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**FASA Star Trek RPG Federation Classes**

**History of the United Federation of Planets**

**The United Federation of Planets, usually referred to as "The Federation," is a fictional interplanetary federal republic depicted in the Star Trek television series and motion pictures. In those episodes and films, the Federation is described as an**[**interstellar**](http://en.wikipedia.org/wiki/Star_system)**federation political system with, as of the year 2373, more than 150 member**[**planets**](http://en.wikipedia.org/wiki/Planet)**and thousands of**[**colonies**](http://en.wikipedia.org/wiki/Colony)**spread across 8,000 light years of the**[**Milky Way Galaxy**](http://en.wikipedia.org/wiki/Milky_Way_Galaxy)**and taking the form of a**[**post-capitalist**](http://en.wikipedia.org/wiki/Post-capitalism)[**liberal democracy**](http://en.wikipedia.org/wiki/Liberal_democracy)**and**[**constitutional**](http://en.wikipedia.org/wiki/Constitution)[**republic**](http://en.wikipedia.org/wiki/Republic)**. It has also been described as a**[**utopian socialist**](http://en.wikipedia.org/wiki/Utopian_socialism)**society. The Federation is described as stressing, at least nominally, the values of universal liberty, equality, justice, peace and cooperation. The Federation also maintains its own quasi-militaristic and scientific exploratory agency, known as**[**Starfleet**](http://en.wikipedia.org/wiki/Starfleet)**. Starfleet is seen handling many other governmental processes, sometimes with no other agency's influence, such as border defense, diplomatic envoy and has seen extensive use as an offensive military force just to name a few instances.**

**The**[**legislature**](http://en.wikipedia.org/wiki/Legislature)**of the**[**Federation Council**](http://en.wikipedia.org/wiki/Federation_Council_(Star_Trek))**is located at the**[**Presidio of San Francisco**](http://en.wikipedia.org/wiki/Presidio_of_San_Francisco)**. Several other bodies of the Federation have been depicted. There is an**[**executive branch**](http://en.wikipedia.org/wiki/Executive_(government))**headed by a Federation President, who keeps offices in the**[**Palais de la Concorde**](http://en.wikipedia.org/wiki/Place_de_la_Concorde)**in**[**Paris**](http://en.wikipedia.org/wiki/Paris,_France)**. There is a**[**judiciary**](http://en.wikipedia.org/wiki/Judiciary)**branch as well, the highest court of which is the Federation Supreme Court. The Federation's scientific, diplomatic and defensive/military arm is Starfleet, depicted as being headquartered at**[**Fort Baker**](http://en.wikipedia.org/wiki/Fort_Baker)**, just north of**[**San Francisco**](http://en.wikipedia.org/wiki/San_Francisco)**across the**[**Golden Gate Bridge**](http://en.wikipedia.org/wiki/Golden_Gate_Bridge)**. The Federation comes into military conflict with other major powers in the galaxy such as the**[**Klingon Empire**](http://en.wikipedia.org/wiki/Klingon)**, the**[**Romulan Star Empire**](http://en.wikipedia.org/wiki/Romulan)**, the**[**Cardassian Union**](http://en.wikipedia.org/wiki/Cardassian)**, the**[**Borg**](http://en.wikipedia.org/wiki/Borg_(Star_Trek))**, and**[**the Dominion**](http://en.wikipedia.org/wiki/Dominion_(Star_Trek))**.**

**Type of Government: republic; strong democratic tradition   
Administrative Divisions: 158 Member worlds, 1300 Colony worlds.   
Independence Day: August 12, 2161   
Constitution Day: August 12, 2161   
Legal System: Initially based on English-Terran common law; with total judicial review of legislative acts.   
National Holiday: Federation Day, August 12 (2161)   
Executive Branch: President of the Federation, Cabinet   
Legislative Branch: Unicameral Federation Counsel   
Judicial Branch: Federation Supreme Court   
Leaders: Chief of State and Head of Government: The President of the Federation.  
Suffrage: Universal at age 18.   
Elections: President-every 6 years; Federation Council-every 4 years.   
Flag: blue background with the words "The United Federation of Planets" in gold type centered in the bottom third of the flag. The seal of the Federation (Circular disk covered with starfield, surrounded by laurel branches) is centered in the upper two-thirds of the flag.**

