

Starfleet Command's Seventh Fleet



Character Creation

**Post Voyager-Era Starfleet RPG
Character Creation Guidelines**

Revision 2.0

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A number of the non-standard Professional Abilities, Background and Development packages and some of the equipment were taken from A PIECE OF THE ACTION Character Creation supplement written by Steven A. Cook, April 2006.

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7th Fleet Character Creation Standard Guidelines

Acceptable Character Species

Characters may be of any Federation or allied species native to the Alpha and Beta Quadrants prior to the Dominion War beginning in 2373 and will be created using the species profiles in the [Star Trek Player's Guide](#), [Star Trek Narrator's Guide](#), [Star Trek Aliens Guide](#), the [Aliens Compendium](#) or the [Aliens Expansion](#) (below). Any exceptions (including hybrids, Delta and Gamma Quadrant species, or those of alien races hostile to the Federation) must be approved by the Commanding Officer and will be generated with the assistance of the Fleet Training Officer.

Character Statistics

Character attributes will be chosen using the Pick Method as described on page 81 of the [Star Trek Player's Guide](#) and the [7th Fleet Character Creation Worksheet](#). No character may have an attribute score higher than 12 before species adjustments.

Attribute Bonuses shall be derived from the following table:

Attribute	Level Modifier
0-1	-3
2-3	-2
4-5	-1
6-7	0
8-9	+1
10-11	+2
12-13	+3
14-15	+4
16-17	+5
18-19	+6
20+	+1 for every 2 levels

Attribute, Skill, and Reaction Limits

In the interest of play balance, the following limits apply to character attributes, skills, and reactions.

- No character attributes (*Strength, Agility, Intellect, etc.*) may be higher than 12 before Species adjustments.
- No character may have more than 12 levels in any skill.
- No character reactions (*Quickness, Stamina, Savvy, or Willpower*) may be higher than 5 before species adjustments.

Character Profession

Character will be created using one of the Starfleet Officer Professions listed on pages 64-77 of the [Star Trek Player's Guide](#) and may use the supplementary rules in the [Starfleet Operations Manual](#) or the Profession expansion (below).

As an alternative players may choose to customize one of the Archetypes below.

Non-standard professions may be used with approval from the Commanding Officer and the Admiral and should be created in cooperation with the Fleet Training Office.

Skills

No player character may begin with more than 12 levels in any skill (before modifiers for attributes or Professional Abilities).

Ranks

With the exception of brevet (field) promotions, no player character may hold a higher rank than that held by the player himself in the club. Brevet promotions are temporary (and often mission-specific), and may be bestowed, confirmed, or revoked by Command Authority in accordance with Starfleet Rules and General Orders.

Advancements for Time Served

Player characters gain one advancement for every year of active Starfleet (club) service over the age of twenty-two. Characters gain one advancement for every two years of civilian (non-Starfleet) experience, and Starfleet cadets gain one advancement for every year of service between the ages of ten and sixteen.

Characters who saw active service during the Federation-Klingon War or the Dominion War (2372-2375) will receive an additional advancement per year of war service.

Additional advancements may be awarded for officially recognized events or major in-character milestones subject to the approval of the Commanding Officer and the Admiral.

For example:

Joe is 35 years old, with five years of active service in the club. His player character gains 5 advancements for Starfleet service. He has 8 years of civilian service (over the age of 22), earning 4 more advancements. Finally, Joe "served" during the last year of the Dominion War (2375). That year of combat duty earns Joe's character a single additional advancement- raising his total number of advancements to 10.

Renown

Renown shall be calculated based on officially recognized in-character experiences according to the guidelines on page 127 of the [Star Trek Narrator's Guide](#). The totals will be compared with the Renown by Rank table (below) and the greater of the two totals will be kept.

Minimum Renown By Rank			
Rank	Renown	Rank	Renown
Ensign	0	Commodore	30
Lieutenant, Junior Grade	4	Rear Admiral (Lower Half)	30
Lieutenant	8	Read Admiral (Upper Half)	40
Lieutenant Commander	12	Vice Admiral	50
Commander	16	Admiral	60
Captain	20		

Decorations and Commendations

In-character decorations received through 7th Fleet activities will be listed on the character sheet, but do not need to be purchased using the Commendation Edge.

Characters who served with the 7th Fleet during the Dominion War (and survived) have the option of selecting the 7th Fleet Advancement package on page 41 of the [Starfleet Operations Manual](#), and may also select the Famous Fleet or Famous Ship (U.S.S. *Kelly*, U.S.S. *Ticonderoga*, U.S.S. *Rendezvous*) edges from page 33 of the same.

Event Levels and Scoring

Sanctioned training adventures will be broken into three basic categories: Officer, Command, and Fleet Level missions. The levels are defined below:

Officer level events are simple to moderately difficult adventures written for novice gamers and mid-level officers and crew. They will usually take place aboard a runabout or similar small craft and will usually involve four or fewer players.

Command level events are moderately complex or complex adventures involving one of the named vessels, and will often involve four or more of the ship's command staff.

Fleet level events are complex a/o extremely challenging events designed to involve experienced gamers a/o command staff and may or may not involve more than one fleet unit.

Scoring for all events will be based on benchmark events or behaviors expected of Starfleet officers and/or in keeping with the finest traditions of the Fleet. These event scores will be recorded separately from experience and renown awards gained during play.

Non-sanctioned events (those outside of the official training events) may be included in the official Fleet timeline and involve additional advancements awarded at the discretion of the Admiral. Those wishing their adventures to be included in the official fleet log must file a written after-action report with the Admiral and the Fleet Training Office.

7th Fleet House Rules

Variations from the Standard Rules Set

While a number of "House Rules" regarding character creation and advancement have been set forth in other sections of this manual, this section refers specifically to changes to the rules for game play.

As always, the Narrator/Gamemaster is the final arbiter in rules disputes.

Character Action Limits

Outside of truly extraordinary circumstances (as determined by the Narrator) a character may not take more than four actions in a single turn, regardless of multiple action penalties.

Coup De Grace Rules

As a key trait of either the *Armed Combat* or *Unarmed Combat* skill, a character may make an immediately fatal attack against a helpless or unaware foe as per the rules below.

Prerequisite: *Armed or Unarmed Combat* +3, humanoid target with vulnerable anatomy (Narrator's discretion)

Effects: As a full-round action against a foe at point-blank range you ready a weapon (or prepare for a hand-to-hand strike). Without attacking, you make an immediate test using the appropriate skill (free action) as if you were attacking.

You now have the drop on the character and attack at any point in the combat turn (and act before your target, regardless of initiative). You keep the drop on him until you attack, dodge, or otherwise divert your attention.

If you keep the drop on your target for at least 1 full round, you may (on a subsequent turn) attack for immediately fatal damage. This attack counts as a standard action.

If you lose the drop on your target (due to making another attack, dodging enemy fire, etc.), the process must begin again.

Modified Hand-to-Hand Rules

While the large number of hit points conferred on the player characters via the health level system is nice, it sure takes a long time for a fist fight to play out...and then you're hospitalized for six weeks while you recover all those points. My quick fix to the brawling encounters includes a chance for upper tier successes to knock out without delivering a deathblow and is in the table below.

<u>Success</u>	<u>Stamina TN</u>	<u>Duration of KO</u>
Superior (6+)	5 + damage dealt	1D6 + 5 rounds
Extraordinary(11+)	10 + damage dealt	2D6 minutes

Pushing The Engines

This represents a revision to the rules presented in the Star Trek: Narrator's Guide. As specified in the Narrator's Guide, a starship has three speeds- a normal cruising speed, a maximum cruising speed, and a maximum emergency speed.

Under the old rule, Reliability checks were made every hour spent traveling faster than the ship's maximum cruising speed and used only the system's reliability modifier. This has been changed to allow the Chief Engineer to add in his *Propulsion System (Warp Drive)* skill- and treating the Reliability test like any other skill check. Any failure means that some component of the warp drive has failed and the ship must slow to sublight long enough to effect repairs, as per the rules in the Narrator's Guide.

Example: *The U.S.S. Lexington is making a high-speed run from Proxima to Vulcan. Her maximum cruise speed is Warp 9.2 with a maximum emergency speed of Warp 9.6. To push Lexington to her maximum emergency speed, her Chief Engineer must make a TN 19 Propulsion Engineering (Warp Drive) test (10 + the ship's maximum speed).*

With his own skill roll, and the Lexington's Reliability bonus of D (+6), the total is a 21-

easily exceeding the difficulty assigned and pushing Lexington to Warp 9.6. This check must be repeated every hour.

Further, starship captains occasionally demand more of the ship's engines than they are designed to provide. A skilled Chief Engineer can attempt to push the ship at or past her maximum emergency speed by making a Reliability check identical to the one above with two crucial differences- first, the checks must be made each minute, and second, for every tenth of a warp factor beyond the ship's emergency maximum, the Target Number is increased by 10. Once a vessel reaches warp 9.9, the Target Number is increased by ten for each 0.0005 increase.

Example: Having encountered a Borg cube, the Intrepid class U.S.S. Ticonderoga is in headlong flight, and is already traveling at her maximum emergency speed of Warp 9.975. The Borg have matched speed and increased it slightly, slowly running down the errant starship. Ticonderoga's captain asks for Warp 9.9755.

In order to reach this fantastic speed, Ticonderoga's Chief Engineer must make a TN 29 Propulsion Engineering (Warp Drive) test (10 + the ship's maximum speed + 10 for each Warp 0.0005 above maximum). With his own skill roll, the Ticonderoga's Reliability bonus of C (+4), and a couple of Courage points thrown in, the total is a 31- and the ship reaches Warp 9.9755.

As this test must be repeated once per minute (and the Chief Engineer is almost out of Courage points) Ticonderoga's captain needs a plan...

Redshirt Rule

Even though the previous house rule shortens up hand to hand combat, there are times when even that is too much work. So, for the mooks who don't matter, I'm stealing from the *other* Coda system, found on page 270 of the *Lord of the Rings* core rulebook.

Essentially, Redshirts are given a rating of 1 to 3; that is the number of successes needed to kill/defeat an opponent. Sure, the phasers can dish out 10D6 + 36 points of damage, but sometimes nothing satisfies like a good neck flex.

Rig for High-speed Running

While it would seem that the warp speed chart exists only to justify *Voyager's* journey, and warp speed should move "at the speed of plot" sometimes that distance traveled can be made to serve the plot, and making reliability tests every hour for a month-long trip would be extremely tedious.

The engineering crew can rig the engines to run at maximum output via a controlled burn out of the engine components; this will also require extensive repairs after the high speed run is complete. Both the rigging and repair of the engines are Extended tests.

The TN is 10+Warp speed desired (to ship's maximum rating); X2 for daily reliability tests, X5 for weekly reliability tests with an hourly interval for progress. Maximum travel time at this rate is equal to the warp factor traveled in days or weeks respectively. Because this type of strain is particularly hard on the ship's engines, the repair TN is 15+Warp speed traveled with the same multiplier as used to determine the rigging TN. The repair interval is also one hour.

Example: The Intrepid class U.S.S. Ticonderoga needs to make a speed run from Starbase 153 to the Proxima Allende outpost, an eight week trip at warp 9. The Chief Engineer wishes to make weekly (rather than daily) reliability tests, so the TN is 10+ 9 (the Warp speed desired) X5 for weekly reliability tests, for a total of Extended test TN of 95. With an average skill-and-roll total of 12, it takes Tico's Chief Engineer 8 hours to rig the ship for high speed running.

Once Ticonderoga arrives at her destination, the TN for repairing the ship will be 120; 15+ 9 (the Warp speed travelled) X 5 for weekly reliability tests.

With an average skill-and-roll total of 12, it takes Tico's Chief Engineer 10 hours to repair the damage caused by pushing the engines that hard for that long.

7th Fleet Aliens Expansion

Additional Species Guidelines

The following species have been approved for use with the Seventh Fleet RPG. Please consult your Commanding Officer or Gamemaster before using a non-standard character species.

Bijani

The Bijani are a former nomadic race who lives on the planet Bijan II (most commonly called, simply, Bijan).

Personality

Bijani are known as a peaceful people, wishing to explore their minds rather than their bodies. Like Vulcan, Bijan is a world comparatively free of crime. A small police force is maintained on the planet, but this is reserved mainly for visiting races.

Few visitors come to Bijan as the world offers little in the way of resources, intergalactic importance or tourism. Although the Bijani-Spira Alliance maintains a standing military this is solely used in the area of border control.

Physical Description

Physically Bijani look much like Humans, but there are considerable internal differences. Having evolved on one Class-L world, the Bijani find themselves well adapted to another, and can survive comfortably in colder temperatures and thinner air. Their ability to smell is much more acute than human norm, while their hearing is worse.

Having lived in comparatively sterile environments (both on Class L worlds and aboard ship), the Bijani have a somewhat underdeveloped immune system- even a common cold can be a life threatening illness. The Bijani have attempted to combat this weakness by taking a strict selection of medications daily, though some Bijani (who have spent many years off their homeworld) have managed to build up their immune systems making some of the medications unnecessary.

Bijani age much faster than humans, reaching maturity at age 12, though they suffer a comparatively shorter lifespan. While a Human might live to be 140 a Bijani normally lives to be only 90.

Bijani Pain Trance

A unique trait of the Bijani (thought to be an evolutionary holdover) is a defense mechanism known as the 'Bijani Pain Trance'. When a Bijani is under a great deal of physical pain they are able to move their consciousness to an area of their brain called the 'Lanstorm Cortex'. This effectively allows a Bijani to complete a task beyond the pain threshold of most species, though they continue to suffer damage and injury- and usually require immediate medical attention after the trance lapses.

While in the trance the Bijani is effectively (and appears) unconscious but their body is single-mindedly focused on a specific task. So long as they are physically able to do so, a critically (or even mortally wounded) Bijani might attempt to complete a specific task before dying. Some Bijani religious scholars view this as the spirit's last chance to finish any tasks it has in the living world, but most scientists suspect that a faltering Bijani nervous system will dump a "brushfire" of neurons into the system as the synapses fail. It goes without saying, of course, that the Bijani brain is a complex engine still not fully known or explored.

Culture

The Bijani originated on a Class L world called Bijan, but were forced to abandon their world after a tremendous disaster rendered it uninhabitable. Limited to sub-light vessels, the Bijani wandered for almost five centuries before finally settling on another world which they promptly dubbed Bijan II.

During the Bijani Diaspora, both their culture and their technology changed, as necessity overtook custom. Before departing their homeworld, the Bijan had practiced a rigid caste system. One was born into one of the three castes and had no hope of ever moving to another- even intermarriage and cross-breeding were forbidden.

The close quarters and enforced isolation of the Exodus shattered the caste system as the enforced separation made interbreeding among the castes an imperative of survival.

One unexpected side effect of the isolation was tribalism- as the fleet became factionalized, loyalty to one's shipmates became paramount; a tendency exacerbated as each ship settled into a

different area of Bijan II.

Civilization on the austere world now consists of thousands of scattered villages and only one major city- though the Bijani are determined to remake this new planet into the likeness of their lost homeworld by recreating all the most notable landmarks.

During the trip to their new home, the Bijani had encountered no alien races, and many suspected that alien life did not exist, but the world soon became an object of conquest by both the Romulan and Klingon Empires.

Once their world was firmly under their control, the Bijani created a small warp-capable exploration fleet which they dispatched on 5-year missions, only to have them return empty-handed. As the Bijani were on the verge of disbanding their exploration fleet, one of their explorers came across- and was subsequently destroyed by the Romulans, who then attempted to subjugate the planet..

As the Romulan fleet entered the system, they were intercepted by a third party- a fleet of Klingon warships.

After the Romulans were driven from the system, the Bijani greeted the Klingons as saviors and liberators, but it swiftly became apparent that the Bijani had simply traded one set of conquerors for another as Klingon military forces seized control of the government and key infrastructure.

The Bijani spent almost a century as vassals of the Klingon Empire and despite slightly better treatment than was the norm, the Bijani yearned for their freedom, smuggling infrequent emissaries off-world in search of allies and liberators.

The Bijani world was finally liberated in the mid-23rd century when the Romulans returned to avenge their earlier defeat over the world at Klingon hands. Both sides (Klingon and Romulan) suffered heavy losses, and neither had the strength to seize the world- and so began a tense standoff between the two would-be conquerors.

The Bijani were free again, but they'd lost hope in finding a community of races where everyone could work together, until they were contacted by a starship from the United Federation of Planets.

Impressed with their ideals, the Bijani applied for and soon received Federation membership, but the relationship was always rocky as Federation practice conflicted with Bijani idealism.

The Dominion War was the "straw that broke the camel's back" as the peaceful Bijani people saw the War as a horrific mistake- a distinct lack in diplomacy, rather than a necessity.

When Bijan came under Dominion attack, the Bijani blamed the Federation for (mis)using them as a staging area and so withdrew their Federation membership and formed an alliance with the nearby Spira.

In the form of the Bijani-Spira Alliance, the Bijani found a people who shared their desire for peace and mental enlightenment. Despite leaving the Federation the Bijani-Spira Alliance and the Federation are close allies and continually perform joint research operations.

Language

Bijani Common

Homeworld

Bijan II- a harsh Class L world near the Klingon and Romulan Empires.

Favored Profession

Scientist, Mystic, or Diplomat. The Bijani can take up almost any profession, but as a whole are a peaceful people who believe in diplomacy rather than force.

Species Adjustment

None.

