

ATTRIBUTES

INITIAL ROLL

Die Roll: As Below
Modifiers: As Below

1

	STR	END	INT	ATTRIBUTE	DEX	CHA	LUC	PSI
PLAYER CHARACTER RACES								
Human	40+3D10	40+3D10	40+3D10	40+3D10	40+3D10	D100	D100-30	
Alpha Centaurian	40+3D10	40+3D10	40+3D10	40+3D10	40+3D10	D100-20	D100-10	
Andorian	50+3D10	45+3D10	40+3D10	40+3D10	40+3D10	D100-20	D100-20	
Arcadian	25+3D10	35+3D10	50+3D10	*	40+3D10	D100-10	D100-30	
Arkonites	40+2D10	40+2D10	60+2D10	50+2D10	30+2D10	D100	40+2D10	
Arlo	50+3D10	50+3D10	40+3D10	20+3D10	30+3D10	D100	D10	
Bzzit Khait	50+3D10	50+3D10	40+3D10	30+3D10	25+3D10	D100-30	D100-40	
Calitans	40+3D10	35+3D10	40+3D10	60+3D10	45+3D10	D100-10	D100-30	
Deltans	40+3D10	40+3D10	60+3D10	40+3D10	70+3D10	D100-20	60+3D10	
Edoan	35+3D10	40+3D10	40+3D10	55+3D10	40+3D10	D100-15	D100-35	
Efrosian	50+3D10	45+3D10	45+3D10	40+3D10	45+3D10	D100	D100-05	
Kasheeta	50+3D10	40+3D10	40+3D10	20+3D10	50+3D10	D100-10	D100-40	
Tellarites	45+3D10	45+3D10	40+3D10	40+3D10	30+3D10	D100-20	D100-40	
Vulcan	60+3D10	50+3D10	50+3D10	40+3D10	40+3D10	D100-40	D100	
Xelians	30+3D10	25+3D10	40+3D10	55+3D10	45+3D10	3D10+20	D100-10	

* 65+3D10 (water)/30+3D10 (land)

BONUS POINTS

Die Roll: D100/2, rounded down
Choice: Any but PSI
Restrictions: No more than 30 in one Attribute
No attribute more than 100 (exception: INT for Vulcans)

PRE-ACADEMY SKILLS

NATIVE SKILLS

Number: As Below
Rating: As Below

2

NATIVE SKILLS TABLE

Language, Native 40**
Social Sciences, Native Culture/History 10

PRE-ACADEMY SKILLS

Number: INT/10, rounded down
Rating: D1D10
Choice: Half from each table

PRE-ACADEMY SKILLS TABLE

For Educational Background
Computer Operation
*Language
*Life Sciences
General Medicine (First Aid only)
*Physical Sciences
*Planetary Sciences
*Social Sciences
*Space Sciences
*Trivia
For Personal Development
*Artistic Expression
Carousing
Communications Systems Operation
Communications Systems Technology
Computer Technology
Electronics Technology
*Gaming
*Language
Leadership
*Marksmanship, Archaic Weapon
Mechanical Engineering
Negotiation/Diplomacy
*Personal Combat Armed
Personal Combat, Unarmed
*Planetary Survival
*Sports
Streetwise
*Trivia
*Vehicle Operation

**Spoken 40/Written 20

CADET CRUISE RESULTS

ASSIGNMENT

Dice Roll: D100
Modifiers: As Below

5

CADET CRUISE ASSIGNMENT TABLE

Die Roll Assignment
15 or less Exploration Command, Constitution Class
16-25 Galaxy Exploration Command
26-50 Military Operations Command
51-75 Colonial Operations Command
76+ Merchant Marine Command

Modifiers for Cadet Cruise Assignment

For Attribute Scores
INT 70+ -10
INT 60-69 - 5
LUC 70+ -10
LUC 60-69 - 5
LUC 40 or less + 5
Per Previous Cadet Cruise +10

RESULTS

Dice Roll: D100
Modifiers: As Below

CADET CRUISE RESULTS TABLE

Die Roll Result
5 or less Passed with High Honors; Promoted to Lieutenant, jg
6-15 Passed with Honors; Assigned as Ensign
16-59 Passed; Assigned as Ensign
60+ Repeat Cruise Procedure

Modifiers to Cadet Cruise Results

For Assignment
Exploration Command, Constitution class -20
Exploration Command -10
Military Operations Command -10
Colonial Operations Command No Modifier
Merchant Marine Command +10
For Attribute Scores
LUC 70+ -10
LUC 60-69 - 5
LUC 40 or less + 5
For Any Previous Cadet Cruise +10

ACADEMY SKILLS

CURRICULUM SKILLS

Number: As Below
Rating: As Below
Choice: As Below

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ACADEMY CURRICULUM SKILLS TABLE

For Core Curriculum
Computer Operation 20
Language, Galactic 40**
*Language 15
*Life Sciences one at 10
Physical Sciences, Mathematics 10
*Physical Sciences one at 10
*Planetary Sciences one at 10
Social Sciences
Federation Culture/History 15
Federation Law 15
For Space Science Curriculum
*Space Sciences 10
Astronomy
Other Space Sciences two at 10
Damage Control Procedures 10
Environmental Suit Operation 10
Starship Sensors 10
Transporter Operation Procedures 10
Zero-G Operations 10
For Officer Training Curriculum
General Medicine (First Aid) 10
Instruction 10
Leadership 10
Marksmanship, Modern Weapon 20
Personal Combat, Unarmed 20
*Personal Weapons Technology 5
Small Equipment Systems Operation 10

