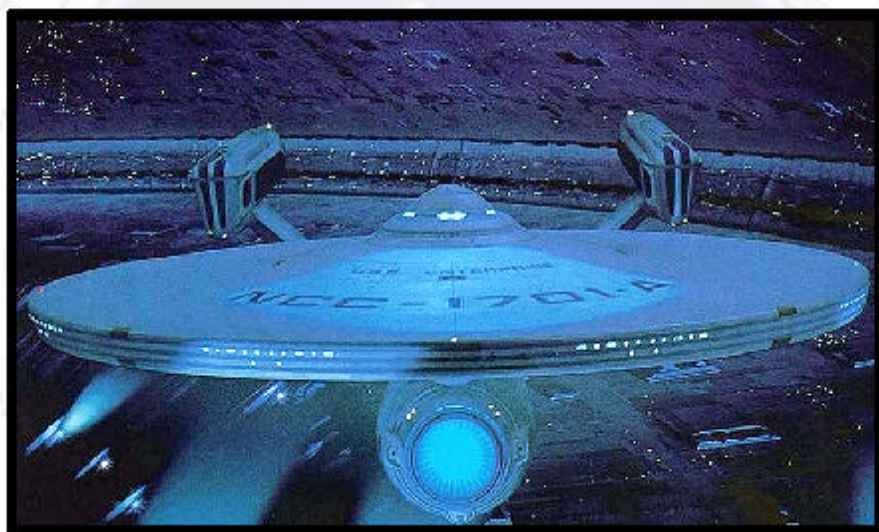


STAR TREK

ROLEPLAYING GAME

ONCE MORE UNTO THE BREACH



- The Movie Era Sourcebook -



This book will help you to adopt your Star Trek Game into the Movie Era of the Original Series. There are six chapters in this book.

Chapter I: The Federation sums the events depicted in the movies of Kirk's crew as well as a general description of the Federation at the time of the movies, including Starfleet.

Chapter II: Starships gives you the stats of ships and alien vessels you encountered in the movies.

Chapter III: Equipment describes the equipment used in the movie era, including phasers and tricorders.

Chapter IV: Characters provides you with new training packages you can use with the overlays found in the Core Book, as well as new player species.

Chapter V: The Undiscovered Country is about setting up a campaign in the movie era and has the stats for the most important persons you could meet in such a campaign.

Anything else you need to use this book is one of the Core Rulebooks for the Icon Rules.



The Federation has evolved quite a bit since the first travels of the famous starship *Enterprise*.

Recent Events

There were several important events, which influenced the fate of the Federation and other stellar empires in the late 23rd century.

V'Ger and the Creator

While the Federation had to cope with several threats in its past, in 2271, Earth itself is the target of a large energy cloud, which already has immobilized several Klingon and Federation vessels. Only the actions



of the famous James T. Kirk and the *USS Enterprise* can finally save Earth.

When the Federation gets to know of the alien cloud, through communication with the Starbase Epsilon IX, which reports the destruction of a group of Klingon cruisers.

Starfleet Command gives Admiral James Tiberius Kirk the task to stop this cloud from reaching Earth. Kirk assembles his old crew and again takes command of the *USS Enterprise*, refit to modern standards. Then Captain Willard Decker has to step down, like Dr. Christine Chapel – to make place for the old crew.

After the *Enterprise* encounters a wormhole and Kirk meets Commander Spock, his Science Officer, the ship closes on the clouds location.

A probe sent from the cloud views through the data of the ship's library computer and takes Lt. Ilia, the vessel's helm officer, with it.

Additionally the *Enterprise* is pulled into the cloud itself. Later, a new probe, resembling Ilia, is sent to the ship and tells the crew that the entity is called V'Ger and tries to meet the *Creator* on Earth.

Commander Spock selflessly decides to make direct contact with the lifeform and uses an environmental suit with thrusters to enter the centre of the cloud. He tries to mind meld with the being but this try fails – Commander Spock returns to *Enterprise* with the knowledge that V'Ger has been equipped with the

cloud and machine, by a technologically advanced planet of unknown location.

When V'Ger arrives at Earth and gets no response of the Creator, he begins to fire at Earth to destroy the carbon-beings, which he believes disrupt the communication.

Kirk offers to give V'Ger what he needs, when facing him and so an Away Team leaves the cruiser. When entering the clouds centre, the crew discovers that V'Ger is actually the old Earth probe *Voyager VI*. Crash-landed on the machine planet, it was repaired to follow its mission by the inhabitants and returned to Earth to contact the Creator. The *Enterprise* is able to answer to V'Ger's hail to the creator by transmitting the old program's codes. Willard Decker decides to merge with the creature and the Ilia-Probe, when V'Gers wants to directly contact the Creator.

The *Enterprise* leaves Earth on a new mission of exploration.

The Kahn Incident

In 2285, Admiral Kirk is now teaching at the Academy, the Federation is endangered by a new threat. A routine Science mission to the planet Ceti Alpha VI, enables the there confined criminal Khan Noonien Singh to take control of the *Miranda*-Class vessel *USS Reliant*.

The planet was intended to become a test object for the newly developed *Genesis Device*. With *Genesis* it is possible to transform a lifeless stellar object into a Class M planet. The project is lead by Dr.

Carol Marcus and her son David at the science station Regula I.

When the *Reliant* arrives at the station and demands the *Genesis*



probe, Dr. Marcus contacts her old love captain Kirk and complains about that behaviour of Starfleet. Kirk and his crew take the *Enterprise* to investigate what is behind that complaint and when arriving at Regula I are attacked by Kahn and the *Reliant*. Only by lowering the enemy's shields by hacking into its computer systems, the *Enterprise* is able to drive off Kahn.

Investigation of the science station reveals the crew to be beamed unto the nearby planet, hidden in a cave system. Through mind manipulation with the help of a Ceti eel, Captain Terrel, former CO of



the *Reliant*, transmits the coordinates of the team and the *Genesis* probe to Kahn, who beams the device onboard his ship. Captain Terrel commits suicide when ordered to kill Admiral Kirk and Commander Chekov, likewise infested is fortunately rescued.

Kirk and the Away Team return to their ship, taking the scientists with him.

The heavily damaged ship than escapes into the nearby Mutara

Nebula, interfering with the ship's sensors. A hunt after each other begins, when Kahn tries to destroy *Enterprise*. When Kahn's ship is disabled and crippled, he decides to trigger the Genesis device to destroy Kirk with him in the following explosion. Only the valiant efforts of Commander Spock, who repairs the vessels warp drive while being exposed to high radiation, saves the ship. Commander Spock dies only minutes later, speaking with his friend James Kirk.

The Genesis device has caused reactions, which let a planet come to existence.

Admiral Kirk defecting

When the *USS Enterprise* returns to Earth for repairs, Doctor McCoy is revealed to have psychological problems. Commander Scott is transferred to the newly commissioned *USS Excelsior NX-2000* and Admiral Kirk learns that Starfleet Command has put Genesis, how the new-formed planet is called, under quarantine and decided to decommission the *Enterprise*.

Later that day, Kirk meets with Spock's father, Sarek, who



claims that Spock's body has to be returned to Vulcan, due to death ceremonies of his people. Additionally they learn that Doctor McCoy indeed holds Spock's mind

and thus he has to go to Vulcan either.

Admiral Kirk then contacts Admiral Cartwright and asks for the *Enterprise*, but his colleague allows no such mission. In the meanwhile Dr. McCoy is arrested because he tried to get to Genesis. However he is freed by Admiral Kirk, Scotty, Chekov, Sulu and Uhura, who steal the *Enterprise* for that rescue mission. Uhura leaves for Vulcan while the



rest of the crew makes its way to Genesis. Thanks to sabotage by Commander Scott, the *Excelsior's* Warp Drive fails and the *Enterprise* is able to escape.

Accidentally the Klingon Captain Kruge gets to know about the Genesis device and believe it to be a new weapon of the UFP. He travels to the Genesis planet and destroys the recently arrived Federation science vessel *USS Grissom*.

But the *Grissom* had launched an away team before, including the Vulcan Lt. Saavik and Kirk's son David Marcus. Both had beamed onto the planet's surface after detecting a life-sign on Genesis. Shortly after they discover the torpedo hull, which had hold Commander Spock's body, to be empty and further investigation let them find a child of Vulcan origin but without a real mind.

Soon after, the Klingons beam down to Genesis and take the three as prisoners. However they are disturbed by the *Enterprise* and the short skirmish renders both ships crippled. Negotiating with the Klingons fails and ends in the death of David Marcus.

Kirk then lures the Klingon crew onboard *Enterprise*, before activating the self-destruct sequence and beaming down to the planet. The Klingon crew dies, with the exception of the away team and Captain Krueger onboard the cruiser.

Kirk and the rest of the crew, rescue the hostages and the Admiral is able to defeat Captain Krueger in hand to hand combat, after convincing him to beam up his comrades in exchange for the data of the Genesis device. The planet has grown more and more unstable and explodes the moment, the Bird of Prey warps out the system.

The ship rushes to Vulcan and there the ancient fal-tor-pan ritual lets Spock's mind rejoin with his body.

The Whale Probe

In 2286 Kirk and his fellows decide to return to Earth to face their trial, after the Federation Council demands their extraction from Vulcan.

But before the Bird of Prey arrives at Earth, the planet is approached by a strange cigar-shaped probe that causes all passing ships to lose power and begins to attack Earth. The planet's oceans begin to evaporate and heavy storms are created which endanger Earth to become inhabitable.

Instead of fleeing the location as ordered by the Federation President,

Kirk and his crew discuss a plan to rescue Earth.

Investigation reveals that the probe



sends communication hails into the oceans and tries to contact humpback whales. As this species is extinct for centuries, Kirk orders the ship to time travel into the past using the sun's gravity to accelerate enough and to create a time travel effect.

The crew is able to find a strong enough material to build a gigantic 'pool' in the cargo bay. Uhura and Chekov meanwhile try to locate a source of photons – in the nuclear reactor of an old aircraft carrier ship, the *USS Enterprise*.

Kirk and Spock are able to locate a pair of humpback whales. But when they finally convince the responsible scientist to give them the whales, they are set free. Only with the help of that scientist, Gillian Taylor, they locate the whales and are able to beam them onboard – after scaring a whale hunter ship away.

With the whales in the cargo bay, the Bird of Prey travels back into the future. However the alien probe drains all power from the ship, which causes a crash landing on Earth, in the bay of San Francisco. The whales are released into the water and answer the probe.

After Earth is saved Kirk and his crew have to face the Federation Council and the trial. The Council

decides to demote Admiral Kirk to the rank of Captain, as he stole the *Enterprise* and violated nine regulations of Starfleet and disobeyed direct orders.

Captain Kirk regains the job of commanding a starship. He gets a newly commissioned *Enterprise* with the registry number *NCC-1701-A*.

Nimbus III

In 2287 the *Enterprise* is sent to investigate the capture of the three ambassadors on Nimbus III. A Klingon captain, intercepting a transmission of the ship, learns of Kirk's mission and decides to attack for the sake of glory.

The terrorists, led by Spock's half-brother Sybok, capture the rescue team sent to the planet by the *Enterprise*. Kirk, Dr. McCoy and Spock are put into the brig, after Sybok

managed to gain control over the ship, by boarding the rescue team's shuttle and narrowly evading the

Klingon ship's fire while landing on the *Enterprise*.

Sybok reveals that he wants to travel to Sha-Ka-Ree, the Vulcan equivalent of paradise, which he believes to be located in the centre of the galaxy.

The three senior officers are freed by their comrade Commander Scott who enables them to send a distress call to Starfleet – which is intercepted by the Klingon ship.

Although Sybok is not able to convince the three to follow his

course, Kirk agrees to cooperate after the ship travels through the Great Barrier that protects the galactic centre.



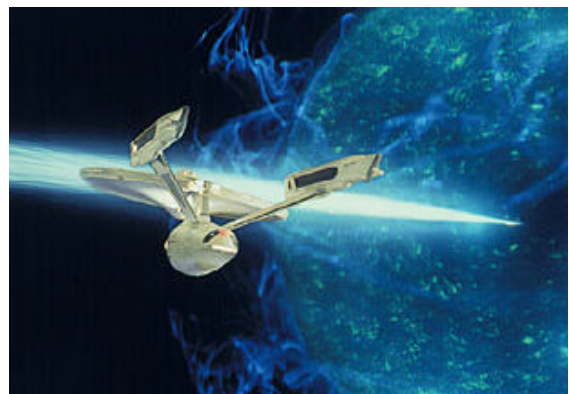
Sybok is happy to give Kirk back the lead and soon a

shuttle is sent down to the planet, the *Enterprise* encounters at its destination.

On the planet, the crew discovers an alien being of great power. It claims to be God and begins to ask questions about the *Enterprise* when it is interrupted by Captain Kirk, who wants to know why God needs a starship. An energy bolt sends Kirk to the ground as well as Spock who continues to ask the Captain's question.

Sybok realizes that this being is not God and tries to confront it with its inner pain before beginning to fight with it. Kirk then orders the location to be bombarded with a torpedo and the three remaining friends flee the site. The ship's damaged transporters can only beam up two persons and thus Kirk decides to rescue his friends.

Back on *Enterprise* the ship is endangered by the Klingon Bird of Prey, which threatens to fire on it. Commander Spock can convince the



Klingon Ambassador to use his position and take command of that ship, which then surprisingly for Kirk enters the planets atmosphere, fires on the pursuing alien and afterwards beams Kirk onboard.

After this successful rescue a small celebration is held in the observation lounge of *Enterprise*.