Species Abilities:

Adaptable: Bijani thrive in even the harshest conditions and climes, and their adaptability gives them a +2 bonus to *Quickness*, *Stamina*, or *Willpower* reaction.

Cold Adapted: Bijani evolved on a Class L world and ignore TN penalties for uncomfortable or extreme cold.

Bijani Pain Trance: When an injury would reduce the character to Incapacitated or Near Death, a Bijani may enter a Pain Trance, allowing him to complete one specific task. The trance lasts for a number of rounds equal to the character's *Vitality* or until the designated task is completed, whichever comes first. During the trance, the character ignores all TN penalties due to the pain of his injuries. Once the trance ends, the character loses all remaining Life Points in his current wound level and must make a Challenging (TN 15) *Stamina* test to remain conscious. Bijani may only enter the Pain Trance once per day, and are fatigued for at least one day afterward (though that's usually the least of their problems).

Skilled: Bijani tend to draw on a broad range of experiences, and as a result, receive two additional skill picks during Character Creation.

Weakened Immunity: Bijani have a comparatively weakened immune system and suffer a -1 to *Stamina* tests to resist disease.

Notes

The Bijani first appeared in the Star Trek: Borg video game. Stats by Roger Taylor and Rex Rouviere.

Brikar

Personality

Brikar are a stoic, powerful people of few words but concrete action. Loyal friends and dangerous foes, Brikar generally keep to their homeworld and to themselves. Brikar have been likened to mountain ranges, walking avalanches, and other geologic similes due to their large, solid countenances and silicon physiology.

Physical Description

Brikar are large creatures, standing in excess of two to three meters tall. Brikar have a thick, rock-like epidermis, and generally have small eyes and chiseled, angular features. Brikar skin tones are generally dusty brown to a rocky grey with dark eyes. Brikar are hairless.

Brikar have resilient metabolisms and slow respiration, which allow them to both resist toxins and hold their breath for considerable periods.

Brikar evolved on a low-gravity world, which means they require a gravitic compensator to operate in normal gravity. Despite their low-gravity origins, the Brikar physiology grants them powerful builds and considerable strength.

Culture

Brikar culture tends to be somewhat aggressive, as they ended their first contacts with both the Federation and the Klingon Empire by declaring war. After a cessation of hostilities, the Brikar declared that they had "conquered" the Federation and promptly petitioned for membership. Brikar relations with the Klingons amounted to a rough standoff, which ended with Federation membership.

Since their admission to the Federation, the Brikar have adjusted well to membership, and are slowly joining intergalactic society.

Language

Brikar Common

Homeworld

Brikar (Homeworld) or any of eleven colony worlds.

Favored Profession

Starship officer. Brikar be found in most any profession, but their curiosity drives increasing numbers to explore the galaxy.

Species Adjustment

+4 Strength, -2 Agility, -1 Intellect -1, +2 Vitality

Species Abilities

Bonus Edge: High Pain Threshold Brikar have extremely sturdy constitutions and learn stoicism from an early age.

Grav Compensator Brikar require a specially constructed gravitic compensator to function off the Brikar homeworld (or worlds with similar gravity). Functioning in a normal Class M/1.0G environment without a Grav Compensator imposes a -10 penalty to all *Physical* tests.

Molten Healing Because of the unique Brikar physiology, most Starfleet issue (and indeed, most non-Fleet issue) medical treatments are of little use for Brikar. This is offset to a degree by the limited regenerative ability of the Brikar physiology. Minor wounds are covered with a patch of molten epidermis and heal within 48 hours. A Brikar reduced to Incapacitated or below enters a trance-like state until all wounds are healed. A DC 15 *Stamina* check is required to leave the trance state prior to complete healing.

Silicon Physiology Brikar have an unusual silicon physiology, granting them a +2 bonus to *Stamina*, and a basic hand to hand damage of d6+STR modifier.

The density of the Brikar physiology also acts as armor, granting Brikar characters a base Damage Reduction of 5.

Brikar have comparatively slow metabolisms, which render them resistant to most toxins, and allow them to hold their breath for considerable periods. Brikar are able to hold their breath for up to 5 min per point of *Stamina* without penalty.

Notes

The Brikar first appeared in the New Frontier novels by Peter David. These stats were revised in October 2004, in concert with Brian Bailey.

Caitians

Personality

The average Caitian is calm, collected and strongly individualistic. They dislike crowding, dirt, noise and commotion. Some Caitians seem finicky or prickly to outsiders and they remain non-demonstrative of even strong friendships. However, many Caitians put a veneer of flirtatiousness over their private core, especially with out-worlders

Caitians are moved by beauty, horrified by violence and anger, and wrestle constantly with their potential for each. On the whole, they are a peaceful people, who turn nasty only when their feelings are seriously wounded.

Physical Description

The Caitians are a bipedal feline race with thick manes, long tails, and large golden eyes that provide excellent low-light vision. Caitians have excellent hearing along a far broader range than terrestrial standard.

Physically, Caitians are extremely agile and fast. Their language is a tonal one, which utilizes many low-pitched noises like growls or purrs. Consequently, they have trouble adapting to human-style phonetic languages.

Caitians have a range of height and weight comparable to humans (some are slightly heavier). Their fur ranges from the short and glossy to the thick and shaggy, with any number of colors and patterns possible- a bewildering variety of races and subspecies that led to racial wars late in their development.

Caitians are born as twins or triplets, a fixed number depending on subspecies (the female Caitians are either double- or triple-breasted, accordingly).

Caitians have blunt claws that *can* be sharpened as dangerous brawling weapons, but most Caitians find the practice abhorrent and repulsive. Caitian fur is highly sensitive to both touch

and temperature, though the Caitians themselves are adaptable to a wide variety of climates.

Culture

The felinoid Caitians were a sizeable interstellar culture for more than a century before the Federation made First Contact with them, having discovered warp travel at around the same time as humanity. The fourteen systems inhabited by Caitians were as populous as any of Earth's colonies at the time, and each controlled by a stable, global government.

When the *U.S.S. Pardalis* first entered Caitian space in 2240, those worlds were locked in a vicious interstellar war. What had started primarily as an economic squabble (over the highly limited supply of Caitian dilithium) had devolved into a tangle of racist and religious intolerance—the Caitians had discovered that their distaste for war was less powerful than their distaste for *each other*.

Although the *Pardalis* was crippled and ultimately destroyed by Caitian forces, the survivors returned to the Federation with assurances that the missile had been fired *despite* orders, and Federation negotiators found parties on all sides nervous, but eager to be friends- and peace with the Federation (and each other) came swiftly.

The creation of the Caitian Trade Alliance less than three years after the loss of the *Pardalis* and most sociologists now agree that the Caitians desperately wanted to break the cycle of war – but lacked the focal event needed to bring them to the table. The Federation provided that, along with FTL radio technology, and enough economic incentives to encourage even the most prideful Caitian to stop shooting for a while to talk. Introduced to their many neighbors via subspace radio, the Caitians set their talents to the long-term project of building what is now one of the most prosperous alliances within the larger umbrella of the UFP.

Caitians are sensualists in every sense of the word- relishing in activities that excite the senses (especially their eyesight and sense of smell), but favor physical artwork over the ephemeral. A Caitian might enjoy dancing as a kind of *sport*, for instance, but don't really regard it as *art* unless it makes something permanent that can be touched.

Each of the Caitian allied worlds prides itself on local variants of the *strovothra*, a form of organic-matter sculpture meant to stimulate the nose as well as the eye. A 60-meter column of twisted fruit-bearing vines, bonded by damp clay, was erected as a centerpiece display at a Caitian exhibition in Paris, on Earth.

Language

Caitians Common

Homeworld

Cait II ("Dralaph" in the native *shanifir* tongue) is a heavily-forested world with several dozen small continents and thousands of large islands. The climate is on the cooler edge of temperate; the equatorial regions straddle the line between subtropical and tropical conditions. Nearly every island on Cait II is inhabited, and the world features many fine cities and excellent starport facilities.

While unquestionably the Caitian homeworld, Dralaph is only one of more than a dozen long-settled Caitian worlds, clustered across seven sectors of Federation space.

Favored Profession

Starship Officer, Scientist, Diplomat. Caitians are born explorers, and a well-motivated Caitian is capable of great tact and understanding. Their personal warmth provides a much-needed complement to the cool logic of the Vulcans, especially in the touchy conferences which can follow First Contact with new species.

Species Adjustment

+ 1 Agility, + 2 Perception, -1 Vitality, -1 Presence

Species Abilities

Bonus Edge: Night Vision: Caitian eyes are optimized for light intensification thanks to their ancestor's night hunting habits

Wide Spectrum Hearing: Although not as sharp as Vulcan hearing, Caitians can

hear into the ultrasonic and subsonic frequencies. They have excellent sound discrimination and get a species adjustment of +4 to all *Observe (Listen)* tests.

Noted Characters:

Lt. M'Ress served on the U.S.S. *Enterprise* as the assistant chief communications officer from 2269 to 2271. Sculptor Shehi Pleth's bio-sculptures are gawked-at (and sniffed) in every part of the quadrant

Notes:

The Caitians first appeared in *Star Trek The Animated Series*.

Daa'Vit

Personality

Daa'Vit tend to be a stoic, yet passionate people with a quirky, often sharp sense of humor. Daa'Vit are creatures of duty and ceremony, tempering their passions with responsibility. Slow to anger and slow to heal, Daa'Vit are loyal, steadfast friends and dangerous enemies.

Physical Description

Daa'Vit fall into the general height and weight parameters for humans, although their unusual skeletal structure makes them appear severe and gaunt. Daa'Vit skin tones are generally dusky grayish-green with dark eyes. Hair colors are generally black or dark-brown, trending towards silver with age.

Culture

Daa'Vit culture has always had a warrior bent, a tendency sharpened by three hundred years of conflict with the Klingon Empire. The Daa'Vit government is a controlled monarchy, currently led by Morgen, a former Starfleet captain. The society is somewhat rigid, governed by form and tradition, but open to political in-fighting and intrigue.

Language

Daa'Vit Common

Homeworld

Daa'V- a cold, harsh world, capital of the Daa'Vit Confederacy.

Favored Profession

Soldier or Starship officer. Although the Daa'Vit can take up most any profession, Confederacy soldier or starship officer are the quickest paths to advancement and glory. Since Morgen's triumphal return, many Daa'Vit have joined the Federation Starfleet.

Species Adjustment

+1 Strength, +1 Presence, -1 Perception

Species Abilities

Bonus Edge: High Pain Threshold Daa'Vit are subjected to an intense, demanding lifestyle from early childhood and weaklings are not tolerated. As a result, they learn to endure considerable physical penalty.

Hardy Due to the demands of life on their homeworld, Daa'Vit are a tough durable people. Daa'Vit gain a +1 to *Stamina* reaction bonuses.

Bonus Skill: Simple Weapons Daa'Vit are trained as warriors from an early age, and nearly the entire populace has some skill with simple weaponry.

Long Memories Three hundred years of conflict with the Klingon Empire have affected the Daa'Vit mindset towards the Klingons. Daa'Vit suffer a -2 penalty to all social tests involving Klingons.

Notes

The Daa'Vit first appeared in the novel *Reunion* by Michael Jan Friedman.

Denobulans

Personality

Denobulans, from the Class M world Denobula, are a humanoid species encountered through the Vulcan Interspecies Exchange Program in the early 22nd century.

Physical Description

Denobulans share the same range of height and weight as most humans, and have prominent facial ridges running down either side of the head to the cheeks, an enlarged brow ridge (and high hairline). Denobulans also have a pronounced spinal ridge.

The Denobulan face is unusually flexible by human standards with an extremely wide smile and the ability to “expand”. This vestigial survival mechanism causes the face to , swell, appearing larger and more intimidating to potential predators. Denobulans also have an extremely long tongue.

Denobulan females have the ability to produce pheromones during mating season or when otherwise attempting to attract a mate, and these pheromones can cause Denobulan males to become competitive and even combative- and under certain circumstances- matings must be medically supervised.

Culture

Denobulans are a gregarious, outgoing people who have embraced an unusual polygamous family structure. A typical Denobulan male will have three wives, each of whom will have three husbands. Nor are Denobulan marriages exclusive- physical intimacy is a matter of individual choice.

The Denobulan people live on a single crowded continent, resulting in close, communal lifestyles. Because of their early social acclimatization and the “space-premium” nature of their homeworld, Denobulans tend to be uncomfortable in solitude. Conversely, this enforced proximity has served to make the Denobulans somewhat “touchy” about physical contact outside of intimate partners.

Language

Denobulan and Federation Standard

Homeworld

Denobula is a Class M world in the system of the same name. It is home to a single large continent.

Favored Profession

Scientist or Starship officer. Denobulans are renowned as scientists and thinkers.

Species Adjustment

+1 Intellect.

Species Abilities:

Bonus Edge: Flexibility: Denobulans are open-minded about other cultures and encourage others to be the same. They receive the Cultural Flexibility edge for free.

Bonus Flaw: Species Enmity (Antarans): Although their open conflict with the Antarans ended three hundred years ago, there is still very bad blood between the Denobulans and the Antarans.

This ranges from believing outrageous superstitions about the other species to exchanging verbal slurs. On a few occasions there have even been known to be physical violence, although this is rare.

Excellent Climb: Denobulans have a unique grip for climbing enabling them to climb difficult slopes very quickly and easily. They gain +4 species bonus to *Athletics (Climb)* tests and can climb up to five meters per round.

Hallucinations: In extremely stressful situations, a Denobulan may experience hallucinations. However, such experiences are considered to be safe and natural ways of releasing nervous energy.

Denobulan Hallucinations

The Narrator ultimately decides which situations warrant hallucinations, but examples should include prolonged events where life and death hangs in the balance or prolonged times of isolation. During each experience, the Denobulan character makes a *Willpower* roll with the following results:

Extraordinary Success: The character is able to ward off any hallucinations and reacts normally.

Superior Success: The character hears sounds but quickly realizes that he or she is hallucinating.

Examples include hearing “bumps in the night.”

Complete Success: The character briefly sees persons and objects that aren’t really there. An example includes seeing “someone” out of the corner of his eye, maybe standing in the doorway. The incident is brief and as with Superior Success, the character knows he or she is hallucinating.

Marginal Success: The character engages in non-threatening situations with hallucinations. Maybe the Denobulan has an entire conversation with a friend or ally who’s not really there. The conversation is generally peaceful.

Failure: The Denobulan sees or hears something that produces a slight sense of fear in him: the character is convinced an opponent is beginning to close in on his location. The Denobulan receives a –2 penalty on all tests for 1d6 rounds because of that fear.

Complete Failure: The Denobulan sees or hears something that produces a stronger sense of fear in him.

Maybe he thinks his opponent is almost on top of him with the Denobulan character unprepared for the attack. All he can think of is looking for adequate protection even if that means forsaking his previous main objective. The Denobulan receives a –5 penalty on all tests for 1d6 rounds.

Disastrous Failure: The Denobulan is so convinced of his hallucination that he is absolutely paralyzed with fear, collapsing to the ground (and unable even to run for shelter) and must make a *Stamina* check (TN=15). Failure means the character suffers from a heart attack or like ailment, losing 2d6 points of damage per round until stabilized or until the character dies.

Hibernation: Unlike most species, Denobulans do not sleep as a part of their daily cycle.

Instead, they hibernate for a full six days per year, although some can reduce this period time by various degrees. A Denobulan sleep period is handled similarly to the *Fatigue* rules found on pages 95-96 of the *Narrator’s Guide*. When the hibernation period arrives, a Denobulan cannot help but collapse, and he or she will improve one fatigue level per day (see Table 6.27). Ending a hibernation period early requires the Denobulan to make a *Stamina* test. Failure means that the Denobulan remains asleep and must continue resting for another day in which he can roll again.

NUMBER OF DAYS EARLIER	TN
5	18
4	14
3	12
2	11
1	10

Another character can also attempt to revive the Denobulan prematurely, by making a successful TN 10 *First Aid (Denobulan)* test, beginning with on the second day. The character that is doing the reviving must use a hypospray and various stimulants. However, if successful the Denobulan character still suffers from the *Fatigue*-level penalties: -8 for 5 days earlier, -4 for 4, -2 for 3, -1 for 2 and 0 for 1 (although a *First Aid* check is still required).

Resistance: Denobulans have an unusually robust physiology and immune system and gain a +2 to *Stamina* tests to resist illness, disease, and radiations. Technology, such as

Borg nanoprobes, also has a delayed effect on them.

Notes

The Denobulans first appeared in Star Trek: Enterprise.

Edoan

Personality

Edoans (not to be confused with the Edo) are among the best toolmakers in the Federation, due to their sensitive hands, and high manual dexterity. Edoans tend to be meticulous about detail, and make good scientists and technicians.

Physical Description

Edoans are humanoid, but enjoy an unusual tri-pedal physiology, having three arms and three legs. Edoans have round yellow eyes, and a concave, structured, head. Their skin tones range from a bright orange to a dusky orange-brown, and are completely hairless. Edoans are a long-lived species, with lifespans stretching centuries. Elder Edoans will lapse into a death-like state every twenty-five years, then molt their skins and re-emerge in what is called the Rebirth

Culture

The Edoan Curia is the legislature of the Federation Member State of Edos. It is chaired by Supreme Magisterial Authority of Edos.

Language

Triexian (Edoan Common) and Federation Standard

Homeworld

Edos III, a class-M planet in the Federation

Common Names:

Artrin, Yel, Arex, and Eth

Favored Profession

Starship Officer (Engineer), Craftsman, Merchant, or Administrator. Edoans prize hard work and technical challenges.