* **2251--Captain Christopher Pike assumes command of the U.S.S. Enterprise. [Star Trek Chronology]**
* **2251--TacFleet is established on 07 June as a separate, specialized service within Star Fleet. [Ships of the Star Fleet, Vol. 2/No. 1]**
* **2252--Duchiai Expansion and Mal Satz conflict take place. [Ships of the Star Fleet (Modified)]**
* **2252--First Coventry-class frigates commissioned. [Ships of the Star Fleet (Modified)]**
* **2252--First contact is made with the Bolians when a Federation survey ship arrives in the Bolarus System. [Last Unicorn RPG]**
* **2254--First Cochrane-class colonial transports commissioned. [FASA]**
* **2254--The Enterprise’s Talos IV expedition takes place. ["The Menagerie"/Star Trek Chronology]**
* **2254--The planet Arronia requests assistance from the Federation, and the Enterprise is sent to that world. The titans, creatures with natural warp drives that the Arronians use for interstellar travel, have failed to return from their annual migration to the Devernia system. It is revealed that the titans are proving to be an ecological hazard to the Devernian natives, who are trying to eradicate them. It is discovered that some titans are sick, and the Enterprise medical staff is able to use that to create a mutated virus to control the over-large titan population, reducing the danger to the Devernians without harming the ability of the Arronians to have interstellar flight. [Where Sea Meets Sky]**
* **2254--First contact with the Calligar is made by the U.S.S. Enterprise. [The Rift]**
* **2254--Discovery of Neural. Lieutenant James Kirk of the U.S.S. Farragut leads the initial survey of planet. [Star Trek Encyclopedia]**
* **2254--Mark Rousseau assumes command of the U.S.S. Richard Feynman. [The Better Man]**
* **2255--The Neshilev Settlement Project, an experimental habitat, is constructed on the edge of the Blue Taiga, on Andor. [Last Unicorn RPG]**
* **2255--The planets Heir’tzan and Heir’ocha, in the Beta Bora Star System, are admitted to the Federation. Soon afterward, following an old custom, signatories to a reconciliation agreement, along with two telepaths—one from each side—gather in the capital city on Heir’tzan in an attempt to end the conflicts between the two worlds. Despite attempts to undermine the attempt by those opposed to peace, the agreement is achieved, thanks in part to actions by Cadets James T. Kirk and Gary Mitchell, from the starship U.S.S. Republic, which was on hand to observe the event. [My Brother’s Keeper, Book I: Republic]**
* **2255--In preparation for an all-out war with the Federation, the Klingon and Romulan Empires found the Chal colony as a supply base. Its people are genetically-engineered to survive in the aftermath of total destruction, should the war result in such. [The Ashes of Eden]**
* **2255--Four-Year War with Klingon Empire begins. [FASA/Fan Background/Graham/Mandel Timeline (Modified)]**
* **2255--First Bonhomme Richard-class heavy cruisers commissioned. [Ships of the Star Fleet (Modified)/Enterprise Evolution Plans (Modified)]**
* **2255--A Blood Many vessel (commanded by Ennengand, Shucorian’s father) and a Kauld battlebarge engage one another in Belle Terre’s system, and during the combat are drawn through a gateway in space-time. In an alternate continuum, they and their descendents will spend nearly 11,000 years on a bizarre, inhospitable world before they are able to make the attempt to cross back over. [Chainmail]**
* **2255--The Treaty of Armens is concluded between the Federation and the Sheliak Corporate. [Star Trek Encyclopedia]**
* **2255-- Mark Rousseau assumes command of the U.S.S. Manhattan. [The Better Man]**
* **2256--The Federation establishes a new colony in the Alpha Centauri system, to accommodate burgeoning population growth. [Starfleet Academy]**
* **2257--A cloud creature attacks the U.S.S. Farragut at the planet Tycho IV, killing the ship's captain and 200 of the crew. One survivor is Lieutenant James T. Kirk. [Star Trek Encyclopedia]**
* **2257--Mary Ann Rice assumes command of the heavy cruiser U.S.S. Endeavor. [Decipher RPG/Ships of the Star Fleet (Modified)]**
* **2257--Mantilles is admitted to the Federation. [Star Trek Maps (Modified)]**
* **2257--The starship U.S.S. Hood makes the first Federation contact with the planet Gullrey. [The Great Starship Race]**
* **2257--Captain Pike, aboard the Enterprise, destroys the surface of the planet Eridios to abort the disintegration of space-time. [Last Unicorn RPG]**
* **2257--The first survey of Beta Damoron V--Modala--takes place. Although progressing well, the planet is deemed not yet ready for formal affiliation with the Federation. ["Star Trek: The Modala Imperative" #1]**
* **2257--A Federation astronomy outpost is established by treaty on Nova Empyrea. [The Better Man]**
* **2258--Discovery of the planet Elysia by the U.S.S. Clarion. [Metamorphosis]**
* **2258--The U.S.S. Eagle is presented to the Andorians to adapt for a primarily-Andorian crew. Its first commanding officer is Captain Igrilan Kor. [Last Unicorn RPG (Modified)]**
* **2258--First Coronado-class through-deck cruisers are commissioned. [Ships of the Star Fleet]**
* **2258--The U.S.S. Coronado, commanded by Captain Thomas Riccioli, first discovers Cestus III. [Last Unicorn RPG]**
* **2258-2260--The U.S.S. Betelgeuse studies the Ostrogoth Nebula. [Last Unicorn RPG]**
* **2259—Four Year War ends with Axanar Peace Mission. Limited diplomatic channels are established between the 2 sides and concessions are obtained from each side to create new UFP/Klingon boundaries. A second colonial expansion begins into the Triangle, resulting in a trade boom unequalled in known history. [FASA (Modified)/Fan Background/Graham/Mandel Timeline (Modified)]**
* **2259--The people of Ardana first achieve warp capability. [Star Trek: Star Charts] 11**
* **2259--An attempted takeover of Sordinia IV by the N’shaii is frustrated by the U.S.S. Constitution. Over the next several years, the N’shaii will engage Star Fleet vessels on five occasions. [My Brother’s Keeper, Book II: Constitution/Star Trek: The Novels Timeline]**
* **2259--Deneb (Deneb Kaitos) system is admitted to the Federation. [Star Trek: Star Charts]**
* **2259-2260--Klingon citizens required to relocate in compliance with the Treaty of Axanar are transported to planets on their side of the newly defined Federation/Klingon border. [FASA (Modified)/Fan Background]**
* **2260--First contact with the Chyrellkans [Renegade]**
* **2260--The Emarni Lake ruins are discovered on Andor, bringing into question the evolutionary origins of life on that planet. [Last Unicorn RPG]**
* **2260--Birth of Peter Kirk [Sarek (Modified)]**
* **2260--Birth of John Harriman [The Captain’s Daughter]**
* **2260-2272-12 Federation-class dreadnoughts are constructed. [Federation Reference Series, Vol. 1 (Modified)]**
* **2261--The S.S. Beagle is damaged by meteors in the FGC-892 Star System. The survivors abandon ship and beam down to the system's fourth planet. [Star Trek Encyclopedia]**
* **2261--Draqqana is conquered by the Iach’tu. [Enterprise Logs—“The Avenger”]**
* **2261--Captain Mark Rousseau assumes command of the U.S.S. Lexington. [The Better Man]**
* **2262--Birth of David Marcus [Star Trek Chronology (Modified)]**
* **2262--The starship U.S.S. Intrepid is authorized for an all-Vulcan crew. [Last Unicorn RPG]**
* **2262--The Romulans clientize Gentara. [Last Unicorn RPG]**
* **2263--Linear warp drive first developed. It will not be put into regular use for another decade. [Ships of the Star Fleet; Federation Reference Series, Vol. 1]**
* **2263--Ardana is admitted to the Federation. [Star Trek: Star Charts]**
* **2264--Starbase 27 becomes operational. [FASA (Modified)]**
* **2264--The Rimbor Engagement takes place, in which the U.S.S. Farragut is engaged by three Klingon vessels. Heavy casualties are sustained, but the Farragut manages to disable one Klingon vessel and escape. [Worf's First Adventure]**
* **2264--The Klingons arrive on Sicon III to place an outpost there, and encounter the human colonists known as Danurians. After an initial period of conflict, an uneasy semi-alliance begins. [Last Unicorn RPG]**
* **2264--Romulan explorers arrive on Tegedaar, the Tarquin homeworld. [Last Unicorn RPG]**
* **2264--The Andorian survey vessel Thelanakirak is lost with all hands in the vicinity of the Stelblindi Nebula, sending no distress call and leaving no trace. [Last Unicorn RPG]**
* **2264--Captain Mark Rousseau retires from Star Fleet and becomes a Federation ambassador. [The Better Man]**
* **2264--Birth of Tuvok [“Flashback”]**
* **2265--UFP intervention abolishes trade in green Orion slave women outside strict limits of Orion neutrality areas. [FASA (Modified)]**
* **2265--Klingons complete base at Mastocal. This base is located very close to Federation space, in an area of Klingon territory gained as a result of the Four-Year' War. [FASA (Modified)]**
* **2265--The Draqqi force the Iach’tu off their world, ending the occupation. [Enterprise Logs—“The Avenger”]**
* **2265--Ingraham B civilization destroyed by flying parasites. ["Operation: Annihilate!"]**
* **2265--An earthquake sinks the Vulcan city of K’lan. [Last Unicorn RPG]**
* **2265--Federation and Klingon forces clash along a wide expanse of space claimed by both sides. [FASA (Modified)/Graham/Mandel Timeline (Modified)]**
* **2265--The Cestus Home colony is established on Cestus III. [Last Unicorn RPG (Modified per Star Trek: Star Charts)]**
* **2265--Captain James Kirk assumes command of the U.S.S. Enterprise. ["Star Trek Classic" TV Series/Star Trek Chronology (Modified)/ ”Q2” (Icheb’s report in the “Voyager” episode establishes the year in which the 5-year mission concludes. The year that it begins can then be derived.)]**
* **2265--The Borg destroy the El-Aurian homeworld. A small number of survivors scatter through the galaxy. [Star Trek Chronology]**
* **2266--First contact with the Medusans [Graham/Mandel Timeline (Modified)]**
* **2266--The Triangle's strategic location, continued population growth, and available resources become apparent to Star Fleet Command. Star Fleet Intelligence adds the Triangle Sector Intelligence operating apparatus. [FASA (Modified)]**
* **2266--Armed conflict erupts between the Klingon Empire and the United Federation of Planets. Both sides suffer heavy casualties and prepare for full-scale war. Klingon Thought Admiral Krador zantai Rrilac is reassigned to a military governorship on Muldor IV. [FASA (Modified)]**
* **2266--The Neshilev Settlement Project is shut down in the wake of several brutal murders. [Last Unicorn RPG]**
* **2266--The starships Enterprise and Constellation respond to a distress call from the colony on Alpha Proxima II. The colony has been stricken by a plague. The medical staffs on the two starships are able to develop a cure, and it is discovered that the plague was caused by one of the Malkus Artifacts. The artifact is recovered and transferred to the Rector Institute on Earth. [The Brave and the Bold, Book One]**
* **2266--The complacency of Star Fleet toward the long-dormant Romulan problem is shattered when a Bird of Prey-class cruiser, using a cloaking device to shield it from detection, destroys 4 Neutral Zone border outposts with a new, powerful plasma weapon. The U.S.S. Enterprise pursues the Bird of Prey into the Neutral Zone and picks up images from the Romulan ship's bridge, revealing the Romulans to be Vulcanoid in appearance. After taking heavy damage from the Enterprise, the Romulan ship self-destructs. ["Balance of Terror"]**
* **2266--Miri (FGC-347601 III) is established as a Federation protectorate. [Star Trek: Star Charts]**
* **2266--The Ruling Council of Acamar is formed, an event commemorated as “The Reconciliation”. [Last Unicorn RPG]**
* **2267--The Star's End settlement is colonized with the assistance of 42 Cochrane-class colonial transports, forming the largest colonial convoy to date. [FASA (Modified)]**
* **2267--During a routine database update of several Federation colony worlds, including Tyrtaeus II, an old, undetected virus is accidentally downloaded, which destroys the colonial databases and subspace communications software. The U.S.S. Enterprise travels to those colonies to repair the communications systems and supervise a new download of database information. While in the Tyrtaeus System, the Enterprise makes contact with an alien vehicle that has a station in the heart of the system’s star. [Heart of the Sun]**
* **2267--Representatives from the Federation and Klingon Empire fail to reach a peaceful resolution to their differences. Warships from the Klingon Empire invade space claimed by the Federation. A Klingon battle group under the command of Commander Kor seizes the planet Organia and transports occupation forces to the planet's surface. The U.S.S. Enterprise responds to Organia. James Kirk and his first officer are captured after attacking Klingon military installations on Organia. As a Star Fleet task force approaches the planet, the Organians intervene to end the conflict. They impose the Organian Peace Treaty on both Federation and Klingon forces, thus averting the Second Klingon War. ["Errand of Mercy"]**
* **2267--Establishment of Nimbus III, the so-called "Planet of Galactic Peace", as a joint project of the Federation, Klingon Empire, and Romulan Star Empire. ["Star Trek V: The Final Frontier"]**
* **2267--After a number of years during which control of Signi Beta is disputed by the Federation and Klingon Empire, a contest is arranged, under the terms of the Organian Peace Treaty, to determine which group can work the planet more efficiently. Ambassador Ninties of Sandpinia is chosen to judge the contest. [Treaty’s Law (modified)]**
* **2267--The U.S.S. Enterprise discovers the DY-100-class vessel S.S. Botany Bay carrying the surviving Eugenic Supermen. After a failed attempt to capture the Enterprise, Khan Noonian Singh and the others are left on Ceti Alpha V to colonize the planet, in lieu of formal rehabilitation. ["Space Seed"; "Star Trek II: The Wrath of Khan"]**
* **2267--The U.S.S. Enterprise makes the first Federation contact with the Gorn Alliance, after the Gorn destruction of the Federation colony on Cestus III. ["Arena"]**
* **2267--The Enterprise conducts a follow-up survey of Modala. A rebellion against the tyrannical regime of the Krisaian faction, surreptitiously aided by Enterprise officers, reveals that the Krisaia have acquired advanced energy weapons from an unknown source. The Enterprise departs with the rebellion achieving success, but the planet is deemed still unready to join the Federation. Several months later, the Krisaian regime is overthrown. ["Star Trek: The Modala Imperative"]**
