on all skill checks and attack rolls made by you and your allies. Bonus drops by 1 point after each round until it reaches zero.

Power Attack

You can take a penalty to your attack roll and add the same amount to your opponent's test to stay in the fight if hit. If you took a -2 to your attack, your opponent would add +2 to the TN to stay in the fight if hit. So a TN11 would become a TN13. This Talent represents a predilection for risky maneuvers in combat and covers such things as drop kicks, dirty tricks, hay makers, trick shots and so on.

Klingon Secret Service

KSS Skills	DEFINITION
Life Sciences	Covers bionics, botany, ecology, genetics, xenology, zoology
Medical Sciences	Covers general medical, pathology, psychology and surgery
Physical Sciences	Covers chemistry, math, physics and computer science
Leadership	Providing focused direction to a group to achieve a goal
Engineering	Repairing, or developing equipment
Intelligence	Gathering information and piecing data together
Infiltration	Getting into and out of areas secretly w/o being seen

KSS Talents

- | | |
|---|--|
| <ul style="list-style-type: none">• Agile• Command• Cool Under Pressure• Exploit Weakness• Flurry• Intuition | <ul style="list-style-type: none">• In the Back• Jury Rig• Klingon Diplomacy• Plan• Specialist• Stiff upper Lip |
|---|--|

Agile

You are excellent at dodging attacks. +1 to your defense in combat tests when under attack. This can be taken multiple times.

Command

Once per day, you can give an order to someone. Should they choose to follow your command, they get a +1 bonus to achieve that action. Every time this is taken a bonus +1 and an additional order per day can be given.

Cool Under Pressure

Choose one non-combat task that you're especially good at (e.g. sneaking, first aid, baking cookies, etc). From now on, whenever you attempt that task, you can test at a TN of 11, no matter how stressful the circumstances. This Talent can be taken multiple times —each time applies to a different specific task.

Exploit Weakness

Your intellect and eye for detail allows you to identify key weaknesses in a specific opponent, provided you take a round to study it first. Make a Test+IQ (TN 14). If the check succeeds, for the rest of the combat you can use your Int bonus instead of your ST or DX bonuses on attack rolls as you try to out-think your opponent. You can only use your IQ bonus for one or the other, never both at the same time

Flurry

Choose one type of attack: melee or ranged. With those types of attack, you can perform a flurry. A flurry allows you to gain an additional attack per round in exchange for a -1 to your roll hit on all attacks per round. Taking this Talent again lets you perform a flurry with the other type of attack (melee vs ranged).

Intuition

You have an innate Talent to sense trouble in the air. Once per adventure per level, you can make a 3d6+IQ roll vs TN 14. If successful, you get a hunch that everything is all right, or you get a bad feeling about a specific situation, based on the Referees best guess relating to the circumstances. In addition, all initiative rolls for the character will be at +1.

In The Back

Once per fight, you can force an opponent to re-roll one “stay in the fight” static test if they successfully passed a test from an attack you did to them this turn. If they fail the test they are unconscious. This Talent can be taken only once and only applies to damage you did to a defender —it's purely offensive.

Jury Rig

Those with this Talent gains a +2 bonus on skill checks made to attempt temporary or jury-rigged repairs.

Klingon Diplomacy

When holding a weapon in a threatening manner, you can face down any number of foes. As an action, the character can brandish his or her weapon, making an active test (3d6+ST) vs the opponent. If successful, the enemy is cowed for one action. If successful by 5 points or more, the opponent surrenders. If the Klingon tries to threaten more than one opponent at a time, give the opponents a bonus to their save equal to +1 for every person in the group.

Plan

If you have time to prepare a plan prior to a dramatic situation, you can grant a bonus equal to your IQ bonus on all skill checks and attack rolls made by you and your allies. Bonus drops by 1 point after each round until it reaches zero.

Specialist

Describe one task that you're especially good at. From now on, you get a +2 on all tests dealing with that task. *Examples: Sneaky, Languages, Starship Piloting, Dirty Fighting, Force Field Technology.* Specialties should be fairly narrow. Taking this Talent multiple times gives you different specialties—the effects never stack.

Stiff Upper Lip

Once per episode, any single failed TN roll by the character to stay conscious after being hit in combat be re-rolled to try to stay in the fight.



Klingon Secret Services: *EYES ONLY*

OPERATION baH

Background

In studying the human Eugenetic Wars, the Secret Services discovered a possible tool for the Empire to increase its strength and power to new levels and to the glory of the Emperor—creating an Imperial race of Klingons. While the humans were unable to cope with the scientifically improved and stronger versions of their own race, the Klingon race sees no need to fear a stronger and improved version of their own race.