Species Adjustment

+1 Agility, - 1 Vitality

Species Abilities

Bonus Flaw: Extreme Shyness: Edoans are reserved, and extremely shy by human standards. Edoans cannot spend courage points on Social tests.

Bonus Edge: Three Armed: Edoans get an extra action each turn.

Notable Individuals:

Lieutenant Arex Na Eth served as a Navigator aboard the USS *Enterprise* from the late 2360's to the late 2370's.

Notes:

The Edoans first appeared in *Star Trek The Animated Series*.

Jyn Faisha

Personality

The Jyn are a fun-loving, cheerful people, who live life for the adventure as much as for anything else, and rarely decline a challenge. They have practices similar to counting coup, and the hero who charges into the maw of death (laughing), is one of their most revered. Beyond this,

the Jyn have a love for craftsmen and craftsmanship that borders on idolatry. This explains, in a measure, the longevity and sturdiness of their vessels.

Physical Description

A humanoid species, the Jyn Faisha (or Jyn) tend to be compact and small, but are otherwise nearly indistinguishable from human stock. Skin and hair colors run the same gamut as Terran human, but tend toward dusky olive or light purple. One interesting note about Jyn physiology- each clan or major family division has it's own unique eye color, which is adopted as more or less the clan tartan.

Culture

A nomadic, relatively peaceful people, the Jyn Faisha are a species of nomadic traders who wander the star lanes in search of goods and opportunities. The Jyn Faisha trade extensively among themselves, and with others who will meet their standards of honor. For the most part, they despise the Ferengi, and refuse to trade with them. They will trade with the Orions, considering them a necessary evil.

While generally peaceful, the various Jyn clans have taken part in epic feuds spanning entire star systems. The Jyn are very ritualistic and etiquette motivated, and honor is of paramount concern. Loyalty to one's clan is a driving force for the Jyn, but once these conditions are met, the Jyn are notoriously independent.

Skilled as tinkers and pilots as well as traders, the Jyn generally bring a cheerful zest for life to any situation, although this is by no means always the case. Although normally exuberant and feisty, the Jyn can also be deadly serious when wronged- and the Jyn are never unarmed.

Language

Jyn Faisha Common

Homeworld

The Jyn Faisha have no home planet of their own, save in ancient myth. In modern times, they wander the vast expanses of the galaxy, carrying their people in massive, (generally ancient) warp capable city ships. These space-going leviathans are capable of speeds in excess of Warp Four, and carry tens of thousands of people, and are for the most part self-contained, with extensive manufacturing and *Repair* capabilities. Defending such massive vessels is a challenge, even for people born to space, and so the Jyn maintain a vast support fleet of small runabout-style starcraft and fighters. The city-ships in themselves boast a staggering variety and number of defensive armaments.

Favored Profession

Merchant, Rogue, or Starship officer. Although the Jyn Faisha can take up most any profession, space-borne trade is a central facet of their society. Their independence and impulsiveness lead many toward less than above board trades.

Species Adjustment

None.

Species Abilities

Agoraphobic Born and raised in the vast expanses of deep space, most Jyn Faisha are used to the confined space and discrete dimensions of starships. Jyn suffer a -1 penalty when operating in vast open spaces outside the confines of their spacecraft or EVA suit.

Astrogation: Jyn Faisha have a talent for navigating by the stars, and gain a +2 species bonus to *System Operations (Navigation)* and *Space Science (Stellar Cartography)* tests.

Bonus Edge: Suit Trained: Jyn Faisha are born in space, and spend their lives between the stars. The artificial nature of their space going homes requires that they know the ins and outs of space suit operation.

Bonus Edge: Zero G Trained: Jyn Faisha vessels are massive, and zero-g is a feature of many of their passages and companionways. Jyn Faisha children learn to maneuver in zero-g as readily as they learn to walk.

Starfleet Marine/ Rapid Response Team Member

Throughout Federation history, Starfleet Command has long recognized the need for specialized troops capable of rapid deployment and special warfare under difficult or dangerous conditions.

Beginning with the inclusion of MACO* troops aboard the NX-01 *Enterprise*, many of these troops have served alongside their Starfleet counterparts.

Subject to the Commanding Officer's approval, player's may create a Starfleet Marine/RRT character using the profiles below:

**MACO troopers may be created using the Soldier profession on page 63 and the Special Forces Elite Profession on page 166 of the Star Trek Player's Guide .*

Mission: Starfleet Marines/RRT are elite ground- and ship-based strike teams trained in special warfare operations. They perform high-level security functions, special strike, black-ops, and hostage rescue operations from Starfleet shore and space-borne installations.

Background: Tracing their antecedents to the United States and Royal Marine Corps, the Starfleet Marines/RRT are a highly trained, highly disciplined fighting force intended to supplement more conventional Starfleet forces. They are often deployed aboard starbases and frontline starships heading into high-threat areas and report directly to the Executive and Commanding Officers. For organizational purposes, they are treated as a separate shipboard department and often have their own messing, berthing, and armory areas.

Depending upon the needs of the vessel and the decision of the Commanding Officer, they may either supplement or replace the ship's normal security complement. When acting as the ship's security force (in lieu of Starfleet security) they coordinate their activities through the ship's First Lieutenant (third-in-command).

Role: The preeminent role of a Starfleet Marine/RRT member is to break things and injure or kill people in the most expeditious manner possible, to provide security for Federation diplomatic and government facilities and Starfleet vessels and installations.

Starfleet Marines/RRT members are spirited, highly motivated professionals with a strong sense of duty and an ingrained code of honor.

Game Information

Prerequisites: Starship Duty, *Observe* 4+, *Ranged Combat* 3+, *Unarmed Combat* 4+, *System Operations* 1+

Attributes: Agility is the Starfleet Marine/RRT member's favored attribute because of its role in attack and dodge tests. *Perception* is useful in detecting and thwarting ambushes and selecting targets. *Strength* and *Vitality* are useful as life as a Starfleet Marine/RRT member can be physically demanding.

Reactions: As with any other soldier, the Starfleet Marine/RRT member must react quickly to danger, capitalize on attacks, and avoid danger. *Quickness* is the Starfleet Marine/RRT member's favored reaction.

RRT Member Professional Skills

<i>Armed Combat*</i>	AGL	<i>Ranged Combat*</i>	AGL
<i>Athletics</i>	STR	<i>Repair</i>	INT
<i>Demolitions</i>	INT	<i>Stealth</i>	AGL
<i>First Aid</i>	INT	<i>Survival</i>	PER
<i>Inquire</i>	PRS	<i>Tactics</i>	INT
<i>Investigate</i>	PER	<i>Unarmed Combat*</i>	AGL
<i>Observe</i>	PER		

Fleet Marine

Well-trained, highly disciplined, and courageous, you stand at the sharp end of the stick.

Skills: Any one Armed Combat Skill +2, *Athletics* +3, Demolitions +2, *First Aid* +1, *Observe* +2, any one Ranged Combat skill +4, System Ops +1, *Stealth* +2, any one *Unarmed Combat* skill +3

Pick 5: +1 to any professional skill.

Pick 1 edge: Dead Aim, Covering Fire**, Speed, Great Stamina, Lightning Reflexes,

Sharp Shooter

Every Marine is a rifleman...but sometimes you need something more...

Skills: Any one Armed Combat Skill +2, *Athletics* +3, Demolitions +1, *First Aid* +1, *Observe* +2, any one Ranged Combat skill +5, System Ops +1, *Stealth* +4, any one *Unarmed Combat* skill +1

Pick 5: +1 to any professional skill.

Pick 1 edge: Dead Aim, Covering Fire**, Double Fire**, Snap Shot**, Great Stamina, Lightning Reflexes

RRT Member

We go where no one has gone before; under fire...daring rescues our specialty.

Skills: Any one Armed Combat Skill +2, *Athletics* +3, Demolitions +1, *First Aid* +3, *Observe* +2, any one Ranged Combat skill +3, System Ops +2, *Stealth* +1, any one *Unarmed Combat* skill +3

Pick 5: +1 to any professional skill.

Pick 1 edge: Covering Fire**, Double Fire**, Speed, Great Stamina, and Lightning Reflexes

**pp23-24 of the [Starfleet Operations Manual](#)

Tier 1 Professional Abilities

Evasion- Starfleet Marines/RRT members train in defensive techniques to improve their ability to evade attacks. When performing a Dodge action, the character rolls an additional die (3d6) during his *Quickness* test and keeps the better of the three rolls. The rule of double 6's still applies.

Covert Ops- Starfleet Marines/RRT members are taught to use cover to their best advantage- whether hiding in shadows or the effective use of camouflage. Whenever the character makes a *Stealth* test, he gains a +2 bonus.

Sapper- Starfleet Marines/RRT members are taught how to place explosives a/o sabotage equipment quickly and effectively. When making any *Demolitions* or *Repair (Sabotage)* rolls, the character may perform the action in half the base action time.

Tier 2 Professional Abilities

Battle-Hardened- A Starfleet Marines/RRT member learns to function despite injury, fatigue, or stun. The Marine/RRT member gains +1 Health and reduces physical test penalties from injury, stun effects, or fatigue by 1

Prerequisite: *Vitality* 8+

Mission Specialist- A Starfleet Marines/RRT member may specialize in one particular skill set- *Computer Use*, *Engineering (pick one)*, *Repair*, *Streetwise*, or *Knowledge* and acquires that skill at level 1 (with appropriate specialization). The chosen skill may be developed as a professional skill for the purposes of advancement.

Prerequisite: Covert Ops

Physically Fit- Starfleet Marines/RRT members keep themselves in the peak of physical shape. Whenever the character makes a *Strength* or *Vitality* attribute check or an *Athletics* skill test, he doubles the modifier conferred by the key attribute.

Prerequisite: Strength or Vitality 8+

Saboteur- Starfleet Marines/RRT members are taught to using explosives and sabotage to their best

advantage. When making any *Demolitions* or *Repair (Sabotage)* rolls, the character gains an affinity bonus equal to $\frac{1}{2}$ his *Engineering*, *Computer Use*, or *System Operations* skill (rounding up).

Prerequisite: Sapper

Tier 3 Professional Abilities

Requisitioning- While at a Starbase or similar supply depot, A Starfleet Marine/RRT commander may attempt to use *Enterprise-Administration* to gain special a/o unusual equipment for use during a mission. Target numbers are as follows: special equipment (TN 5), special weaponry (TN 10), and explosives or restricted weaponry (TN 15). On a marginal success, the gear is available in 1-3 days. On a complete success, 12-24 hours, and on an Extraordinary success, the gear is available in 4-8 hours. The Narrator retains the right to adjust TN's based upon the nature of the mission and the exotic nature of the equipment in question, and/or to veto the request. If the equipment isn't aboard, no amount of harassing the quartermasters will make it appear.

Prerequisite: Mission Specialist.

Responsive- Starfleet Marines/RRT members learn to react quickly in combat situations. During combat situations, the character may perform one additional combat action per round without suffering multiple action penalties.

Prerequisite: Physically Fit.

Character Resources: New Character Background Packages

PERSONAL DEVELOPMENT PACKAGES

These character backgrounds are offered as an addition to those listed on pages 87-89 of the Player's Guide, players may select from the following personal development packages when creating their characters.

Artisan Apprentice

You apprenticed under a famous artisan, learning his craft and absorbing his insight into the trade.

Skill: Any one Craft skill +2

Pick 3 Skills: Administration +1, Appraise +1, Business +1, Computer Use +1, any one other Craft skill +1, any one Knowledge skill +1, any one Language skill +1, Negotiate +1

Pick 1 Edge: Ambidextrous, Contacts, Exceptional Concentration, Meticulous, Skill Focus (appropriate Craft)

Apprentice Burglar

You studied under a break and enter artist, learning to bypass security systems and locks, crack safes, and pilfer goods. You can burgle with the best of them.

Skill: Computer Use +2 or System Operation +2

Pick 3 Skills: Appraise +1, Conceal +1, Forgery +1, Influence +1, Observe +1, Sleight of Hand +1, Stealth +1, Streetwise +1

Pick 1 Edge: Ambidextrous, Curious, Exceptional Concentration, Night Vision, Skill Focus (Legerdemain—see “New Edges”)

Data Hack

You grew up surrounded by computers, and gained an appreciation of the importance of information and data storage. You also learned to manipulate, circumvent, and sabotage computer systems. Eventually, your skills ventured toward the arts of hacking, stealing, and dealing data.

Skill: Computer Use +2

Pick 3 Skills: Administration +1, Appraise +1, Forgery +1, any one Knowledge skill +1, Repair +1, Streetwise +1, System Operation +1

Pick 1 Edge: Curious, Eidetic Memory, Meticulous, Multi-tasking, Skill Focus (Digital Thinker—see “New Edges”)

Spaceport Hawker

You spent your childhood hawking wares or services at a spaceport. You may have been a guide for tourists, a busker or street performer, a palm artist, an errand boy, or some other amateur artist.

Pick 1 Skill: Business +2, any one Craft skill+2, Entertain +2

Pick 3 Skills: Appraise +1, Conceal +1, Gaming +1, Influence +1, any one Knowledge skill +1, any one Language skill +1, Negotiate +1, Sleight of Hand +1

Pick 1 Edge: Contacts, Cultural Flexibility, Friendly, Likeable, Sense of Direction

Streetgang

You grew up on the mean streets of gangland. You were an enforcer, thief, or con man—depending on the job to be done.

Pick 1 Skill: Brawling +2, Influence +2, Streetwise +2

Pick 3 Skills: Appraise +1, Athletics +1, any one Armed Combat skill +1, any one Knowledge skill +1, Negotiate +1, Observe +1, any one Ranged Combat skill +1, Stealth +1

Pick 1 Edge: Alert, Confident, Shrewd, Speed, Thick Skull

Vulcan Early Psionic Training

Your parents realized your psionic potential when you were very young. You spent your childhood in various schools and study programs meant to unlock your mental gifts.

Pick 1 Skill: Any one Psionic skill +2

Pick 3 Skills: Computer Use +1, Inquire +1, any one Knowledge skill +1 (Religion perhaps the most appropriate), Observe +1, Persuade +1, any one other Psionic skill +1

Pick 1 Edge: Eidetic memory, Exceptional Concentration, Increased Range, Psionic Coverage, Psionic Focus

Prerequisite: Character must be Vulcan

Master Skill List

Skill	Test Category	Attribute	Sample Specilizations	Untrained (Y/N)?
Appraise	Academic	INT	Antiques, Dilithium Crystals, Jewelry	N
Armed Combat	Physical	AGL	Skill Group	Y
Athletics	Physical	STR	Climb, Jump, Ride, Swim	Y
Computer Use	Academic	INT	Encryption, Hacking, Program	N
Conceal	Physical	INT	Cache, Camouflage, Conceal Weapon	Y
Construct	Physical;	INT	Electronics, Phaser, Machinery, Shelter	N
Craft	Physical	AGL	Skill Group	N
Demolitions	Physical	INT	Arm, Build, Defuse	N
Engineering	Academic	INT	Skill Group	N
Enterprise	Academic	INT	Administration, Business, Streetwise	Y
Entertain	Social	PRS	Skill Group	Y
First Aid	Physical	INT	Andorian, Human, Vulcan	Y
Forgery	Physical	AGL	Currency, Data, Identification	N
Gaming	Social	INT	Chess, Dom-Jot, Poker, Tongo	Y
Gymnastics	Physical	AGL	Balance, Swing, Tumble	Y
Impersonate	Social	PRS	Disguise, Mimicry, Stage Acting	Y
Indoctrinate	Physical	INT	Brainwashing, Hypnosis	N
Influence	Social	PRS	Charm, Fast-talk, Intiitate, Seduce	Y
Inquire	Social	PRS	Fraternize, Interrogate, Interview	Y
Investigate	Physical	PER	Deduce, Forensics, Inspect, Research	Y
Knowledge	Academic	INT	Skill Group	N
Language	Academic	INT	Skill Group	N
Medicine	Academic	INT	General Medicine, Psychology	N
Negotiate	Social	INT	Bargain, Entreat, Mediate	Y
Observe	Physical	PER	Spot, Listen, Track	Y
Operate Vehicle	Physical	INT	Ground car, Sailboat, Airplane	N
Persuade	Social	PRS	Debate, Oratory, Propaganda	Y
Ranged Combat	Physical	AGL	Skill Group	Y
Repair	Physical	INT	Automobile, Transporter, Tricorder	N
Science	Academic	INT	Skill Group	N
Sleight of Hand	Physical	AGL	Palm, Pickpocket, Prestidigitation	N
Sport	Physical	AGL	Baseball, Parrises Square, Ride	Y
Stealth	Physical	AGL	Ride, Shadow, Sneak	Y
Survival	Physical	AGL	Arctic, Desert. Qo'noS	Y
System Operation	Physical	INT	Flight Control, Mission Ops, Tactical	N
Tactics	Academic	INT	Federation, Ground, Romulan, Space	N
Unarmed Combat	Physical	AGL	Skill Group	N
Psionic Skills				
Empathy	Psionic	PSI		N
Mind Control	Psionic	PSI		N
Mind Shield	Psionic	PSI		N
Psychokinesis	Psionic	PSI	Pyrokinesis, Telekinesis,	N
Telepathy	Psionic	PSI		N