* **2267--First contact is made with the group of races known as the Furies. Defeated in a war several millennia ago, they were banished from their home sectors and exiled to the other side of the galaxy. At this time, a scout vessel–precursor to an invasion–is sent through a spatial rift to determine if the area near Klingon and Federation space is in fact their home. The initial Fury incursion is turned back by a Klingon task force, aided by the Enterprise. [Star Trek: Invasion - First Strike]**
* **2267--Zefram Cochrane is discovered by several officers of the Enterprise traveling aboard a shuttlecraft, still alive on a planetoid in the Gamma Canaris Region. His life has been extended by a being known as the Companion. His presence is kept secret. [”Metamorphosis”]**
* **2267--Capella IV is established as a Federation protectorate. [Friday’s Child”/Star Trek: Star Charts]**
* **2267--Coridan question settled at Babel conference. Coridan is admitted to the Federation. ["Journey to Babel"/Star Trek: Star Charts]**
* **2267--6 months after the Enterprise leaves Ceti Alpha V, Ceti Alpha VI explodes, disrupting the orbit of Ceti Alpha V and creating devastating climatic changes. [“Star Trek II: The Wrath of Khan”]**
* **2267--The starship U.S.S. Constellation is destroyed by a Doomsday Machine. The Machine is subsequently destroyed by the Enterprise crew. ["The Doomsday Machine"]**
* **2267--First Achernar-class heavy cruisers commissioned. [Ships of the Star Fleet (Modified)]**
* **2267--6 months after the shuttle’s departure, Zefram Cochrane is kidnapped by a group of Klingons operating in league with Adrik Thorsen and using a hijacked Federation passenger liner. Cochrane is rescued by the Enterprise, which--following a running battle with a Klingon squadron-enters orbit around the black hole TNC 65813 and launches Cochrane aboard a shuttlecraft so he can escape Thorsen. The shuttle is forced into the event horizon, and is supported by the Enterprise until another, far more advanced Federation starship is detected. This other craft picks up the shuttle, and both vessels aid each other in escaping from TNC 65813. [Federation]**
* **2267--Klingons attack a Romulan colony. Rather than begin a war, the two powers begin negotiations. [Last Unicorn RPG]**
* **2268--The Klingon Empire and Romulan Star Empire enter into an alliance. Romulans receive Klingon ships, and Klingons are given access to cloaking technology. [“The Enterprise Incident”]**
* **2268--The scout Harriet Tubman vanishes in the vicinity of the Crossroad Nebula. [Crossroad]**
* **2268--Work Bee general utility craft are first brought into service for Star Fleet. [“Deep Space Nine” Technical Manual/Starship Spotter]**
* **2268--Enterprise participates in Operation Purloin to seize new Romulan cloaking device. First UFP contact with Tholians (although Vulcan apparently had previous contacts) ["The Enterprise Incident"/FASA/"The Tholian Web"]**
* **2268--Birth of Boothby [“In the Flesh”/Strange News Worlds V-“Efflorescence”] 13**
* **2268--Minara becomes a nova. The Vians transport one of the system’s sentient races, the Anjurwan (a race of mute empaths), to the planet Vashnar in the Delta Quadrant. ["The Empath"/Strange New Worlds II—“The Healing Arts”]**
* **2268--Lorne McLaren becomes President of the Federation Council. [Last Unicorn RPG]**
* **2268--The surveyor U.S.S. John Ross makes first contact with intelligent long-chain polymer creatures in the Timrek Nebula. [Last Unicorn RPG]**
* **2268--Neural is established as a Federation protectorate. [Star Trek: Star Charts]**
* **2268--The U.S.S. Eagle restores the space-time continuum during the Phaleron-12 incident. [Last Unicorn RPG]**
* **2268--The Temporal Prime Directive is introduced at a meeting of senior officers at Star Fleet Command. After several days of heated debate, it is accepted as General Order 157. Its official publication is delayed, however. [Last Unicorn RPG]**
* **2268--The U.S.S. Enterprise discovers the volatile area known as The Badlands. Captain James Kirk gives it its name. A Romulan bird of prey is destroyed in the area, as well, pursuing a smuggler carrying sensitive Romulan military information to the Enterprise, for transfer to the Federation. The ship suffers severe radiation effects, complicating the entire incident. [The Badlands, Book 1]**
* **2268--The Polaric Test Ban Treaty is signed, barring any further development of the extremely dangerous polaric ion technology. ["Time and Again"]**
* **2268--The U.S.S. Defiant investigates an attack on the Klingon colony on Traelus II. The crew discovers an unidentified artifact and brings it aboard the ship. Pursued by Tholian spacecraft, the Defiant falls into an interspatial rift and the crew is killed. Subsequent attempts to recover the ship by the U.S.S. Enterprise are unsuccessful. [Interphase/”The Tholian Web”]**
* **2269--The Kobax VI crisis occurs when a usurper assassinates the president of Kobax VI, a Federation world near the Klingon Empire, and declares the planet independent of the UFP. After the assassin is uncovered as a Klingon agent, 2 regiments of Star Fleet Marines restore order on the planet and deter a Klingon invasion. [FASA (Modified)]**
* **2269--First contact with the Petraw, as the Enterprise encounters them following the discovery of an ancient and abandoned Kalandan outpost. The Petraw seek to acquire the technology used to send persons and objects over hundreds, perhaps thousands, of light-years through a gateway of some sort. The gateway is destroyed on the outpost, but Captain Kirk briefly travels to the Petraw homeworld, and subsequently uses a second gateway to return to Earth, with the aid of a dissident Petraw officer. [One Small Step/What Lay Beyond-“One Giant Leap”]**
* **2269--Beta Niobe becomes a nova. ["All Our Yesterdays"]**
* **2269--The planet Gullrey plays host to the first Great Starship Race. This event also marks Gullrey's entry into the Federation. [The Great Starship Race]**
* **2269--Discovery of the planet Delta Canaris IV. First contact is made by Commander Spock of the Enterprise with intelligent life-forms no thicker than a sheet of paper. Subsequently, the Enterprise--with the assistance of a Speaker from the planet Hyla--begins the process of resolving a conflict between the planets Ammdon and Jurnamoria. [The Klingon Gambit/Mutiny on the Enterprise]**
* **2269--An agreement is established with the Midgwins on Elcidar Beta III for Federation aid and relief to their civilization, suffering from malnutrition and plague. [Ghost-Walker]**
* **2269--General Order 157 is finally published, and goes into full effect. [Last Unicorn RPG]**
* **2270--U.S.S. Constitution has first encounter with the Klingon K't'inga-class heavy Battlecruiser. [From the Files of Star Fleet Command; Federation Reference Series, Vol. 2 (Modified)]**
* **2270--U.S.S. Enterprise serves as the test-ship for the T'Pask-Sivek-B't'kr-K't'lk Elective Mass-Inversion Apparatus, which promises to revolutionize space travel. Unfortunately, devastating side-effects result in the test being declared a failure. [The Wounded Sky]**
* **2270--After several years, Ambassador Ninties reviews the results of the contest on Signi Beta and awards the colony to the Klingon Empire. [Treaty’s Law (slightly modified)]**
* **2270--Construction is completed on the Federation Central Hospital on Altair IV. [Last Unicorn RPG]**
* **2270--Commander Spock contacts his son, Zar, left in the past of the planet Sarpeidon. He brings Zar forward to the present, using the Guardian of Forever. With Zar's assistance, the Enterprise, Lexington, and a support squadron prevent a Romulan takeover of the Time Planet. Zar returns to the past. [Yesterday's Son]**
* **2270--A Klingon farming colony on the planet QI’ Tu’ (aka Signi Beta) is attacked by an alien race called the Narr, who claim that the planet is theirs. The Enterprise, assisted by the Farragut, defends the colony until communication can be established with the Narr, and then Captain James Kirk negotiates an agreement by which the Klingons can retain the colony and assist the Narr with their farming needs. The Klingons, represented by Commander Kor, agree to the arrangement, and in recognition of the heroic actions of Kirk and his crew, as well as the Farragut, establish the holiday known as the Day of Honor. [Treaty’s Law]**
* **2270--Enterprise returns from its 5-year mission. After 5 years of astounding success, Kirk and the top officers of the Enterprise are decorated and given 6 months' leave. Kirk is then promoted to Rear Admiral and the ship is prepared to undergo a complete refit. Spock and McCoy resign from Star Fleet service. ["Star Trek: The Motion Picture"/”Q2” (Icheb’s report in the “Voyager” episode establishes the year in which the 5-year mission concludes.]**
* **2271--Klingons complete the Kinza D'elma base in territory acquired under the Organian Peace Treaty. [FASA (Modified)]**
* **2271--Initial plans regarding Operation Dixie, a deep-probe intelligence and reconnaissance mission into Imperial Klingon space, are filed with Commanding Admiral Nogura. Nogura approves the tentative proposal. [FASA (Modified)]**
* **2271--Nick Keller is assigned to the U.S.S. Peleliu. [Chainmail] 14**
* **2271--Dumok'azen, a mineral-rich world on the Romulan/Klingon border, becomes the site of a battle between the two empires. The Klingons claim victory. [Decipher RPG]**
* **2271--First contact is made between the Federation and the Jibetian Confederation when a Jibetian warp ship encounters a far-reaching Federation starship. [The Long Night]**
* **2271--Klingon forces, under the command of Kor, win a great victory over the Romulans in the Battle of Klach D’kel Brakt. [“Blood Oath”/Star Trek Chronology (Revised)]**
* **2271--Cestus III is resettled under the terms of a treaty between the Federation and Gorn Alliance, and the new colony is admitted to the Federation. [Star Trek: Star Charts]**
* **2271--The terraforming project at planet Caldos is completed with the installation of weather controls and fusion systems. A Federation colony will subsequently be established on Caldos. [“Sub Rosa”/Star Trek Chronology (Revised)]**
* **2272--In honor of the exploits of the Enterprise under Captain Kirk, the uniform insignia for the Enterprise is adopted as the official symbol for all of Star Fleet. The practice of wearing a separate ship's insignia on Star Fleet uniforms is abolished. [FASA (Modified); "Star Trek: The Next Generation" Technical Manual (Modified) (If we are to accept the overall dating structure of the Chronology, the date of this event cannot be as the Chronology and TNG Technical Manual suggest.)]**
* **2272--Captain Willard Decker assumes command of the U.S.S. Enterprise. [FASA (Modified); "Star Trek: The Motion Picture"]**
* **2272--First contact with the Legarans. [In the Name of Honor]**
* **2272--Knowledge of Operation Dixie inspires Romulan Sector Intelligence to plan their own deep-probe mission of Romulan capabilities and deployment centers, named Project Grey Ghost. [FASA (Modified)]**
* **2272--Bolian diplomat Vaxx completes negotiations creating the Bolian World Council. [Last Unicorn RPG]**
* **2272--Birth of Demora Sulu [The Captain’s Daughter/”Star Trek: Generations” (Implied)]**
* **2273--First Endeavor-class heavy cruisers commissioned. All but 4 are refits of older heavy cruisers. [Ships of the Star Fleet/Enterprise Evolution Plans]**
* **2273--Betazed is admitted to the Federation. [Star Trek: Star Charts]**
* **2273--Ambassador Sarek of Vulcan begins working on a treaty with the Legarans. ["Sarek"]**
* **2273--The "V-ger Incident" brings the Enterprise crew back together under Admiral Kirk's leadership. Following the successful elimination of the threat to Earth--and the loss of Captain Decker--the Enterprise is recommissioned as the first Enterprise-class heavy cruiser and goes on a new 5-year mission under Kirk's command. ["Star Trek: The Motion Picture" (based on referents to the original series)]**
* **2273--A Romulan squadron skirts the Neutral Zone and arrives at Ectair, a neutral world within the Federation. The frigate U.S.S. Ardent, also in the area, challenges the Romulans' presence. The senior Ectairian planetary official personally intervenes and mediates discussions.**
* **[FASA (Modified)]**
* **2274--A Star Fleet-sponsored Vulcan science team, accompanied by Commander Spock (on leave from Enterprise), investigates Hellguard, an abandoned Romulan colony world. A Vulcan/Romulan hybrid named Saavik is found and rescued. She is placed in the custody of Spock's parents. [Star Trek II: The Wrath of Khan Novelization; The Pandora Principle (Modified)]**
* **2274--The colony ship Artemis, launched toward Septimus Minor, suffers guidance system failure and instead arrives at Tau Cygna V. The settlers are declared lost by the Federation and are forgotten. ["The Ensigns of Command"]**
* **2274--A Star Fleet physicist synthesizes a single Omega molecule. The molecule destabilizes, destroying a classified research station in the Lantaru Sector and killing 126 of the Federation’s leading scientists. [“The Omega Directive”]**
* **2274--The 3 Operation Dixie ships, Dixie Queen, Dixie Lady, and Dixie Princess, depart on their planned 5-year mission nearly 2 years ahead of the originally scheduled start date. [FASA (Modified)]**
* **2274--Star Fleet Intelligence dispatches Project Grey Ghost to gather information on the capacities, commitments, and deployment of forces of the Romulan Star Empire. [FASA (Modified)]**
* **2274--Star Fleet begins receiving disquieting intelligence reports concerning the Organians. [FASA (Modified)/Also, many other Trek materials, fan and licensed.]**
* **2274--The Asparax Confederation is formed. It is a loosely-knit coalition of 4 planets in the space between the Federation and Klingon Empire. Territorial limits are established, defining Asparaxian space. [FASA (Modified)]**
* **2274--In the wake of the success of the linear warp drive and the heavy cruiser refit, Star Fleet initiates a large-scale refit and shipbuilding program. Baker-class destroyers are first commissioned, and will eventually replace the Larson-class, which is unsuitable for refit. Saladin, Hermes, and Ptolemy-class vessels are all slated for upgrading. [FASA (Modified)/Fan Background/Speculation]**