The Meclanti

In 2288 a series of attacks on Federation and Klingon border world endangers the UFP and the Klingon Empire and is nearly the cause for a new war. But with the help of

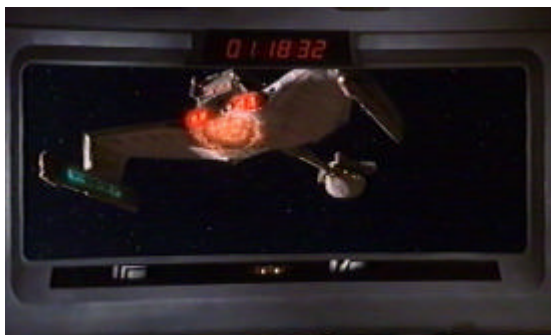


Captain Kirk, two cadets, the human David Forester and the Vulcan Sturek, are able to uncover that a new unknown

cybernetic species is responsible for the attacks. Due to intervention of Captain Kirk, after graduation as Lt. Commander, David Forester takes command of the *USS Enterprise* and with his former Academy comrades really locates the Meclanti. He saves a Klingon outpost from destruction and thus moves forward the peace process.

The Undiscovered Country

After the destruction of the Klingon moon Praxis, the Klingon Empire is threatened to loose its homeworld and one major source of energy. Due to this fact, an Ambassador is sent to

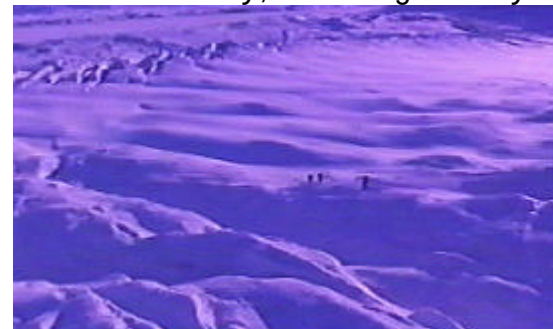


the Klingon homeworld to negotiate a peace treaty and make further talks possible.

Starfleet orders the *USS Enterprise* to escort the Klingon Chancellor's ship to Earth for negotiations.

After the first meeting with the Klingon Chancellor Gorkon, suddenly the *Enterprise* begins to fire torpedoes onto the Klingon ship. A raiding team enters the ship and kills Gorkon. When the Klingon ship launches a counterattack, Kirk surrenders and both he and Dr. McCoy beam over to the Klingon cruiser, although not after Spock attaches a homing patch on Kirk's back.

Dr. McCoy, though trying



desperately, is not able to save the Chancellor which results in the arresting of Captain Kirk and the medic.

A trial is held on Qo'noS, which claims Kirk and McCoy guilty of murder, and they are sent to the artic Klingon Prison colony Rura Penthe.

The fellow prisoner, Martia of an unknown, shapeshifting species is able to help the both escape but is revealed of working for the Klingons.

Just before the head of the colony tries to shoot Kirk, they are beamed

out by the *Enterprise*, which was able to sneak past Klingon border outposts.

In the meantime investigation onboard the *Enterprise* has revealed that not itself fired the weapon, but that the database was modified. The crew has the theory, that a cloaked Klingon ship fired on the Qo'noS I and that the boarding team came from *Enterprise*. However the search for the evacuation suits is unsuccessful.

After Kirk and McCoy are rescued, Commander Scott finds the suits and the two assassins

are found, shot dead. A trap set for the killer of



these two, reveals that Lt. Valeris is part of the conspiracy. A mind meld forced by Captain Spock, uncovers other members of the conspiracy. Admiral Cartwright of Starfleet, the Klingon General Chang and the Romulan Ambassador knew of the assassination.

Communication with the *Excelsior* informs Kirk that the new site of the negotiations is Khitomer. The *Enterprise* makes its way towards that planet. Shortly before reaching transporter range the ship is attacked by General Chang commanding the Bird of Prey that attacked the Qo'noS. The cloaked ship hits the *Enterprise* several times until the crew creates the plan to use sensor equipment that should scan gaseous anomalies to track the enemy ship's drive plasma.

Finally the *Excelsior* arrives to save the day. She distracts the Bird of Prey until Kirk's crew has prepared the torpedo with the sensor equipment. The torpedo hits the Bird of Prey and lets it decloak. Together the two Federation ships are able to destroy the Klingons.

An away team is sent down to the planet and arrives just to prevent another assassination of the conspirators, this time the Federation President is the target.

Kirk and his comrades can stop the assassin, a Starfleet Officer disguised as Klingon. Captain Sulu reinforces the away team and arrests the conspirators.

After saving again the Federation, the *Enterprise* is ordered to return to space dock for decommissioning, however Captain Kirk orders the ship to fly to the next star instead for a last voyage.

The Death of Captain Kirk

After the NCC-1701-A is decommissioned Starfleet builds another *Enterprise*, this time an *Excelsior*-Class ship. During the maiden voyage Captain Kirk, Commander Chekov and Commander Scott are guests onboard.

The ship launches without torpedoes or tractor beams



and unluckily has to respond to a distress call. A pair of freighters carrying El-Aurian refugees, is trapped in a strange energy band. After several failing ideas of Captain

Harriman, Captain Kirk suggests to get into transporter range and beam the refugees onboard. Sadly not all can be saved. However the *Enterprise* is trapped in the band itself. A modification of the deflector, done by Captain Kirk, frees the ship, but the ship is hit by an energy wave, which hit Deflector Control and obviously kills the famous Captain Kirk.

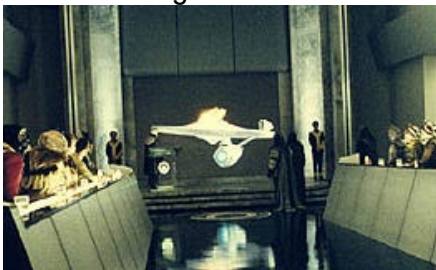
The United Federation of Planets

The United Federation of Planets has not much changed since the mid 23rd century. The governmental bodies are the same as in earlier and later centuries.

Inter-Species Relations

The Federation has ambassadors at the homeworlds of all major space-faring races. Different to the 24th century, even the Romulans have agreed to an exchange of diplomatic committees and thus on Earth there is even an embassy of this mysterious people.

Another important delegate is the Klingon ambassador, known to hold daring and demanding speeches in the halls of the Federation Council.



Although first contact with these species was made long ago, the Tholians and the Gorn both have no such instalments on Earth nor on any other Federation world. Contact with these species is rare at best.

The only Gorn in contact with the Federation are the colonists on Cestus III, which agreed to share the planet with the Federation settlers.

While not in a state of war, the most tense relations are that with the Klingons, before 2293, where peace is agreed on. The Klingons fear the Federation could start a war especially on Klingon border worlds and different warlords at the Empire's rim use this state to push their own careers and increase their power with campaigns against the Federation.

However the long lasting tensions between the Federation and the Klingon Empire have cost a fortune and took many resources on both sides. While

the Federation economy is not only not bound to money but Federation has a larger scale and is not as



expansive as the Klingons' invading tactics. Due to that fact, there are voices in the Empire, which finally demand peace between the two people, so that the Klingon Empire can recover. That was the hour of Gorkon, who used that mood to become Chancellor of the Klingon High Council. He was able to convince military hardliners of humanity's trustworthiness due to cooperation of the two people, e.g. during the events on Nimbus III and the 'Meclanti-Incident'.

Although Gorkon was killed because of his plans for the future, his daughter Azetbur was able to

create a long lasting peace with the Federation.

The Romulan relations are far more unstable and mysterious. The ambassador prefers to comment on Federation policy and informs the Federation President and Council of the Romulan position on intergalactic matters. The Federation Ambassador resides not on Romulus but on Algeron near the Romulan Neutral Zone. The Ambassador is only rarely invited to diplomatic meetings, which most of the time only consists on a single way communication of the Romulan Praetor or Senate, who tells the Ambassador about the Romulan position. Requests of the Federation Ambassador are only rarely answered and if they are the answer is 'not to ask or involve in Romulan affairs'.

The currently most important diplomatic contact is made with the Bolian people. Originating from the Bolarus System, more precise Bolarus IX, the Bolians have asked for admittance into the UFP. However they were involved in an inter-species war. Although the Bolians retreated from the war, there are still tensions on Bolarus as two of the three major states were involved in the war on different sides. However Bolarus has created a united world government and currently prepares for UFP membership.

Starfleet

Only few changes occurred to Starfleet in the most recent decades. Nevertheless due to the tensions with the Klingons and other major powers, Starfleet's military role was more dominant than in earlier or later times of the UFP. It has to patrol two Neutral Zones and in case of

emergency is not able to count on powerful allies, like in the 24th century.

While the *Excelsior*-Class will be in use for almost ten decades, the *Constitution*-Class is decommissioned after the half of the time. Starfleet puts more stress on state of the art ship design in earlier times, due to the constant military threat.

Besides ship design, Starfleet changed also the uniforms between 2260 and 2293.

The first change in 2270, introduces new one-coloured uniforms, which are available in short sleeve versions and jump suits as well. The rank insignias are the same as in the 60's although the colours have changed. Dark blue is the Command branch, light blue is Science and Gold is Operations.



A new set of uniforms is introduced in the 80's of the 23rd century. They have a more militaristic style, basically red and had stripes according to rank on the black pair of trousers. The enlisted uniforms are simple, red jumpsuits, with light yellow shoulders.

The rank insignia is worn on department coloured stripes at the right shoulders. The department colours differ from earlier periods vastly. The Command Branch's colour is white, Medical is green, Science is blue, Operations is grey and Security is yellow. Under the red jackets the uniform is composed of a shirt with high collar, which has the departmental colour.





In this chapter you stats for the most important ships of the era, Federation, Klingon and Romulan ships.

Constitution-Class



Class and Type: *Constitution-Class*
Heavy Cruiser refit

Commissioning Date: 2271

Hull Characteristics

Size: 6 (289 m long, 21 decks)
Resistance: 4
Structural Points: 120

Operations Characteristics

Crew/Pass/Evac: 615/1100/2k
[6 pwr/rd]
Computers: 4 [2 pwr/rd]
Transporters: 4 p, 6 c, 4 e
[7 pwr/rd]

Tractor Beams: 1 fv, 1 av
[2/ rating used]

Propulsion and Power Characteristics

Warp System: 6.0/7.0/8.0 (12
hours) [2/ warp factor]
Impulse System: .6c/.8c
[6/ 8 pwr/rd]
Power: 150

Sensor Systems

Long-Range Sensors: +1/15 ly
[6 pwr/rd]
Lateral Sensors: +1/1 light year
[4 pwr/rd]
Navigational Sensors: +1
[5 pwr/rd]
Sensors Skill: 5

Weapons Systems

Type VIII Phaser:
Range: 10/30k/100k/300k
Arc: forward (270 degrees)
Accuracy: 5/ 6/ 8/ 11
Damage: 16
Power: [16]
Photon Torpedoes:
Number: 100
Launchers: 2 fv
Spread: 4
Arc: f but are self-guided
Range: 15/300k/1000k/3000k
Accuracy: 4/ 5/ 7/ 10

Damage: 18
Power: [5]

Weapons Skill: 5

Defensive Systems

Starfleet Deflector Shield
Protection: 42/65
Power: [42]

Description: This cruiser design, originating in the mid 40's of the 23rd century is refit in the year 2271. Weapons and structural integrity are improved as well as certain standard systems like transporters and medical equipment. The *Constitution-Class* remains the workhorse of Starfleet until the mid 90's, where decommissioning begins.

Excelsior-Class



Class and Type: *Excelsior-Class*
Heavy Cruiser
Commissioning Date: 2284

Hull Characteristics

Size: 7 (511m, 30 decks)
Resistance: 3
Structural Points: 140

Operations Characteristics

Crew/Pass/Evac: 750/130/9800
[8 pwr/rd]
Computers: 4
[2 pwr/rd]

Transporters: 4 p, 4 c, 4 e
[6 pwr/rd]
Tractor Beams: 1 ad, 1fv
[2/ rating used]

Propulsion and Power Characteristics

Warp System: 6.0/ 8.0/ 9.0
(12 hours)
[2/ warp factor]
Impulse System: .65c/ .82c
[6/ 8 pwr/rd]
Power: 155

Sensor Systems

Long-Range Sensors: +1/ 15 ly
[6 pwr/rd]
Lateral Sensors: +1/ 1 lightyear
[4 pwr/rd]
Navigational Sensors: +1
[5 pwr/rd]
Sensors Skill: 5

Weapons Systems

Type VIII Phaser:
Range: 10/ 30k/ 100k/ 300k
Arc: f, a (540 degrees)
Accuracy: 5/ 6/ 8/ 11
Damage: 16
Power: [16]
Photon Torpedoes
Number: 200
Launchers: 4 f, 2fv
Spread: 4
Arc: F or a, but are self-guided
Range: 15/300k/1000k/3000k
Accuracy: 4/ 5/ 7/ 10
Damage: 18
Power: [5]
Weapons Skill: 5

Defensive Systems

Starfleet Deflector Shield
Protection: 45/ 68
Power: [45]

Description: The *Excelsior-Class* ships were originally planned to use transwarp-drives instead of ordinary



ones. However the unsuccessful use of the prototype, let the program been cancelled and standard warp-drives were installed. They are currently the largest Starfleet vessels and its most prominent explorers.