Character Traits: Assets

Edge	Description	Prerequisite
Alert	Add +2 to <i>Initiative</i>	
Ally	You know someone of higher rank that may help you.	
Allure	+1 to all Social tests against members of the opposite sex.	Presence 6+
Ambidextrous	Reduces off-hand penalty	Agility 6+
Battle-Hardened	Add +5 to Courage used on combat tests instead of +3.	
Blends in	You are able to use cover to better benefit	
Blunt Attack	May make stunning attacks	Specific Weapon skill 6+
Bold	For Courage use on Physical test add +5 instead of +3.	Presence 6+
Command	Inspire people to greater skill (and a position of trust a/o authority).	
Commendation	Add +1 Renown for those recognizing the award.	
Competitive	Add +1 to all opposed tests	
Confident	Add +5 to Courage used on social tests instead of +3.	Presence 6+
Contacts	You have a network of connections you can turn to for information and assistance.	
Coordinator	Gain double the normal bonus for additional help on combined tests	
Courageous	You may spend up to 6 Courage in a single round instead of 4.	
Cultural Flexibility	Add +2 to Social tests with other races	
Curious	Gain +5 to academic test for Courage instead of +3	<i>Intellect</i> 6+
Dead Aim	When aiming double the benefit (+2 close and +6 long)	
Defensive Attack	May add up to +3 to Parry/Block but next attack suffers -3.	
Deliberate Attack	May cause up to +3 additional damage while suffering an equal penalty to hit.	
Dodge	Gain +3 to <i>Quickness</i> when dodging	Agility 9+
Eidetic Memory	Add +2 to all academic tests and skills used as physical tests	
Everyman	You are difficult to recognize +5 to TN of tests	
Excellent Metabolism	Gain +4 to <i>Stamina</i> reactions to resist poison and disease	
Exceptional Concentration	Ignore outside distractions	
Exceptional Fortitude	Suffer fatigue at one level lower	<i>Vitality</i> 6+
Fame	Recognized for one aspect. If beneficial improves interaction one category	Renown 9+
Famous Event	Gain +1 to Renown for an event	
Famous Fleet	Gain +1 to Renown for being in a famous fleet	
Famous Ship	Gain +1 to Renown for serving on a famous ship	
Fit	Add +1 to all physical tests	
Friendly	Add +1 to all social tests	
Great Stamina	Add +4 to all <i>Stamina</i> tests to resist fatigue	
Great Vitality	Stabilize easier. Add +4 when making <i>Stamina</i> tests to regain lost wound points	<i>Vitality</i> 6+

Healthy	Gain +2 on all <i>Stamina</i> reaction tests	
High Pain Threshold	Reduce injury penalty by 2	
Increased Range	Increase range of one psionic ability by half	Psionic 2
Innovative	May purchase professional ability from another profession.	
Iron Fisted	+2 to your <i>Strength</i> bonus to damage unarmed attack.	Strength 8+
Iron Willed	Add +4 to <i>Willpower</i> reactions versus psionic attacks or effects	
Lightning Reflexes	Take reload and recover actions as free actions	Agility 6+
Likeable	Adjust social tests by +3	
Linguistic Maverick	Can use all language skills untrained. (See Below)	Intellect 8+
Martial Artist	Additional attack made at -2 instead of -5	Agility 6+
Medical Remedy	Counters one physically or medically impairing flaw. (See Below)	Medical Deficiency, Physical Impairment, or other flaw.
Meticulous	Add +1 per round on extended tests	
Multi-tasking	Treat full-round action as two actions and can take additional actions	Intellect 6+
Night Vision	Can see in low light and reduce darkness penalties by 2	
Promotion	You possess military or civilian rank. Add +1 per odd levels to all Social tests on those under your command	
Psionic	Select skill and PSI stat	May not be from 'mute' species
Psionic Coverage	Can effect more than one mind	Psionic 2+
Psionic Focus	Ignore the first 5 points of environmental interference	Psionic 1+
Quick Draw	Draw as a free action	Combat skill +1 any weapon
Quick Shot	Make additional extra attack at -3 instead of -5	Agility 6+
Rapid Healing	Recover 2 wounds per day	Vitality 9+
Resolute	Gain +5 for Courage spent on <i>Willpower</i> reaction test instead of +3	
Security Clearance	You have a higher level of clearance than normal	
Sense of Direction	Know which way to bridge or settlement	
Sense of Time	Remain aware of time	
Sherpa	Carry more	Strength 6+
Shrewd	Gain +5 for Courage spent on <i>Savvy</i> reaction tests instead +3	
Skill Focus	Bonuses in specific skills (See Player's Guide and additions, below)	
Species Friend	Choose a species, with recognition gain +3 social bonus to <i>Influence</i> , <i>Negotiate</i> & <i>Persuade</i>	
Speed	Move faster	Agility 6+
Suit Trained	Suffer no penalties for working in a suit	
Thick Skull	Resist stun effects at +5 to your <i>Stamina</i> reactions	
Thinker	Gain +1 to all academic tests	Intellect 6+

Throw Weapon	Choose melee weapon. Throw up to 5 meters at -2	3+ in specified weapon
Trait Upgrade	Upgrade one Edge	Specified Edge
Two-handed Fighting	Gain extra combat action without penalty for multiple actions	Agility 6+
Unyielding	Add +2 to <i>Willpower</i> reaction tests	
Wealth	Liquid assets	
Weapon Mastery	Gain +3 to specific weapon	1+ in specific weapon
Zero-G Trained	Suffer no penalties for working in zero-gravity	

Character Traits: Flaws

Flaw	Description	Prerequisite
Addiction	Choose substance. You must consume it every day or suffer penalties	
Arrogant	You cannot spend Courage on Social tests	
Bloodlust	While you and opponent are still standing you must spend Courage to break combat.	
Combat Trauma	You are potentially debilitated by the memory of previous battles.	
Coward	May only spend 2 Courage instead of 4.	
Dark Secret	Has negative effect on relations once known	
Devotion	Object of devotion can be jeopardized	
Dim-witted	Suffer -1 to academic tests	
Dissident (Dark Secret variant)	You are part of an underground movement on your homeworld and looked upon as a traitor. Has negative effect on relations if learned or exposed	
Dullard	May not use Courage in academic tests	
Easily Distracted	Suffer an additional -3 per distraction	
Easily Winded	Make <i>Stamina</i> tests against fatigue at -5	
Enemy	Choose an enemy. They work against you	
Exiled	You have been exiled from your homeworld. -4 penalty to any social tests made with your own species	
Familiar Face	Easier to recognize by +5	
Flat-footed	Suffer -3 to <i>Quickness</i> reaction tests during dodge actions	
Gullible	Suffer -2 to <i>Savvy</i> reaction tests	
Indebted	You owe people favors. Lots of them. Can affect the storyline.	
Infamy	Choose an aspect to influence negative reactions	
Intolerant	Cannot hide dislike of small group	
Low Energy Level	Make <i>Stamina</i> tests against fatigue at half normal rate	
Low Pain Threshold	Increase injury penalty by 2	
Medical Deficiency	You suffer from a serious medical ailment that necessitates daily treatment or therapy.	
Night Blind	Suffer double normal penalties for low light	
Pacifist	May not use Courage in combat skill tests to attack	
Physical Impairment	You have a physical disability that impairs your movement.	
Proud	Suffer -1 to social tests	
Reckless	Suffer -1 to physical tests	
Rival	Choose rival. They make life more difficult for you.	
Shaky	Suffer -5 to attack unless using Aim	
Sickly	Suffer -2 to <i>Stamina</i> reaction tests	
Slow	Suffer -2 to <i>Quickness</i> reaction tests	
Slow Healing	Take twice as long to heal	
Species Enmity	Choose species. Upon recognition suffer -4 to social tests to influence them.	
Thin-blooded	Suffer -5 to <i>Stamina</i> tests to resist extreme heat or cold	
Vengeful	You have a deep hatred for a specific group.	
Weak Willed	Suffer -2 to <i>Willpower</i> reaction tests	

New Character Traits

New Edges

Allure (Friendly variant)

Some people have a special quality—they exude sexiness. You're one of them. With the right smile, wiggle of the hips, a wink, or soft-spoken words, you easily influence people.

Prerequisite: Presence 6+

Effect: You gain a +1 bonus to all social tests against members of the opposite sex.

Battle-Hardened

You've seen a lot of fighting and are used to having disruptors pointed at you, or photon grenades going off all around you. When others flee their posts, you stand your ground.

Effect: When a Battle-hardened character spends a courage point during a combat situation she gains a +5 bonus instead of the usual +3.

Restrictions: Combat Trauma, Cowardice

Iron Fisted

Your hands are deadly weapons.

Prerequisite: Strength 8+

Effect: Add +2 to your *Strength* bonus to damage for any successful unarmed attacks you make.

Linguistic Maverick

Your linguistic comprehension is astonishing. Even without a universal translator, you intuitively understand the grammar, syntax, and idioms of languages.

Prerequisite: Intellect 8+

Effects: You can use all language skills untrained. Additionally, all language skills are considered professional skills for you, regardless of your profession.

Upgrade: You can upgrade this edge.

Linguistic Maverick 2: Linguistic breakthrough.

Whenever you score a superior success on a test with a language you don't know (no skill levels), you automatically gain one skill level in that language at no cost.

Linguistic Maverick 3: Advanced knowledge.

Whenever you spend an advancement pick on a language you know (one skill level minimum), you increase your skill level by +2 per pick.

Medical Remedy

You've undergone regenerative therapy, drug treatments, or surgery of some kind to repair a physical injury or medical condition.

Prerequisite: Medical Deficiency, Physical Impairment, or other flaw.

Effect: When you select this edge, you remove any one physically or medically impairing flaw you have. These are typically the Medical Deficiency or Physical Impairment flaws, but may also include Easily Winded, Low Energy Level, Sickly, Slow Healing, and similar flaws at the Narrator's discretion.

Security Clearance

You possess a security clearance authorized by Starfleet Intelligence (or the intelligence agency of whichever government you work for).

In general a character receives a security clearance equal to their rank. A Captain receives a Captain's security clearance. But characters with this edge are granted a security clearance higher than would normally apply to someone of their rank.

Prerequisite: Narrator a/o Commanding Officer approval

Effect:

Edge	Level	Rank equiv	Clearance Lvl
1	+1	Lieutenant/Secret	
2	+2	Captain/Top Secret	
3	+3	Admiral/Ultra Secret	

Skill Focus (Digital Thinker)

You easily grasp the technology and jargon of computers.

Effect: You gain a +2 bonus to all *Computer Use* tests.

Skill Focus (Legerdemain)

Your manual dexterity is astonishingly acute.

Effect: You gain a +1 bonus to all *Sleight of Hand* and *Forgery* tests.

Skill Focus (Quantum Thinker)

You intuitively understand temporal theories and space-time phenomena.

Effect: You gain a +4 bonus to *Physical Science (Temporal Physics)* tests.

New Flaws

Combat Trauma

Called Post Traumatic Stress Disorder, or even Shell Shock by Earth humans at various points in history. The character has suffered so much, and seen so much horror on the battle field that they have a permanent, emotionally engrained reaction to situations that remind them of their combat experiences.

Effect: A character with Combat Trauma must roll a successful TN 15 *Willpower* reaction test when exposed to anything likely to remind them strongly of their combat experiences (sounds, images, or even certain types of people).

A failed test means the character freezes in place, and must spend a Courage point to take any action. A Disastrous failure (a roll of 4 or less) indicates that the character will become violent, lashing out blindly at anyone and everything in the vicinity until one of three things happens: 1) the player spends a Courage point, 2) no immediate threats remain in the immediate vicinity, or 3) the character is stunned a/o rendered unconscious.

The trigger(s) for such of an episode of Combat Trauma should be determined beforehand by the Narrator and Player in agreement as to exactly how the traumas from the battle field effect that individual character.

This is a trait that must be role-played, and Narrator's are encouraged to reserve this flaw for more experienced players.

Dissident (Dark Secret variant)

You are part of an underground movement on your homeworld. Work with your Narrator to detail your character's past and her connections to the underground—and the reason why you keep this part of your life a secret for now. For example, if you're Cardassian, perhaps you're disaffected with the Central Command and abandon military service to join the underground. If you are Romulan, you probably don't trust the Senate, the Star Navy, and especially the Tal Shiar. They're corrupting the true Romulan spirit. You embrace the underground movement to help fight for change and reunification with Vulcan.

Effect: In the eyes of most of your people, you are a traitor. If your dissident connection is learned or exposed, whenever you interact with members of your own species, modify their reaction stance negatively by two spaces—making someone normally loyal/devoted become indifferent instead. (See Table 6.9: Social Test Modifiers, page 80 Narrator's Guide.)

Exiled (Species Enmity variant)

You have been exiled from your homeworld. Whether you've committed crimes, fallen out of

political favor, or made yourself an embarrassment to your government, you cannot return home without serious repercussions—such as being harassed, publicly ridiculed, or even arrested.

Effect: Upon a successful recognition test, you suffer a –4 penalty to any social tests made to influence members of your own species (*Influence*, *Negotiate* and *Persuade* tests). This penalty is in addition to any modifiers resulting from successful recognition tests.

Indebted

You owe people favors. Lots of them. Perhaps you owe money to an investment partner for a loan when the Bank of Bolarus repossessed your ship? Maybe you're grateful to Korax for watching your back at the Battle Gazziblan IV? And how about that pro scout you know who got your kid brother on the Lunar Blades farm team when he could barely skate? Surely, you owe him one, too. Work with the Narrator to develop obligations that suit your background.

Effect: You must repay your debts. At the beginning of each episode, before play begins, the Narrator rolls 1d6. On a result of 1, one of the people you owe either turns up requesting his favor be repaid, or he influences the storyline such that you are required to do something for him. If you don't repay your debts, your life could become troublesome. Lawsuits, public humiliation, physical violence, scrutiny by the authorities, revenge—payback can be rough.

Medical Deficiency

You suffer from a serious medical ailment that necessitates daily treatment or therapy. The ailment could be an allergy to a common substance, a poorly functioning vital organ, an incurable disease—whatever you and the Narrator decide is appropriate. The daily treatment can either be a medical procedure performed by a doctor or a drug which when taken offsets the debilitating nature of the ailment. An example of a medical deficiency is Kalla-Nohra Syndrome, suffered by the Cardassian Amin Marritza.

Effect: If you do not get the required daily treatment, you begin suffering terribly. Reduce your *Strength* and *Vitality* attributes by –1d3 every day the treatment is not received. When your *Strength* or *Vitality* reaches zero, you fall into a coma. When

they both reach zero, you die. This flaw may be “bought off” by selecting the Medical Remedy edge.

Physical Impairment

You have a physical disability that impairs your movement. You might have a lame leg or missing limbs, reduced motor skills from chronic injury, suffer from excessive obesity, or have genetic deformities. Modern medicine can usually correct or improve physical impediments, but your condition is incurable, too expensive, or otherwise unavailable to you.

Effect: When making tactical scale movement actions, reduce the normal distance you move by half. In addition, whenever you make a test involving movement actions or you use the dodge action (and the *Armed Combat*, *Athletics*, *Gymnastics*, *Sport*, *Stealth*, *Unarmed Combat*, and other physical skills at the Narrator’s discretion) you suffer a –2 penalty to your test. If you want to remove this flaw later, you must “buy it off” by selecting the Medical Remedy edge. In story terms, a cure is found, you receive an implant or biosynthetic replacement, or you undergo regenerative therapy.

Upgrade: Physical impairment can be upgraded (or worsened actually). Gaining this flaw a second time means you are so completely physically impaired that you cannot move at all without assistance, such as a gravity sled, wheelchair, and so forth.

Vengeful

You have a deep hatred for a specific group. They may have wronged you or perhaps they were responsible for the death of a loved one. The mere presence of members of this group sends you into a rage. You want revenge.

Effect: You choose a small, uncommon group as the subject of your vengeance when selecting this trait. Examples include Am Tal agents, Flaxians, Maquis, pirates, or members of the House of Duras. When you encounter them, you lash out violently and uncontrollably (attacking them if at all possible). If you spend 1 Courage, with no benefit, you are able to suppress your feelings of hatred. Although you do not act violently, your simmering anger remains evident.

Upgrade: You can upgrade this flaw to increase

the size and frequency of the group you hate or to add a second small group.

Vengeful 2: You hate a medium sized group, such as Andorians, Ferengi, Breen, or Vulcans.

Vengeful 3: You hate a large, commonly encountered group, such as Cardassians, Humans, Klingons, or Starfleet Officers.

Professional Abilities

Starship Officer

Tier 1

Rounded	Can acquire and develop one nonprofessional skill as a professional skill.
Starship Duty	This ability substitutes for all of the prerequisites for entering an elite Starfleet profession.
Familiar Systems	Can perform a <i>Computer Use</i> test in half the base time.
Get Your Hands Dirty	When making a <i>Repair</i> test on any piece of equipment on their own starship the Starfleet officers gains a +2 bonus.
Not so Strange	When making a <i>Specific World</i> test for any world the Starfleet officer gains an affinity bonus equal to half his <i>Planetary Science</i> skill rounded up.
Spirit of the Fleet	Once per session the Starfleet officer may reroll one <i>Willpower</i> reaction test and use the better roll.