* **2274--The planet Vulcan considers secession from the Federation. After considerable debate, the motion to secede is voted down by the Vulcan population. [Spock's World]**
* **2274--The Belle Terre Expedition leaves Federation space, accompanied by a Star Fleet escort led by the U.S.S. Enterprise. [Wagon Train to the Stars]**
* **2275--Captain Ian Vellacora takes the frigate U.S.S. Arkadelphia into Asparaxian space, indirectly threatening to initiate war between the UFP and Klingon Empire. [FASA (Modified)]**
* **2275--Gibraltar, an unwanted world situated between the UFP and the Romulan Star Empire, becomes one of the most important in the Triangle when the UFP and the Romulans choose it as the site for negotiating a settlement. [FASA (Modified)] 15**
* **2275--En route to Belle Terre, in the Sagittarius Cluster, the Expedition encounters vessels of two warring alien species, Blood Many and All Kauld. A Kauld attack on the Expedition is repulsed, and the fleet continues on to Belle Terre. [Wagon Train to the Stars]**
* **2275--Two weeks after the Expedition’s arrival at Belle Terre, Commander Spock discovers that one of the planet’s moons contains vast amounts of quasar olivium, which is unstable and is about to cause the moon to explode. In a dramatic move, the Star Fleet personnel and colonists are able to use a small asteroid-sized object to “crack” the moon’s surface and release the pressure, although the resulting flare of olivium from the moon heavily damages one side of Belle Terre, although the planet remains habitable. The vast amounts of olivium now accessible, however, make Belle Terre a strategic target for the Blood, Kauld, and other races in the area. [Belle Terre]**
* **2275--The Romulan Imperial Navy begins deploying Winged Defender-class heavy cruisers along the Neutral Zone. [FASA (Modified)]**
* **2275--Birth of Elias Vaughn. [Avatar, Book One]**
* **2275--Operation Dixie begins to show significant results, as limited information on Klingon starships and shipbuilding is relayed back to the Federation. [FASA (Modified)]**
* **2275--Klingons occupy Marram IX, a world within the Triangle. [FASA (Modified)]**
* **2275--Gagarin-class science vessels first commissioned. [Decipher RPG (Modified)]**
* **2275--A Kauld attempt to destroy the Belle Terre colony using a huge laser is thwarted. [The Flaming Arrow]**
* **2275--A group of young Ba’ku decide they wish to follow the ways of the “off-landers”, re-embracing technology, and attempt to take control of the colony. When they fail, the other Ba’ku makes the decision to exile them from the colony. The dissidents become the Son’a. [“Star Trek: Insurrection”/Star Trek: The Magazine]**
* **2275--A Kauld attempt to render Belle Terre uninhabitable using a siliconic gel is also thwarted. [Thin Air]**
* **2275--The U.S.S. Peleliu is sent to Belle Terre to relieve the Enterprise on its mission of sector patrol and exploration and colony defense/support. The ship is wrecked soon after its arrival at the colony. The surviving crew, with the assistance of Commander Scott of the Enterprise, use components of the Peleliu, along with pieces of other ships from the Belle Terre expedition, to construct a new starship, which they dub a composite frigate and name Challenger. The Kauld seek aid to prevent the destruction of their homeworld by an energy-draining entity, and the Enterprise and Challenger determine that the object is a cleanup device used by aliens called the Formless. The Kauld homeworld is saved, and hostilities between All Kauld, Blood Many, and the Federation colonists are ended, at least for the time being. The Enterprise departs Belle Terre, bound for Federation space, leaving the Challenger (under the command of Nick Keller) to continue the mission planned for the Peleliu, for at least the next two years. [Challenger]**
* **2275--A bizarre alien ship, looking vaguely Kauld-like, appears in Belle Terre’s system. The Challenger investigates, and when Zane Bonifay disobeys First Officer Shucorian’s orders while on a Blood Plume, this sparks a crisis in relations between the Federation colony and their Blood Many allies. Soon after, a number of other vessels come through the gateway, the descendents of the crews of the Blood and Kauld ships lost 20 years earlier. They declare a mission to confine the various spacefaring races to their homeworlds, for their safety and security. The Challenger and a group of Blood vessels stop the aliens. Keller travels through the gateway to the alien world, and returns after a year of subjective time and 29 hours in the normal universe, leading an exodus from the alternate continuum, and bringing the inhabitants of the alien world back to this universe. [Chainmail/What Lay Beyond-“Exodus”]**
* **2275--The government of Nova Empyrea debates the removal of the Federation astronomy outpost from their planet. The Enterprise ferries Ambassador Mark Rousseau to speak--along with Dr. Leonard McCoy--for keeping the outpost operational. After extensive debate, the Empyrean Council narrowly votes to renew the treaty with the Federation. [The Better Man]**
* **2275--First contact with the Breen. The initial encounter is peaceful, although there are occasional clashes in later years. [Last Unicorn RPG]**
* **2276--After months of cautious negotiations, representatives of the UFP and Gorn Alliance sign the Frontier Accord, limiting military activity in the disputed areas. Peace talks continue on Clanhaven. [FASA (Modified)]**
* **2276--Auto-repair components are added to Ganitriul, the computer system controlling all basic functions on the planet Eerlik and located on Eerlik’s moon. [Fatal Error (Date is estimated)]**
* **2276--Dr. Leonard McCoy and Lieutenant Naraht participate in a Star Fleet Intelligence mission to reestablish contact with deep-cover agent Terise Haleakala-LoBrutto. [The Romulan Way]**
* **2276--After centuries of conflict between two warring races on the planet Sinqay, in Thallonian space, the Thallonians intercede. They move each of the races, the Aeron and Markanians, neither of which had interstellar travel capability, to a separate terraformed planet, in hopes that distance would cool the hostilities. [Cold Wars]**
* **2276--The colony of Europa Nova is first settled by Humans. [Demons of Air and Darkness]**
* **2276--TerraMain Spacedock is completed in Low Earth Orbit. [Starship Spotter]**
* **2276--The Dixie Queen is destroyed within Klingon space. [FASA (Modified)]**
* **2277--First Constitution (II)-class heavy cruisers are commissioned. All are refits of older heavy cruisers. [Ships of the Star Fleet (Modified)/Enterprise Evolution Plans (Modified)]**
* **2277--Select Star Fleet vessels participate in Operation Solar Wind IV, a fleet-level training operation designed to test Star Fleet's ability to respond to and repulse an invasion by Romulan forces. [FASA (Modified)]**
* **2277--Kzin forces attack Tau Ceti. 22 Surya-class frigates are refitted to become the Avenger-class heavy frigates. [Ships of the Star Fleet (Modified)/Avenger-Class General Plans (Modified)/Federation Reference Series, Vol. 1 (Modified)]**
* **2277--Enterprise defeats a Kzin task force, effectively ending the Kzinti Incursion. [Ships of the Star Fleet (Modified)] 16**
* **2277--Star Fleet Intelligence's plan to assist Human colonists on Marram IX, now under Klingon domination, is approved. The plan is code-named Project Minuteman. [FASA (Modified)]**
* **2277--First contact with the Inari civilization [Ships of the Star Fleet]**
* **2277--The heavy cruiser Excelsior disappears while on a reconnaissance mission outside Federation territory. [Ships of the Star Fleet]**
* **2278--The Soyuz-class starship U.S.S. Bozeman disappears three weeks after leaving its last starbase port-of-call. ["Cause and Effect"]**
* **2278--Klingon K-22B B’rel-class scout enters service. [FASA (Modified)]**
* **2278--First refits begin on Federation-class dreadnoughts. First Chandley-class heavy frigates and Ariel-class Shuttlecarriers are commissioned. [Starship Design (Modified)/Ships of the Star Fleet (Modified)/FASA (Modified)/Enterprise Evolution Plans (Modified)]**
* **2278--The Dixie Princess is destroyed within Klingon space. Project Minuteman begins. [FASA (Modified)]**
* **2278--The Enterprise returns from its 5-year mission. In a virtually unprecedented move, the entire senior staff requests to remain with the Enterprise for another 5 years. In view of the exceptional records of this group of officers, the request is granted, although the Enterprise does spend around 6 months in drydock for refit. [Conjecture (Some resolution of the extra time is necessary if the Chronology's years are to work.)]**
* **2279--Birth of Mark Jameson ["Too Short a Season"]**
* **2279--The Enterprise begins its third 5-year mission of exploration under James Kirk's command. [Conjecture]**
* **2279--First Knox-class frigates and Belknap-class strike cruisers are commissioned. [Ships of the Star Fleet (Modified)/Federation Reference Series, Vol. 4 (Modified)]**
* **2279--The science vessel U.S.S. Gagarin is attacked and disabled by a Klingon battlecruiser. Although the captain is able to scuttle the ship, she and a number of the crew are captured and taken prisoner. A group of Gagarin crewmembers are held in a prison on the planet Pao’la. [In the Name of Honor]**
* **2279--Diplomatic relations between the Federation and the government of Dekkanar break down. The U.S.S. Enterprise, U.S.S. Vanguard, and U.S.S. Sir Richard are dispatched to evacuate diplomatic personnel. Meanwhile, Captain Kasak sutai-Khornezh steals the prototype remotely-controlled battlecruiser Hakkarl and proceeds to Dekkanar with a hand-picked crew. The results of this incident convince the Dekkan government to renegotiate agreements with the Federation, and the Klingons to abandon development of such remotely-piloted vessels. [Rules of Engagement]**
* **2279--A treaty is signed between the Navot and Paqu groups on Bajor, settling a territorial dispute and establishing a border between the two groups along the river Glyrhond. [“The Storyteller”]**
* **2280--News of the Dixie Princess' destruction reaches the Dixie Lady. The ship sends a message to Starbase 12, but only a portion of it gets past Klingon jamming. This is the last transmission by an Operation Dixie starship. [FASA (Modified)]**
* **2280--Project Grey Ghost returns and is heralded a complete success. Star Fleet gains important information on the nature, organization, and threat capabilities of the Romulan Star Navy. [FASA (Modified)]**
* **2280--The Kes and Prytt groups on the planet Kesprytt II sever diplomatic relations, entering a period of cold war. [“Attached”]**
* **2281--The Dixie scandal begins to rock Star Fleet. Admiral Morrow replaces Admiral Nogura as Chief of Staff. Many officers retire, are discharged, or are transferred. [FASA (Modified)]**
* **2281--First Ascension-class dreadnoughts and Tikopai-class heavy cruisers are commissioned. [Federation Reference Series, Vol. 3 (Modified)/ Ships of the Star Fleet (Modified)/Enterprise Evolution Plans (Modified)]**
* **2282--Birth of Noonien Soong ["Brothers"]**
* **2282--Menahga-class Battlecruiser commissioned. [Federation Reference Series, Vol. 3]**
* **2283--The Chandley-class heavy frigate U.S.S. Hanson, operating near the Gorn border, encounters 2 Gorn cruisers boarding a Liberty-class freighter. The Hanson engages the Gorn, and then Star Fleet Marines board Gorn vessels for the first time. [FASA (Modified)]**
* **2283--Taal Tan Offensive takes place. During this incident, the Lexington, Excalibur, and El Dorado defeat a total of 18 Klingon vessels. Also, the**
* **Tori, Lafayette, and Wasp defeat the Klingon hunter-killers K'chss and K'utuul. [Ships of the Star Fleet]**
* **2283--A brief clash takes place between the Federation and the Breen. [Last Unicorn RPG]**
* **2283--First Miranda-class cruisers are commissioned. The spaceframe design is borrowed from the Avenger-class heavy frigate refits.**
* **[Starship Spotter/Avenger/Miranda-Class General Plans]**
* **2283--Star Fleet and the Thevosians begin work on a top-secret protomatter weapon. [DC Star Trek #49--"The Peacekeeper"]**
* **2283--While on leave at his uncle’s farm in Idaho, RADM James Kirk meets a woman, Antonia. While Kirk is on leave following the Enterprise’s mission, the two will fall in love. [“Star Trek Generations”]**
* **2284--The Battle of Khatanga takes place with the Klingons. [Ships of the Star Fleet, Vol. 2/No. 1]**
* **2284--Enterprise returns from its 5-year mission and is ordered onto rotation as a training vessel. Kirk chooses to take a position as an Academy instructor. Spock is promoted to captain and assumes command of the Enterprise. Pavel Chekov is transferred to the U.S.S. Reliant as executive/science officer. Kirk’s choice is a disappointment to Antonia, and the two separate, to his regret. [Fan and Licensee Consensus/"Star Trek II: The Wrath of Khan"/"Star Trek: The Next Generation" Technical Manual/”Star Trek Generations”]**
* **2284--First Charger-class destroyers are commissioned. [Stardate Magazine (Modified)]**
* **2284--First Constellation-class cruisers are commissioned. [“Constellation-Class Engineering Report 3.01” article in Star Trek: The**
* **Magazine]**
* **2284--Estimates indicate that the population of the Triangle has quintupled in the previous 22 years. [FASA (Modified)]**
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* **2284--Death of Audrid. Symbiont Dax is transferred to host Torias. ["Babel"]**
* **2285--An investigation board examining records on Operation Dixie concludes that it probably failed because of a Klingon double agent. [FASA**
* **(Modified)]**
* **2285--Trill is admitted to the Federation. [Star Trek: Star Charts]**
* **2285--Dr. Carol Marcus presents the Project Genesis proposal to the Federation. ["Star Trek II: The Wrath of Khan"]**
* **2285--Death of Torias. After a brief joining with Joran, the symbiont Dax is transferred to host Curzon. ["Equilibrium"/”Rejoined”]**
* **2286--Romulans commission first Nova-class battleships. [FASA (Modified)]**