Miranda-Class



Class and Type: *Miranda*-Class
Cruiser

Commissioning Date: 2274

Hull Characteristics

Size: 5 (278m, 15 decks)
Resistance: 3
Structural Points: 100

Operations Characteristics

Crew/Pass/Evac: 220/ 250/ 500
[5 pwr/rd]
Computers: 4
[2 pwr/rd]
Transporters: 3 p, 2 c, 2 e
[4 pwr/rd]
Tractor Beams: 1 ad, 1fv
[2/ rating used]

Propulsion and Power Characteristics

Warp System: 6.0/ 7.5/ 8.2
(12 hours)
[2/ warp factor]
Impulse System: .6c/ .82c
[6/ 8 pwr/rd]
Power: 120

Sensor Systems

Long-Range Sensors: +1/12 ly
[6 pwr/rd]
Lateral Sensors: +1/ 1 lightyear
[4 pwr/rd]
Navigational Sensors: +2
[5 pwr/rd]
Sensors Skill: 4

Weapons Systems

Type VII Phaser:
Range: 10/ 30k/ 100k/ 300k
Arc: f (270 degrees)
Accuracy: 5/ 6/ 8/ 11
Damage: 14
Power: [14]
Photon Torpedoes
Number: 80
Launchers: 2 av, 2fv
Spread: 2
Arc: f or a, but are self-guided
Range: 15/300k/1000k/3500k
Accuracy: 4/ 5/ 7/ 10
Damage: 18
Power: [5]
Weapons Skill: 4

Defensive Systems

Starfleet Deflector Shield
Protection: 42/ 60
Power: [42]

Description: The *Miranda*-Class is the smaller cousin of the *Constitution*-Class. It is a cruiser and thus it is not equipped with such sophisticated science equipment. However its weapons arsenal is intimidating even for larger ships.



Oberth-Class



Class and Type: *Oberth-Class Scout*
Commissioning Date: 2275

Hull Characteristics

Size: 4 (160m, 11 decks)
Resistance: 2
Structural Points: 80

Operations Characteristics

Crew/Pass/Evac: 80/ 200/ 625
[6 pwr/rd]
Computers: 3
[2 pwr/rd]
Transporters: 2 p, 1 c, 1 e
[2 pwr/rd]
Tractor Beams: 1 av, 1fv
[2/rating used]

Propulsion and Power Characteristics

Warp System: 5.0/6.0/7.2 (6h)
[2/warp factor]
Impulse System: .4c/ .62c
[4/ 6 pwr/rd]
Power: 100

Sensor Systems

Long-Range Sensors: +1/12 ly
[6pwr/rd]
Lateral Sensors: +1/1 lightyear
[4pwr/rd]
Navigational Sensors: +1
[5pwr/rd]
Sensors Skill: 5

Weapons Systems

Type V Phaser:

Range: 10/30k/100k/300k
Arc: f (270 degrees)
Accuracy: 5/6/8/11
Damage: 10
Power: [10]

Photon Torpedoes

Number: 20
Launchers: 1 fd
Spread: 2
Arc: f, but are self-guided
Range: 15/300k/1000k/3500k
Accuracy: 5/ 6/ 8/ 11
Damage: 18
Power: [5]

Weapons Skill: 4

Defensive System

Starfleet Deflector Shield
Protection: 30/45
Power: [30]

Description: The *Oberth-Class* is a small surveyor craft, primarily designed for cartography missions and as planetary surveyor. It has only rudimentary defense systems but well equipped laboratories.

Class V Shuttlecraft



Class and Type: *Class V Shuttlecraft*
Commissioning Date: 2280

Hull Characteristics

Size: 2
Resistance: 2
Structural Points: 40

Operations Characteristics

Crew/Pass/Evac: 2/ 8/ 24
[3 pwr/rd]
Computers: 2
[1 pwr/rd]
Transporters: none
Tractor Beams: 1fv
[2/rating used]

Propulsion and Power Characteristics

Warp System: none
Impulse System: .42c/ .68c
[4/ 7 pwr/rd]
Power: 80

Sensor Systems

Long-Range Sensors: +0/12 ly
[6pwr/rd]
Lateral Sensors: +1/1 lightyear
[4pwr/rd]
Navigational Sensors: +1
[5pwr/rd]
Sensors Skill: 3

Weapons Systems

Type IV Phaser:
Range: 10/30k/100k/300k
Arc: f (270 degrees)
Accuracy: 5/6/8/11
Damage: 8
Power: [8]
Weapons Skill: 3

Defensive System

Starfleet Deflector Shield
Protection: 28/32
Power: [28]

Description: The *C*lass *V* is a typical Federation shuttlecraft used for away missions and transport operations.

Surak-Class Transport



Class and Type: *Surak*-Class
Transport

Commissioning Date: 2265

Hull Characteristics

Size: 3
Resistance: 2
Structural Points: 60

Operations Characteristics

Crew/Pass/Evac: 5/ 40/ 120
[4 pwr/rd]
Computers: 3
[1 pwr/rd]
Transporters: 1 p, 1 c
[1 pwr/rd]
Tractor Beams: 1fv, 1 av
[2/rating used]

Propulsion and Power Characteristics

Warp System: 4.0/ 6.5/7.0 (6h)
[2/warp factor]
Impulse System: .5c/ .7c
[5/ 7 pwr/rd]
Power: 95

Sensor Systems

Long-Range Sensors: +0/14 ly
[6pwr/rd]
Lateral Sensors: +1/1 lightyear
[4pwr/rd]
Navigational Sensors: +1
[5pwr/rd]
Sensors Skill: 3



Weapons Systems

Type IV Phaser:

Range: 10/30k/100k/300k

Arc: f (270 degrees)

Accuracy: 5/6/8/11

Damage: 8

Power: [8]

Weapons Skill: 3

Defensive System

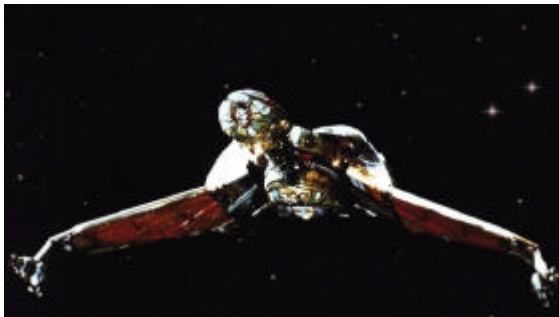
Starfleet Deflector Shield

Protection: 25/30

Power: [25]

Description: The Surak-Class transport is a civilian ship of Vulcan origin. It can carry passengers and cargo alike, depending on its mission.

D12-Class Scout



Class and Type: D-12 Class Scout

Commissioning Date: 2275

Hull Characteristics

Size: 3 (52m, 3 decks)

Resistance: 3

Structural Points: 60

Operations Characteristics

Crew / Passengers: 12/ 4/ 24

[4 pwr/rd]

Computers: 2

[1 pwr/rd]

Transporters: 1 p, 1 c

[1 pwr/rd]

Tractor Beams: 1 av

[2/ rating used]

Propulsion and Power Characteristics

Warp System: 5.0/7.0/8.5 (8 h)

[2/warp factor]

Impulse System: .5c/ .7c

[5/ 7pwr/rd]

Power: 110

Sensor Systems

Long-Range Sensors: +1/10 ly

[6 pwr/rd]

Lateral Sensors: +1/ 1 lightyear

[4pwr/rd]

Navigational Sensors: +1

[5pwr/rd]

Cloak: 4

[16 pwr/ rd]

Sensors Skill: 4

Weapons Systems

Type V Disruptor:

Range: 10/30k/100k/300k

Arc: f (270 degrees)

Accuracy: 4/ 5/ 7/ 10

Damage: 14

Power: [14]

Photon Torpedoes

Number: 50

Launchers: 1 fv

Spread: 2

Arc: f, but are self-guided

Range: 15/ 300k/1000k/3500k

Accuracy: 4/ 5/ 7/ 10

Damage: 18

Power: [5]

Weapons Skill: 4

Defensive Systems

Klingon Deflector Shield

Protection: 20/ 40

Power: [20]

Description: The D-12 was the first modern Bird of Prey used by the



Klingons. It is used as small patrol, raid and scour ship. It has only moderately powerful weapons, but is fast and relies on its cloak.

K'Tinga-Class Cruiser



Class and Type: *K'Tinga* Class Cruiser

Commissioning Date: 2285

Hull Characteristics

Size: 6 (327m, 10 decks)
Resistance: 3
Structural Points: 120

Operations Characteristics

Crew/Pass/Evac: 380/600/1500
[6 pwr/rd]
Computers: 4
[2 pwr/rd]
Transporters: 3 p, 2 c, 2 e
[4 pwr/rd]
Tractor Beams: 1 ad, 1fv
[2/ rating used]

Propulsion and Power Characteristics

Warp System: 5.5/7.0/8.0 (6 h)
[2/warp factor]
Impulse System: .6c/ .76c
[6/ 8pwr/rd]

Power: 140

Sensor Systems

Long-Range Sensors: +1 /15 ly
[6pwr/rd]
Lateral Sensors: +1/ 1 lightyear
[4pwr/rd]
Navigational Sensors: +1
[5pwr/rd]
Cloak: 6
[24 pwr/ rd]
Sensors Skill: 4

Weapons Systems

Type VI Disruptor:
Range: 10/30k/100k/300k
Arc: f (270 degrees)
Accuracy: 4/ 5/ 7/ 10
Damage: 16
Power: [16]

Photon Torpedoes

Number: 120
Launchers: 2fv, 1av
Spread: 4
Arc: f or a, but are self-guided
Range: 15/300k/1000k/3500k
Accuracy: 4/ 5/ 7/ 10
Damage: 18
Power: [5]

Weapons Skill: 4

Defensive Systems:

Klingon Deflector Shield
Protection: 40/ 60
Power: [40]

Description: The *K'Tinga*-Class is the backbone of the Klingon fleet and essentially an uprated D7-A cruiser. It is equipped with a cloak and its weapons are more modern, as well as its engines.



Ber'taa-Class Cruiser



Class and Type: *Ber'taa*-Class Heavy Cruiser

Commissioning Date: 2285

Hull Characteristics

Size: 8 (653m, 30 decks)

Resistance: 4

Structural Points: 160

Operations Characteristics

Crew/Pass/Evac: 850/400/4000

[7 pwr/rd]

Computers: 4

[2 pwr/rd]

Transporters: 5 p, 5 c, 2 e

[6 pwr/rd]

Tractor Beams: 1 ad

[2/ rating used]

Propulsion and Power Characteristics

Warp System: 5.0/7.0/8.0 (6h)

[2/warp factor]

Impulse System: .4c/ .6c

[4/ 6pwr/rd]

Power: 160

Sensor Systems

Long-Range Sensors: +1/14 ly

[6pwr/rd]

Lateral Sensors: +1/ 1 lightyear

[4pwr/rd]

Navigational Sensors: +0

[5pwr/rd]

Cloak: -

Sensors Skill: 4

Weapons Systems

Type VI Disruptor:

Range: 10/30k/100k/300k

Arc: f and a (540 degrees)

Accuracy: 4/ 5/ 7/ 10

Damage: 16

Power: [16]

Photon Torpedoes

Number: 200

Launchers: 4 fv, 2 ad

Spread: 4

Arc: f or a, but are self-guided

Range: 15/300k/1000k/3500k

Accuracy: 4/ 5/ 7/ 10

Damage: 18

Power: [5]

Weapons Skill: 4

Defensive Systems

Klingon Deflector Shield

Protection: 45/ 65

Power: [45]

Description: The *Ber'taa*-Class Cruiser is the heaviest design of the KDF. It has a powerful weapons load-out and is heavily armored. Only on rare occasions Starfleet sees it in 'the field'.

Garuda-Class Warbird



Class and Type: *Garuda*-Class Warbird

Commissioning Date: 2280

Hull Characteristics

Size: 7 (560m, 29 decks)

Resistance: 3
Structural Points: 140

Operations Characteristics

Crew/Pass/Evac: 600/200/2k
[6 pwr/rd]
Computers: 4
[2 pwr/rd]
Transporters: 4 p, 5 c, 3 e
[6 pwr/rd]
Tractor Beams: 1 av, 1 fd
[2/rating used]

Propulsion and Power Characteristics

Warp System: 5.0/7.0/7.8 (6 h)
[2/warp factor]
Impulse System: .52 c/.72 c
[5/7pwr/rd]
Power: 165

Sensor Systems

Long-Range Sensors: +1/15 ly
[6pwr/rd]
Lateral Sensors: +1/ 1 lightyear
[4pwr/rd]
Navigational Sensors: +1
[5pwr/rd]
Cloak: 6
[24pwr/rd]
Sensors Skill: 4

Weapons Systems

Type J Disruptor:
Range: 10/30k/100k/300k
Arc: f or a (540 degrees)
Accuracy: 4/5/7/10
Damage: 18
Power: [18]
Plasma Torpedoes:
Number: 200
Launchers: 4 f, 2 a
Spread: 5
Arc: f or a, but are self-guided
Range: 30k/250k/900k/1500k
Accuracy: 4/5/7/10
Damage: see text
Power: [5]

Weapons Skill: 5

Defensive Systems:

Romulan Deflector Shield
Protection: 40/ 50
Power: [40]

Description: The *Garuda*-Class is the most dangerous and most secret addition to the Romulan ship arsenal. It is a powerful ship, equipped with a cloaking device and heavy weapons. It is easily a match against the Federation's *Excelsior* cruisers.

Plasma torpedoes do 30 points of damage to ships within one movement range. For each additional point of movement range the damage drops by one point, until the missile vanishes when reaching a damage of zero.





Starship Design

Starship design is not an easy task and there are several important systems other matters to reckon with.

Explorer-Class

In the late 23rd century Starfleet's design policy is different from those in other eras.