Tier 2

Capable	When performing actions in excess of their action allowance, starship officers suffer only a -5 to professional skill tests, rather than -10.	Intrepid
Intrepid	When spending Courage to improve professional skill rolls, the starship officer gains a +5 Courage bonus instead of the normal +3.	Starship Duty
Infinite Diversity	May use half of <i>Intellect</i> modifier in any Social test involving another species.	History 6+, Presence 6+ or Rounded
We Come in Peace	In <i>Influence</i> , <i>Negotiate</i> and <i>Persuade</i> tests, Starfleet officers may reduce interaction penalties by half rounding down.	Presence 6+
Well-Briefed	After any mission on a planet, a Starfleet Officer gains an additional specialty in that Specific World	Infinite Diversity or Not so strange
Will to Survive	When a Starfleet officer makes a <i>Survival</i> skill test they gain an affinity bonus equal to half their <i>Athletics</i> skill rounded down.	<i>Vitality</i> 6+ or Spirit of the FI

Command Officer

Prerequisites: Starship Duty, *Administration (Federation)* 4+, *Persuade* 3+, *System Operation* 2+, and *Willpower* 1+.

Tier 1

Commanding Presence	When making a <i>Willpower</i> reaction test, the command officer rolls an extra die (3d6), but keeps the highest two rolls.
Starship/Starbase Protocol	Choose an appropriate specialty. When making <i>Administration</i> skill tests within that specialty field, the command officer gains a +4 to his die roll.
Fighting Captain	If in command or as XO ships gains +2 to all command maneuvers.
Thinks like a Romulan	In any situation, the command officer ignores all academic test penalties to his <i>Tactics</i> (race) roll.

Tier 2

Starship Tactics	Once per session, the command officer can reroll one <i>Tactics</i> skill test and use the better of the two results.	<i>Tactics</i> 3+
Universal Renown	If you score an extraordinary success during any <i>Negotiate</i> or <i>Tactics</i> skill test during a mission, your character gains +1 Renown at the end of the episode	Commanding Presence
Dogfighter	If in command, as XO or manning the helm during ship combat the ship gains a +2 to all helm maneuvers.	<i>System Operations (Flight Control)</i> 6+ or Fighting Captain
Fire Control Officer	If in command, as XO or manning tactical during ship combat the ship gains a +2 to all tactical maneuvers.	<i>System Operations (Tactical)</i> or (Weapons) 6+ or Fighting Captain

Tier 3

Command	By making a successful <i>Persuade</i> test doubles the benefit of leadership for all near him.	Commanding Presence and Starship Protocol
Anticipate Opposition	Spend full round on <i>Perception</i> test. Is able to gauge social situation correctly. Can use to negate one social test modifier.	Starship/Starbase Protocol and Infinite Diversity

Flight Control Officer

Prerequisites: Starship Duty, *System Operation (Flight Control)* 4+, *Space Science (astronomy)* 3+, *Computer Use* 2+, and *Administration* 1+.

Tier 1

Astrogation	when making <i>System Operation (Flight Control)</i> skill tests, the conn gains an affinity bonus equal to half his <i>Space Sciences</i> skill level rounded up.
Atmospheric Craft	The character gains a +2 bonus to <i>System Operation (Flight Control)</i> tests made to pilot atmospheric craft.
Dogfighter	When at the helm the ship gains +2 to all helm maneuvers
Hide in Plain Space	When at the helm opponents tests to spot the ship on sensors are at +2 TN
Hot Hands	When making a <i>Quickness</i> reaction test rolls an extra die (3d6) and keeps the higher two.
Natural Navigator	When making a <i>Space Science (Astrogation)</i> test add +4 to the result.

Tier 2

Evasive Maneuvers	When required to perform maneuver actions in combat, the Conn rolls an additional die (3d6) but keeps the highest two rolls.	Astrogation or <i>System Operation (Flight Control)</i> 3+.
Systems Technician	When making <i>Repairs</i> , the Conn can reroll one <i>Systems Engineering (Flight Control)</i> test and use the better of the two results.	<i>Systems Engineering</i> 3+
Surfing Space-time	Allows <i>Space Science (Astrogation)</i> test to travel as if at maximum warp.	<i>Space Science (Astrogation)</i> 6+ or Natural Navigator
You call that a storm?	When making any skill test to operate in atmosphere ignore all penalties for weather or visibility.	Archaic Aircraft 3+, Hot Hands or Atmospheric Craft

Tier 3

Combat Piloting	When at the helm in combat, the Conn can make one additional helm maneuver per round without suffering any additional action penalties.	Evasive Maneuvers or <i>System Operations (Flight Control)</i> 6+.
Wheelman	When making any Operate Vehicle test the <i>Flight Control Officer</i> gains an affinity bonus of half his <i>System Operation (Flight Control)</i> rounded up.	Atmospheric Craft and <i>Systems Engineering</i> 6+

Starship Engineer

Prerequisites: *Starship Duty, one Engineering skill 4+, Physical Science 3+, Repair 3+, and System Operation 1+.*

Tier 1

Engineering Certification	When acquiring a new <i>Engineering</i> skill, the engineer automatically gains one skill specialty of his choice.	
Engineering Expertise	Designate one <i>Engineering</i> skill and skill specialty. When making tests against this skill or specialty the engineer gains an affinity bonus equal to half his <i>Physical Science</i> skill level rounding up.	
Fix-it	When acquiring <i>Repair</i> the engineer learns all skill specialties	
24/7	Starfleet engineers gain a +5 bonus when taking Fatigue tests.	
Pure Theory	Automatically gain one specialty of your choice upon acquiring <i>Physical Science</i> Skill. All <i>Physical Science</i> tests gain +2 bonus.	

Tier 2

Jury-rig	When making <i>Construct, Engineering</i> or <i>Repair</i> skill tests, ignore all penalties resulting from inadequate equipment, parts or materials.	Engineering Expertise
Miracle Worker	Designate one <i>Engineering</i> skill and skill specialty. When making related skill tests, the engineer performs the operation or task in half the base action time.	Engineering Certification
Double Your Estimate	Can complete any <i>Repair</i> test in half the base action time.	Fix-it or Miracle Worker
Solid Workmanship	<i>Repairs</i> stay <i>Repaired</i> . Patches stay patched	Fix-it, <i>Repair</i> 6+ or <i>Systems Engineering</i> 6+
Theoretical Application	Whenever the engineer makes a <i>Repair</i> skill test, gains an affinity bonus equal to half her <i>Engineering</i> skill on the same system, technology or unit.	Engineering Certification

Tier 3

System Overhaul	Engineers can overhaul a system to exceed the established operational parameters.	Miracle Worker or Jury-rig
A Wee Bit More	When spending <i>Courage</i> to enhance an <i>Engineering</i> or <i>Repair</i> roll, they gain +5 instead of +3.	Theoretical Application and Spirit of the Fleet

Starship Operations Officer

Prerequisites: Starship Duty, *System Operation* 4+, *Systems Engineering* 3+, *Repair* 3+, and *Computer Use* 1+.

Tier 1

Duty Officer	Gains the appropriate specialty automatically when gaining the <i>System Operation</i> skill. Advances by +2 per pick but suffers -4 on tests outside this specialty.	
Station Proficiency	Once per session, the ops officer may reroll one <i>System Operation</i> skill test and use the better result.	
Fire Control Officer	When at tactical the ship gains +2 to all tactical maneuvers	
Ops Manager	At beginning of game declare one system Mission Critical. All tests made on that system by crew at +1.	
Subvocalizer	Can subvocalize commands to ship systems without usual penalty	

Tier 2

Level-headed	When performing any professional skill at their duty station, they ignore all test penalties from distraction.	Station Proficiency
System Technician	When making <i>Repairs</i> , the ops officer gains an affinity bonus equal to half of his <i>Computer Use</i> skill rounding up.	Duty Officer
Cross Trained	When performing the professional skill of another Starfleet elite profession, may add <i>Intellect</i> modifier	Rounded or System Proficiency
Eyes on the Board	When making a <i>System Operation</i> test, the Ops officer adds their <i>Perception</i> modifier.	Subvocalizer or <i>System Operation</i> 6+
Personal Backup	While serving as ops, may reroll any reliability check for ship systems as a <i>System Operations</i> (Mission Ops) or (Operations Manager) test at +5 to the original TN.	Ops Manager

Tier 3

Professional Edge	When spending Courage to enhance a professional skill test, they receive a +5 bonus instead of +3	Level-headed
Exemplary support	Once per session may treat any <i>Computer Use</i> , <i>System Operation</i> or <i>Tactics</i> test by bridge crew as a combined test adding bonuses based on success.	Level-headed, Ops Manager or <i>Tactics</i> 6+

Starship Security Officer

Prerequisites: Starship Duty, *Observe 4+*, *Investigate 3+*, one *Unarmed Combat 3+* and *System Operation 1+*.

Tier 1

Security Ops	Automatically gain the specialty of your choice when gaining the <i>Investigate</i> skill. +2 Bonus on all <i>Investigate</i> rolls.
Security Protocols	When making <i>System Operations (Tactical)</i> skill tests, the security officer gains an affinity bonus equal to half his <i>Computer Use</i> skill rounded up.
Subdue	When making any stunning or restraining <i>Unarmed Combat</i> test add +3.
Favored Style	When advancing chosen style add +2 per pick. Suffer -4 when not using style.
Fire Control Officer	When at tactical the ship gains +2 to all tactical maneuvers
Weapons Specialist	When making <i>System Operations (Tactical)</i> or <i>Weapons</i> with chosen system add +2

Tier 2

Tactical Officer	If the security officer leads tactical operations from the tactical console or similar monitoring station, he increases the bonuses participants lend during combined tests by +2 instead of +1.	Security Protocols
Physically fit	Whenever the security officer makes a Strength or <i>Vitality</i> or <i>Athletics</i> skill test he doubles the modifier conferred by his key attribute. Upon acquiring this ability, increase <i>Stamina</i> reaction by +1	<i>Vitality 8+</i>
Telling Detail	When making an <i>Observe</i> test, gain an affinity bonus equal to half your <i>Investigate</i> skill rounded down.	Security Ops
Thinks like a Romulan	In any situation, the officer ignores all academic test penalties to his <i>Tactics</i> (race) roll.	<i>Intellect 6+</i> or Tactical Officer

Tier 3

Responsive	During combat situations, security officers can perform one additional combat action per round without suffering the additional action penalty.	Physically Fit
Detection	When confounded, may make <i>Investigate</i> roll for suggestion from Narrator.	Telling Detail

Starship Counselor

Prerequisites: Starship Duty, *Social Science* 4+, *Medicine (Psychology)* 3+, *Inquire (Interview)* 2+, and *Savvy* 1+.

Tier 1

Pathos	Whenever the Counselor makes an <i>Inquire (Interview)</i> test they ignore all social penalties.	
Ship's counselor	Gain +4 bonus to <i>Medicine (Psychology)</i> tests	
Head Wounds	When making <i>First Aid</i> test on a head wound add +4	
Professional Demeanor	When making <i>Gaming</i> tests gain an affinity bonus of half of <i>Medicine (Psychology)</i> rounded down.	

Tier 2

Pry Secrets	Once per session, the counselor may reroll one <i>Inquire (Interview)</i> test and use the better result.	Pathos
Therapy	Upon successful <i>Medicine (Psychology)</i> test and half hour session can help calm a patient and refresh one spent Courage point.	Ship's Counselor
Verbal Economy	When using the <i>Persuade</i> skill test completed in half the time.	Ship's Counselor or Language 6+
Sense Motive	During an <i>Inquire (Interview)</i> test, may make <i>Medicine (Psychology)</i> test to determine motive.	Pathos

Tier 3

Detect Falsehood	Any time someone lies in the presence of the counselor as a free action can make a <i>Savvy</i> reaction test to detect the falsehood.	Pry Secrets
Battlefield Comfort	Once per session may make an <i>Influence</i> test to restore an officer's morale granting up to two free Courage points.	Therapy

Starship Medical Officer

Prerequisites: *Starship Duty, First Aid 4+, Medicine 3+, System Operation 3+, and Investigate 1+.*

Tier 1

Field <i>Medicine</i>	When performing <i>First Aid</i> or <i>Medicine</i> outside of a medical facility, the medical officer can reroll one test and use the better result.
General <i>Medicine</i>	Gain +2 bonus on any <i>Medicine</i> test.
Emergency Response	<i>First Aid</i> tests take half the time. Can be taken a second time for <i>Medicine</i> (Surgery)
Lab Work	When making <i>Physical Science</i> (Chemistry) test, add +4. Can be taken again for <i>Life Science</i> (<i>Microbiology</i>) or other Laboratory skills.

Tier 2

Diagnosis	Whenever the medical officer makes a <i>Medicine</i> test to diagnosis an illness of any sort, he gains an affinity bonus equal to half his <i>Investigate</i> skill rounded up. If successful this confers a bonus to treat the patient. Marginal=+1, complete=+2, Extraordinary=+3.	General <i>Medicine</i>
Rehabilitation	Patients recover double points when monitored in a medical facility	General <i>Medicine</i>
Ignore These Blasted Machines	When making <i>System Operations</i> (<i>Medical</i>) gain an affinity bonus equal to half his <i>Medicine</i> skill rounded down.	General <i>Medicine</i> or <i>Perception</i> 6+
No Butchery	When making <i>First Aid</i> or <i>Medicine</i> skill tests, ignore all penalties for inadequate equipment.	Field <i>Medicine</i>

Tier 3

Immunization	With a successful <i>Medicine</i> (<i>Research</i>) test, the medical officer can produce a counteragent.	Diagnosis or Rehabilitation.
One For the Textbooks	When rolling an extraordinary success on a <i>Medicine</i> or Immunization roll add +1 Renown	Lab Work and General <i>Medicine</i>

Starship Science Officer

Prerequisites: *Starship Duty, System Operation 4+, one science skill 3+, Computer Use 3+, and Investigate 1+.*

Tier 1

Journeyman	May use all <i>Science</i> skills untrained. Automatically gain one specialty with each <i>Science</i> skill.	
Field Research	When making an <i>Investigate</i> skill test, gains an affinity bonus equal to half the appropriate <i>Science</i> skill rounded up.	
Fundamentals	When making <i>Physical Science (Mathematics)</i> test add +4	
Working Model	When making any <i>Construct</i> test gain an affinity bonus equal to half <i>Structural Engineering</i> skill rounded up	

Tier 2

Science Tech	When using equipment in the course of an investigation of stellar or planetary phenomena, the science officer can reroll a <i>System Operation</i> test and use the better result once per session.	Field Research
Scientific Protocols	Whenever the scientist performs an <i>Observe</i> or <i>Investigate</i> that would endanger themselves or crew directly they can automatically make the appropriate <i>Science</i> test to avoid consequences	Journeyman
Practical Application	When making <i>Systems Engineering</i> or <i>Repair</i> tests to his console or Tricorder gains an affinity bonus equal to half his <i>Physical Science</i> skill rounded up.	Working Model
Subvocalizer	Can subvocalize commands to ship systems without usual penalty	<i>Perception</i> 6+ or Rounded

Tier 3

Theorize	Whenever facing an enigma, the player can make an <i>Investigate (Deduce)</i> to formulate a hypothesis assisted by the Narrator.	Scientific Protocols
Intense Scan	With successful <i>System Operations</i> (sensors) next scan has range-sensitivity, reliability, etc. doubled.	Science Tech

Soldier

Because of the unusual number of soldiers- MACOs, Klingon warriors, special forces operatives, and others- present in the 7th Fleet, this information and the additional options listed below are included for Character Creation. The Soldier Profession may be found on page 63 of the Player's Guide.

Prerequisites: *None*

Tier 1

Evasion	When performing a dodge action, the soldier rolls 3d6 and keeps the highest two numbers.	
Favored Weapon	The soldier selects either an Armed Combat or Ranged Combat weapons specialty and may advance that skill at +2 per pick, but suffers a -4 to all weapons tests outside that specialty.	
Reconnaissance	The soldier may make a full-round Observation test (TN10) to make note of all physical modifiers (terrain, visibility, etc.) which apply to combat tests in the immediate vicinity,	
Survival Training	The soldier gains a +2 to Survival tests, and doubles the modifier for having the appropriate specialization. (a maximum bonus of +6).	

Tier 2

Battle-Hardened	A soldier learns to function despite injury, fatigue, or stun. The soldier gains +1 Health and reduces physical test penalties from injury, stun effects, or fatigue by 1	<i>Vitality 8+</i>
Brothers In Arms	True soldiers understand loyalty, duty, honor, and sacrifice. As a result, soldiers develop an unspoken code and instinctively know how to appeal to other warriors. When making <i>Inquire</i> , <i>Influence</i> or <i>Persuade</i> tests against military personnel, soldiers reduce any social penalties by half (rounding down).	<i>Presence 8+</i>
Ground Tactics	Having made a successful Reconnaissance (above), the soldier may negate one physical test penalty or double one physical test bonus in the immediate vicinity. If he is able to communicate with any compatriots, this effect applies to them, as well.	Reconnaissance
Lightning Strike	The soldier may make one additional attack per round with his favored weapon at no penalty (See House rules below).	Favored Weapon

Tier 3

Combat Leader	If the soldier spends an action to issue orders to his crew, he may attempt a TN 15 Influence test to bolster their morale and confer a bonus to their next combat action. +1 on a Marginal Success, +2 for a Complete success, +3 for an Extraordinary Success	Ground Tactics or Battle-Hardened
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Soldier Professional Development Packages

Bodyguard

You were an armed guard for an important diplomat, a crime boss, an emperor, or someone else of special note. You stood guard when needed, ran background checks on attendees at functions, and examined every location for potential assassination attempts and other threats. Protecting the boss at all costs was your duty, and you did it with disciplined efficiency.