OUTSIDE ELECTIVES

Number: 5
Rating: 10
Choice: As Below

ACADEMY ELECTIVE SKILLS TABLE

*Artistic Expression
Carousing
*Gaming
*Marksmanship, Archaic Weapon
Negotiation/Diplomacy
Personal Combat, Armed
Shuttlecraft Pilot
*Sports
Streetwise
*Trivia

ADVANCED STUDY

Number: 1D10/2, rounded down
Rating: 1D10
Choice: Only skills already known

**Spoken 40/Written 20

DEPARTMENT HEAD SCHOOL SKILLS

CURRICULUM SKILLS

Number: 4
Rating: As Below
Choice: As Below

6

DEPARTMENT HEAD SCHOOL SKILLS TABLE

Administration 40
Computer Operation 15
Leadership 20
Starship Services 20

ADVANCED TRAINING

Number: INT/10, Round Down
Rating: D1D10
Choice: Only Skills Already Known

RANK

Automatic 1-Rank Promotion

COMMAND SCHOOL SKILLS

CURRICULUM SKILLS

Number: 6
Rating: As Below
Choice: As Below

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COMMAND SCHOOL SKILLS TABLE

Leadership 10
Negotiation/Diplomacy 10
Social Science
Federation Culture/History 5
Federation Law 10
Starship Combat Strategy/Tactics 40
Starship Services 10

ADVANCED TRAINING

Number: INT/10, Round Down
Rating: 1D10
Choice: Only Skills Already Known

RANK

Automatic 1-Rank Promotion

BRANCH SCHOOL SKILLS

CURRICULUM SKILLS

Number: As Below
Rating: As Below
Choice: All from one school

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BRIDGE COMMAND BRANCH SCHOOL CURRICULUM TABLE

For General Curriculum
Communication Systems Operation 10
Computer Operation 10
Damage Control Procedures 10
Deflector Shield Operation 10
Space Sciences, Astrogation 10
Starship Combat Strategy and Tactics 5
Starship Helm Operation 10
Starship Sensors 10
Starship Weaponry Operation 10
Warp Drive Technology 5
For Communications/Damage Control Specialty
Communication Systems Operation 30
Communication Systems Technology 10
Damage Control Procedures 20
*Language 30 total, used in any way
Physical Sciences, Physics 5
Physical Sciences, Mathematics 5
*Social Sciences, Racial Culture/History 30 total, used in any way
For Helm Specialty
Physical Sciences, Physics 5
Space Sciences, Astrogation 10
One other 10
Shuttlecraft Pilot 10
Starship Helm Operation 30
Starship Combat Strategy/Tactics 5
Starship Weaponry Operation 10
Starship Weaponry Technology 10
Warp Drive Technology 5
For Navigation Specialty
Computer Operation 10
Deflector Shield Operation 30
Deflector Shield Technology 10
Physical Sciences, Physics 5
Physical Sciences, Mathematics 5
Space Sciences, Astrogation 30
Astrophysics 10
Astronomy 10

ENGINEERING BRANCH SCHOOL CURRICULUM TABLE

Space Science, Astronautics 10
Communication Systems Technology 10
Computer Technology 10
Deflector Shield Technology 10
Electronics Technology 10
Life Support Systems Technology 10
Mechanical Engineering 10
Personal Weapons Technology 10
Physical Sciences, Drafting 5
Mathematics 10
Physics 10
Starship Weaponry Technology 10
Shuttlecraft Systems Technology 10
Small Equipment Systems Technology 10
Transporter Systems Technology 10
Warp Drive Technology 10
Specialties (from above skills) three at 30 extra one at 10 extra one at 5 extra

MEDICAL BRANCH SCHOOL CURRICULUM TABLE

Computer Operation 20
*Language one at 20
*Life Sciences three at 10
Life Support Systems Technology 10
*Medical Sciences 60
General Medicine, Specialty Race total of 40
Other races 15
Pharmacology 15
Psychology, Specialty Race 40
Other races total of 40
Other specialties total of 50
Physical Sciences, Biochemistry 10
Small Equipment Systems Operation 10

SECURITY BRANCH SCHOOL CURRICULUM TABLE

Damage Control Procedures 15
Environmental Suit Operation 10
Interrogation 5
Marksmanship, Modern 20
Medical Sciences, Psychology (Native) 10
General Medicine 5
Personal Combat, Unarmed 20
Personal Weapons Technology 5
*Planetary Survival one at 10
Security Procedures 40
Shuttlecraft Pilot 20
Small Unit Tactics 20
Social Sciences, Federation Law 5
Starship Services 10
Surveillance 5

SCIENCE BRANCH SCHOOL CURRICULUM TABLE

Computer Operation 30
Computer Technology 10
Electronics Technology 10
Environmental Suit Operation 20
*Language 20
Sciences (any except Medical or Social) Related Majors two at 40 Minors two at 30 Other fields four at 10 Any field total of 20
Physical Science, Mathematics 5
Starship Sensors 30

OUTSIDE ELECTIVES

Number: 2
Rating: 1D10
Choice: Open

ADVANCED TRAINING

Number: 5
Rating: 1D10
Choice: Only skills already known