Most remarkable is that Starfleet introduces no new Explorer-Class vessels. All new ships of comparable size and function are rather referred as heavy cruisers, the famous *Constitution-Class* and *Excelsior-Class* ships included. The first explorer vessel since decades is the *ambassador-Class*, commissioned in 2322.

The reasons for this are several. Most prominent is that in the late 23rd century Starfleet's military role is more dominant than in later times. There were the Klingons and the Romulans to guard and no one new when the Gorn or Tholians would pose a new threat. That changes again in the early 24th century, as the Romulans enter their isolation and in the 40's the Klingon-Federation alliance is signed.

However although the ships are not called explorers, their mission is also scientific, not different from those of later decades. Generally most Heavy cruiser of that time would be described as exploratory cruiser or explorers, more accurately.

Starship Systems

The main systems of a starship have not changed since the 60's of the 23rd century. Most important is of course life support, as without it no humans could life on a starship. Life support not only creates a breathable

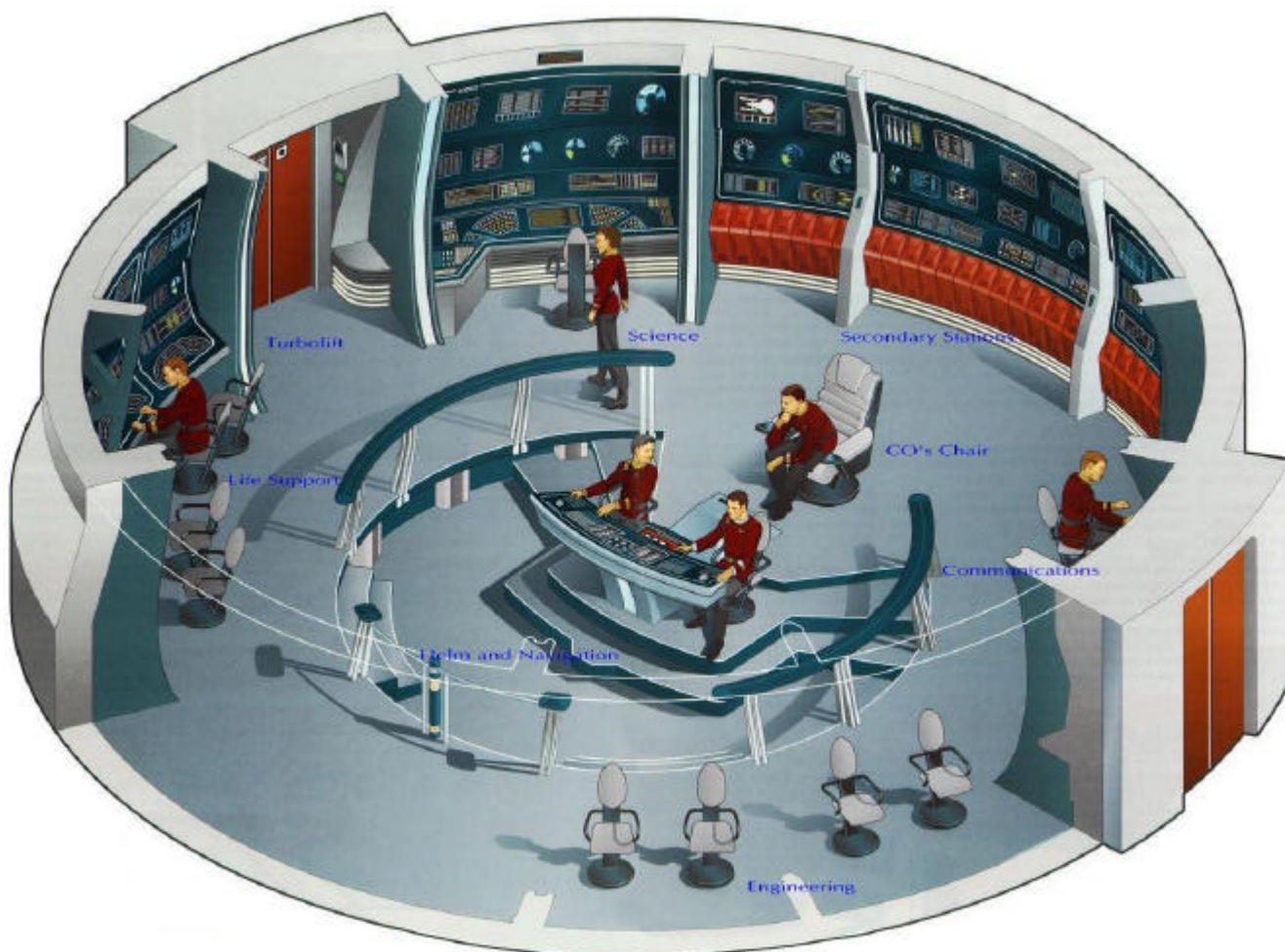
atmosphere it also handles artificial gravity and air pressure. Each starship normally has several single person quarters, which are used for crewmembers that need special conditions while onboard without disturbing fellow crewmembers if sharing quarters with colleagues. Besides that every room on most vessels can adopt its environmental settings to the needs of the crew.

Computer onboard a starship normally consist of at least one computer core, which is the centre of computing operations. However there are computers throughout the ship, which control different ship functions. They are also used to store data, for research and e.g. for simulating processes.



Weapons and defensive systems are as important as any other. Shields not only protect whips from enemy fire but are also the last defence against pulsar radiation and the like. Most starships use two different kinds of weapons. There are beam weapons and missile weapons, which can be fired while travelling at warp speed.

The sensors are a ship's senses and inform the crew about the surrounding of the ship, which may be at a radius of several lightyears.



Constitution-Class Bridge (around 2290)

Starship Locations

The most important location onboard a starship is its command centre, usually referred to as the bridge. Here all starship operations are coordinated and all systems can be accessed from consoles here. The ship's navigation is also stationed here as well as weapons' operations.

Due to the importance of this location, most ships have a second command post often called 'Battle Bridge' which can be used in emergency. Most often Main Engineering can be used as emergency commander centre as well.

In the 23rd century it is unusual to have ready rooms or offices as separated rooms like in later eras.

The quarters of officers and crewmembers alike contain less luxury and also serve as offices for higher-ranking personnel.

Next to bridge in importance is Main Engineering. All major ship functions are overviewed here and from main engineering there are several maintenance tunnels leading through the ship for system access. In Main Engineering there usually is the Warp Core, or whatever energy source a ship uses.

Most ships also have one or more conference rooms, a galley and mess hall, as well as a place where to care for sick and wounded, sickbay. There are also recreation areas and control rooms for various systems and a shuttle hangar.



Starfleet and most other stellar powers have access to a wide range of equipment for use of their personnel.

Personal Weapons

There are different kinds of personal weapons, depending on the origin of the weapon.

Phasers

Starfleet currently uses three types of Phased Energy Rectifiers or short phasers. They have energy cells, which provide the phaser with its charges. Each phaser has different settings and modes, e.g. they can be set to wide beam and the like.



Type 1:

Range: 5/12/25/35
Size: 10cm x 5cm 2.6cm
Mass: 0.25kg
Duration: 120 charges
Settings: 1-6

Type 2:

Range: 5/25/60/100
Size: 20cm x 4cm x 14cm
Mass: 0.75kg
Duration: 280 charges
Settings: 1-10

Type 3:

Range: 10/60/180/350
Size: 74cm x 12 cm x 25 cm
Mass: 2 kg
Duration: 1150 charges
Settings: 1-12

Disruptors

Disruptors are the primary weapons of the Klingons and the Romulans. They are beam weapons like the phasers but use bolts of gravity energy to do damage.

Pistol:

Range: 5/20/40/60
Size: 28cm x 5cm x 10cm
Mass: 1.25kg
Duration: 350 charges
Settings: 1-3

Rifle:

Range: 10/40/100/250
Size: 84cm x 10 cm x 30 cm
Mass: 2.5 kg
Duration: 1400 charges
Settings: 1-5

Setting	Damage	Charges	Notes
Phaser Damage			
1 Light Stun	[2+2d6]	1	Stun a human for 5 minutes
2 Medium Stun	[3+3d6]	2	Stun a human for 15 minutes, a Klingon for 5 minutes
3 Heavy Stun	[5+4d6]	3	Stun a human for 1 hour, a Klingon for 15 minutes
4 Light Thermal	6+2d6	4	Cut a 1m hole in 30cm of wood in 4 minutes
5 Medium Thermal	8+2d6	6	Cut a 1m hole in 30cm of wood in 3 minutes
6 Heavy Thermal	10+2d6	8	Cut a 1m hole in 30cm of steel in 3 minutes
7 Light Disrupt A	10+3d6	12	Cut a 1m hole in 30cm of steel or rock in 1 minute
8 Light Disrupt B	12+4d6	14	Kill a humanoid, cut a 1m hole into a duranium bulkhead in 12 minutes
9 Disrupt A	16+4d6	16	Vaporize a humanoid
10 Disrupt B	24+5d6	20	Vaporize metals, resilient alloys, explode 5 cubic meters of rock into rubble
11 Heavy Disrupt	30+9d6	30	Vaporize any substance, explode 10 cubic meters of rock into rubble
12 Desintegrate	50+12d6	60	Explode 25 cubic meters of rock into rubble
Disruptor Damage			
1 Light Stun	[2+2d6]	1	Stun a human for 5 minutes
2 Heavy Stun	[4+2d6]	2	Stun a human for 15 minutes, a Klingon for 5 minutes
3 Light Thermal	12+2d6	5	Cut a 1m hole in 10cm of steel in 2 minutes, cut a 1m hole into a duranium bulkhead in 18 minutes
4 Heavy Thermal	24+5d6	15	Vaporize almost anything including humanoids and resilient alloys
5 Disrupt	100+8d6	80	Explode 500 cubic meters of rock into glowing rubble

Personal Equipment

There are different kinds of personal equipment, communications equipment, sensor equipment and other.

Communicator

The communicator is the connection between ship and away team on planet bound missions. Additionally it serves as 'homing beacon' and enables a ship's crew to track its away team. They also have



some rudimentary translation capabilities, which enable the user to speak and understand known languages, however it cannot substitute a universal translator. Starfleet Communicators have a range of 30,000 kilometres when communicating with a ship and a range of up to 350 km in direct contact with each other.

Size: 11cm x 5cm x 3cm

Mass: 0.25 kg

Duration: 600 hours



Size: 14l folded + boots and helmet

Mass: 10 kg

Duration 15 hours

Tricorder

The tricorders is the typical Starfleet device to interact with and investigate the surrounding. It also holds basic databanks for review, comparing and storing data, although that can take several hours of time. For general data long range scans are adequate, however for detailed analysis short range scans are needed as they do not scan the whole surrounding but are focused in one direction.

There exist several more specialized variations of tricorders, e.g. engineering tricorders and medical tricorders.

Range: 1,800 meters for long range, 24 meters for short range

Size: 15cm x 10cm x 4 cm

Mass: 0.6kg

Duration: 850 hours

Environmental Suit

Environmental suits are use when crewmembers have to enter hostile environments whether on a planet or maybe on a contaminated starship. They can hold to pressures of 5 atmospheres and temperature differences from -100 degrees to 120 degrees. Damage, which punctures the suit, is self-sealed if not exceeding 3 points.



The magnetic boots allow movement even in zero-g environments. There are different editions of these suits, dependent to their primary function. There are radiation suits or e.g. fire protection suits and the like.

Armor: 1, damage exceeding 1 punctures the suit



Overlays

In this chapter you find anything you need to create a character in the movie era, using the character creation rules of one of the core books.

To create standard Starfleet Officers of that time, you can simply use the overlays of the core-books. However there are some characters in the movies, which are not covered by the standard rules.

Federation Security Service

The Federation Security Service is a modern police, which is responsible for arresting criminals and investigating crimes in general. They are well trained and equipped. Each larger city has a FSS Academy, which trains recruits in a one-year term or a three-year term depending on their skills and plans.

One Year:

Athletics (c. Sp.) 1 (2)
 Computer (c. Sp.) 1 (2)
 Energy Weapons (Phaser) 1 (3)
 Language Federation Standard 1
 Law (Federation Law) 1 (2)
 Security (Security Systems) 1 (3)
 Unarmed Combat (c. Sp.) 1 (3)
 Security Clearance +1

Add for Three-Year Term:

Personal Equ. (c. Sp.) 1 (2)
 Vehicle Ops (c. Sp.) 1 (2)
 Security (Security Systems) 1 (2)
 Intimidation (Bluster) 1 (2)

Prison Guard (Security)

The Prison Guards are Starfleet enlisted personnel, which are responsible to take care of prisoners and criminals. They are trained to use weapons and fight unarmed alike.

Athletics (c. Sp.) 1 (2)
 Energy Weapons (Phaser) 1 (3)
 Language Federation Standard 1
 Law (Federation Law) 1 (2)
 Personal Equipment (Communicator) 1 (2)
 Unarmed Combat (c. Sp.) 2 (3)
 Security (Security Systems) 1 (2)



Rogue

The Rogue overlay represents fringers and people who live more on the other side of the law, whether it is one of the poor beings that lives on Nimbus III or maybe a follower of Kahn Singh. Rogues excel at survival skills, bargaining and combat.