Skills: Any one Armed Combat skill +3, Athletics +2, Demolitions +2, Investigate (Inspect) +3, Observe +3, any one Ranged Combat skill +3, Tactics +1, any one Unarmed Combat skill +2

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Alert, Courageous, High Pain Threshold, Lightning Reflexes, Speed

Grease Monkey

All things break down—it's the nature of technology and machinery. You're there to fix them. You've repaired tanks in the field, rebuilt engines in the shop, made bombs to blow up enemy vehicles, and improvised tools to get the job done. You had the dirtiest hands in your battalion, and were proud of it.

Skills: Any one Armed Combat skill +1, Construct (choose) +3, Demolitions (Build) +2, Energy Weapons +3, Investigate (Inspect) +2, Observe (choose) +1, Repair +4

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Curious, Exceptional Concentration, Innovative, Skill Focus (Craftsman), Thinker 7

Starship Officer Professional Development Packages

Exchange Officer

(Starship Officer—Command)

You enrolled in an officer exchange program with an alien government and served aboard one of their starships. You studied their ship procedures, training methods, and culture.

Skills: Administration (appropriate specialty) +2, Computer Use +1, Culture (appropriate specialty) +2, any one appropriate Language skill +2, Inquire (Fraternize) +1, Persuade +2, System Operation (Command) +3, Tactics +3

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Commendation, Competitive, Confident, Cultural Flexibility, Promotion

Intel Operative

(Diplomat, Rogue, Starship Officer—any)

You are trained in basic intelligence techniques, such as monitoring and analyzing data or communications traffic, tracking the activities of suspected terrorists, and otherwise surreptitiously gathering information. You may have trained behind a console desk at intelligence headquarters, undercover in the field, or both.

Skills: Administration (Starfleet Intelligence, Obsidian Order, Tal Shiar—specialty as appropriate) +3, Computer Use (choose specialty) +2, Impersonate +1, Inquire +3, Investigate (choose specialty) +2, any two Knowledge skills +2 each, any one

Language skill +1, Observe +1

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Contacts, Eidetic Memory, Everyman, Meticulous, Thinker

JAG Officer

(Starship Officer—Command, Starfleet Marine, OR Security)

You are trained as a legal representative for the Judge Advocate General's Office. You may have been stationed at JAG headquarters at Starfleet Command or at a local office on a starbase. Your responsibilities include investigating and prosecuting violations of Starfleet's General Orders, laws of Federation member worlds, and the Constitution of the United Federation of Planets. You also have the duty to prosecute or defend any member of Starfleet charged under the Uniform Code of Justice.

Skills: Administration (Starfleet) +2, Computer Use +1, History (Federation) +1, Inquire +2, Investigate +2, Law (Starfleet Regulations) +3, Negotiate (Entreat) +2, Persuade (Debate or Oratory) +2

Pick 5 Skills: +1 to any professional skill

Pick 1 Edge: Confident, Contacts, Promotion, Shrewd, Skill Focus (Eloquent)

7th Fleet Character Advancement Guidelines

Character Levels/Advancements

Until further notice, a characters receive one advancement (level) for every thousand experience points earned in game play or as an extraordinary award from the 7th Fleet Admiralty. Each level or advancement earns the character 5 picks, with which the player may improve skills, attributes, reactions, edges and flaws per the rules below.

The player may either spend the picks to improve the character “piecemeal” or may opt to purchase one or more of the Advancement packages below.

Rank, Promotion, and Decorations

As the club member advances in rank, this should be reflected in his or her character's rank, as well. Players may spend skill picks awarded to purchase the Promotion edge to reflect this increased rank and authority.

Characters who are demoted for misconduct must reduce their Promotion level to match their new rank, and must repurchase those levels if/when they are restored to rank.

Temporary field promotions or reductions (such as Riker's temporary captaincy in [Best of Both Worlds, Part 2](#)) or Captain Decker's temporary grade reduction to Commander in [Star Trek: The Motion Picture](#)) do not affect the Promotion edge.

Attribute, Skill, and Reaction Limits

As during character creation, no Attribute (*Strength, Agility, etc.*) may be raised higher than 12 (before species adjustments). Likewise, characters may not use picks to boost reactions (*Savvy, Willpower, etc*) more than 3 steps total or higher than a maximum of +6.

No character may have no more than 12 levels in any skill before Attribute, Affinity, or Miscellaneous modifiers are applied. Note that Skill *Totals* may be higher than twelve- only skill levels are limited,

Decorations, Commendations, and Awards

During game play, the characters may earn either Federation, Seventh Fleet, or alien (foreign power) awards, commendations, and medals. As a rule, these are in-story awards for heroic actions and do not need to be purchased using skill picks. The Narrator should award the Commendation edge appropriate to the decoration being received.

Those 7th Fleet decorations awarded at the Captain's discretion(listed in the 7th Fleet Handbook, at the 7th Fleet web site, and in the pending Bluejackets manual) may be worn on the uniform at formal gatherings and conventions. All others must be approved by the Commanding Officer and the 7th Fleet Admiralty before they can be worn as part of the official uniform.

Starship Officer Advancement Packages

These advancement (or “tour of duty”) packages may be taken by any starship officer—Andorian Defense Force, Starfleet, Imperial Klingon Defense Force, Romulan Star Navy, and so on. Each package equals one advancement (or five advancement picks). If you choose a package outside your elite profession branch—you choose Crosstraining, for example, and you’re a Science officer not a Command officer—you must adjust the package to properly account for professional skill costs. As long as the package remains worth five advancement picks, any adjustments are fine.

Academy Instructor

(Starship Officer—any)

You served as an instructor at a training academy, teaching new recruits. This posting is usually a result of your prolific skill in a particular field or your prolific age and pending retirement.

Primary Skill: Law (Starfleet or Romulan or Klingon, specialty as appropriate) +1

Pick 3 Skills: Administration +1, Computer Use +1, any other Knowledge skill +1, any one Engineering OR Science skill +1, any other professional skill +1

Advanced Engineering Certification

(Starship Officer—Engineer)

You trained in advanced engineering skills and techniques, either on an experimental vessel or refitting older ships with new technologies.

Primary Skill: Any one Engineering skill (choose specialty) +1

Pick 1 Skill: Construction +1, Physical Science +1, System Operations +1, or any one other Engineering skill +1

Pick 1 Edge: Exceptional Concentration, Meticulous, Promotion, Sense of Time, Suit Trained

Colony Support

(Starship Officer—any)

Out in the sticks it’s a dangerous life, and colonists need help—supplies, protection, repairs, and so on. You provided it and learned valuable skills roughing it on the frontier.

Primary Skill: Survival +1

Pick 2 Skills: Athletics +1, Repair +1, Specific World +1, System Operations +1

Pick 1 Edge: Fit OR Healthy, Great Stamina OR Great Vitality, Promotion, Sense of Direction, Sherpa

Crosstraining

(Starship Officer—Command)

Your potential as an officer caught your superior’s eye. You were trained in a variety of fields and groomed for a top slot in the service.

Primary Skill: System Operations (choose

specialty) +1

Pick 1 Skill: Administration +1, Persuade +1, Tactics +1

Pick 1 Edge: Commendation, Confident, Famous Event, Innovative, Promotion

Diplomatic Mission

(Starship Officer—Command)

Diplomacy suits your temperament and ability. As part of a diplomatic team, you negotiated treaties and forged new alliances. Out on the perimeter, there are many stars, each with a potential ally or partner.

Primary Skill: Negotiate (choose specialty) +1

Pick 1 Skill: Inquire +1, any one Knowledge skill +1, Persuade +1

Pick 1 Edge: Ally, Contacts, Famous Event, Friendly, Skill Focus (Diplomatic)

Front Line War Zone

(Starship Officer—any)

Sitting behind a desk wasn’t for you. You craved to get on the front lines in the heat of battle. You excelled under intense pressure and learned first hand to employ tactical planning quickly in the field.

Primary Skill: Energy Weapons +1

Pick 2 Skills: Athletics +1, First Aid +1, Survival +1, Systems Operation +1, Tactics +1 (if choosing First Aid or Tactics and they are not professional skills, do not pick a second skill)

Pick 1 Edge: Bold, Commendation, Famous Event, Promotion, Thick Skull

Great House Warrior

(Soldier, Starship Officer—Any)

You served honorably for one of the great Klingon Houses. Your warrior’s instinct and skill vaulted your position in the family, winning you respect and sincere admiration ... and probably enemies.

Primary Skill: Tactics +1

Pick 2 Skills: Any one Armed Combat skill +1 OR Administration +1, Energy Weapons +1, Repair +1 OR System Operation +1

Pick 1 Edge: Courageous, Famous Event, Promotion, Shrewd, Weapon Mastery
Prerequisite: Character must be Klingon

Medical/Rescue Mission

(Starship Officer—Counselor and Medical)

You aided relief efforts on a plague-ridden colony, emergency evacuated wounded troops from the front lines, or served on a medical frigate touring various disaster “hot spots” throughout the sector.

Primary Skill: *Medicine +1*

Pick 2 Skills: *First Aid +1, Life Science +1, Survival +1, System Operations +1 (Option: Counselors may take Influence +1 instead of Life Science)*

Pick 1 Edge: Commendation, Iron Willed, Resolute, Skill Focus (Compassionate), Unyielding

Scientific Exploration

(Starship Officer—Science)

Scientific wonders beckoned you. You traveled the galaxy on a science vessel cataloging gaseous anomalies, examining dichromic nebulae, investigating the parasitic jelly slugs of Ummagumma VI, and researching dozens of other unusual phenomena.

Primary Skill: *Space Science +1*

Pick 2 Skills: *Computer Use +1, Investigate +1, Planetary Science +1, System Operation +1*

Pick 1 Edge: Coordinator, Curious, Exceptional Concentration, Innovative, Meticulous

Shakedown Cruise

(Starship Officer—any)

All ships need testing out of spacedock. New systems break down or don't operate to specifications, experimental engines malfunction, cadets panic at false red alert klaxons—anything could happen on a ship's maiden voyage. As an experienced officer, you were there to see that operations ran with minimal glitches.

Primary Skill: *System Operations +1*

Pick 2 Skills: *Administration +1, Computer Use +1, Repair +1, any one Engineering OR Science skill +1 (if choosing Administration, Engineering, or Science and they are not professional skills, do not pick a second skill)*

Pick 1 Edge: Commendation, Competitive, Famous Event, Promotion, Skill Focus

Starbase Administration

(Starship Officer—Command and Flight Control)

You served an administrative position at a starbase. Your duties included routing starship traffic and communications, requisitioning supplies for ships and colonies on the frontier, and generally making things run smoothly and efficiently in your sector.

Primary Skill: *Administration (choose specialty) +1*

Pick 1 Skill: *Computer Use +1, Persuade +1 OR System Engineering +1, System Operations +1*

Pick 1 Edge: Ally, Command, Contacts, Coordinator, Promotion

Strategic Command

(Starship Officer—Command and Security)

You were trained in advanced tactical and military planning. Part logistical and part strategic, your experience in this program prepared you to command forces in operational theaters.

Primary Skill: *Tactics (choose specialty) +1*

Pick 1 Skill: *Administration +1, Inquire +1 OR Persuade +1, Law +1*

Pick 1 Edge: Bold, Command, Confident, Meticulous, Promotion

Terraforming/Colonization

(Starship Officer—Science)

You served on a mission to terraform an uninhabitable world for colonization or to establish a colony on a newly discovered world. Your role was primarily technical and scientific, rather than administrative or logistic.

Primary Skill: *Planetary Science (choose specialty) +1*

Pick 3 Skills: *Construct +1, Investigate +1, any one Knowledge skill +1, Repair +1, any one other Science skill +1, Survival +1*

Cross-Profession Advancement Packages

These advancement packages can be used to simulate “tours of duty” for characters. They may be gained during character creation if the Narrator wants more experienced characters, or during advancement in play. Each package costs five advancement picks. Note that starship officers may be eligible for some packages. The player should consult with the Commanding Officer and Narrator to determine if the package in question is appropriate to the campaign and the starship I question.

In parenthesis below the package name are the professions associated with the package. A character must have one of these professions to take the package. If the character is not active in one of these professions, you may have to adjust the package for professional skill costs. Just remember, so long as the package adds up to five advancement picks for a character, any adjustments are fine.

Arms Runner

(Rogue, Smuggler)

You’ve smuggled guns, explosives, and other weapons through de-militarized zones or across tightly secured borders.

Primary Skill (all): *Conceal (choose specialty) +1*

Pick 1 Skill (Rogue): *Forgery +1, Impersonate +1, Influence +1, Streetwise +1*

Pick 1 Skill (Smuggler): *Forgery +1, Influence +1, Negotiate +1, Streetwise +1*

Pick 1 Edge (all): *Ally, Contacts, Shrewd*

Athlete

*(Any profession)**

You’ve been a professional athlete or at least a talented amateur.

Pick 1 Primary Skill (all): *Athletics +1, Gymnastics +1, Sport +1*

Pick 1 Skill (all): *Athletics +1, Gymnastics +1, Sport +1, or add a specialty instead*

Pick 1 Edge (all): *Competitive, Dodge, Fit, Healthy, Lightning Reflexes, Speed*

Attribute: *Agility, Strength, or Vitality +1*

Reaction: *Quickness or Stamina +1*

*Note: Select 5 picks worth of options from this package. Do not pick the same skill twice if it is not a professional skill.

Communications Specialist

(Soldier, Starship Officer—any)

You are a communications specialist.

Primary Skill (all): *System Operation (Communications) +1**

Pick 1 Skill (Soldier): *Energy Weapons +1, Repair +1, any Unarmed Combat skill +1*

Pick 2 Skills (Starship Officer—any): *Computer Use +1, Energy Weapons +1, Repair +1, any Unarmed Combat skill +1*

Pick 1 Edge (all): *Alert, Courageous, Exceptional Concentration*

*Note: Soldiers gain only the *System Operation* skill without the specialty, as it is not a professional

skill and costs two pick to take.

Computer Engineer

(Inventor, Scientist, Starship Officer—Engineer, Operations, Science)

You’ve designed, built, and repaired computer systems.

Primary Skill (all): *Systems Engineering (Computer Systems) +1**

Pick 3 Skills (Inventor): *Computer Use +1, Construct +1, Physical Science +1, Repair +1*

Pick 3 Skills (Scientist, Starship Officer—Engineer, Science): *Computer Use +1, Construct +1, Physical Science +1, Repair +1, System Operation +1*

Pick 3 Skills (Starship Officer—Operations): *Computer Use +1, Repair +1, System Operation +1*

*Note: Scientists and science branch starship officers do not gain the specialty, as *Systems Engineering* is not a professional skill.

Consulate/Embassy Position

(Ambassador, Diplomat, Envoy)

You were stationed at one of your government’s consulates or embassies.

Primary Skill (all): *Specific World (choose specialty) +1*

Pick 3 Skills (Ambassador): *Administration +1, Culture +1, Law +1, Negotiate +1, Persuade +1*

Pick 3 Skills (Diplomat): *Administration +1, Culture +1, History +1, Law +1, Social Science +1*

Pick 3 Skills (Envoy): *Inquire +1, Culture +1, History +1, Law +1, Social Science +1*

Counterintelligence Mission

(Envoy, Rogue, Soldier, Spy, Starship Officer—Security)

You spied on other spies—tracking their activities, investigating their associates, and

exposing them when necessary. You also worked validating incoming intelligence reports and stopping the spread of disinformation within your intelligence network.

Primary Skill (all): Investigate (choose specialty) +1*

Pick 1 Skill (Envoy): Impersonate +1, Inquire +1

Pick 1 Skill (Rogue, Spy): Impersonate +1, Inquire +1, Observe +1

Pick 1 Skill (Soldier, Starship Officer—Security): Inquire +1, Observe +1

Pick 1 Edge (all): Contacts, Curious, Meticulous

*Note: Envoys and rogues do not gain the specialty, as Investigate is not a professional skill.

Cyberneticist

(Inventor, Scientist, Starship Officer—Engineer, Medical, Science)

You specialized in the study and research of cybernetics.

Primary Skill (all): Systems Engineering (Cybernetics) +1*

Pick 3 Skills (Inventor): Computer Use +1, Construct +1, Life Science +1, any other Science or Engineering skill +1, Repair +1

Pick 3 Skills (Scientist, Starship Officer—Science): Construct +1, Life Science +1, Physical Science +1, Repair +1, System Operation +1

Pick 3 Skills (Starship Officer—Engineer): Construct +1, any other Engineering skill +1, Physical Science +1, Repair +1, System Operation +1

Pick 3 Skills (Starship Officer—Medical): Life Science +1, Medicine +1, Physical Science +1, Repair +1, System Operation +1

*Note: Only Inventors and Engineers gain the Cybernetics specialty; Systems Engineering is not a professional skill for the others.

Demolitions Expert

(Soldier, Special Forces)

Your military training focused on demolitions and explosives.

Primary Skill (all): Demolitions (choose specialty) +1

Pick 1 Skill (all): Any Ranged Combat skill +1, Stealth OR Observe +1*, any Unarmed Combat skill +1

Pick 1 Edge (all): Bold, Meticulous, Sense of Time

*Note: Soldiers take Observe, Special Forces take Stealth.

Deputy

(Soldier, Starship Officer—Security)

You've served as a law enforcement officer.