* **2286--The Reliant discovers Khan on Ceti Alpha V, sparking the "Genesis Incident". Genesis is detonated in the Mutara Nebula and Spock is killed saving the Enterprise. The ship returns to Earth, where its decommissioning is announced. Sarek tells Kirk of a way to save Spock. Kirk and the top Enterprise officers steal the ship and return to Genesis, where they meet a Klingon bird of prey. The Enterprise is destroyed, the Klingon ship is captured, and Spock's body is returned to Vulcan, where the fal-tor-pan is performed, reuniting his katra and his body. 2.5 months later, the arrival of an alien probe sparks the "Cetacean Incident", in which the Enterprise officers go back in time to bring a pair of humpback whales to the 23rd Century, when the species has become extinct, in order that they communicate with the probe. After this success, the crew (except Kirk) is exonerated of their earlier crimes, and Kirk is demoted to captain. The U.S.S. Ti-Ho is formally renamed Enterprise and renumbered NCC-1701-A, and the crew is assigned for another mission. ["Star Trek II: The Wrath of Khan"/"Star Trek III: The Search For Spock"/"Star Trek IV: The Voyage Home"/"Star Trek: The Next Generation" Technical Manual/Mr. Scott's Guide to the Enterprise/Paramount Publicity For "Star Trek II" and ST:TNG]**
* **2286--First contact between the Klingons and Cardassians, as ships from each power encounter one another in the Betreka Nebula. The encounter ends in a battle which sparks an 18-year period of hostilities later referred to simply as “the Betreka Nebula Incident”. [Last Unicorn RPG]**
* **2286--The Tralasta clan on Acamar III is almost completely massacred by the Lornack clan. ["The Vengeance Factor"]**
* **2286--First Akyazi-class perimeter action ships are commissioned. [Ships of the Star Fleet, Vol. 2/No. 1]**
* **2286--Development begins on the Mars Defense Perimeter, a network of drones and monitor probes to serve as a line of defense for the inner part of Sol System. [Last Unicorn RPG]**
* **2287--Following a problem-plagued shakedown cruise, the Enterprise is called into service to defuse a hostage situation on Nimbus III. Hijacked by the renegade Vulcan Sybok, the ship is taken beyond the so-called Great Barrier in the direction of the galactic center, in search of what Sybok claims is God. Reaching a planet which Sybok claims is Sha-Ka-Ree, the ship encounters an alien being. Refused transport, the alien becomes hostile, and is destroyed by the Enterprise and a Klingon Bird-of-Prey which had followed the Enterprise. ["Star Trek V: The Final Frontier"/Star Trek Chronology]**
* **2287--Peace negotiations are held at Starbase 49 between diplomatic teams from the Federation and Klingon Empire, at the encouragement of Klingon General Korrd. During this time, Captain Kirk and Commander Sulu participate with Commander Koloth, using information gained from High Councillor Gorkon, on a covert mission into Klingon space to locate secretly-held Star Fleet prisoners. They are able to rescue the Gagarin survivors from the Pao’la prison. To prevent any revelations about the nature of the prison from coming out, the Klingons destroy it, killing hundreds. In political fallout from both the mission and the peace talks, Klingon Chancellor Kesh and several Councillors step down. Gorkon becomes acting Chancellor, pending formal confirmation. [In the Name of Honor]**
* **2287--Karimea severs ties to the Federation, as its political situation degenerates to the brink of civil war. [DC Star Trek #13-15--"The Return of the Worthy"]**
* **2287--Keth (Andorian clan) Idrani is removed from the Kethni Council. [Last Unicorn RPG]**
* **2287--Excelsior-class heavy cruisers first commissioned. [Excelsior/Ingram-Class General Plans/Ships of the Star Fleet/Jackill’s Star Fleet Reference Manual, Vol. 2]**
* **2287--"The Worthy", explorers from Karimea, are discovered by the Enterprise on Claneia I during an Enterprise mission to test the experimental Lamver Unit, a device to provide access to alternate universes. "The Worthy" have been in suspended animation for over three centuries. Meanwhile, war on Karimea results in the destruction of all life on the planet. The Enterprise returns the Worthy to their homeworld too late to prevent the war. Scientists discover a flaw in the Lamver Unit, and the device is scrapped. [DC Star Trek #13-15--"The Return of the Worthy"]**
* **2287--A Federation delegation headed by Ambassador Ajami enters into secret negotiations with the Nasgul. [DC Star Trek #24--"Target: Mudd"]**
* **2287--Klingons commission first L-24 class battleships. [FASA (Modified)]**
* **2287--First contact with the Tyrion Legion. [DC Star Trek #17-18--"Partners?"]**
* **2287--Civil war begins on Lerik IV. [DC Star Trek #21--"Gods' Gauntlet"]**
* **2287--Menahga-class redesignated as a heavy destroyer. Mitannic-class battlecruisers, Renner-class corvettes, and Indomitable-class battleships first commissioned. [Federation Reference Series, Vol. 3 (Modified)/Federation Reference Series, Vol. 6 (Modified)/Stardate Magazine (Modified)]**
* **2287--Second contact with the Calligar is made, again by the U.S.S. Enterprise. [The Rift]**
* **2288--Natural disasters devastate Axua, the capital of Lerik IV. After intervention by the Enterprise, advanced aliens reveal themselves as the source of Lerikan religious myths, and as the cause of the natural disasters. [DC Star Trek #20-21--"Gods' Gauntlet"]**
* **2288--Full diplomatic relations are established between the Federation and the Nasgul. [DC Star Trek #24--"Target: Mudd"]18**
* **2288--The Federation colony on the planet Bicea is destroyed by an unknown attacker, leaving no survivors. The starship U.S.S. Sentinel is the first on the scene. On Earth, a political action group called the Vanguard uses this incident to advocate forceful actions against the Klingons, although no evidence suggests they are responsible for the attack. Captain James Kirk, Commander Pavel Chekov, and Commander Hikaru Sulu (in San Francisco as guest lecturers at Star Fleet Academy) are assisted by a team of cadets from the Academy Command School in stopping this group, and exposing their attempts to frame the Klingons for the attack, as well as revealing that the attacker is a “living” entity of sorts. The Enterprise is dispatched to deal with the problem. [Starfleet Academy]**
* **2289--The Federation mediates an end to 2 centuries of hot and cold war in the Tabuk Star System. Tabuk III and Tabuk IV become Federation members. The treaty between the two worlds provides for the cooperative disposal of both planets' arsenals of weapons of mass destruction. [DC Star Trek #35--"The Tabukan Syndrome"]**
* **2289--Federation negotiator Curzon Dax conducts talks with Klingon representative Kang at the Korvat colony. After some difficult moments, the negotiations are successful, and Kang comes to believe that Curzon, unlike other Federation representatives, does in fact understand the Klingon psyche. [“Blood Oath”/Star Trek Chronology (Revised)]**
* **2289--A trio of Klingon vessels--commanded by Kor, Kang, and Koloth--are sent to stop a band of depredators who are raiding Klingon colonies. The raiders are led by an albino. Most are captured, but the albino escapes. ["Blood Oath"]**
* **2289--A Klingon armada destroys the tribble homeworld as part of a massive effort on the part of the Empire to eradicate the species. [“Trials and Tribble ations”/Last Unicorn RPG]**
* **2290--The Klingon sleeper ship T'Ong is deployed on an extended exploratory mission. ["The Emissary"/Star Trek Chronology]**
* **2290--Captain Hikaru Sulu assumes command of the U.S.S. Excelsior. [Dialog in "Star Trek VI: The Undiscovered Country"]**
* **2290--An attempt by the Romulan Star Empire and the Maroan Dominion to disrupt the Tabukan peace process is foiled by the Enterprise and Excelsior. A potential alliance between the Romulans and Maroans falls apart. [DC Star Trek #35-40--"The Tabukan Syndrome"]**
* **2290--An attack is made by rogue Nykus and Anjiri males on the Excelsior and a Star Fleet space station. Eventually, these rogues are recaptured by the dominant females of those species, resolving both Federation and Klingon concerns.. [War Dragons]**
* **2290--First contact with the Zald occurs, as the launch of their first warp-capable vessel, the Lees, is detected by a Centauran freighter en route to Tellar. [Last Unicorn RPG]**
* **2290--The Star Fleet/Thevosian protomatter weapon is placed aboard the USS Pacific for testing, with the Enterprise assigned as observer vessel. The test vessel is seized by rebels against the community of beings known as the Aegis. Gary Seven, representing the Aegis, and the Enterprise counter the rebels. In the process, the Pacific--and the weapon--is destroyed. The weapon program is suspended. [DC Star Trek #49-50--"The Peacekeeper"]**
* **2290--The planets Ramaz III and Landor end a decades-long dispute. [DC Star Trek Special #1--"Blaise of Glory"]**
* **2291--The Klingon observation station that will become the pirate haven Gorkon’s Retreat is established in the Altanis Idrilon System in the Draconis Outback. [Last Unicorn RPG]**
* **2292--The alliance between the Klingon and Romulan Empires collapses. In the wake of this, the two former allies become bitter enemies. ["Reunion"/Star Trek Chronology]**
* **2292--The albino infects the firstborn children of Kor, Kang, and Koloth with a genetic virus, killing them. Kang's son is Curzon Dax's godson. Curzon and the three captains take a blood oath to avenge the children's deaths. ["Blood Oath"]**
* **2293--First confirmed incidence of an anti-intoxicant being used for recreational purposes. [The Starfleet Survival Guide]**
* **2293--Ensign Tuvok is assigned to the U.S.S. Excelsior. [“Flashback”]**
* **2293--The Klingon moon Praxis explodes, crippling Klingon resources and dealing catastrophic damage to the atmosphere of Kronos. Faced with the need to redirect resources away from military endeavors, the Klingons–led by Chancellor Gorkon–sue for peace with the Federation. The Enterprise, with her senior-most officers–James Kirk, Spock, Leonard McCoy, and Montgomery Scott–due to retire from space duty, is assigned to escort the chancellor's vessel to Earth. During the voyage, the Chancellor is assassinated. Kirk and McCoy are arrested, tried, and convicted of the crime, and are sentenced to permanent exile on Rura Penthe. They are subsequently rescued, and with the assistance of Captain Sulu and the crew of the Excelsior, exposing a conspiracy to derail the peace process at the conference site on Khitomer. All charges are dropped, and a period of detente between the Federation and the Klingon Empire begins. ["Star Trek VI: The Undiscovered Country" (Dialog of Dr. McCoy's tells us how long he has served aboard the Enterprise (27 years), allowing us to derive the approximate date of this film.)]**
* **2293--Amanda Grayson Sarek dies at the age of 93. [Sarek]**
* **2293--A Romulan plot to disrupt the detente between the Federation and the Klingon Empire is exposed and foiled by Ambassador Sarek and the crew of the Enterprise. The planet Freelan is revealed to be populated by Romulans and the offspring of captured Vulcans. Those Vulcans who wish to return to the Federation are permitted to do so. The others vanish into Romulan society, presumably to live out their lives as Romulans. [Sarek]**
* **2294--The U.S.S. Enterprise (NCC-1701-A) is decommissioned. [”Star Trek Generations”/The Fearful Summons/Speculation]**
* **2294--Space station Deep Space 1 is constructed along the Romulan Neutral Zone. [Last Unicorn RPG]**
* **2294--Fleet Admiral Smillie is succeeded by Fleet Admiral Androvar Drake as Star Fleet Commander. Captain James Kirk, having been approached by a young woman seeking assistance for her homeworld of Chal, falls in love and resigns from Star Fleet. The government of Chal requests, and is given, the Enterprise-A, and the Chal government gives the ship to Kirk, who proceeds to Chal. Drake, enlisting the aid of Captain Sulu, the Excelsior, and the rest of the former Enterprise senior officers, pursues Kirk, whom he charges with acting 19 against the Federation. It is subsequently discovered that Chal was an experimental colony of Klingon/Romulan hybrids developed to survive a feared war with the Federation, resulting in a genetic structure that could retard the aging process. It is also discovered that Drake is a member of the same conspiracy as former Fleet Admiral Cartwright, and intends to sabotage the Federation-Klingon peace process. In the incident’s culminating battle, the Enterprise-A is destroyed (though its crew is all rescued by the Excelsior) and Drake is killed. Chal is saved for its people. Kirk returns to Earth. [The Ashes of Eden (modified per the Star Trek Chronology (Revised))]**
* **2294--Otha becomes independent from the Klingon Empire. [Last Unicorn RPG]**
* **2294--The Falorians, seeking Federation admission, donate a planet in the Besar Star System for colonization, and an expedition led by a nephew of James T. Kirk embarks to set up a colony on the planet, named Sanctuary. Captains Kirk and Scott and Commander Chekov join the expedition as advisors. The colony planet is subsequently revealed to be a staging point for the use of a weapon by the Falorians against the Federation, as an outgrowth of their ancient conflict with the Huanni, who have recently joined the Federation. The threat is averted, and the Federation assists in beginning negotiations between the Huanni and Falorians. The Sanctuary colony project itself is a loss, however. [The Last Roundup]**
* **2294--The U.S.S. Enterprise (NCC-1701-B) is commissioned under the command of Captain John Harriman. During a demonstration cruise, the unprepared vessel responds to a distress call from 2 transport ships carrying El-Aurian refugees which are caught in a space-time anomaly. The transports are destroyed, but 47 survivors--including Guinan and Dr. Tolian Soran--are rescued. During this action, Captain James Kirk--aboard as a dignitary--is lost (and believed killed) in action while saving the Enterprise from an energy ribbon surrounding the anomaly. [”Star Trek Generations”/”Star Trek Generations” Novelization/Federation (modified per the Star Trek Chronology (Revised)]**
* **2294--The transport U.S.S. Jenolen–carrying Captain Montgomery Scott–disappears en route to the colony on Norpin V. ["Relics"/ Star Trek Chronology (Revised)]**
* **2295--Captain Spock assumes command of the U.S.S. Intrepid II. Joining him are Commander Uhura as Executive Officer and Dr. McCoy as Chief Medical Officer. [Vulcan’s Forge (conjecture, based on descriptions in the book)]**
* **2295--After 28 years, the Federation, Klingon Empire, and Romulan Star Empire agree to abandon the colony on Nimbus III. [Last Unicorn RPG]**
* **2295--Keth Ucalnath severs all ties with the Andorian government. The remaining members of this clan are by now living on other worlds than Andor itself. [Last Unicorn RPG]**