Athletics (c. Sp.) 2 (3)
 Energy Weapons (c. Sp.) 1 (3)
 Engineering, Systems (c. Sp.) 1 (2)
 First Aid (c. Sp.) 1 (2)
 Language Federation Standard 1
 Any Other 1
 Personal Equipment (c. Sp.) 2 (3)
 Persuasion (c. Sp.) 2 (3)
 Planetside Survival (c. Sp.) 2 (3)
 Primitive Weaponry (c. Sp.) 1 (2)
 Shipboard Systems (c. Sp.) 1 (2)
 Streetwise (c. Sp.) 1 (2)
 Vehicle Ops (c. Sp.) 1 (2)
 Alertness +1
 Vitality +1



Training Packages

While the corebooks provide you with a load of packages of e.g. Academy Life, there are some new possibilities for your characters in the movie era, e.g. taking part in the peace talks on Khitomer or like Kirk and Forester before to beat the famous 'No-win' scenario at the Academy.

Simply use the standard rules for the background packages as described in the core books.

There are two different kinds of Cadet Cruises as described in the Players' Guide of LUG. The heroic one and the standard cruise, you will find here more examples for the heroic one.

Early Life History (5 Development Points)

Refugee: The character grew up on a world now abandoned due whatever reasons, e.g. the El-Aurian homeworld.

Planetside Survival (c. Sp.) 1 (2), Primitive Weaponry (c. Sp.) 1 (2), Vengeful (whoever is responsible for refuge) –1

Criminal: The parents of the character were wanted criminals and had to hide from the law. However the character herself may be innocent, but still is wanted for various reasons, if only to testify against her parents.

Persuasion (Storytelling) 1 (3), Unarmed Combat (c. Sp.) 1 (2), Contact +1 (contact in any criminal organization), Dark Secret: criminal parents –2

Academy Life History (8 Development Points)

Diplomatic Training: The character was part of a training, which taught the basic procedures of diplomacy.

Diplomacy (c. Sp.) 1 (2), Persuasion (c. Sp.) 1 (2), Perception +1, Empathy +1, Pacifism: Cannot Kill -1

Artistic Study: The character studied alien arts as they are an important part of culture and may reveal some valuable information about a species.

Artistic Expression (c. Sp.) 1 (2), Culture (c. Sp.) 1 (2), Intellect +1

System Development: The character studied engineering with the specialization in further developing existing systems and improving already existing starship-designs efficiently.

Systems Engineering (c. Sp.) 1 (3), Material Engineering (Spaceframe) 1 (2), Innovative +1

Romulan Specialist Program: The character was part of a program, which was meant to create experts on Romulan affairs.

Starship Tactics (Romulan) 1 (2), Language Romulan 1, Espionage (Romulan Intelligence Techniques) 1 (2), Rival -1

Section 31: The character is member of this cell of SI or a sub-group.

Behaviour Modification (Resistance) 1 (3), Espionage (Covert Communications) 1 (3), Intimidation (c. Sp.) 1 (2), Promotion +2, Dark Secret –2: Member of Section 31, Obligation –3: Section 31, Intolerant -1



Heroic Cadet Cruise (4 Development Points)

Team Mate Rescue: During an away team mission, the character was able to save it from a trap.

Energy Weapons (Phaser) 1 (2), Reaction +1, Commendation +1, Impulsive -1

Scientific Breakthrough: During s science mission, the character had a significant success in research.

Science, Any (c. Sp.) 1 (2), Innovative +1

Athletic Contest: During cadet cruise the character took part in a multi-species athletic contest and actually won.

Athletics (c. Sp.) 1 (2), Renown Skill +2

Tour of Duty History (10 Development Points)

Five-Year Mission: The character took part in one of Starfleet's several exploration missions of the rim territories and earned experience in a wide range of skills.

Engineering, Any (c. Sp.) 1 (2), Science, any (c. Sp.) 1 (2), Promotion +3, Bold +1 or Ally +1

Infiltration Mission: The character was member of Starfleet Intelligence and infiltrated another major power in the quadrant.

Disguise (Romulan or Klingon) 1 (2), Culture (Romulan or Klingon) 1 (2), Language Romulan or Klingon 1, Espionage (c. Sp.) 1 (2), Hides Emotions -2

Border Outpost: This tour took place at one of the Federation's borders where the character was a crewmember of an outpost monitoring the border and coordinating ship traffic and trade.

Bargain (c. Sp.) 1 (2), Espionage (Traffic Analysis) 1 (2), Strategic Operations (c. Sp.) 1 (2), Diplomacy (Federation Frontier) 1 (2), Intolerant (Klingon or Romulan) -2



Templates

Here you find some new alien

templates to use during your character generation.

Deltans

Deltans are a humanoid species with no body hair, which is the only visual difference to humans. However they tend to be a bit sleeker and less heavy built than the average human.

Deltans are well known because of their highly developed sexuality. Due to the fact that Deltan women become pregnant only rarely, sexuality became an important matter of life and Deltan society. Before entering Starfleet, Deltans have to swear the Oath of Celibacy, which means not to take advantage of less advanced species in terms of sexuality.

The Deltan homeworld is Delta IV, which is a wonderful class M world not unlike Earth. However the average temperature is around two degrees higher.



Attributes

Fitness 2 [4]
Coordination 2 [5]
Intellect 3 [6]
Logic -1
Presence 3 [6]
Empathy +1
Psi 0 [5]

Skills

Charm (c. Sp.) 1 (2)
Culture (Deltan) 2 (3)
History (Deltan) 1 (2)
Language Deltan 2
Science, Any (c. Sp.) 2 (3)
W. Knowledge (Delta IV) 1 (2)

Typical Advantages/ Disadvantages

Ally +1

Sexy +2

Code of Honor: Oath of Celibacy -2

Chameloids

Chameloids are an extremely rare species and only few ever heard of them. Chameloids are shapeshifters and are able to change their form into anything of humanoid form, changing look and size is in their range of skill.

As the Chameloids often take advantage of this ability, it often is the reason for mistrust and even violence towards the Chameloids. Thus most members of this species tend to keep their abilities secret.

Scientists believe that these skills come from a violent past of the Chameloids, they probably used it to hide from predators.

The ordinary look of Chameloids is humanoid. They have yellow eyes and dark hair.



Attributes

Fitness 3 [5]
Coordination 2 [5]
Intellect 2 [5]
Perception +1
Presence 2 [5]
Psi 0 [5]

Skills

Culture (Chameloid) 2 (3)
 (c. Sp.) (3)
Disguise (c. Sp.) 2 (3)
History (Chameloid) 1 (2)
Language Chameloid 2
 Any Other 1
World Knowledge (Chameloid) 1 (2)

Typical Advantages/ Disadvantages

Night Vision +1
Restricted Shapeshifting +5
Dark Secret: -2
Greedy -1

New Advantage: Restricted Shapeshifting +5

Restricted Shapeshifting works different from the comparable advantage of the Founders of the *DS9* series.

Unlike the Founders, who can transform into any shape, the Chameloids are bound to the humanoid form. They can however change their view and size, as well as gender and species. Nevertheless this is very fatiguing.

To use this skill the character has to make a disguise skill check to mimic a species or person. Due to their natural advantages the difficulties are each one level lower than described in the core book. No matter if the test was successful or not, the character has to pass a Fitness test with the same difficulty. Failure means the character receives damage equal to half the difficulty, rounded up. If the first test was a failure either than the damage is only one third.

Ikaranians

The Ikaranians are a highly spiritual people. They are led by the *Kuruna*, which means something like first monk. The primary principle of the Ikaranians is that everything is only a tool and needs to be used correctly. They dislike misuse of any kind. Every member of the species is highly trained in science and engineering, which they believe to be given by their gods so that the Ikaranians can someday become as powerful as their gods.

However they do not search for power or domination, but for peace and justice for all beings in the galaxy. Their homeworld Ikara is located near the Romulan border and is a typical class M planet, with a domination of mountainous landscape.

Ikaranians look almost human, especially Earth' Asian people. They often wore highly ceremonial tunics, which represent their status and profession.



Attributes

Fitness 2 [5]
Coordination 2 [5]
Intellect 3 [5]
Presence 2 [5]
Empathy -1
Psi 0 [5]

Skills

Culture (Ikaranian) 2 (3)
Engineering, Any (c. Sp.) 2 (3)
History (Ikaranian) 1 (2)
Language Ikaranian 2
Science, Any (c. Sp.) 2 (3)
World Knowledge (Ikarania) 1 (2)



Typical Advantages/ Disadvantages

Engineering Aptitude +3

Tarkians

Tarkians are a reptile species originating from the planet Tarkia X in the star system of the same name. They have dark green skin and have a humanoid figure. Their heads are triangular shaped and they have small claws at their fingertips. Due to their snake-like tongue, Tarkians speak Federation standard only under hard effort, which is why most of them simply carry a universal translator with them for better understanding.

They have well developed ears unlike other reptiles and are excellent acrobatics due to their orientation sense, however therefore they are sensible concerning zero gravity.

Tarkanians are ruled by a Council, which is elected once a decade. They have a past as predators but overcome their aggressive nature by hunt games in their homeworld's forest.



Attributes

Fitness 2 [5]
Coordination 3 [5]
Intellect 2 [5]
Perception +1
Presence 2 [5]
Psi 0 [5]

Skills

Acrobatics (c. Sp.) 2 (3)
Culture (Tarkian) 2 (3)
History (Tarkian) 1 (2)
Language Tarkian 2
Stealth (Stealthy Movement) 1 (2)
Unarmed Combat (c. Sp.) 2 (3)
World Knowledge (Tarkia X) 1 (2)

Typical Advantages/ Disadvantages

Excellent Balance +1
Pacifism -1
Zero-G Intolerance -2

Efrosian

Efrosians are a mindful and calm people. Efrosia, their homeworld is a Class M planet not unlike Andoria, it is almost arctic. Thus the Efrosians have developed an extra layer of fat under their skin, which serves as thermal protection. Efrosians have white hair and bony foreheads.

Some scientists believe that there is a relation to the Klingons, as Efrosia is near the Klingon border and there are actually genetical similarities, e.g. the Efrosians feature some organs more often than other species do. Additionally they look somewhat Klingon.

No matter the fact, Efrosians are a species of analysts and thanks to their highly developed sense of direction, originating from the bad viewing conditions on their homeworld caused by storms, they make excellent navigators.



Attributes

Fitness 2 [5]
 Vitality +1
Coordination 2 [5]
Intellect 2 [5]
 Logic +1
Presence 2 [5]
Psi 0 [5]

Skills

Culture (Efrosian) 2 (3)
History (Efrosian) 1 (2)

Language Efrosian 2
Physical Science (Mathematics) 2 (3)
Planetside Survival (Artic) 2 (3)
World Knowledge (Efrosia) 1 (2)

Typical Advantages/ Disadvantages

Sense of Direction +1
Toughness +1

Harashi

The Harashi are feline species, originating from the Class M world Harash. They developed already millennia ago and use warp technology since three decades.

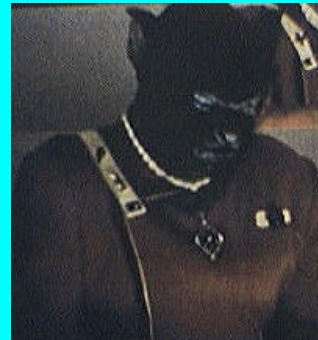
Most native vessels of the Harashi are military ships and cannot travel at speeds faster than warp 3, and thanks to the Harashi's pride it is hardly likely that they will accept external influence to change this.

Harashi manners are quite strange towards other people, e.g. their eating habits. They can be quite aggressive due to their past as predators.

Harashi society is divided into clans, lead by their oldest member. Their government is called the Circle and consists of dignitaries from each clan.

Personal honour is an important part of Harashi culture, keeping one's word and not breaking laws is essential.

Harashi somehow lack the skills to become good engineers, thus their technological development was rather slow. To compensate this they joined the UFP in 2278.



Attributes

Fitness 2 [5]
 Vitality +1
Coordination 2 [6]
 Dexterity +1
Intellect 2 [5]
 Perception +1
Presence 2 [5]
 Empathy -1
Psi 0 [4]

Skills

Athletics (Jumping) 2 (3)
Culture (Harashi) 2 (3)
History (Harashi) 1 (2)
Language Harashi 2
Stealth (Stealthy Movement) 1 (2)
World Knowledge (Harash) 1 (2)

Typical Advantages/ Disadvantages

Athletic Ability +2
Excellent Balance +1
Night Vision +1
Inept: Engineering -1



This chapter gives hint how to create a campaign in the movie era and provides you with stats for the most important people to meet.

A Movie-Era Campaign

This netbook provides you with stats and anything else you need to create a campaign.

Setting

When designing your campaign you have to decide what setting you use.

Basically any setting you could use in any other campaign is available in the Movie Era as well.

However there are still differences. Although in the TNG-Era, the *Excelsior*-Class is an old cruiser, in this era it is the most modern ship of Starfleet. In an ordinary TOS series the *Constitution*-Class is the top of the line while in the Movie Era is uprated and later decommissioned due to its old age. However the *Constitution*-Class is somewhat classical and is still a powerful ship if only through its size.



The *Miranda*-Class is comparable to the later *Nebula*-Class. It is a powerful cruiser although not as capable as the *Constitution*, its laboratories are not that extended and the ship is too small for long-terms comparable to the larger heavy cruisers. On the other side, the ship is much younger and thus uses more modern systems than older designs.

Another option would be to make

a starbase the centre of the campaign. Spacedock in orbit around Earth and Regula One are examples of

starbases of that time, their outer appearance is similar to that of later eras.

If you want a more adventurous base you could use the Klingon prison Rura Penthe.

Together with the actual base of operations, who have to decide what crew you want. You can mix any crew you want, e.g. a Federation scientists team operating on a Starfleet ship, together with its crew,

or you can choose to use one crew type like a group of smugglers trying to make a fortune at one of the Neutral Zones.