Tests

While initial tests produced unfavorable results which were exterminated and dissected, after 34937 tests, a workable subject survived. With learning and improvement from that gene code, another 21318 trials were conducted. As a result a stronger and more robust Klingon was created through genetic code manipulation and successful radiation treatments. As a result 37 male and 83 females test subjects survived and began to create a new stock of Klingon. The Emperor himself visited and encouraged the training and growth of this new Klingon species, now dubbed as Imperial Klingons, or the Emperor's Chosen.

Generations

Now in the 17th generation, The imperial Klingons serve not only the Emperor directly, but are sent on special missions as part of the KSS. The various Klingon Houses are

willingly putting forth subjects for transformation and with a 1 in 6 chance of survival Klingons are fighting for the opportunity.

Imperial Klingon Strengths

By unlocking earlier genetic coding, the Imperial Klingon race is stronger and more durable than the normal Klingon. The downside of a ridged cranial display and a loss of hair follicles on the cranial ridges are secondary to the physical strength achieved. Second this physical change also marks the Imperial as different and unique from the average Klingon further making them stand out to be noticed.

Results

Imperial Klingons are still unknown to the Federation and Romulans, but there will come a time when the growing Imperial fist will reveal its full strenght.

Creating Imperial Klingon Characters

Roll for each of the four attributes (ST/IQ/DX/CA) using the chart on p.10

Klingon Attribute modifiers

ST+2, CA-2

Special Attributes:

Aggressive: Klingons have +2 to all initiative rolls.

Durable: +1 on tests to stay in the fight

Brak'lul (Vital Organ Redundancy). A character with Brak'lul is considered to have an extra +1 AR Armor bonus when testing to stay in the fight

Skills: Use the same trained skill list on page 16

Class: Choose a branch of service Klingon Star Navy, Klingon Star Marines, Klingon Secret Services.

Special Class Skills and Talents, see below by branch of service (Class)

APPENDIX V: ROMULANS



Romulan Race

Romulans appear much like Vulcans and followed a similar development physically as a species.

Romulans are typically pale, to bronze or brown skin, with angled eyebrows and notably pointed ears. While Romulans appear human-like, they are possessed of better than human Strength and Intelligence. Unlike Vulcans, Romulans do not have a native or high predilection towards psychic powers and are more like humans in this lack of native ability. Romulans value logic, but it is a tool towards achieving goals not a strict law of thought and action to be bowed to in all situations.

Romulans are considered by other races to be severe in their outlook (things are black and white there is no room for gray) but well ordered and disciplined.

The Romulans adhere to a strict Imperial philosophy that it is the duty of every Romulan to protect and expand the Empire. This is a belief at every level of Romulan society. They consider other races and cultures to be inferior and in need of being ruled by the strength, order, and discipline provided by the Empire.

Romulan Government

The Romulan Empire is overseen by an Emperor, but the government is made up of three parts: Emperor, Senate and Praetor. Among the Romulans there are Noble Houses which struggle for power and status behind the scenes in a struggle to lead the Empire to greatness.

The Emperor is a hereditary position although much like ancient Rome, the lines of succession can be somewhat unclear. The Emperor may be male or female and when questions arise the Noble Houses politic to install the Emperor.

The Praetor is like a Prime Minister and is selected by the Romulan Senate. The Emperor can voice his opinion on the choice of Praetor—but, depending on political winds, the Praetor may be a simple ally to the Emperor's will or an enemy put forth by the Senate to challenge the Emperor's decisions.

The Romulan Senate is made up of 101 members and 3 parts: The Noble houses provide 50 delegates (2 from each house) The military provides 25 delegates and the Civil Administration provides 25 delegates. The Praetor acts as tie breaker and Speaker of the Senate and is the 101st member.

Romulan Military

There is one cohesive Civil and Military organization and it is broken into Prefectures

which are commanded by an Imperial Prefect. This is a “governor” appointed by the Emperor and approved by the Senate. With every Imperial Prefect is a Military Prefect (admiral) who is in charge of the military activity within a specific prefecture. This position is also appointed by the Emperor and approved by the senate. There are 3 main military branches although they are all considered part of a single unified Imperial Military.