| **Star Trek Character General Stats and Races**  **STR: 40+3D10 END: 40+3D10 INT: 40+3D10 DEX: 40+3D10 CHA: 40+3D10**  **LUC: D100 PSI: D100** | | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Race** | **Str** | **End** | **Int** | **Dex** | **Cha** | **Luc** | **Psi** | **Source** | **Notes** | |
| **Alpha Centauran** | **0** | **0** | **0** | **0** | **0** | **-20** | **-10** | **TOS** | **Female dominated world where the males nearly destroyed their world with war. Males usually take positions in Medicine or Science; Females take on any position that has to deal with command and combat. Alpha Centaurians tend to have course dark hair, swarthy complexions and are generally slightly larger than the average human** | |
| **Andorian** | **10** | **5** | **0** | **0** | **0** | **-20** | **-20** | **TOS** | **UFP Founder comes from an Ice world, the inhabitants are very militaristic, have sensory antenna that aid them in the dark and assist them with balance. Andorians are blue-skinned humanoids with white hair. Their slim builds conceal the well-muscled bodies of warriors. They have a pair of knobbed antennae extending from the sides of the crown of the head. These “antennae” are actually the Andorians’ primary hearing organs, supplementing their humanoid, but slightly weak, ears.** | |
| **Angelites** | **0** | **0** | **0** | **0** | **0** | **0** | **-30** | **STNG** | **Female dominated Human colony from Angel One. The males tend to be the weaker of the two genders and display less intelligent and generally act more docile; this is either do to conditioning and selective breeding or biological stimulus.** | |
| **Antican** | **10** | **10** | **0** | **0** | **0** | **0** | **-35** | **STNG** |  | |
| **Arcadian** | **-15** | **-5** | **10** | **0** | **0** | **-10** | **-30** | **TVH** | **An aquatic race that has a Communal Consciousness with others of their race, Arcadians are a race of omnivorous, pacifistic and seagoing mammals that live off sea-borne plankton, though their physiological makeup permits them to photosynthesize a limited amount of substance as well.** | |
| **Ariolo** | **10** | **0** | **0** | **-20** | **-10** | **0** | **-60** | **TVH** | **Original given as 1D10 for Psi, The Ariolo are a race of sentient mammals resembling the centaurs of Terran mythology. They have six appendages: two arms, each with four fingers and an opposable thumb, and four cloven, hooves legs. The fine hair covering them from head to foot varies from mottled gray to brown to black. Ariolo have no nasal opening; instead they have highly developed taste buds on their tongues.** | |
| **Arkenite** | **-10** | **-10** | **20** | **10** | **-10** | **0** | **0** | **TVH** | **The Arkenites are a once aquatic race of humanoids easily recognized by their hairless, bulbous heads and fin-like ears. They are very tall, averaging around 2.2 meters high, and their glassy, deep-set eyes vary from dark green to amber. Arkenites are weaker than humans, but are as intelligent and lucky. All Arkenites wear a special sensory aid, called an *Anlac’ven*, on their heads, improving the individual‘s sense of balance and direction**. | |
| **Aurelian** | **10** | **20** | **0** | **20** | **-10** | **-10** | **-30** | **TAS** | **The Aurelian females are larger and the males were noted as being 8 foot tall. The females grow to 9 foot and the males between 7 and 8 foot. Note, that the height of an Aurelian can be deceptive because they normally walk in a slight slump. They reserve their fully upright stance for conditions when they are thinking of standing up straight (like being at attention) or when they are attempting to intimidate or frighten.** | |
| **Axanar** | **+5** | **+5** | **0** | **-5** | **-10** | **+5** | **-35** |  | **The Axanar are an humanoid species with an average life span of 400 years, native to the planet Axanar. The Axanar language is spoken by the Axanar species. Like the languages of many humanoid species, the language contains consonant and vowel sounds like those found in Human languages**. **The Axanar apparently prefer a nitrogen-methane atmosphere but can breathe a**  **nitrogen-oxygen atmosphere** | |
| **Bajoran** | **0** | **5** | **0** | **0** | **0** | **-20** | **-5** | **TNG** | **Bajorans resemble Humans in appearance, and are distinguished by a series of four to seven horizontal creases across their noses. The Bajoran heart is mirrored along a horizontal axis, unlike the Human heart, which is mirrored along a vertical axis.** **A puncture in the lower ventricle of the heart will cause instantaneous death**. | |
| **Bandi** | **0** | **0** | **0** | **0** | **-10** | **0** | **-40** | **STNG** | **The Bandi are humanoids with a very short lifespan, 80 years. They reach maturity at the age of ten. The majority of the Bandi is light tan in color and wears their hair long. Their civilization is clan-based and strongly ties to a specific geographic location.** | |
| **Benzite** | **-5** | **0** | **0** | **-5** | **-15** | **-15** | **-30** | **TNG** | **Benzites possess smooth, hairless skin; it may range in color from bluish-purple to green-blue. A thick protrusion of the Benzite skull extends down over the face, displaying a prominent nasal lobe and brow. Two fish-like barbells droop down from above the upper lip. Benzites need special respirators in order to breathe the air found on Starfleet vessels and most Federation planets.** | |
| **Betazoid** | **-5** | **-10** | **15** | **-10** | **20** | **0** | **30** | **TNG** | **A telepathic and empathic race, Betazoids are physically indistinguishable from Humans in every aspect but one, the irises of their eyes are completely black. They can even cross-breed with Humans, along with other humanoid races like Klingons.** | |
| **Binars** | **-20** | **-20** | **10** | **0** | **-20** | **0** | **-60** | **STNG** | **The Binar vaguely appear humanoid, they are short with a pale greyish-blue skin. The have no facial and body hair and they speak very quickly and precisely. They possess large, quick moving eyes. There is very little distinction between males and females. The Binars are linked into a global computer system and this computer controls the lifeforce of all Binar, regardless of the location of the Binars.** | |
| **Bolian** | **0** | **0** | **0** | **10** | **0** | **-10** | **-25** | **TMP** | **Bolians are distinctively known for a bifurcating (cartilaginous) ridge running vertically along the center of the head and face, and half-way down their chest. Skin color ranges from blue-gray to vivid blue, and is occasionally accented with dark blue bands on their head although.** | |
| **Bzzit Khaht** | **10** | **10** | **0** | **-10** | **-15** | **-30** | **-40** | **TVH** | **The Bzzit Khaht is a species of intelligent amphibious reptiles that vaguely resemble some species of the Rendar V Dragonlizard. Their hearing and sense of smell are exceptional and their skin is covered with sponge-like glands that are used to regulate coordination and respiration while underwater. They seem to spend quite a bit of their time in the water.** | |
| **Caitian** | **0** | **-5** | **0** | **20** | **5** | **-10** | **-30** | **TAS** | **A Felinoid race that has exceptional Dexterity, hearing and olfactory senses, very militaristic. The feline appearance of Caitians includes long manes and a tail. Caitians tend to vary in color from brown to black, and speak in a soft purring voice.** | |
| **Capellan** | **5** | **5** | **0** | **5** | **0** | **-10** | **-40** | **TOS** | **The Capellans are a primitive humanoid race from the planet Capella IV. They are very vigorous and often tall, more than two meters and ten centimeters. They are very quick, agile and strong.** | |
| **Cardassian** | **5** | **10** | **0** | **-10** | **20** | **0** | **-30** | **TNG** |  | |
| **Catullan** | **0** | **0** | **0** | **0** | **0** | **-25** | **-30** |  | **Catullans externally appear similar to Humans however all Catullans have hair colors ranging from a lilac shade through lavender and up to a deep royal purple. This coloration difference produces as much variation as the Terran hair color range, just in a difference spectrum. All their body hair is a naturally matching color. Additionally, Catullan eye color runs through the same color range as their hair. Catullans also have very long tongues and they use tongue scrapers as a primary means of oral hygiene.** | |
| **Cygnian**  **(Female)** | **15** | **10** | **0** | **0** | **5** | **-20** | **-20** | **TAS** | **Cygnians are the second strongest member race in the Federation behind Vulcans. Cygnians are also exotic and alluring to most humanoids. While remarkably similar to Humans in general bodystructure these people have a mane of hair that grows down their backs, attached to their spine, ending in a tail. The females are the dominant gender of the species**. | |
| **Deltan** | **0** | **0** | **20** | **0** | **30** | **-20** | **20** | **TMP** | **A highly attractive race that has very unique pheromones that can attract members of the opposite sex and control pain, they are psychic in nature.** | |
| **Denobulans** |  | **+10** | **+20** | **+10** | **-5** | **-20** | **-40** | **Enterprise** | **Denobulans have prominent facial ridges running down either side of the forehead to the cheeks, an enlarged brow ridge under a high receding hairline, a vertical crevice down the center of their forehead and the ridged chin. They make up 1/5 of the doctors in Starfleet Medical, because of their pacifist nature. Once a year (minimum), or on demand, a Denobulan may slow their metabolism to a near-death-like state of hibernation. This effect takes an hour of concentration to prepare and lasts for 1d4+2 days. Natural revival from the hibernating state takes 1+1d4 hours.** | |
| **Edo** | **30** | **30** | **0** | **20** | **30** | **0** | **-40** | **TNG** | **Not to be confused with Edoans, the Edo are a very beautiful humanoid race that have dedicated their society to good will and perfect health. They freely welcome all visitors with complete hospitality, freely sharing all their facilities and food. The Edo are a highly advanced race that has outlawed all outward signs of technology and possess no devices that would pollute their environment. The Edo legal system is very swift. Death is the only punishment for any infraction of the law.** | |
| **Edoan** | **-5** | **0** | **0** | **15** | **0** | **-15** | **-35** | **TAS** | **They walk upright and are tri-pedal, possessing three arms and three legs and three fingers on each hand. Edoans are among the best tool makers in the Federation, due to their sensitive hands and great dexterity.** | |
| **Efrosian** | **10** | **5** | **5** | **0** | **5** | **0** | **-5** | **TVH** | **Efrosians are very similar in appearance to Humans save for a slight cranial ridge and a copper skin complexion. Their faces contain fatty deposits inherited from their primitive ancestors neglecting to cover their faces in the harsh cold of the planet and their skeletal structures are heavily reinforced giving greater protection to their internal organs than seen in humans. They generally are the Warrior-Priest of the Federation.** | |
| **Elasian** | **5** | **10** | **0** | **0** | **5** | **-30** | **-40** | **TOS** | **The Elasian people externally appear similar to Terrans. Their internal organs are arraigned in a slightly different way. Terrans and Elasians can interbreed without medical assistance. Elasian males are often well over 2 meters tall and their females have a unique neurochemical in their tears that makes humanoid males obey their will.** | |
| **Ferengi** | **15** | **0** | **0** | **15** | **-25** | **0** | **-30** | **TNG** |  | |
| **Grazerites** | **0** | **15** | **10** | **0** | **-20** | **0** | **-50** | **TMP/TNG** | **The Grazerites are humanoid members of the Federation. Their facial features include a pronounced, deeply furrowed brow and a bovine snout. A layer of fine, downy fur covers their hide-thick skin. Two slightly curving horns, which may reach 10 centimeters in length, crown the Grazerite skull.** **The Grazerites are a passive, peaceable race. Research indicates**  **they have evolved from herbivorous herd animals, and as such are completely non-violent. They require little rest, and loathe indolence of any form, yet they are deeply contemplative, making**  **them very excellent mediators and counselors**. | |
| **Gorn** | **30** | **25** | **0** | **-20** | **-20** | **-20** | **-40** | **TOS** | **Gorn are a cold-blooded reptilian species with green, leathery skin and an average height of approximately 2 meters. They tend to be stronger than most humanoids. Their ears are simple holes on the sides of their skulls. Their mouths boast an impressive array of sharp, carnivorous teeth, and their hands and feet have vicious claws. They have a size and bite radius similar to the now-extinct velociraptor of Earth**. | |
| **Halii** | **0** | **20** | **0** | **20** | **0** | **0** | **20** | **TNG** | **The Haliians are a race from Halii and are Federation members. Externally, they are distinguished by the fact that their foreheads**  **have a slight bulge above each eyebrow. They also have a distinctive crevice between the brows, on the bridge of the nose. The Haliians are a telepathic species, although they are limited to person to person empathy.** | |
| **Human** | **0** | **0** | **0** | **0** | **0** | **0** | **-30** | **TOS** | **UFP Founder, Humans vary incredibly, both in height and in pigmentation, averaging between 150cm and 190cm when fully grown and with many different shades of skin coloring prevalent within the Federation. Two legs, two arms, hands with opposable thumbs, one head -these are standard and are the parameters from which the term “humanoid” is derived when applied to other races. The Human race, which saw its beginnings on the planet Earth, third planet of the Sol System, has always been a frontier race**. | |
| **Joridian** | **0** | **0** | **0** | **0** | **0** | **-35** | **-60** | **TOS/TNG** | **The Joridian people are friendly and mostly nondescript. They are almost identical to Humans in appearance except for a pronounced expanded forehead in a “V” shape. They have several physical and mental abilities however that are unique. They have the ability to see many infrared frequencies, thus allowing them to work normally in very low light and the ability to provide a limited electrical discharge from the hands. Additionally, Joridians have advanced psionic abilities making them formable opponents.** | |
| **Kaferian** | **5** | **10** | **0** | **0** | **-15** | **-35** | **-25** | **Enterprise** | **The Kaferians are a bipedal insectoid race of about human height. Their chitin color runs from a dark brown, which almost appears black, up through a bright green. They have large compound eyes on each side of their heads, two arms, two legs and they walk upright. Their feet split into two toes - a larger and a smaller - with some extremely limited manipulative ability. Their spinal ridge gives them a slightly hunchbacked appearance.** | |
| **Kasheeta** | **10** | **0** | **0** | **-20** | **10** | **-10** | **-40** | **TVH** | **Though the Kasheeta resemble the Gorn, they are an independently evolved race. The Kasheeta are not as warlike as the Gorn. They are roughly two and- a-half meters tall at full adulthood. Males are distinguished by dull-green coloration, and females are predominantly bright green or reddish-green. Some Kasheeta, including the royal family, have neck scales of a bright bluish tone, which denotes (or so it is claimed) superior breeding. All Kasheeta have a bony, ridge-like structure at the base of the neck.** | |
| **Kinshaya** | **+20** | **+10** | **0** | **-10** | **-20** | **-30** | **0** | **TOS Books** | The Kinshaya average 2 metres tall and mass about 200kg. They have no discernable head, and their sensory organs are set in the upper torso, between the massive armoured shoulders. They are bipedal, with two arms, from which hang thick folds of skin resembling wings or a heavy cloak. The legs are covered in overlapping bony plates. The shoulders have similar plates, from which project a number of spikes or horns. They are covered in short green/black fur. The “face” has two large round twin-lensed eyes, a flap-covered breathing orifice and a round mouth ringed with three rows of sharp teeth. A third sight organ is in back, and is capable of not much more than detecting motion and light or dark. The hearing organs are covered by skin. To a Human, they would resemble a huge bat (though no Human has ever seen one), and to Klingons they look much like demons of myth. | |
| **Klingon, Human Fusion** | **10** | **5** | **0** | **0** | **-20** | **-40** | **-50** | **TOS** | **FASA solution for Klingon change, backed up by the show Enterprise where a biological weapon was used against the Klingons, the cure to the weapon used human DNA. In the year 2154, the Klingons achieved a major breakthrough in their program of genetic manipulation. They began production of genetic “fusions” of their species with those of their primary enemies, Humans and Romulans. These genetic experiments created two completely stable, yet separate sub-species of Klingons .The Human Fusions have become the most numerous Fusion Klingon.** | |
| **Klingon, Imperial** | **10** | **0** | **0** | **5** | **-30** | **-40** | **-60** | **TMP** | **On average Klingons are larger and physically stronger than Humans, though they possess much less tolerance for cold weather. Internally, Klingon anatomy is markedly different from that of Humans. There are a great deal more multiple redundancies in their organs, a principle they call brak'lul.** | |
| **Klingon,**  **Romulan Fusion** | **10** | **10** | **0** | **0** | **-10** | **-40** | **-40** | **FASA** | **In the year 2154, the Klingons achieved a major breakthrough in their program of genetic manipulation. They began production of genetic manipulating of their species with those of their primary enemies, Humans and Romulans. These genetic experiments created two completely stable, yet separate species of Klingons. The Romulan Fusions have always been viewed as the less desirable of the fusion races. It is a reflection of the Klingon belief that Romulans are completely without honor that reflects upon the Romulan Fusion.** | |
| **Ligonians** | **20** | **0** | **0** | **10** | **0** | **0** | **-40** | **STNG** | **The Ligonians are a dark-skinned humanoid race that resemble the Zulu Tribe of Earth. They like to dress in very bright colors and their leaders wear the skins of dead animals as a sign of power. Both the males and females always wear a knife or other type of bladed weapon to show that they are a warrior race.** | |
| **Medusan** | **0** | **0** | **40+4d10** | **0** | **60+2d10** | **1d10** | **1d100** | **TOS** | **They have no true Physical form, they are pure energy. Their appearance could make Humanoids insane, unless proper visual precautions are taken.** | |
| **Mordanians** | **10** | **20** | **-10** | **-10** | **-10** | **0** | **-40** | **TNG** | **The Mordanians are a humanoid race that is shorter than most humans, with the largest of their race growing to only slightly less than two meters tall. They are extremely muscular and possess a very high pain threshold. Due to constant warfare and abuse to their world, the Mordanians average lifespan is about 45 years.** | |
| **Orion, Green** | **15** | **10** | **-10** | **0** | **20** | **-25** | **-30** | **TOS** | **Mainly the worker class, few in the professional classes** | |
| **Orion, Grey** | **-20** | **-20** | **20** | **10** | **-20** | **-25** | **-25** | **FASA** | **Hidden from outsiders, physically weaker than the Green or Ruddy Orions, More health problems** | |
| **Orion, Ruddy** | **10** | **0** | **0** | **0** | **-10** | **-25** | **-30** | **TAS** | **Mainly the professional classes, few in the worker class** | |
| **Romulan** | **10** | **10** | **0** | **5** | **0** | **-10** | **-20** | **TOS** | **The Romulans (and their Vulcan cousins) are descended from a much more primitive culture. While it was formerly believed that the Romulans and Vulcans had diverged into different species, more recent research has determined that genetically they are virtually identical and can interbreed.** | |
| **Saurian** | **10** | **10** | **0** | **0** | **-10** | **-10** | **-20** | **TMP** | **Saurians can breathe several different types of gases that would be instantly fatal to most humanoids. This makes them extremely useful on exploratory missions and landing parties**. | |
| **Selayans** | **30** | **30** | **0** | **-20** | **-20** | **0** | **-40** | **STNG** | **The Selayans are huge reptoids whose facial appearance resembles that of an Earth Cobra. They are bipedal and have two arms with three-fingered hands with extremely sharp claws.** | |
| **Slirdarian** | **25** | **20** | **-10** | **-5** | **-40** | **-70** | **-60** |  | **Klingon Subjugated Race,** **Slirdarians are a hulking bear-ape species and are the equal of the Gorns in sheer physical size and power in a humanoid life form** | |
| **Tellarite** | **5** | **5** | **0** | **0** | **-10** | **-20** | **-40** | **TOS** | **UFP Founder, Tellarites are stocky humanoids. While their mean height is approximately 150 cm, their mass is often half again what a normal human of that height would be. Tellarites are covered with a small but tough layer of wool-like matting over most of their body, and their hands feature four stubby fingers.** | |
| **Tiburonian** | **0** | **0** | **0** | **0** | **0** | **-20** | **-30** | **TOS** | **Tiburonians are humanoid, 1.5 to 2 meters in height. The males are quite muscular in appearance. The most noticeable exterior difference between them and Terrans is their unique earlobe structure. All male Tiburonians are bald on their heads; however the females have cranial hair existing within the normal Terran color ranges.** | |
| **Titanius** | **20** | **20** | **10** | **10** | **10** | **-25** | **-50** | **Writer** | **Race of Human beings that were genetically bred for combat and survival, living on the edge of known Federation space. They are highly intelligent and aggressive, but with training can become very well disciplined. They are about 2 meters and 2d6 centimeters tall. Strength and Endurance can be greater than 100.** | |
| **Trill** | **-10** | **5** | **10** | **0** | **10** | **-10** | **-30** | **TNG** | **Most Trills are distinguished by two rows of spots going down each side of their body, from forehead to toe. One of the main Neurotransmitters in the Trill brain is isoboramine. A small percentage of the Trill population co-exists with a sentient symbiotic organism known as a symbiont inside their bodies, that gives their host +10 to Int. Trills can have a Intelligence greater than 100.** | |
| **Troyian** | **5** | **5** | **0** | **0** | **0** | **-20** | **-20** | **TOS** | **Troyians are blue skinned and blond haired humanoids from the Tellun star system near Klingon space. Troyian civilization developed on the expansive archipelagos of Raga, a large number of independent island villages basing their subsistence on the sea.** | |
| **Turellians** | **10** | **-15** | **0** | **0** | **0** | **0** | **0** | **STNG** |  | |
| **Vulcan** | **20** | **10** | **10** | **0** | **0** | **-40** | **0** | **TOS** | **UFP Founders, Intelligence can be greater than 100. Vulcans are generally similar to Humans, the chief exceptions being the Vulcans' notably arched and up swept eyebrows and distinguished external ear structure, the top of which tapers into a clearly defined point.** | |
| **Xelatians** | **-10** | **-15** | **0** | **15** | **15** | **20** | **-10** | **TVH** | **Xelatian physiology is extremely interesting. Their average torso length is about 1.2 meters and they weigh about 100 kilograms. Four meter long arm tentacles are arranged on each side of the body halfway up the torso. On the lower end of the torso, below four gill slits, are the leg tentacles. There are used for swimming and capturing large prey in the water. Near the crown of the torso is a large, oval-shaped eye.** | |