As with any Star Trek series, it is easiest to take Federation characters, because you have far more screen material available to derive from your ideas and the drawing of the setting. Next come the Klingons, who evolved more to their TNG counterparts and thus there is a load of material about them as well.

Hard to play is a Romulan series. There is no screen evidence on anything about the Romulan Empire, with the exception of Ambassador Nunclus in Star Trek VI. We do not see any ships of them nor anything else. Only the PC Game Starfleet Academy reveals a bit more, although still sparsely.

In Star Trek III we also have a short appearance of a non-aligned crew and there are examples of other characters more on the fringe of the society in Star Trek II, V and VI.

Last you should set a timeframe for your series. Do you want to start with the refit of the *Constitution*-Class or maybe even with its decommissioning, although many characters will certainly enjoy a stay on that 'historical' class of ship. Alternately you could jump forward a bit and while actually not really belonging to the Movie Era, you can set your campaign in the early 24th century onboard a *Constellation*-Class ship.

Story

Connected to your type of crew is the story you want for your series. A Movie-Era Campaign can easily narrated like the TOS or TNG series,

an episodic series. The most important difference of this era to others is the technology and the galactic setting, i.e. the aliens available at that time as well as the relations between the different species.

An exploration campaign set in this era runs very well. There are far more things to explore than in later eras and the most interesting is the fact, that you can meet species for the first time, which are already known in the TV series. It is great fun, to make first contact with e.g. the Betazoids, because your players will most probably remember that fact together with their characters and the series each time the focus goes to a Betazoid.

Alternately you can decide to create a serial series, connected

through a large story arc. The major plotline of the series could be



an ongoing war or conflict like in DS9. Another option is to combine these elements. Let the characters explore a new sector, full of mysteries and with an ongoing riddle the characters have to solve.

On-Going Campaign

One major challenge would be to conclude a TOS campaign in that era. Similar to Kirk's original crew you could let some old characters revive and give them new opportunities to save the day. The new technology and environment can provide new tension to an old campaign.

If you choose long living characters, e.g. Vulcans you could easily let the setting move from the 23rd century to the 24th. The characters could be prime examples of a great Starfleet career and could be idols for younger Starfleet officers. After all there are only few who served on a *Constitution*-Class and a *Galaxy* as well.

Such a campaign would give the players the feeling that their characters are really important, since they saw several historic events others only know from history lessons.

What about the Klingons

When you compare the TOS Klingons to those of the Movie-Era,



you notice that they changed in their appearance.

Unless you want to unravel the secret behind the change of

appearance, you should simply leave it out and do as Worf claimed: "We do not talk about it."

However there exists several explanations some vague others not. There is the idea that the difference comes from their origin, so that the appearance differs depending whether a Klingon comes from the northern hemisphere or the southern.

However that is highly unlikely as in *DS9* we see Klingons in the new shape, who looked different in the past.

Others say that the cause is that the Klingons wanted to look more human in the past, because they wanted to deceive their enemies.

That would match the fact that the Klingons used intrigues at that time more often than in the future.

If this is true or not should decide the narrator, or leave it out of the campaign entirely.

Meeting Kirk's Crew

One major event in your campaign could be a meeting with the crew of the original series. It is very exciting to interact with heroes of the Federation and maybe work together with them.



If you let the characters interact with Kirk, Spock or whoever you have in mind, be careful not to centre too much on these figures, or your players will be bored soon.

You should rather let them be mentors for your characters who may give advice and lend a hand or two but never do the job on their own, because that would spoil the characters of the opportunity of being heroic. It is simply more fun, if you fight along Captain Spock and Sulu than just sit by and watch them fight.

Important Characters

There are several important figures you could meet in this Era and not all belong to the original crew nor are all of them heroes of the UFP.

Captain Kirk

Captain James Tiberius Kirk is one of the most renowned Captains of Starfleet history, not only in his own century.

Although he accomplished several mission well, he sticks not always to the rules and believes they are made for 'perfect situations' and its on him to adapt them to less perfect ones.

He is 'a great one for rushing in where angels fear to tread' and a great tactician.



He joined Starfleet like his father George, XO of the *USS Enterprise* on its first mission under Robert April's command.

James T. Kirk or Jim as friends call him was the first cadet to pass the Kobayashi Maru test, although it was regarded a 'No-Win' scenario.

He commanded two instalments of the famous *Enterprise*, the original ship and the NCC-1701-A. When he accompanied the maiden voyage of the third ship to bear the name, the NCC-1701-B, he was killed while saving a pair of transports.

Fitness 3

Vitality +1

Coordination 3

Dexterity +1

Intellect 3

Presence 5

Willpower +1

Psi 0

Administration (Starship) 3 (4)

Athletics (Running) 3 (4)

(Riding) (4)

Charm (Seduction) 2 (5)

Command (Starship) 5 (6)

Computer (Research) 1 (2)

Culture (Human) 2 (3)

Diplomacy (Fed Frontier) 3 (4)

Dodge 2

Energy Weapons (Phaser) 1 (3)

(P. Rifle) (3)

Fast Talk 2

Gaming (3 D Chess) 1 (4)

History (Human) 1 (2)

(Federation) (2)

Intimidation (Bluster) 1 (4)

Language Fed. Standard 3

Law (Starfleet Reg.) 5 (6)

Personal Eq. (Communicator) 1 (3)

Physical Science (Math) 1 (2)

Planetary Survival (Arctic) 1 (2)

Ship. Systems (Tactical) 1 (2)

(Command) (2)

Starship Tactics (Fed) 4 (6)

(Klingon) (5)

Unarmed Combat (SMA) 2 (3)

(Boxing) (4)

Vehicle Ops (Shuttlecraft) 1 (2)

Vulcan Mind Shield 1

W. Knowledge (Earth) 1 (2)

Advantages:

Commendation (several) +3

Bold +1 Promotion +10

Dep. Head +4

Famous Incident (several) +3

Sexy +2

Disadvantages:

Code of Honor -3: Defender

Pacifism -1: Cannot Kill

Intolerant -2: Klingons

Obsession -1: Attraction to women

Species Enemy -5: Klingon

C.P.: 8



Renown: 86

Aggression +10, Discipline +20,
Initiative +16, Openness +20, Skill
20.

Captain Spock

Captain Spock, son of the well-known Ambassador Sarek, was the first Vulcan becoming a member of Starfleet.

Spock is only a half-Vulcan, as his mother, Amanda Grayson, was a human teacher.

Spock served already longer on *Enterprise* than its last Captain, James Kirk, as he already accompanied Captain Christopher Pike on his five-year mission.



Captain Spock is an ideal of a Vulcan and even tried to pass the Kolinahr ritual, although failed to do so. Additionally he was the only Vulcan to be brought back to

live by Vulcan rituals since ages. His skills have a wide range, he is a diplomat, scientist and commander and excelling at all this jobs.

He behaves absolutely logically and finds remarks that he is human insulting.

Fitness 3
Strength +1
Coordination 3
Intellect 5
Logic +2
Presence 2

Willpower +1
Psi 1
Focus -1

Administration (Starship) 2 (3)
Artistic Expression (V. Harp) 1 (3)
Athletics (Jumping) 2 (3)
Command (Starship) 4 (5)
Computer (Research) 2 (4)
Culture (Vulcan) 2 (4)
Diplomacy (Intergalactic A.) 3 (4)
Dodge 1
Energy Weapons (Phaser) 1 (2)
Gaming (3 D Chess) 1 (4)
History (Vulcan) 2 (3)
(Federation) (3)
Language Fed. Standard 3
Vulcan 3
Law (Starfleet Reg.) 4 (5)
Life Science (Biology) 2 (3)
Mind Meld 4
Personal Eq. (Tricorder) 2 (5)
Physical Science (Math) 4 (5)
Planetary Science (Geology) 1 (2)
Planetary Survival (Desert) 2 (3)
Prop. Engineering (Warp Drive) 2 (3)
Rha-Tel 2
Shan-Tip 2
Ship. Systems (Sensors) 3 (5)
(Command) (4)
(Library Computer) (4)
Space Science (Astrophysics) 3 (4)
Starship Tactics (Fed) 3 (5)
(Klingon) (4)
Systems Engineering (Computer) 2 (3)
U. Combat (V. Nerve Pinch) 2 (5)
Vehicle Ops (Shuttlecraft) 1 (2)
Vulcan Mind Shield 3
W. Knowledge (Vulcan) 1 (2)

Advantages:

Commendation (several) +3
Curious +1
Dep. Head +4
Famous Incident (several) +3
Mixed Species Heritage +6



Multitasking +2
Promotion +10
Toughness +1

Disadvantages:

Arrogant -1
Code of Honor -4: Starfleet
Code of Honor -3: Vulcan
Hides Emotions -2

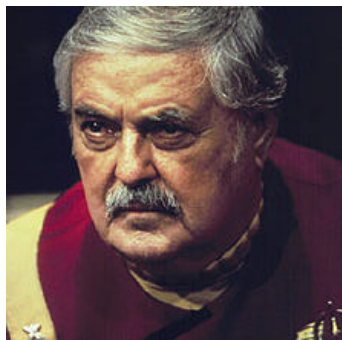
C.P.: 5

Renown: 75

Aggression -6, Discipline +25,
Initiative +4, Openness +12, Skill
28.

Captain Scott

Captain Montgomery Scott, called 'Scotty' by his friends and 'miracle worker' as well, was the Chief of Engineering on the original *Enterprise*, the *Excelsior* and the *Enterprise-A*. He is probably one of the best engineers ever to serve in



Starfleet and many of his methods are still taught on the Academy.

He is a passionate person and a real Scotsman, remembering his heritage strongly.

Fitness 3
Coordination 3
Intellect 4
Presence 3
Willpower +1
Psi 0

Administration (Starship) 2 (3)
Athletics (Climbing) 2 (4)
Artistic Expression (Bagpipes) 1 (3)
Command (Starship) 4 (5)
Computer (Modelling) 2 (4)
Culture (Human) 2 (3)
Dodge 1
Energy Weapons (Phaser) 1 (3)
History (Human) 1 (2)
(Federation) (2)
Language Fed. Standard 2
Law (Starfleet Reg.) 4 (5)
Material Engineering (P. Equ.) 3 (4)
Personal Eq. (Tricorder) 1 (3)
(Communicator) (3)
Physical Science (Math) 3 (4)
Planetary Survival (Mountain) 1 (2)
Prop. Engineering (Warp Drive) 3 (6)
Ship. Systems (Transporters) 3 (5)
(Sensors) (4)
Starship Tactics (Federation) 1 (2)
Systems Engineering (Tactical) 4 (5)
(Transporter) (5)
Theoretical Eng. (Warp Theory) 3
Unarmed Combat (Boxing) 1 (3)
Vehicle Ops (Shuttlecraft) 1 (2)
(Work Bee) (2)
Vulcan Mind Shield 1
W. Knowledge (Earth) 1 (2)

Advantages:

Commendation (several) +3
Engineering Aptitude +3
Famous Incident (several) +3
Innovative +1
Mathematical Ability +3

Disadvantages:

Code of Honor -2: Make as fast as possible repairs
Impulsive -1
Intolerant -2: Klingons
Obsession -1: Repairs

C.P.: 5

Renown: 72

Aggression +8, Discipline +10,
Initiative +12, Openness +18, Skill
28.

Commander McCoy

Leonard McCoy, or 'Bones' as his friends call him, was the Chief Medical Officer of the original *Enterprise*. He retired from Starfleet after the first five-year mission and served as physician privately.



Admiral Kirk reactivated him during the approach of V'Ger and he served another five-year mission on the refit *Enterprise*. He took the lead of sickbay on the

Enterprise-A as well and is one of Starfleet's best medics ever.

Dr. McCoy not only created cures for several already known illnesses but also regularly is faced with new challenges he as regularly overcomes.

He has a sarcastic nature and loves to provoke his old friend Spock.

Fitness 2
Coordination 2
Intellect 4
Presence 3
Willpower +1
Psi 0

Administration (Starship) 1 (3)
Athletics (Rowing) 2 (4)
Artistic Expression (Singing) 1 (2)
Command (Starship) 1 (2)

Computer (Research) 1 (3)
Culture (Human) 2 (3)
Dodge 1
Energy Weapons (Phaser) 1 (2)
1. Aid (Wound/Combat Trauma) 2 (3)
History (Human) 1 (2)
(Federation) (2)
Language Fed. Standard 3
Law (Starfleet Reg.) 3 (4)
Life Science (Biology) 3 (4)
Medical Science (Surgery) 4 (5)
(General) (5)
Personal Eq. (Med. Tricorder) 2 (4)
Physical Science (Math) 1 (2)
Planetary Survival (Mountain) 1 (2)
Ship. Systems (Medical Systems) 2 (5)
Social Science (Anthropology) 2 (3)
Systems Eng. (Medical Systems) 1 (3)
Vehicle Ops (Shuttlecraft) 1 (2)
Vulcan Mind Shield 1
W. Knowledge (Earth) 1 (2)

Advantages:

Commendation (several) +3
Department Head +4
Famous Incident (several) +3
Innovative +1
Promotion +8
Shrewd +1

Disadvantages:

Code of Honor -2: Hippocratic
Oath
Obsession -1: Sarcasm

C.P.: 6**Renown: 56**

Aggression +4, Discipline +8,
Initiative +14, Openness +10, Skill
18.



Commander Chekov

Commander Pavel Andreievich Chekov belongs to the crew of Captain Kirk since the original *Enterprise*. He was the navigator on the ship before becoming a crewmember of the *USS Reliant*.

After the destruction of the ship he again joined the crew of the refit *Enterprise* and became the navigator of the *Enterprise-A* as well.