The Romulan Star Navy (RSN) is the force which handles all star ship actions for the Empire from merchant shipping, mining ship's to combat ships. Each Military Prefect is allotted a similar number and type of vessels but depending on the Emperor's will and needs /threats within a Prefecture the actual number and type of vessels changes. There are no “Marines” withing the KSN as the Imperial Legions of the RSN personnel are expected to do the duty as needed.

Both the RSN and Imperial Romulan Legion (IRL) share the same rank structure: Admiral, Commander, Tribune, Centurion, Decurion, and Soldat. Within this rank structure there are 3 sub-ranks: Ante (Junior), Major (Senior) and Pente (Highest/most senior rank). Pente rank is usually a dead end or “highest achievable rank” by any specific personnel. Promotions come from the “Major” rank personnel only.

The Imperial Romulan Legions (IRL) represent the ground warfare focused military force of the Empire. Personnel can freely transfer (with approval) between IRL and RSN positions as requested or required. As such it is not surprising to see IRL soldiers with knowledge of starships any more than it is RSN to know the fundamentals of ground assaults and ground combat. They typically wear an AR+1 Armor in combat and carry disruptor pistols or rifles.

The Romulan Security Administration (RSA) represents the security and intelligence gathering of the Empire. These are usually candidates taken from the Imperial Military although Houses can submit their own candidates which will be accepted provided they pass all necessary tests. The RSA handles the internal security for the Empire as well as acting as the Espionage force for the Empire. Typically they handle rooting out small threats internally such as pirates or rebels within the Empire's borders. In addition they serve outside the borders of the Empire watching and reporting in on activities of alien species on the edges of the Empire. Often times they are tasked with orders ranging from sabotage, to testing enemy security to even fomenting rebellions.



Creating Romulan Characters

Roll for each of the four attributes (ST/IQ/DX/CA) using the chart on p.10

Romulan Attribute modifiers

ST+1, IQ+1

Special Attributes:

- **Desert Adapted:** Romulans gain a +2 bonus on desert survival-type rolls and a general immunity to the effects of blinding light.
- **Duplicitous:** +2 on skill checks where a natural proclivity towards deceit and trickery could come into play, such as most subterfuge rolls.

Skills: Use the same trained skill list on page 16

Class: Choose a branch of service Imperial Military (Romulan Star Navy/Imperial Romulan Legion) or Romulan Security Administration. Special Class Skills and Talents, see below by branch of service (Class) Imperial Military (IM) or Romulan Security Administration (RSA)

IMPERIAL MILITARY

IM Skills	DEFINITION
Communications	Covers use of com devices and encryption/ code breaking
Leadership	Providing focused direction to a group to achieve a goal
Starship Combat	Managing shields, weaponry, tactic and damage control
Starship Navigation	Piloting a Starship and navigating it through space
Starship Engineer	Damage control, transporters, electronics, warp tech, and repairs
Sensors	Covers sensor devices, locating cloaked vessels, jamming and unjamming sensors, fine tuning sensors
Engineering	Repairing, or developing equipment
Small Unit Tactics	Police and military tactics for defense or raids

IM Talents

•Agile	•Miracle Worker
•Command	•Plan
•Cool Under Pressure	•Power Attack
•Emperor's Commendation	•Space Jockey
•Intuition	•Stiff Upper Lip
•Jury Rig	•Unorthodox Maneuver

Agile

You are excellent at dodging attacks. +1 to your defense in combat tests when under attack. This can be taken multiple times.

Command

Once per day, you can give an order to someone. Should they choose to follow your command, they get a +1 bonus to achieve that action. Every time this is taken a bonus +1 and an additional order per day can be given.

Cool Under Pressure

Choose one non-combat task that you're especially good at (e.g. sneaking, first aid, baking cookies, etc). From now on, whenever you attempt that task, you can test at a TN of 11, no matter how stressful the circumstances. This Talent can be taken multiple times —each time applies to a different specific task.

Emperor's Commendation

Your acts of bravery under fire have earned you recognition and you serve as an example to others. Choose an event in which you demonstrated your skill—it need not be something that actually occurred in the season (campaign). You can “recount” events that occurred before the series began. Describe the event briefly for future reference.

You now have a +1 bonus to any skill rolls that may benefit from having a heroic reputation or a reputation for the type of skill you demonstrated. During any situation resembling the events that earned you your commendation—the Referee will be the final judge as to what qualifies. This Talent may be taken more than once, but each additional event must be notably different than any previous Commendations.