**Record Endurance Statistics**

* **MAX OP END: Equal to END**
* **CURR OP END: Equal to END**
* **INACT SAVE: 20 (15 for Vulcan and Romulan characters]**
* **UNC THRESH: 5**
* **WOUND HEAL RATE: END/20 [round down; Imperial Klingons round up]**
* **FATIGUE HEAL RATE: END/10 [round down; Imperial Klingons round up]**

**Record Combat Statistics**

* **ACTION POINTS: (AP) DEX/10 (round down) +4**
* **To-Hit (Modern): Average of DEX and (Marksmanship Modern)**
* **To-Hit (HTH): Average of DEX and Personal Combat (Unarmed)**
* **Bare Hand Damage: Derived from STR (below) + Personal Combat (Unarmed)/10 (round down)**

**1-25 1d10 -3**

**26-50 1d10**

**51-75 1d10 +3**

**76-100 2d10**

**101-125 2d10 +3**

**Enlisted Training**

**Native Skills**

**Language: Native 30**

**Medical Science: First Aid (Native) 15**

**Social Sciences: Native Law 10**

**Social Sciences: Native Culture/History 10**

**Native Personal Combat: Unarmed 10**

**Trivia (Native) 10**

**Background Skills:**

**Background Skills**

**Number of Skills: Int/10 rounded down**

**Half on Education and half on Personal Development**

**Ranking: 1d10**

**Educational Development Skills:**

**Computer Operation**

**\*Language**

**General Medicine (First Aid only)**

**\*Physical Sciences**

**\*Planetary Sciences**

**\*Social Sciences**

**\*Space Sciences**

**\*Trivia**

**Personal Development Skills:**

**\*Artistic Expression**

**Bribery**

**Carousing**

**Communication Systems Operation**

**Communication Systems Technology**

**\*Gaming**

**\*Language**

**Leadership**

**\*Marksmanship: Archaic Weapons**

**Mechanical Engineering**

**Negotiation/Diplomacy**

**\*Personal Combat: Armed**

**Personal Combat: Unarmed**

**\*Planetary Survival**

**\*Sports**

**Streetwise**

**\*Trivia**

**Vehicle Operation**

**Basic Education (Age: 16 to 18 years old)**

**Artistic Expression 5**

**Computer Operation 10**

**Language: Galactic 30**

**Language: Native 30**

**Language: (Two of Choice) 15 each**

**Life Science: Biology 10**

**Medical Science: General Medicine or First Aid (Native) 10**

**Physical Science: Physics 15**

**Physical Science: Mathematics 15**

**Social Science: Economics 15**

**Social Science: Federation Law 10**

**Social Science, Native Culture/History 15**

**Social Science, Native Law 15**

**Sports (One of Choice) 10**

**Trade and Commerce 5**

**Basic Training (all branches) (0.5 years)**

**Computer Operation 10**

**Language (Galactic) 30**

**Life Sciences (any) 5**

**Physical Sciences (any) 5**

**Planetary Sciences (any) 5**

**Social Sciences: Federation Culture/History 10**

**Social Sciences Federation History 10**

**Outside Electives**

**Pick 5 skills from the following list**

**Artistic Expression**

**Carousing**

**Gaming**

**Marksmanship: Archaic**

**Sports**

**Streetwise**

**Trivia**

**Vehicle Operation**

**Rating = 10 each Skill**

**Advanced Training (all branches, 0.5 years)**

**Space Sciences: Astrogation 10**

**Space Sciences: Astronautics 10**

**Damage Control Procedures 15**

**Environmental Suit Operations 15**

**Marksmanship (Modern Weapon) 20**

**Personal Combat (Unarmed) 20**

**Starship Sensors 10**

**Zero-G Operations 10**

**Advanced Study = INT/10 (round down)   
Rating: 1d10  
Choices: Only Skills already known**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Enlisted Branch Skills (2 years for all Branch Schools)**

**Bridge Command Specialist**

**Computer Operation 10**

**Damage Control Procedures 20**

**Electronics Technology 20**

**Environmental Suit Operation 10**

**Language (Three of Choice) Total of 30 Points**

**Leadership 10**

**Marksmanship, Modern 15**

**Medical Science: First Aid (Native) 10**

**Personal Combat, Unarmed 10**

**Personal Weapons Technology 5**

**Physical Science (One of Choice) 10**

**Planetary Science (One of Choice) 10**

**Small Equipment Systems Operation 20**

**Social Science: Federation Culture/History 15**

**Social Science: Federation Law 15**

**Starship Combat Strategy/Tactics 10**

**Starship Helm Operation 15**

**Starship Sensors 10**

**Starship Weaponry Operation 20**

**Transporter Operation Procedures 10**

**Warp Drive Technology 10**

**Engineering Specialist**

**Computer Operations 25**

**Computer Technology 15**

**Damage Control Procedures 15**

**Electronic Engineering 15**

**Mechanical Engineering 15**

**Small Equipment Systems Operation 10**

**Specialty: Divide up 40 points between two of the following skills or add 15 extra points to one of the skills listed above.**