He is a capable officer and also was member of the Academy staff on Earth responsible for the simulation missions. He is loyal to the crew and ship. Due to his Russian origin, he speaks with a slight accent and often tries to comment on a situation by comparing it to an old Russian tale.

Fitness 3
Coordination 3
Intellect 3
Perception +1
Presence 2
Willpower +1
Psi 0

Administration (Starship) 3 (4)
Athletics (Jumping) 2 (4)
Artistic Expression (Singing) 1 (2)
Command (Starship) 3 (4)
Computer (Research) 1 (2)
Culture (Human) 2 (3)
Dodge 1
Energy Weapons (Phaser) 1 (3)
1. Aid (Wound/Combat Trauma) 1 (3)
History (Human) 1 (2)
(Federation) (2)
Knowledge: Russian Tales 3
Language Fed. Standard 2
Russian 3



Law (Starfleet Reg.) 3 (4)
Personal Eq. (Tricorder) 2 (3)
Physical Science (Math) 2 (4)
Planetary Survival (Jungle) 1 (2)
Ship. Systems (Navigation) 3 (5)
(Tactical) (5)
Systems Eng. (Navigation) 2 (3)
Sp. Science (Stellar Cart.) 2 (3)
(Astrogation) (4)
Starship Tactics (Federation) 2 (3)
Unarmed Combat (SMA) 1 (2)
Vehicle Ops (Shuttlecraft) 2 (4)
W. Knowledge (Earth) 2 (4)

Advantages:

Commendation (several) +3
Department Head +4
Famous Incident (several) +3
Promotion +8

Disadvantages:

Code of Honor -4: Starfleet
Obsession -1: comment with
Russian tale

C.P.: 5

Renown: 50

Aggression +2, Discipline +8,
Initiative +8, Openness +18, Skill
14.

Captain Sulu

Hikaru Sulu, the original Helmsman onboard the *Enterprise* is of Japanese origin and a great martial artist. He won several fencing competitions.

Hikaru Sulu belonged to the



crew of the *Enterprise* for years and was the helmsman of the refit and the *Enterprise-A*.

In 2288 Hikaru Sulu became head of the Command School of Starfleet Academy and served there well, before getting command of the *Excelsior*.

He has a daughter, who also joined Starfleet and is a remarkable Captain. He is an expert on archaic weapons.

Fitness 3
 Coordination 4
 Intellect 4
 Presence 3
 Willpower +1
 Psi 0

Administration (Starship) 3 (4)
 Athletics (Running) 3 (4)
 Command (Starship) 4 (5)
 Computer (Research) 1 (2)
 Culture (Human) 2 (3)
 Dodge 1
 Energy Weapons (Phaser) 1 (3)
 History (Human) 1 (2)
 (Federation) (2)
 Knowledge Archaic Weapons 3
 Language Fed. Standard 3
 Law (Starfleet Reg.) 4 (5)
 Life Science (Biology) 3 (4)
 Personal Eq. (Tricorder) 1 (3)
 Physical Science (Math) 3 (4)
 Planetary Survival (Urban) 1 (2)
 Primitive Weaponry (Fencing) 2 (4)
 Prop. Engineering (Warp Drive) 1 (2)
 Ship. Systems (Helm) 3 (5)
 (Tactical) (5)
 Social Science (Archaeology) 1 (3)
 Starship Tactics (Federation) 3 (5)
 (Klingon) (5)
 Space Science (Astrophysics) 2 (3)
 (Stellar Cartography) (3)
 (Astrogation) (5)
 Systems Engineering (Helm) 1 (2)

Unarmed Combat (SMA) 2 (3)
 (Karate) (4)
 Vehicle Ops (Shuttlecraft) 2 (5)
 W. Knowledge (Earth) 1 (2)

Advantages:

Bold +1
 Commendation (several) +3
 Department Head +4
 Famous Incident (several) +3
 Mathematical Ability +3
 Promotion +10

Disadvantages:

Code of Honor -4: Starfleet
 Code of Honor -2: Honesty
 Dependant -2: Daughter
 Intolerant -1: People who call him 'Tiny'

C.P.: 6

Renown: 70

Aggression +5, Discipline +12,
 Initiative +10, Openness +15, Skill 18.

Commander Uhura



Uhura, a woman of afro-american descend, is the ship's Communications Officer since its first voyage under the command of Captain Kirk.

She is a sympathetic woman, who cares for others and tries to help, when somebody needs assistance or advice in personal matters.

She is also a great singer and dancer. Her career on the *Enterprise* was shortly interrupted when she was transferred to Spacedock in Earth'

Phobia -2: Loose a crewmember

C.P.: 6

Renown: 48

Aggression 0, Discipline +8,
Initiative +8, Openness +22, Skill
10.

Captain Decker

Willard Decker is the son of the famous Commodore Matt Decker, who was killed when the 'Planet Killer' destroyed his ship the USS Constellation.

In spite of his father's death, Willard Decker joined Starfleet and wanted to explore space. He excelled at the Academy and also in his later career.



One of his first posts was on Delta IV, where he met the Deltan Ilia and fell in

love with her.

In 2270 he took Command of the *USS Enterprise* by Captain Kirk order, who had choose him because of his skills – Lt. Ilia became his navigator.

One year later, he stepped down to make room for Captain Kirk and became XO of the ship during the 'V'Ger-Incident'. He later sacrificed himself and joined with V'Ger.

Fitness 3
Coordination 3
Intellect 4
Presence 3
Willpower +1

Artistic Expression (Singing) 3 (4)
 (Dancing) (4)
 (Harp) (4)

Administration (Starship) 1 (2)

Athletics (Swimming) 2 (4)

Charm (Influence) 1 (3)

Command (Starship) 3 (4)

Computer (Research) 1 (2)

Culture (Human) 2 (3)

Dodge 1

Energy Weapons (Phaser) 1 (2)

History (Human) 1 (2)
 (Federation) (2)

Language Fed. Standard 3
 Klingon 1

Law (Starfleet Reg.) 3 (4)

Personal Eq. (Communicator) 1 (4)

Physical Science (Math) 1 (2)

Planetary Survival (Ocean) 1 (2)

Ship. Systems (Communication) 2 (5)

Social Science (Anthropology) 2 (3)

Systems Engineering (Com) 2 (4)

Unarmed Combat (SMA) 1 (2)

Vehicle Ops (Shuttlecraft) 2 (3)

W. Knowledge (Earth) 1 (2)

Advantages:

Commendation (several) +3
Famous Incident (several) +3
Language Ability +2
Promotion +8
Sexy +2

Disadvantages:

Pacifism –3: Self-Defence



Psi 0

Administration (Starship) 3 (4)
Athletics (Soccer) 3 (4)
Command (Starship) 4 (5)
Computer (Research) 2 (3)
Culture (Human) 2 (4)
(Deltan) (3)
Diplomacy (Fed. Frontier) 2 (4)
Dodge 1
Energy Weapons (Phaser) 1 (2)
History (Human) 1 (2)
(Federation) (2)
Language Fed. Standard 3
Deltan 1
Law (Starfleet Reg.) 4 (5)
Mat. Engineering (Spaceframe) 2 (3)
Personal Eq. (Vacuum Suit) 1 (3)
Physical Science (Math) 2 (3)
Planetary Survival (Forest) 1 (2)
Ship. Systems (Command) 2 (4)
Starship Tactics (Federation) 3 (4)
Space Science (Astrogation) 1 (3)
Vehicle Ops (Shuttlecraft) 2 (3)
W. Knowledge (Earth) 1 (2)

Advantages:

Bold +1
Commendation (M. of Honor) +2
Innovative +1
Promotion +10

Disadvantages:

Pacifism -1: Cannot Kill
Romantic Attachment -2: Lt. Ilia

C.P.: 5

Renown: 68

Aggression -2, Discipline +16,
Initiative +8, Openness +18, Skill
25.

Ensign Sulu

Demora Sulu is the daughter of the famous Captain Sulu. Her mother gave no note to Hikaru that she was pregnant and thus he learned of her existence late after birth, when she was a teenager. Her mother had died and so Captain Sulu adopted her.

Although they had difficulties to cope with each other, due to Hikaru's long absence when he was on a mission, they managed to get along.

Demora joined Starfleet as well, when she understood the lessons her father taught her and finally became the helmsman of the *USS Enterprise-B*. Captain Kirk said, that it would not be the *Enterprise* without a Sulu at the helm.



Fitness 3
Coordination 3
Intellect 3
Presence 2
Willpower +1
Psi 0

Artistic Expression (Drawing) 1 (3)
Administration (Starship) 1 (2)
Athletics (Running) 3 (4)
Computer (Hacking) 1 (2)
Culture (Human) 2 (3)
Dodge 1
Energy Weapons (Phaser) 1 (2)
History (Human) 1 (2)
(Federation) (2)
Language Fed. Standard 3
Law (Starfleet Reg.) 2 (3)
Personal Eq. (Tricorder) 1 (3)



48

Renown: 12

Aggression -2, Discipline +4,
Initiative 0, Openness 0, Skill 8.

Captain Harriman

John Harriman, CO of the *USS Enterprise-B* is a real 'Starfleet Brat', his father, Starfleet Admiral in Starfleet Command, used his position to give him this post and was the



reason why he joined Starfleet.

Although John Harriman was always a good student at Academy and a good officer as well, he probably rose up in ranks too quickly. He fears critical situations and is uncertain which orders to give in under tense conditions.

However he is a friendly person, and may learn with the time to bear the responsibility of command.

John Harriman knows how to present himself.

Fitness 2

Strength +1

Coordination 2

Intellect 3

Presence 4

Willpower +1

Psi 0

Administration (Starship) 2 (4)

Athletics (Climbing) 2 (3)

Command (Starship) 3 (4)

Computer (Research) 1 (2)

Culture (Human) 2 (3)

Dodge 1

Energy Weapons (Phaser) 1 (2)

History (Human) 1 (2)

(Federation) (2)

Language Fed. Standard 3

Law (Starfleet Reg.) 4 (5)

Personal Eq. (Tricorder) 1 (2)

Persuasion (Oratory) 2 (4)

Physical Science (Math) 1 (2)

Planetary Survival (Jungle) 1 (2)

Ship. Systems (Helm) 1 (2)

(Command) (2)

Space Science (Astrophysics) 1 (2)

Starship Tactics (Fed) 2 (4)

Vehicle Ops (Shuttlecraft) 1 (2)

W. Knowledge (Earth) 1 (2)

Advantages:

Dep. Head +4

Patron +3: Father

Promotion +10

Sexy +2

Disadvantages:

Code of Honor -4: Starfleet

Phobia -2: Failure in critical situations

Weak Will -2

C.P.: 4**Renown: 52**

Aggression 0, Discipline +12,
Initiative -5, Openness +24, Skill +10.

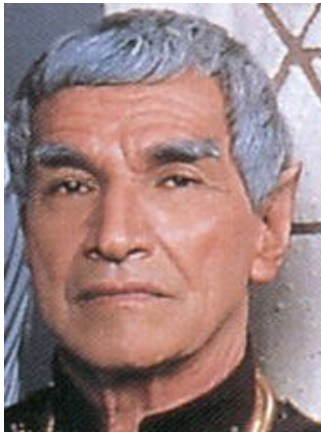
Ambassador Sarek

Sarek is the famous father of Captain Spock and one of the most important and capable diplomats of Federation history.

He has another son, Sybok, whose mother is a Vulcan princess, Sarek's first wife. She died shortly after she gave birth to Sybok.

Sarek's second wife is Amanda Grayson, Spock's mother, a human.





Sarek's contact with Spock was rare, as he did not agree with his decision to join Starfleet rather than the Vulcan Science Academy.

After Spock had to donate blood to save his father's life, their relation grew better and it was Sarek who convinced Kirk that Spock was not yet lost after his apparent death at Genesis.

Fitness 2
Strength +1
Coordination 2
Intellect 6
Logic +1
Presence 3
Psi 1
Focus -1

Administration (Logistics) 1 (2)
Artistic Expression (V. Harp) 2 (3)
Computer (Research) 1 (3)
Culture (Vulcan) 2 (5)
Diplomacy (Intergalactic A.) 4 (6)
(Intergalactic Law) (5)
(Federation Law) (5)
Dodge 1
History (Vulcan) 3 (5)
(Federation) (4)
Language Fed. Standard 3
Vulcan 4
Klingon 2
Law (Vulcan Law) 4 (5)
(Federation Law) (5)
Mind Meld 3
Personal Eq. (Communicator) 1 (2)
Persuasion (Debate) 4 (5)
Physical Science (Math) 4 (5)
Planetary Survival (Desert) 2 (3)
Rha-Tel 2

Shan-Tip 1
Ship. Systems (Communication) 1 (2)
Social Science (Anthropology) 4 (5)
(Political Science) (5)
Space Science (Astrophysics) 1 (2)
U. Combat (V. Nerve Pinch) 2 (4)
Vehicle Ops (Shuttlecraft) 1 (2)
Vulcan Mind Shield 4
W. Knowledge (Vulcan) 2 (4)
(Earth) (3)

Advantages:

Commendation (several) +3
Contact: several governmental +3
Curious +1
Famous Incident (several) +3
Multitasking +2
Promotion +12: Federation
Ambassador
Shrewd +1
Strong Will +1

Disadvantages:

Arrogant -1
Code of Honor -3: Vulcan
Hides Emotions -2
Pacifism -1: Cannot Kill

C.P.: 5

Renown: 85

Aggression -10, Discipline +24,
Initiative +5, Openness +14, Skill
30.