Primary Skill (all): Investigate (choose specialty) +1

Pick 3 Skills (all): Any one Armed or Ranged Combat skill +1, Inquire +1, Observe +1, Tactics +1, any one Unarmed Combat skill +1

Exosociologist

(Envoy, Diplomat, Scientist, Starship Officer—Counselor, Medical, Science)

You are an expert on alien cultures and societies.

Primary Skill (all): Social Science (Sociology or other specialty) +1

Pick 3 Skills (Diplomat): Computer Use +1, Culture +1, History +1, Language +1, Law +1, Politics +1, Specific World +1

Pick 3 Skills (Envoy): Culture +1, History +1, Language +1, Law +1, Politics +1, Religion +1, Specific World +1

Pick 3 Skills (Scientist): Computer Use +1, Culture +1, History +1, Language +1, Law +1, Politics +1, Religion +1, Specific World +1

Pick 3 Skills (Starship Officer—Counselor, Medical, Science): Computer Use +1, Culture +1, History +1, Law +1, Politics +1, Religion +1, Specific World +1

Extraction/Termination Duty

(Assassin, Mercenary, Rogue, Soldier, Special Forces, Starship Officer—Command and Security)

Your missions sent you deep inside enemy territory to acquire top-secret information or devices, terminate enemy operatives or terrorists, rescue hostages, and other similarly dangerous tasks.

Primary Skill (all): Any one Armed Combat skill +1*

Pick 2 Skills (Assassin): Conceal +1, Impersonate +1, any one Ranged Combat skill +1, Stealth +1

Pick 1 or 2 Skills (Mercenary): Stealth +1 OR two of Athletics +1, Observe +1, any one Ranged Combat skill +1

Pick 2 Skills (Rogue): Conceal +1, Observe +1, any one Ranged Combat skill +1, Stealth +1

Pick 1 or 2 Skills (Soldier): Stealth +1 OR any two of Athletics +1, Observe +1, any one Ranged Combat skill +1, Tactics +1

Pick 1 or 2 Skills (Special Forces): Stealth +1 OR any two of Demolitions +1, any one

Ranged Combat skill +1, Stealth +1

Pick 1 or 2 Skills (Starship Officer—Command): *Stealth +1 OR any two of Athletics +1, Inquire +1, Tactics +1*

Pick 1 or 2 Skills (Starship Officer—Security): *Stealth +1 OR any two of Athletics +1, Observe +1, Tactics +1*

Pick 1 Edge (all): Alert, Quick Draw, Weapon Mastery

*Note: Starship officers take *Energy Weapons +1* instead.

Focused Psionic Training

*(Any profession)**

You underwent rigorous mental training to expand or develop your psionic potential.

Primary Skill (all): *Any Psionic skill +1*

Pick 2 Skills: *Any two other Psionic skills +1*

Pick 1 Edge: Increased Range, Psionic, Psionic Coverage, Psionic Focus

*Note: Select 5 picks worth of options from this package. If a character is not a psion, the Psionic trait must be chosen first.

Frontier Prospector

(Free Trader, Merchant)

You traveled throughout frontier systems searching little known asteroids, moons, and out of the way planets for untapped business opportunities.

Primary Skill (all): *Appraise (choose specialty) +1*

Pick 1 Skill (all): *Business +1, Negotiate +1, System Operation +1*

Pick 1 Edge (all): Innovative, Suit Trained, Wealth

Genetics Engineer

(Scientist, Starship Officer—Medical, Science)

You've specialized in the fields of genome study and genetic engineering.

Primary Skill (all): *Life Science (Genetics or other specialty) +1*

Pick 3 Skills (Scientist, Starship Officer—Medical): *Computer Use +1, Investigate +1, Medicine +1, Physical Science +1, System Operation +1*

Pick 3 Skills (Starship Officer—Science): *Computer Use +1, Investigate +1, Physical Science +1, System Operation +1*

Grunt/Infantry Trooper

(Mercenary, Soldier, Starship Officer—any)

You are a grunt, foot soldier, trooper—the workhorse of the armed forces.

Primary Skill (all): *Energy Weapons (choose specialty) +1*

Pick 1 Skill (Mercenary, Soldier): *Any Armed Combat skill +1, Athletics +1, Survival +1, any Unarmed Combat skill +1*

Pick 1 Skill (Starship Officer—any): *Athletics +1, Survival +1, any Unarmed Combat skill +1*

Pick 1 Edge (all): Fit, High Pain Threshold, Weapon Mastery

Guerrilla/Resistance Fighter/Terrorist

(Soldier, Special Forces)

You trained as a fighter in a quasi-military group.

Primary Skill (all): *Energy Weapons (choose specialty) +1*

Pick 3 Skills (Soldier): *Any one Armed Combat skill +1, Athletics +1, Demolitions +1, Survival +1, Tactics +1, any one Unarmed Combat skill +1*

Pick 3 Skills (Special Forces): *Administration +1, Demolitions +1, Stealth +1, Survival +1, any one Unarmed Combat skill +1*

Lab Assistant/Triage Nurse

(Inventor, Scientist, Starship Officer—Medical, Science)

You served in a lab or triage center under a scientist or doctor.

Primary Skill (all): *Computer Use (Research) +1*

Pick 3 Skills (Inventor): *Construct +1, any Engineering skill +1, Repair +1, any Science skill +1*

Pick 3 Skills (Scientist, Starship Officer—Science): *Construct +1, Investigate OR Medicine +1, Repair +1, any Science skill +1, System Operation +1*

Pick 3 Skills (Starship Officer—Medical): *First Aid +1, Life Science +1, Medicine +1, Physical Science +1, System Operation +1*

Martial Arts Training

(Mercenary, Mystic, Rogue, Soldier, Starship Officer—any, Weapon Master)

You underwent extensive martial arts training.

Primary Skill (all): *Any one Armed or Unarmed Combat skill +2*

Pick 1 Skill (all)*: *Any one Armed or Unarmed Combat skill +1, Athletics +1, Gymnastics +1*

Pick 1 Edge (all): Alert, Ambidextrous, Dodge, High Pain Threshold, Lightning Reflexes, Weapon Mastery

*Note: In the "Pick 1 Skill" section, take whatever skill was not selected as a primary skill and/or is a professional skill for the character.

Medic

(Explorer, Mystic, Soldier, Starship Officer—Counselor, Medical)

You specialize in first aid and trauma treatment in the field.

Primary Skill (all): *First Aid (choose specialty) +1*

Pick 1 Skill (all): *Any one Armed, Ranged or Unarmed Combat skill +1, Athletics +1, Survival +1*

Pick 1 Edge (all): *Courageous, Skill Focus (Compassionate), Speed*

Military Engineer

(Starship Officer—Engineer)

You are the engineer the military relies on to get things designed and built quickly.

Primary Skill (all): *Engineering Systems (choose specialty) +1*

Pick 3 Skills (all): *Computer Use +1, Construct +1, Energy Weapons +1, any one other Engineering skill +1, Repair +1, System Operation +1*

News Service Reporter

(Diplomat, Envoy, Merchant, Mystic, Scientist)

You've worked for a news service, either as a freelancer or a staff reporter.

Primary Skill (all): *Inquire (Interview or other specialty) +1**

Pick 1 Skill (Diplomat): *Computer Use +1, any one Knowledge skill +1, any Language +1*

Pick 1 Skill (Envoy): *Impersonate +1, any one Knowledge skill +1, any Language +1*

Pick 1 Skill (Merchant): *Business +1, any one Knowledge skill +1, Negotiate +1*

Pick 1 Skill (Mystic): *Any one Knowledge skill +1, Observe +1, Persuade +1*

Pick 1 Skill (Scientist): *Computer Use +1, Investigate +1, any one Knowledge skill +1*

Pick 1 Edge (all): *Contacts, Curious, Thinker*

*Note: Scientists do not gain the specialty, as *Inquire* is not a professional skill.

Planetary Scientist

(Explorer, Scientist, Starship Officer—Science)

You've made the study of planetary bodies your focus.

Primary Skill (all): *Planetary Science (Planetology or other specialty) +1*

Pick 3 Skills (Explorer): *Investigate +1, Observe +1, Physical Science +1, Repair +1, Survival +1*

Pick 3 Skills (Scientist): *Computer Use +1, Construct +1, Investigate +1, Physical Science +1, Specific World +1, System*

Operation +1

Pick 3 Skills (Starship Officer—Science):

Computer Use +1, Construct +1, Physical Science +1, Repair +1, Survival +1, System Operation +1

Propaganda Mission

(Rogue, Spy)

You worked behind enemy lines infiltrating crucial data banks, spreading disinformation, and fostering dissent.

Primary Skill (all): *Forgery +1**

Pick 2 Skills (Rogue): *Impersonate +1, Influence +1, Inquire +1 (Rogues can take Computer Use +1 OR Indoctrinate +1 instead)*

Pick 2 Skills (Spy): *Computer Use +1, Impersonate +1, Inquire +1 (Spies can take Indoctrinate +1 OR Influence +1 instead)*

Pick 1 Edge (all): *Everyman, Meticulous, Shrewd*

*The Narrator must decide if this skill is appropriate for Starfleet characters. If not, offer another skill as an option instead.

Reconnaissance Posting

(Explorer, Scientist, Spy, Starship Officer—any)

You served as part of a diverse reconnaissance team stationed at a listening post near enemy territory. You eavesdropped on communications traffic, scanned nearby systems for unusual readings and hidden bases, and collected data on enemy activities. You were selected not just to reconnoiter, but also for your unique expertise, whether it was administrative, technical, scientific, or investigative in nature.

Primary Skill (all): *System Operation (choose specialty) +1**

Pick 1 Skill (Explorer): *Investigate +1, Observe +1, any one Science skill +1*

Pick 1 Skill (Scientist, Starship Officer—Science): *Computer Use +1, Investigate +1, any one Science skill +1*

Pick 1 Skill (Spy): *Computer Use +1, Investigate +1, Observe +1*

Pick 1 Skill (Starship Officer—Command): *Administration +1, Computer Use +1, any one Knowledge skill +1*

Pick 1 Skill (Starship Officer—Engineer): *Computer Use +1, Construct +1, any one Engineering skill +1*

Pick 1 Skill (Starship Officer—Flight Control): *Administration +1, Computer Use +1, Space Science +1*

Pick 1 Skill (Starship Officer—Medical or Counselor): *Computer Use +1, First Aid +1,*

Medicine +1

Pick 1 Skill (Starship Officer—Operations):

Computer Use +1, Observe +1, System Engineering +1

Pick 1 Skill (Starship Officer—Security):

Computer Use +1, Investigate +1, Observe +1

Pick 1 Edge (all): Competitive, Coordinator, Thinker

*Note: Explorers and spies do not gain the specialty, as *System Operation* is not a professional skill.

Sabotage Mission

(Mercenary, Rogue, Soldier, Special Forces, Starship Officer—any)

You worked as part of a covert team sabotaging important enemy installations and operations—such as Cardassian labor camps, Vorta cloning facilities, Romulan listening posts, or the Founders' infiltration of Starfleet Command.

Primary Skill (all): *Demolitions (choose specialty) +1**

Pick 1 Skill (Mercenary): *Observe +1, any one Ranged Combat skill +1, any one Unarmed Combat skill +1*

Pick 1 Skill (Rogue): *Conceal +1, any one Ranged Combat skill +1, Stealth +1*

Pick 1 Skill (Soldier): *any one Ranged Combat skill +1, Tactics +1, any one Unarmed Combat skill +1*

Pick 1 Skill (Special Forces): *any one Ranged Combat skill +1, Stealth +1, any one Unarmed Combat skill +1*

Pick 1 Skill (Starship Officer—any): *Energy Weapon +1, any one Unarmed Combat skill +1*

Pick 1 Edge (all): Alert, Courageous, Speed

*Note: Mercenaries, rogues, and starship officers do not gain the specialty, as *Demolitions* is not a professional skill.

Scout

(Assassin, Mercenary, Rogue, Soldier, Special Forces, Weapon Master)

Your expertise lies in reconnaissance, stealth, and speed.

Primary Skill (all): *Stealth (choose specialty) +1*

Pick 1 Skill (all): *Any one Armed OR Unarmed Combat skill +1, any Ranged Combat skill +1, Survival +1*

Pick 1 Edge (all): Night Vision, Sense of Direction, Speed

*Note: Mercenaries and Soldiers gain only the *Stealth* skill and not the specialty, as it is not a professional skill.

Shipyards Mechanic

(Inventor, Starship Officer—Engineer, Flight Control, Operations)

When ships needed repairs or refits, you were there to get the job done quickly and efficiently. You may have worked at a starbase, shipyard facility, planetside spaceport, or another repair facility.

Primary Skill (all): *Any one Engineering skill (choose specialty) +1*

Pick 1 Skill (Inventor): *Computer Use +1, Construct +1, Repair +1*

Pick 1 Skill (Starship Officer—Engineer): *Computer Use +1, Construct +1, Repair +1, Systems Operation +1*

Pick 1 Skill (Starship Officer—Flight Control, Operations): *Computer Use +1, Repair +1, Systems Operation +1*

Pick 1 Edge (all): Meticulous, Suit Trained, Zero-G Trained

Spiritual Retreat

(Adept, Mystic)

You spent time in reflective contemplation at a spiritual retreat expanding your consciousness, your mental talents, or both.

Primary Skill (all): *Religion (choose specialty) +1*

Pick 1 Skill (Adept): *Any one psionic skill +1*

Pick 1 Skill (Mystic): *Inquire +1, Observe +1, Specific World +1*

Pick 1 Edge (all): Exceptional Concentration, any psionic edge, Sense of Time

Stellar Navigational Specialist

(Scientist, Starship Officer—Flight Control, Science)

You studied stellar bodies and starship navigational systems.

Primary Skill (all): *Space Science (Astrogation or other specialty) +1*

Pick 1 Skill (Scientist, Starship Officer—Science): *Computer Use +1, any other Science skill +1, System Operation +1*

Pick 1 Skill (Starship Officer—Flight Control): *Computer Use +1, System Engineering +1, System Operation +1*

Pick 1 Edge (all): Exceptional Concentration, Skill Focus (3D Thinking)

Systems Technician

(Inventor, Scientist, Starship Officer—Engineer, Flight Control, Medical, Operations, Science)

You've worked as a systems technician aboard a starbase, outpost, private ship, or in some other capacity. While you are not necessarily a

qualified engineer, you know your way around technical systems.

Primary Skill (all): *Repair (choose specialty) +1*

Pick 1 Skill (all): *Computer Use +1, any Engineering or Science skill +1, System Operation +1*

Pick 1 Edge (all): *Meticulous, Multitasking, Thinker*

Trade Mission

(Free Trader, Merchant, Smuggler)

You were part of a trade negotiation team, either for your government or a consortium, or you worked independently expanding your own trade opportunities.

Primary Skill (all): *Negotiate (choose specialty) +1*

Pick 1 Skill (Free Trader, Merchant): *Appraise +1, Business +1, Influence +1*

Pick 1 Skill (Smuggler): *Business +1, Conceal +1, Influence +1*

Pick 1 Edge (all): *Contacts, Skill Focus (Eloquent or Persuasive), Wealth*

Temporal Theorist

(Explorer, Scientist, Starship Officer—Science)

Your research has focused on the space-time continuum and temporal physics.

Primary Skill (all): *Physical Science (Temporal Physics) +1*

Pick 1 Skill (Explorer): *Investigate +1, Observe +1, any other Science skill +1*

Pick 1 Skill (Scientist, Starship Officer—Science): *Investigate +1, any other Science skill +1, System Operation +1*

Pick 1 Edge (all): *Curious, Innovative, Sense of Time*

Treaty Negotiation

(Ambassador, Diplomat, Starship Officer—Command)

You were part of a diplomatic team that successfully negotiated a treaty with a new ally or a placable old enemy.

Primary Skill (all): *Negotiate (choose specialty) +1*

Pick 1 Skill (all): *Administration +1, Law +1, Persuade +1*

Pick 1 Edge (all): *Commendation, Famous Event, Promotion*

Starfleet Marine/Rapid Response Team Mission-Specific Equipment

The equipment listed in this section is generally reserved for Starfleet Marine combat or special warfare teams headed "into harm's way"- or in other words, on a mission-specific, as-needed basis, and subject to the Commanding Officer's approval.

Because of the nature of this equipment, little of it is normally carried aboard a starship except in time of war, and the Narrator has the final say about whether such equipment is actually available.

Field Emergency Kits

Specifications: armored case roughly 1.5 x 1 x1 meters. 60 kg

Description: A field emergency kit is an armored case kept aboard Federation runabouts and shuttlecraft for emergency landings.

Field Emergency Kits are also routinely dropped with Starfleet Marine Recon Teams and Rapid Response Team mission forces to provide basic supplies.

The unit contains:

- 1 Emergency Beacon (PG pp. 173)
- 1 Medical Kit (PG pp. 176)
- 50 meters Lightweight Synthrope (w/ grapple and launcher)
- 2 Type 1 Phasers
- 6 Molecular Pitons
- 4 Climbing Harnesses
- 1 Survival Axe/Pick
- 1 Set Powered Binoculars (PG pp. 174)
- 2 Dylex Memory Tents (PG pp. 173)
- 1 Standard Tricorder (TR-590 X)
- 1 Replicator Multi-tool (SFOM pp. 70)
- 1 Portable Fusion Generator/Thermal Heater
- 120 Starfleet Issue Ration Packs

HALO/LOLO Pack

Specifications: Rectangular backpack unit measuring 77 x 31 x 18 cm. Cylindrical tool 30 cm long, mass 10 kg.