Intuition

You have an innate Talent to sense trouble in the air. Once per adventure per level, you can make a 3d6+IQ roll vs TN 14. If successful, you get a hunch that everything is all right, or you get a bad feeling about a specific situation, based on the Referees best guess relating to the circumstances. In addition, all initiative rolls for the character will be at +1.

Jury Rig

Those with this Talent gains a +2 bonus on skill checks made to attempt temporary or jury-rigged repairs.

Miracle Worker

Spend a Fate Point and a repair takes half the time it normally would. Take this Talent twice, and you can spend 2 Fate Points to take a quarter of the time. If this reduction in repair time would reduce repair time to less than 1 round, then you can repair the damage in a single action.

Plan

If you have time to prepare a plan prior to a dramatic situation, you can grant a bonus equal to your IQ bonus on all skill checks and attack rolls made by you and your allies. Bonus drops by 1 point after each round until it reaches zero.

Power Attack

You can take a penalty to your attack roll and add the same amount to your opponent's test to stay in the fight if hit. If you took a -2 to your attack, your opponent would add +2 to the TN to stay in the fight if hit. So a TN11 would become a TN13. This Talent represents a predilection for risky maneuvers in combat and covers such things as drop kicks, dirty tricks, hay makers, trick shots and so on.

Space Jockey

This gives you the Talent—once per episode—to roll one Starship Navigation skill check twice, taking the better of the two rolls. Taking this Talent multiple times gives you additional uses of this Talent.

Stiff Upper Lip

Once per Episode, any single failed TN roll by the character to stay conscious after being hit in combat be re-rolled to try to stay in the fight.

Unorthodox Maneuver

The things you do in ship to ship combat situations tend to become named after you. Assuming you have time to prepare an unorthodox plan of action, you may spend a Fate Point and make an 3d6+ IQ + Starship Navigation skill vs skill roll against your opponent. If successful, you automatically gain a surprise round on your enemy. For every additional 3 points you beat your opponent's roll by, you gain an additional +1 bonus on your first action against that opponent.

Romulan Security Administration

KSN Skills	DEFINITION
Sensors	Covers sensor devices, locating cloaked vessels, jamming and unjamming sensors, fine tuning sensors
Leadership	Providing focused direction to a group to achieve a goal
Engineering	Repairing, or developing equipment
Intelligence	Gathering information and piecing data together
Infiltration	Getting into and out of areas secretly w/o being seen

RSA Talents

•Command	•Jury Rig
•Durable	•Power Attack
•Flurry	•Sabotage
•Intuition	•Sniper
•Judo	•Stiff upper Lip

Command

Once per day, you can give an order to someone. Should they choose to follow your command, they get a +1 bonus to achieve that action. Every time this is taken a bonus +1 and an additional order per day can be given.

Durable

You are a hardy soul; you add +1 to any roll you make to stay in the fight.

Flurry

Choose one type of attack: melee or ranged. With those types of attack, you can perform a flurry. A flurry allows you to gain an additional attack per round in exchange for a -1 to your roll hit on all attacks per round. Taking this Talent again lets you perform a flurry with the other type of attack (melee vs ranged).

Intuition

You have an innate Talent to sense trouble in the air. Once per adventure per level, you can make a 3d6+ IQ roll vs TN 14. If successful, you get a hunch that everything is all right, or you get a bad feeling about a specific situation, based on the Referees best guess relating to the circumstances. In addition, all initiative rolls for the character will be at +1.

Judo

If you successfully grab an opponent, you can perform your next grapple action immediately instead of waiting for the next round.

Jury Rig

A Romulan with this Talent gains a +2 bonus on skill checks made to attempt temporary or jury-rigged repairs.

Power Attack

You can take a penalty to your attack roll and add the same amount to your opponent's test to stay in the fight if hit. If you took a +2 to your attack, your opponent would add +2 to the TN to stay in the fight if hit. So a TN11 would be a TN13. This Talent represents a predilection for risky maneuvers in combat and covers such things as drop kicks, dirty tricks, haymakers, trick shots and so on.

Sabotage

This talent represent knowing the best ways to render a vehicle, computer system, door or some other mechanical device inoperable. Gain +2 to rolls to attempt to sabotage.

Sniper

When using a ranged weapon you add +1 to hit and can "make a called shot." A called shot represents things like shooting the item out of someone's hand, shooting the hostage taker but not the hostage, or hit the right button on a door lock from a distance.

Stiff Upper Lip

Once per Episode, any single failed TN roll by the character to stay conscious after being hit in combat be re-rolled to try to stay in the fight.