Chancellor Gorkon

Gorkon was the Chancellor of the Klingon High Council until he was assassinated in 2293. It is unknown since when he was head of the Klingon Government, however it has to be at least 2289, when he thanked the Federation Council for the assistance during the Meclanti attack.

Gorkon was a visionary, who wanted peace in the galaxy and more cooperation than invasion. When in 2293 the Klingon Moon



Praxis exploded and with it endangered Qo'noS existence alike, his vision found breeding ground and he was able to start a peace campaign with the Federation.

However he was assassinated and his daughter Azetbur took over. Later it was revealed that a combined campaign of Starfleet Officers and Klingon conspirators was behind the assassination. Kirk and his crew were able to prevent another attack on the Federation President.

Fitness 4

Vitality +2

Coordination 3

Intellect 4

Presence 3

Willpower +2

Psi 0

Administration (Logistics) 3 (4)

Command (Combat Leadership) 3 (5)

Computer (Research) 1 (2)

Culture (Klingon) 2 (4)

Diplomacy (Intergalactic A.) 4 (5)

(Intergalactic Law) (5)

(Klingon Law) (5)

Dodge 1

History (Klingon) 2 (4)

Intimidation (Bluster) 2 (3)

Language Klingon 4

Fed. Standard 2

Law (Klingon Law) 3 (5)

Personal Eq. (Communicator) 1 (2)

Persuasion (Debate) 4 (5)

(Oratory) (5)

Physical Science (Math) 1 (2)

Primitive Weaponry (Bath'let) 2 (4)

Ship. Systems (Computer) 2 (3)

Social Sc. (Political Science) 4 (5)

Starship Tactics (Klingon) 2 (4)

Strategic Operations (Defence) 3 (4)

U. Combat (Mok'bara) 2 (4)

Vehicle Ops (Shuttlecraft) 1 (2)

W. Knowledge (Qo'noS) 2 (4)

Advantages:

Bold +1

Contact: several governmental +3

Indomitable +2

Organ Redundancy (brak'lul) +4

Promotion +14: Chancellor

Shrewd +1

Strong Will +1

Disadvantages:

Code of Honor -4: Klingon

Fanatic: Galactic Peace -3

Pacifism -1: Cannot Kill

C.P.: 6

Renown: 85

Aggression -5, Discipline +25, Initiative +10, Openness +10, Skill 30.

Kahn

Kahn Noonien Singh was one of the most powerful warlords on Earth in the late 20th century. He was a genetically enhanced 'Eugenic'-Man.

When he was



faced with defeat, he fled with some company in a sleeper ship. He was found by *Enterprise* and tried to take over the ship, which resulted in his exposure on Ceti Alpha V.

A stellar catastrophe transformed Ceti Alpha V into a desert planet.

In 2285 Kahn is able to leave the planet by overtaking the *USS Reliant* and to steal the prototype Genesis Device. Again he was overcome by Kirk this time he killed himself in a last effort to destroy the *Enterprise* – and failed to do so.

Fitness 4
Vitality +2
Coordination 4
Intellect 4
Presence 4
Willpower +1
Psi 0

Administration (Logistics) 3 (4)
Athletics (Running) 3 (4)
Command (Combat Leadership) 3 (4)
Charm (Influence) 3 (4)
Culture (Human) 2 (3)
Dodge 2
History (Human) 2 (3)
Intimidation (Bluster) 3 (4)
Language English 3
Chinese 4
Life Science (Genetics) 2 (5)
Persuasion (Storytelling) 4 (5)
Physical Science (Math) 3 (4)
Planet. Tactics (Grand Strategy) 4 (5)
Planetside Survival (Desert) 2 (4)
Primitive Weaponry (Sword) 3 (4)
Social Sc. (Anthropology) 3 (4)
U. Combat (Karate) 3 (4)
Vehicle Ops (Ground Car) 1 3(2)
W. Knowledge (Earth) 1 (3)
(Ceti Alpha V) (3)

Advantages:

Ally +3: several followers

Ambidexterity +2
Bold +1
Eidetic Memory +3
Indomitable +2
Mathematical Ability +3
Promotion +14: Warlord
Shrewd +1
Strong Will +1
Toughness +1

Disadvantages:

Arrogant –1
Fanatic –3 : Conquer planet
Intolerant –3: Non-Eugenics
Stubborn -1

C.P.: 6

Renown: 85

Aggression -5, Discipline +25,
Initiative +10, Openness +10, Skill 30.

Admiral Cartwright

Admiral Cartwright was one of the highest-ranking officers of Starfleet. He was head of Starfleet Operations since the mid 80's and trusted advisor of the UFP President.



Since his early days in Starfleet he had a conservative nature, maybe because of a bad experience in his past.

After he graduated from Academy he got into contact with a group of Starfleet Intelligence called *Section 31*, which has the aim to

protect the Federation with any means necessary.

Admiral Cartwright was involved in the conspiracy to kill the Klingon Chancellor Gorkon, when he moved forward the peace process. When his daughter Azetbur continued the negotiations, he took part in a plan to kill the Federation President as well. He was arrested during the assassination attempt.

Fitness 2

Strength +1

Coordination 2

Intellect 4

Presence 3

Willpower +1

Psi 0

Administration (Starship) 4 (5)

(Logistics) (5)

Athletics (Swimming) 2 (4)

Behaviour Mod. (Resistance) 1 (4)

Command (Starship) 5 (6)

Computer (Research) 1 (3)

Culture (Human) 2 (3)

Diplomacy (Intergalactic Affairs) 1 (2)

Dodge 1

Energy Weapons (Phaser) 1 (2)

Espionage (Covert Com) 3 (4)

History (Human) 1 (3)

(Federation) (3)

Intimidation (Bluster) 2 (5)

Language Fed. Standard 3

Klingon 1

Law (Starfleet Reg.) 5 (6)

Personal Eq. (Tricorder) 1 (2)

Persuasion (Debate) 2 (4)

Physical Science (Math) 2 (3)

Planetary Survival (Urban) 1 (2)

Security (Law Enforcement) 2 (4)

Ship. Systems (Communication) 2 (3)

(Command) (4)

Soc. Science (Political Science) 2 (4)

Starship Tactics (Fed) 5 (6)

Strategic Ops (Defence) 3 (5)

Systems Engineering (Helm) 1 (2)

Unarmed Combat (SMA) 1 (2)

Vehicle Ops (Shuttlecraft) 1 (2)

W. Knowledge (Earth) 1 (2)

Advantages:

Bold +1

Commendation (several) +3

Contact (several in Starfleet) +3

Dep. Head +4

Promotion +20

Strong Will +2

Tactical Genius +3

Disadvantages:

Dark Secret –2: member of
Section 31

Intolerant –2: Klingons

Obligation –3: Section 31

Stubborn -1

C.P.: 5

Renown: 98

Aggression +18, Discipline +28,
Initiative +18, Openness +5, Skill
29.

Lt. Valeris

The Vulcan Starfleet Lieutenant Valeris was the first Vulcan of Starfleet Academy who was the first of her graduation class. She as mentored by Captain Spock, who had planned her to be his substitution on *Enterprise* after his own retirement.

However



when she was at Academy, she was member of a conservative group called the Vanguard who wanted a more aggressive Federation policy and rather confrontation than cooperation.

Although this group was destroyed in 2289, Valeris had enough contacts to prevent her from being caught and to become a member of Section 31 as well.

She knew of Chancellor Gorkon's assassination and

Fitness 3
 Strength +1
 Coordination 2
 Intellect 5
 Presence 2
 Empathy -1
 Psi 1
 Range -1

Administration (Starship) 2 (3)
 Athletics (Climbing) 1 (2)
 Behaviour Mod. (Resistance) 1 (3)
 Command (Starship) 2 (3)
 Computer (Research) 1 (2)
 Culture (Vulcan) 2 (3)
 Dodge 1
 Energy Weapons (Phaser) 1 (2)
 Espionage (Covert Com) 1 (3)
 History (Vulcan) 1 (2)
 (Federation) (2)
 (Human) (2)
 Intimidation (Bluster) 1 (2)
 Language Fed. Standard 2
 Vulcan 1
 Law (Starfleet Reg.) 2 (3)
 Personal Eq. (Tricorder) 1 (2)
 Physical Science (Math) 2 (3)
 Planetary Survival (Jungle) 1 (2)
 Ship. Systems (Helm) 2 (5)
 Starship Tactics (Federation) 2 (3)
 Systems Engineering (Helm) 1 (2)
 U. Combat (V. Nerve Pinch) 2 (4)

Vehicle Ops (Shuttlecraft) 1 (4)
 W. Knowledge (Vulcan) 1 (2)

Advantages:

Curious +1
 Famous Incident +1: Best of class
 Promotion +4

Disadvantages:

Code of Honor -3: Vulcan
 Dark Secret -2: member of
 Section 31
 Hides Emotions -2
 Intolerant -2: Klingons
 Obligation -3: Section 31

C.P.: 3

Renown: 5

Aggression +1, Discipline +1,
 Initiative 0, Openness 0, Skill 3.

General Chang

Chang was the Klingon Chief of Staff in the 90's of the 23rd century under Chancellor Gorkon. Although he regarded himself as warrior, he is an able politician as well.

Chang was head of a secret project, which involved the development of Bird of Prey able to fire while cloaked.



However due to the high secrecy of the project most data was destroyed together with Chang, and as the Klingons regard such combat dishonourable the project was not further developed after the prototype under Chang's command was destroyed at

Khitomer. He liked very much the Earth author Shakespeare.

Fitness 3
Strength +1
Vitality +2
Coordination 3
Intellect 3
Presence 2
Empathy -1
Psi 0

Administration (Logistics) 4 (5)
Athletics (Jumping) 1 (2)
Command (Starship) 5 (6)
Computer (Research) 1 (2)
Culture (Klingon) 2 (4)
(Human) (3)
Dodge 3
Energy Weapons (Disruptor) 3 (4)
Espionage (Covert Com) 2 (3)
History (Klingon) 1 (2)
Intimidation (Torture) 3 (4)
Language Klingon 3
Fed. Standard 1
Law (Klingon Law) 5 (6)
Personal Eq. (Communicator) 1 (2)
Persuasion (Oratory) 3 (4)
Physical Science (Math) 1 (2)
Planetary Survival (Mountain) 2 (3)
Planetary Tactics (Grand Scale) 2 (4)
Primitive Weaponry (Bath'let) 3 (5)
Security (Security Systems) 1 (2)
Ship. Systems (Cloaking Device) 2 (4)
(Tactical) (4)
Starship Tactics (Klingon) 5 (6)
(Federation) (6)
Strategic Ops (Invasion) 4 (5)
Systems Engineering (Cloak) 1 (4)
Unarmed Combat (Mok'bara) 3 (5)
Vehicle Ops (Shuttlecraft) 1 (2)
W. Knowledge (Qo'noS) 1 (2)

Advantages:

Commendation (several) +3
Contact: several governmental +3

Dep. Head +4
Organ Redundancy (brak'lul) +3
Promotion +20
Shrewd +1
Tactical Genius +3

Disadvantages:

Code of Honor -4: Klingon
Dark Secret -2: member of
Conspiracy
Fanatic: Destroy Federation -3
Intolerant -2: Humans
Obsession -2: Quote Shakespeare

C.P.: 4

Renown: 105

Aggression +35, Discipline +20,
Initiative +10, Openness -15, Skill
25.

Captain Klaa

Klaa rose up in ranks of the Klingon military not through skill but through his aggression and courage.

He is more or less representative for Klingon captains of smaller ships.



Captain Klaa was demoted to and lost his command, when he fired on *Enterprise* without permission and with it on the Klingon General Korrd. Thus he became translator and met again Captain Kirk during his trial on Qo'noS.

Fitness 3
 Strength +1
 Vitality +2
Coordination 3
Intellect 2
Presence 2
 Empathy -1
Psi 0

Renown: 55

Aggression +18, Discipline +5,
Initiative +15, Openness -5, Skill 19.

Administration (Starship) 1 (3)
Athletics (Swimming) 3 (4)
Command (Starship) 3 (4)
Computer (Research) 1 (2)
Culture (Klingon) 2 (3)
Dodge 2
Energy Weapons (Disruptor) 2 (4)
History (Klingon) 1 (2)
Intimidation (Bluster) 1 (3)
Language Klingon 3
 Fed Standard 2
Law (Klingon Law) 1 (3)
Personal Eq. (Communicator) 1 (2)
Physical Science (Math) 1 (2)
Planetary Survival (Forest) 2 (3)
Planetary Tactics (Shipboard) 2 (3)
Primitive Weaponry (Bath'let) 2 (4)
Ship. Systems (Tactical) 2 (4)
Starship Tactics (Klingon) 3 (4)
Systems Engineering (Cloak) 1 (4)
Unarmed Combat (Mok'bara) 2 (4)
Vehicle Ops (Shuttlecraft) 1 (2)
W. Knowledge (Qo'noS) 1 (2)

Advantages:

Dep. Head +4
Organ Redundancy (brak'lul) +3
Promotion +8
Weapons Master: Bath'let +2

Disadvantages:

Code of Honor -4: Klingon
Intolerant -2: Humans
Impulsive -1

C.P.: 2



Disclaimer: *Star Trek* and all its elements and logos are property of Paramount. The *Star Trek Roleplaying Game* is owned by Decipher, and was formerly owned and created by Lastunicorn Games. This work is strictly non-profit.

Trademarks are not mark as such because the size of the work is too large. This does not mean this trademarks are free.

Created by Volker Maiwald

The Harashi were created by Heiko 'Sutak Tessar' Klömkes

Visit the Far Realms Roleplaying Games Archives at
www.farrealms.de !