Description: Developed for Starfleet Rapid Response Team and other special operations personnel, The HALO pack is a low-profile, short-duration anti-grav unit designed to provide a safe, controllable descent during HALO/LOLO "jumps".

HALO/LOLO "jumps" are an insertion method used by Rapid Response Teams when normal transporter or shuttlecraft operations are prohibited or impractical.

HALO stands for High Altitude Low Opening, LOLO for Low Orbit Low Opening.

In either method, the Rapid Response Team is placed at altitude above the target either by transporter or in specially modified torpedo casings and then freefall to the target, using the HALO packs to slow their descent and land safely.

Rules: Equipped with a self-destruct, the unit can double as a small demolitions charge. Each unit weighs 15kg and has an 800kg carrying capacity. The unit is capable of 1 hour of continuous usage and induction charging.

Intrusion Grenades

Specifications: Hand-held (thrown) device approximately 10 cm x 7 cm x 3 cm, 0.4 kg

Description: A self-contained isodesium flare and integral sonic pulse generator, these devices create a brilliant flash and thunderous noise intended to disorient and debilitate targets prior to a combat-team entry.

Rules: The device is dropped or thrown into a target area using an *Athletics (Throw)* test. Targets in the immediate area (10 meters) must make a *Stamina* test at TN 15 or suffer a -10 penalty to all tests for 1d6 rounds. Multiple intrusion grenades do not create cumulative penalties, but must be dealt with individually.

Duration: Rechargeable. The unit has five charges and can be set to re-detonate on timed intervals or remote command.

Marine Fighting Knife

Specifications: 47 cm long. 0.5 kg.

Description: Perfectly balanced, with a hollow handle filled with a small-grain aggregate. The blade of the Marine Knife is slightly shorter than that of a Klingon d'k tahg. One edge of the blade is blunt. The other is serrated for one half of it's length, and kept very sharp as a rule. The handle of the Knife is also fitted with a set of titanium "knuckles", finger guard, which adds to barehand damage.

Parry Modifier: -1

Damage: 1d6+3 (blade)

+3 STR modifier (handle)

Starfleet Combat Armor Type MI-5

Specifications: 40 kg with backpack and full consumables load.

Description: The MI-5 combat suit is designed as defensive armor for Starfleet Rapid Response Team and other security personnel operating in high-risk situations and hostile natural environments. The MI-5 consists of a light-weight environmental suit with an armored vest, gravity boots, helmet, and gauntlets.

The unit is fitted with fully encrypted side-band communications, adaptive camouflage, and an IFF transponder/interrogator, which enable the Rapid Response Team to identify teammates on the visor Heads Up Display (or HUD). The HUD also has a computerized sighting interface which provides night and false-spectrum vision.

The armor contains sensors which analyze the background and adjust the coloring scheme of the armor to suit the terrain.

MI-5 armor has the same endurance, temperature, radiation, and vacuum protection characteristics as the standard issue environmental suit,

Rules: The HUD (Heads Up Display) provides basic target identification and limited tricorder functions, and lowers the TN to hit by one range increment.

The adaptive camouflage provides a +1 bonus to *Stealth* tests and a +1 TN to *Ranged Combat* tests made against the wearer.

The armor can automatically *Repair* small rips and tears (self-sealing puncture of four points or less). The wearer can patch larger holes at the cost of the adaptive camouflage, but only a skilled armorer can make full repairs.

The MI-5 suit provides +10 protection against physical and energy attacks. Users suffer a -5 penalty to most physical tests while using the suit.

Duration/Energy: The onboard power cell and consumables are sufficient for 25 hours of continuous use.

Starfleet Combat Armor Type MI-6

Specifications: Custom-fitted body suit with 8

kg worth of CPU and headset/monocle.

Description: This lightweight combat suit is intended as an improvement over the simple black commando outfits favored by Starfleet Command over the last several decades. The MI-6 consists of a full body jumpsuit, light combat headset, and central processing unit. The CPU (roughly the size and shape of a Federation tricorder in the closed position) provides full encrypted side-band communications, adaptive camouflage, and an IFF transponder/interrogator.

The CPU contains sensors that analyze the background and adjust the coloring scheme to match the terrain.

Rules: The combat headset (monocle) provides basic target identification and limited tricorder functions, and lowers the TN to hit by one range increment.

The adaptive camouflage provides a +5 bonus to *Stealth* tests and a +5 TN to *Ranged Combat* tests made against the wearer.

Duration/Energy: The onboard power cell is sufficient for 96 hours of continuous use.

Starfleet Combat Armor Type MI-6b

Specifications: 19.6 kg body suit, armored vest, leg and arm greaves, and helmet.

Description: The middle ground between the Type 5 and Type 6 combat suits is MI-6b. The MI-6b consists of a full body jumpsuit, light body armor, and light combat helmet with built-in headset and HUD. The CPU (roughly the size and shape of a Federation tricorder in the closed position) provides full encrypted side-band communications, adaptive camouflage, and an IFF transponder/interrogator.

The CPU contains sensors that analyze the background and adjusts the coloring scheme of the suit to match the terrain.

Rules: The helmet's integrated HUD (Heads Up Display) provides basic target identification and limited tricorder functions, and lowers the TN to hit by one range increment.

The adaptive camouflage provides a +3 bonus to *Stealth* tests and a +3 TN to *Ranged Combat* tests made against the wearer.

The MI-6b armor provides +8 protection against physical and energy attacks. Users suffer a -2 penalty to most physical tests while using the suit.

Duration/Energy: The onboard power cell and is sufficient for 96 hours of continuous use.

Type 3b Compression Phaser Rifle

Specifications: 53cm long, 2.2L volume, 2.0 kg

Description: Developed for Starfleet Rapid Response Team and other special operations personnel, the Type 3b phaser rifle is a shortened, compact version of the rugged, dependable Type 3a. Functionally, the two rifles are identical, differing only in length. Even their weight remains the same. The Type 3b was designed for rapid Response Team operations where close quarters and tight-fits are the norm, rather than the exception.

Special Missions Equipment

The equipment listed in this section is considered “sensitive”—either classified, highly-restricted, or simply illegal for Starfleet personnel to own, use, or possess. If and when such equipment is available, it is issued only on an as-needed basis, and subject to the Commanding Officer's approval.

Because of the sensitive nature of this equipment, little of it is normally carried aboard a starship, and the Narrator has the final say about whether such equipment will be included in his or her campaign, and is the final voice about the availability of such equipment on a per mission basis.

Axonophagic Chip

Specifications: Tiny wafer sized chip

Description: The axonophagic chip is a device favored by Romulans—particularly Tal Shiar agents and high-ranking military officials—to protect themselves from interrogation. It resembles a tiny wafer and is loaded with toxins that cause catastrophic damage to the synaptic pathways of the cerebral cortex, resulting in near-instant death. There is no known cure to the toxin.

Rules: When ingested the toxins kill the victim in a single combat round. Even if a method is found to neutralize the device within this time, the tissue damage to the cortex is so immediate and severe that the victim is essentially already brain-dead.

Duration: One use device.

Biopattern Alias

In technologically advanced societies, many locks and limited-access devices can only be opened or activated by an authorized user's bio-electrical signature (lifesigns). This device was developed to mask a user's bio-print with that of another.

Specifications: Normal: Long chip-sized device
8 cm x 3 cm x 0.5 cm, 0.01 kg

Implant: 2 x 3 x1 cm device

Description: The “normal biopattern alias resembles an isolinear chip and is designed to mask the user's life-signs from normal sensor scans. An outgrowth of the sensor jammer technology, the biopattern alias broadcasts a pre-programmed masking signal sufficient to fool most standard medical and security sensors, including transporters, including normal physiometric readings for a specific alien species (thus allowing a human to pass as a Romulan or vice-versa).

Impersonating a specific target or individual requires a detailed and recent scan (a transporter trace works best) of the individual to be impersonated.

Implanted biopattern aliases are reserved for deep cover operatives, and usually hold only a single pre-programmed bio-pattern.

Rules: When activating the device, the user should make a TN 15 *Medicine* test and a *System Operation (Security)* or *Computer Use (Invasion)* test. The latter result sets the base TN for opposed tests to detect the device using normal sensors (including the transporter). In either case, the person must be specifically looking for anomalies in the bio-pattern (such as when activating the lock on a door secured by a biopattern scanner).

The biopattern alias will not affect devices such as retina scanners or the like that accurately map the users actual physiometric structure.

Duration/Energy: The handheld/worn device can operate for up to ten hours between charges. The implant may operate indefinitely by feeding off the user's biochemical energy.

Range: None. Affects a single individual.

Cost: 1500 (black market only)

Disguise Kit

Sometimes, an operative needs to alter her appearance while on a mission. To this end the portable disguise kit was developed. This device contains a variety of isolinear chips that, when inserted into a replicator adapt it to manufacture masks and other disguise elements.

The unit contains the necessary data to make prostheses to match most known humanoid races. The tools allow the user to alter her race, gender, or even species; although there are some limitations. Altering a Ferengi to appear Vulcan, for example, is not possible.

The device also contains a medical tricorder which can make a detailed scan of a specific individual, allowing an operative to base a disguise off of this information.

How successfully the resulting disguise is applied depends on the results of an *Impersonate (Disguise)* test.

Specifications: A “briefcase” 50cm x 30cm x 6cm containing a medical tricorder and a dermal regenerator as well as the actual disguise kit.

Mass: 6kg

Duration: Indefinite, if used in tandem with an independent replicator. Otherwise, the kit contains sufficient materials to fashion up to 25 disguises (Narrator's discretion on how much each disguise depletes the kit's resources).

Forensic Sterilizer

Specifications: Cylindrical tool 30 cm long x 5cm diameter, 1.1 kg

Description: This device is designed to remove all traces of biological material in a localized area. Materials destroyed include fingerprints, skin and hair cells, microscopic fibers, unusual biomaterial and energy signatures, DNA fragments—everything organic in the area is removed. While legitimate (legal) uses do exist, sophisticated criminals also use these devices to eliminate evidence of their activities.

Rules: Using a forensic sterilizer requires a *System Operation (Medical)* test by the active (sterilizing) character, the result setting the base TN for any opposed *Investigate (Forensics)* or *Science* skills used to examine the sterilized area for organic particles or residue. A sterilizer can also be modified to destroy its internal circuitry to make it untraceable. This requires an extended *System Operation (Medical)* test TN 12 (aggregate TN 24), interval 2 minutes.

Duration/Energy: It takes one minute to sterilize an area 3 meters in radius. A forensic sterilizer is charged to last a maximum of three minutes.

Range: Sterilizes a 9m-radius area (maximum)

Cost: 650 (black market only)

Intelligence Tricorder

Description: This device, commonly known as a “spycorder”, is a specialized tricorder designed for intelligence applications. This unit possesses all the capabilities of an ordinary tricorder (see the *Player's Guide*, pp. 175-176, and the *Starfleet Operations Manual*, pp. 64-65). It is also fitted with several special features designed for

intelligence work.

The Intel tricorder also has a small, detachable sensor similar to those found on medical and engineering tricorders. This sensor functions similar to its medical equivalent, and can detect changes in a subject's biochemistry due to drugs or other factors, as well as the alterations of certain biofunctions depending on mood, or emotion. The sensor can function as a form of lie detector, determine if a subject is sexually aroused, etc.

These tricorders are significantly reduced in size, and often disguised as anything from a PADD, to some item of clothing. The detachable sensor can be disguised as a small item such as a ring, or other piece of jewelry. When the detachable sensor is being used as a lie detector, it can give a signal by vibrating, or by flashing a small light. A more detailed analysis must then be made using the full-sized unit.

Rules: An Intelligence Tricorder can identify and track individuals using their biochemical signature (+5, *Observe (Track)*) at a range up to 25 meters. Intelligence tricorders also employ software to help agents bypass most computer security codes (+3, *Computer Use (Invasion)*). The same software also gives a +3 to all attempts to control or deactivate electronic locks jam sensors, and other security systems.

Specifications: Variable. The tricorder is often a box 9cm x 6.5cm x 2cm. The detachable sensor is 3cm x 1.2cm x 1.2cm. Mass: 0.2kg

Duration: 1,000 hours

Magnetic Seal Bypasser

Specifications: Hand-held device approximately 10 cm x 7 cm x 3 cm, 0.4 kg

Description: This device temporarily negates the magnetic seals used on doors, airlocks, safety deposit boxes, holding cells, and so forth. It does not, however, negate force fields.

Rules: No test is required to use or remove a magnetic seal bypasser, but the device must be placed on the door being opened. Detecting a bypasser in use requires a sensor operator to make a *Systems Operation (Sensors)* TN 5 test.

Duration/Energy: This device will open a sealed door for 3+1d6 rounds. The power cell must

be replaced after 1+1d6 uses.

Range: A single door.

Cost: 350 (black market only)

Personal Jamming Unit

Specifications: Hand-held device 7 x 3 x 1 cm, 0.2 kg

Description: A Personal jamming unit (or PJU) is used to disrupt communications devices—such as data PADD's, tricorders, combadges, and so forth—within a limited range. They are palm-sized units, typically concealed inside innocent looking devices like tricorders or PADD's. Some PJU's are modified to operate from continuous power supplies to disrupt communications for extended periods in a specific location.

Rules: To jam communications within the PJU's range requires the active (or jamming) character to make a *System Operation (Communications)* test, the result setting the base TN for any others within range attempting to send communications or signals out of the jammed area. Modifying a PJU to operate off a continuous power supply requires an extended *System Operation (Communications)* test TN 15 (aggregate TN 30), interval 5 minutes.

Duration/Energy: A power cell provides 10 hours of use.

Range: 25 m

Cost: 500 (black market only)

Security Bypass Module

Specifications: Long chip-sized device 8 cm x 3 cm x 0.5 cm, 0.01 kg

Description: A security bypass module loosely resembles an isolinear chip and is designed to disable a single security system—either with a spoken (or entered) command or remote control.

Rules: Installing a security bypass module requires a *System Operation (Security)* or *Computer Use (Invasion)* test by the installing character, the result setting the base TN for opposed tests to detect the device once it's activated, using either *System Operation (Sensors)* or *(Security)*.

Once the device is detected, it can only be found and removed manually. This requires an opposed *Investigate* or *Observe* test to find, and an opposed *System Operation (Security)* test to remove (both TNs are set by the installer's original test). Once the device is found and removed, the

affected security system operates normally.

Duration/Energy: Indefinite. The device leeches miniscule amounts of energy from the surrounding power systems where it's installed.

Range: None. Affects a single security system only.

Cost: 750 (black market only)

Sensor Jammer

Specifications: 8 x 6 x 1 cm, .1 kg

Description: Sensors are the chief obstacle to most covert missions in any technologically advanced society. Most modern sensors have the ability to monitor and record the movements of every living being (and many other energy signatures) within range.

In tandem with a tricorder, this device determines the frequencies and spectra on which the sensors within a defined area are operating and broadcasts "white-noise" counter-frequencies to jam them. While it does nothing to render the user invisible or unrecognizable to living beings, the sensor jammer feeds "false normal" data to sensors and tricorders in the area. The sensor jammer does not affect physical alarms such as pressure plates, tripwires, or the like. The sensor jammer can also feed false data to the sensors, indicating the presence of pre-programmed lifeforms or energy signatures within its area of effect.

A single sensor jammer can affect an area up to 30 meters in diameter.

Duration/Energy: 1 hour on internal charge, indefinite if tapped into a fixed power source.

Rules: Using a tricorder and the sensor jammer, the user must make a TN 15 *System Engineering (Security)* test to determine the proper frequency, then a *Computer Use (Invasion)* test to activate the jammer. The result of the *Computer Use* test is added to 5 to determine the TN for anyone attempting to scan the area.

Radical changes within the affected area (such as weapons fire) both trigger a test and grant the observer a +5 circumstance bonus.

Stun Gloves

Specifications: An (apparently) ordinary glove
Mass: 0.02kg

Description: A stun glove is a small, hand-held apparatus designed to deliver a localized stun blast on contact. A Stun Glove can be

disguised as any glove, but normally consists of a contact pad in the finger tips, a power module, and insulation to protect the wearer. A Stun Glove discharge is almost totally silent and produces low-powered energy emissions sufficiently weak to escape normal notice by starship sensors.

Rules: The user must actually touch the subject with the contact pad (an *Unarmed Combat* test at a -3 penalty) to activate the stun effect. Success triggers a *Stamina* test in the target just like a normal phaser stun.

Settings: 1 – 3 (see standard Energy Weapon settings in the *Player's Guide*, p. 183)

Range: Touch

Energy/Duration: 40 charges

Voice-Print Implant

Voice-prints are the primary alternative to bio-prints. Accessing starship command protocols and similar high-security devices sometimes require both bio-prints and voice-prints. The ability to copy and duplicate someone's voice can be essential to many intelligence operations.

Specifications: A capsule 8mm long and 1mm wide. Mass: 0.005kg

Description: Starfleet designed this special implant based on technology used in the subcutaneous translator implant .

The artificial voice is precise enough to fool almost any voice-print activated lock.

Duration: 1,000 hours

Rules: The device is implanted next to the agent's voice-box, and to copy a voice the agent must be within 5 meters of the subject.

The operative must hear at least 5 minutes of conversation from the subject and make a TN 10 *Observe (Listen)* test. At the end of this time, the agent may reproduce any phrase in the subject's voice.

This unit also includes an integrated universal translator to allow for reproduction of voices in alien languages.