**Communication Systems Technology**

**Deflector Shield Technology**

**Personal Weaponry Technology**

**Shuttlecraft Systems Technology**

**Small Equipment Systems Technology**

**Space Science: Astronautics**

**Starship Weaponry Technology**

**Transporter System Technology**

**Warp Drive Technology**

**Marine-Combat Engineer**

**Communications Systems Technology 10**

**Demolitions 30**

**Electronics Technology 15**

**Environmental Suit Operations 20**

**Life Support System Technology 15**

**Marksmanship: Modern 10**

**Mechanical Engineering 25**

**Personal Combat (unarmed) 10**

**Personal Weapons Technology 10**

**Small Equipment Systems Operation 10**

**Small Equipment Systems Technology 10**

**Small Unit Tactics 10**

**Transporter Operation Procedures 10**

**Transporter Systems Technology 10**

**Vehicle Operation (grav vehicle) 20**

**Zero- G Operations 10**

**Specialties (any of the above) Total of 30 Points**

**Marine-Force Recon**

**Environmental Suit Operations 20**

**Marksmanship (archaic) 10**

**Marksmanship (modern) 20**

**Personal Combat (armed) 10**

**Personal Combat (unarmed) 20**

**Personal Weapons Technology 10**

**Small Equipment Systems Operation 10**

**Planetary Survival (Three of Choice) 10 each**

**Small Unit Tactics 10**

**Sports: Swimming 30**

**Stealth 40**

**Surveillance 30**

**Vehicle Operation (grav vehicle) 20**

**Zero-G Operations 25**

**Zero-G Combat 15**

**Specialty Skills (Any of the Above) Total of 30 Points**

**Marine-Heavy Weapon**

**Demolitions 30**

**Environmental Suit Operations 20**

**Marksmanship (archaic) 10**

**Marksmanship (modern) 20**

**Marksmanship (modern-heavy) 40**

**Personal Combat (armed) 10**

**Personal Combat (unarmed) 20**

**Personal Weapons Technology 30**

**Small Equipment Systems Operation 10**

**Planetary Survival (any) 10**

**Small Unit Tactics 10**

**Sports: Swimming 30**

**Vehicle Operation (grav vehicle) 20**

**Zero-G Operations 25**

**Zero-G Combat 15**

**Specialty Skills (Any of the Above) Total of 30 Points**

**Marine-Infantry**

**Environmental Suit Operations 20**

**Marksmanship (archaic) 10**

**Marksmanship (modern) 20**

**Personal Combat (armed) 10**

**Personal Combat (unarmed) 20**

**Personal Weapons Technology 10**

**Small Equipment Systems Operation 10**

**Planetary Survival (Three of Choice) 10 each**

**Small Unit Tactics 10**

**Sports: Swimming 30**

**Vehicle Operation (grav vehicle) 20**

**Zero-G Operations 25**

**Zero-G Combat 15**

**Specialty Skills (Any of the Above) Total of 30 Points**

**Marine-Mechanized Infantry**

**Deflector Shield Operation 30**

**Deflector Shield Technology 10**

**Electronic Engineer 10**

**Environmental Suit Operations 20**

**Marksmanship (archaic) 10**

**Marksmanship (modern) 20**

**Marksmanship (modern-heavy) 30**

**Personal Combat (armed) 10**

**Personal Combat (unarmed) 20**

**Personal Weapons Technology 10**

**Small Equipment Systems Operation 10**

**Planetary Survival (any) 10**

**Small Unit Tactics 10**

**Vehicle Operation (grav vehicle) 40**

**Zero-G Operations 20**

**Zero-G Combat 15**

**Specialty Skills (Any of the Above) Total of 30 Points**

**Marine-Sniper**

**Assassination 15**

**Clandestine Operation 25**

**Environmental Suit Operations 20**

**Marksmanship (archaic) 20**

**Marksmanship (modern) 20**

**Marksmanship (modern-sniper) 30**

**Personal Combat (armed) 10**

**Personal Combat (unarmed) 20**

**Personal Weapons Technology 25**

**Small Equipment Systems Operation 15**

**Planetary Survival (Three of Choice) 10 each**

**Small Unit Tactics 10**

**Sports: Swimming 30**

**Stealth 40**

**Surveillance 30**

**Vehicle Operation (grav vehicle) 20**

**Zero-G Operations 25**

**Zero-G Combat 15**

**Specialty Skills (Any of the Above) Total of 30 Points**

**Medical Specialist**

**Computer Operation 10**

**Life Sciences: Biology 15**

**Life Sciences (Choice of Two) 20 each**

**Life Support Systems Technology 15**

**Medical Sciences**

**General Medicine**

* + - **(specialty race) 20**
    - **(other races-Two) 20 each**

**Psychology**

* + - **(specialty race) 20**
    - **(other races-Two) 20 each**

**Other specialties Total of 20 Points**

**Small Equipment Systems Operations 15**

**Operations Specialist**

**Communications Systems Operation 20**

**Communications Systems Technology 15**

**Computer Operations 10**

**Computer Technology 10**

**Damage Control Procedures 15**

**Language (Two of choice) 20 each**

**Physical Science: Computer 15**

**Social Sciences: Law (any) 10**

**Social Sciences: Culture and History (any) 20**

**Science Specialist**

**Computer Operation 15**

**Computer Technology 10**

**Electronics Technology 10**

**Environmental Suit Operations 10**

**Sciences (any, except for Medical and Social)**

**Related majors (Choice of Two) 20 each**

**Related minors (Choice of Two) 15 each**

**Other fields (Choice of Two) 10 each**

**Any field Total of 15 Points**

**Starship Sensors 15**

**Small Vessel Pilot Specialist**

**Shuttlecraft Pilot 30**

**Shuttlecraft Systems Technology 10**

**Small Vessel Pilot 20**

**Space Sciences: Astrogation 10**

**Space Sciences: Astronautics 10**

**Starship Helm Operations 20**

**Starship Sensors 10**

**Starship Weaponry Operation 20**

**Starship Weaponry Technology 10**

**Warp Drive Technology 10**

**Security Specialist**

**Environmental Suit Operations 10**

**Marksmanship (Modern Weapon) 20**

**Personal Combat (unarmed) 20**

**Person Combat (armed) 20**

**Personal Weapons Technology 15**

**Security Procedures 20**

**Small Unit Tactics 10**

**Shuttlecraft Pilot 10**

**Tactical Specialist**

**Computer Operation 10**

**Deflector Shield Operation 15**

**Damage Control Procedures 10**

**Electronic Engineering 15**

**Security Procedures 20**

**Starship Combat Strategy/Tactics 10**

**Starship Sensors 25**

**Starship Weapons Operation 20**

**Starship Weapons Technology 25**

**Advanced Training**

**Number of Skills: INT/10, Rounded Down**

**Rating = 1d10**

**Choice = Skills already known**

**Graduation Results**

**01-05 = High Honors, promoted to NCO  
06-15 = Honors, promoted to E2  
16-00 = Passed, promoted to E1**

**LUC 70+ = -10**

**LUC 60-69 = -5**

**LUC 01-40 = +5**

**Star Fleet NCO Training (.5 years)**

**Administration 20**

**Computer Operation 10**

**Communication Systems Operation 10**

**Instruction 20**

**Leadership 20**

**Negotiations/Diplomacy 10**

**Security Procedures 15**

**Small Unit Tactics 20**

**Social Science: Federation Law 10**

**Zero-G Combat 10**

**Specialty Skills (Three of Choice) Total of 30 Points**

**Advanced Training**

**Number of Skills: INT/10, rounded down**

**Skill Ranking: 1d10+1**

**Choice: Skills Already Known**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Starfleet Warrant Officer School (1.5 Years)**

**(Must be an NCO and have served at least 10 years)**

**Administration 20**

**Communication Systems Operation 10**

**Computer Operations 10**

**Instruction 30**

**Leadership 20**

**Languages (Three of Choice) 15 each**

**Negotiations/Diplomacy 10**

**Security Procedures 20  
Small Equipment System Operation 10**

**Small Unit Tactics 15**

**Social Sciences: Federation Law 20**

**Social Sciences: Federation Culture/History 20**

**Starship Combat Strategy/Tactics 30**

**Zero-G Operations 10**

**Specialty Skills (Two of Choice) 15 each**

**Advanced Training**

**Number of Skills: INT/10, Rounded Down**

**Skill Ranking: 1d10**

**Choice: Skills Already Known**

**Tour Assignment (all tours)**

**01-10 Starship Operations Command  
11-20 Galaxy Exploration Command  
21-30 Military Operations Command  
31-60 Colonial Operations Command  
61-80 Starbase Operations Command  
81-00 Merchant Marine Command**

* **INT 70+ -10**
* **INT 60-69 -5**
* **LUC 70+ -10**
* **LUC 60-69 -5**

**Tour Length = 1d10/2 (round down) years min. of 1**

**Overall Efficiency Rating (OER)**

**Die Roll = d%**

**01-10 Outstanding (eligible for** [**decoration**](http://members.tripod.com/starbase_10/decorati.htm)**)   
11-25 Excellent  
26-75 As Expected  
76-90 Fair  
90-00 Poor**

* **INT 60+ -10**
* **LUC 70+ -10**
* **LUC 60-69 -5**

**Skill Advancement**

**Number = As Below  
Rating = 1d10  
Choice = only skills already known**

* **For Service** 
  + **Per 2 years active duty - 1 roll**
  + **Per 2 years Military Operations Command - 1 extra roll**
  + **Per Tour on a Starbase - 1 extra roll in Administration**
  + **Per Tour in Merchant Marine or Starbase - 1 extra roll in Carousing or Streetwise**
* **Attributes**
  + **INT 70 +2 extra rolls**
  + **INT 60-69 +1 extra roll**
  + **LUC 70 +2 extra rolls**
  + **LUC 60-69 +1 extra roll**

**Officer Training**

**Native Skills**

**Language: Native 30**

**Medical Science: First Aid (Native) 15**

**Social Sciences: Native Law 10**

**Social Sciences: Native Culture/History 10**

**Personal Combat: Unarmed (Native) 10**

**Trivia (Native) 10**

**Basic Education**

**Artistic Expression 5**

**Computer Operation 10**

**Language: Galactic 30**

**Language: Native 50**

**Language: (Two of Choice) 15 each**

**Life Science: Biology 10**

**Med Science: General Medicine or First Aid (Native) 10**

**Physical Science: Physics 15**

**Physical Science: Mathematics 15**

**Social Science: Economics 15**

**Social Science: Federation Law 10**

**Social Science, Native Culture/History 15**

**Social Science, Native Law 15**

**Sports (One of Choice) 10**

**Trade and Commerce 5**

**Background Skills:**

**Background Skills**

**Number of Skills: Int/10 rounded down**

**Half on Education and half on Personal Development**

**Ranking: 1d10**

**Educational Background Skills**

**Computer Operations**

**\*Language**

**\*Life Sciences**

**General Medicine (First Aid only)**

**\*Physical Sciences**

**\*Planetary Sciences**

**\*Social Sciences**

**\*Space Sciences**

**\*Trivia**

**Personal Background Skills**

**\*Artistic Expressions**

**Carousing**

**Communication Systems Operation**

**Communication Systems Technology**

**Computer Technology**

**Electronics Technology**

**\*Gaming**

**\*Language**

**Leadership**

**\*Marksmanship: Archaic**

**Mechanical Engineering**

**Negotiations/Diplomacy**

**\*Personal Combat: Armed**

**\*Personal Combat: Unarmed**

**\*Planetary Survival**

**\*Shuttlecraft Pilot**

**\*Sports**

**Streetwise**

**\*Trivia**

**\*Vehicle Operations**

**Advanced Study**

**Number of Skills: 1d10/10, rounded down**

**Skill Rating: 1d10**

**Choice: Only those skills already known**

**Pre-Academy Skills**

**Computer Operation 20**

**Language: Galactic 40**

**Physical Science: Mathematics 20**

**Social Sciences: Native Law 15**

**Social Sciences: Native Cultures/History 15**

**Vehicle Operation 10**

**Academy Skills**

**Core Curriculum Skills**

**Computer Operations 30**

**Language: Galactic 40**

**\*Language: Other 15**

**\*Life Sciences (One of Choice) 10**

**Physical Sciences: Mathematics 10**

**\*Physical Sciences (One of Choice) 10**

**\*Planetary Sciences (One of Choice) 10**

**Social Sciences: Federation Law 15**

**Social Sciences: Federation Culture/History 15**

**Space Science Curriculum Skills**

**\*Space Sciences: Astronomy 15**

**\*Space Sciences (Two of Choice) 10 each**

**Damage Control Procedures 10**

**Environmental Suit Operations 10**

**Starship Sensors 10**

**Transporter Operation Procedures 10**

**Zero-G Operations 10**

**Officer Training Curriculum Skills**

**General Medicine: First Aid 10**

**Instruction 10**

**Leadership 10**

**Marksmanship: Modern 20**

**Personal Combat: Unarmed 20**

**Personal Weapons Technology 10**

**Small Equipment Systems Operation 10**

**Outside Electives**

**Number of Skills: 5**

**Skill Rating: 10 EACH**

**\*Artistic Expression**

**Carousing**

**\*Gaming**

**\*Marksmanship: Archaic**

**Negotiations/Diplomacy**

**Personal Combat: Armed**

**Shuttlecraft Pilot**

**\*Sports**

**Streetwise**

**\*Trivia**

**Advanced Study**

**Number of Skills: 1d10/10, rounded down**

**Skill Rating: 1d10**

**Choice: Only those skills already known**

**Branch Schools**

**Bridge Command Specialist**

**Computer Operation 20**

**Damage Control Procedures 20**

**Deflector Shield Operation 20**

**Deflector Shield Technology 15**

**Electronics Technology 10**

**Environmental Suit Operation 10**

**Instruction 25**

**Language (Three of Choice) Total of 40 Points**

**Leadership 30**

**Life Science (Two of Choice) 10 each**

**Marksmanship, Modern 15**

**Medical Science: First Aid (Native) 10**

**Personal Combat, Unarmed 10**

**Personal Weapons Technology 5**

**Physical Science (One of Choice) 10**

**Planetary Science (One of Choice) 10**

**Security Procedures 15**

**Small Equipment Systems Operation 20**

**Social Science: Federation Culture/History 15**

**Social Science: Federation Law 15**

**Space Science: Astronomy 15**

**Space Science: Two of Choice 10 each**

**Starship Combat Strategy/Tactics 30**

**Starship Helm Operation 30**

**Starship Sensors 25**

**Starship Weaponry Operation 30**

**Starship Weaponry Technology 15**

**Transporter Operation Procedures 10**

**Warp Drive Technology 10**

**Engineering Specialist (4 Years)**

**Communication Systems Operation 10**

**Communication Systems Technology 25**

**Computer Operation 20**

**Computer Technology 40**

**Damage Control Procedures 20**

**Deflector Shield Technology 10**

**Electronics Technology 35**

**Instruction 10**

**Leadership 15**

**Life Support Systems Technology 10**

**Mechanical Engineering 40**

**Navigation/Helm Operations 20**

**Physical Science: Physics 20**

**Physical Sciences (Two of Choice) 20 each**

**Space Science: Astronautics 25**

**Space Science: Astrophysics 10**

**Starship Helm Operations 20**

**Starship Weaponry Technology 10**

**Transporter Systems Technology 15**

**Warp Drive Technology 40**

**Specialty Skills (Three of Choice) Total of 60 Points**

**First Contact Specialist (3 years)**

**Communication Systems Operation 20**

**Computer Operation 20**

**Damage Control Procedures 10**

**Environmental Suit Operation 15**

**Instruction 10**

**Language (Three of Choice) 30 each**

**Leadership 15**

**Life Science (Two of Choice) 10 each**

**Life Support Systems Technology 10**

**Marksmanship: Modern 15**

**Medical Science**

**General Medicine (Native) 15**

**Psychology: Native 15**

**Psychology: Specialty Race 25**

**Psychology: Other Races (Two of Choice) 20 each**

**Negotiation/Diplomacy 30**

**Personal Combat: Unarmed 15**

**Physical Science (One of Choice) 10**

**Small Equipment Systems Operation 20**

**Social Science**

**Anthropology 20**

**Federation Culture/History 30**

**Federation Law 15**

**\* Racial Culture/History (Two of Choice) 20 each**

**Space Science**

**Astronomy 10**

**Starship Sensors 15**

**Transporter Operation Procedures 15**

**Zero-G Training 10**

**Specialty Skills (Four of Choice) Total of 40 Points**

**Flight Control Specialist (2 Years)**

**Communications Systems Operation 20**

**Computer Operations 20**

**Computer Technology 15**

**Deflector Shield Operations 20**

**Electronics Technology 10**

**Instruction 20**

**Language (Two of Choice) 10 each**

**Leadership 10**

**Navigations/Helm Operations 30**

**Negotiations/Diplomacy 20**

**Shuttlecraft Pilot or Small Vessel Pilot 10**

**Space Science: Astrogation 25**

**Starship Sensors 10**

**Starship Combat Strategy/Tactics 20**

**Starship Helm Operations 40**

**Specialty Skills Total of 40 Points**

**Judge Advocate General (4 years)**

**Administration 25**

**Computer Operation 20**

**Environmental Suit Operation 10**

**Instruction 25**

**Investigation: Criminal 30**

**Language (Four of Choice) 20 each**

**Leadership 25**

**Life Science: Biology 10**

**Marksmanship: Modern 15**

**Medical Science: General Medicine (Native) 10**

**Personal Combat: Unarmed 15**

**Personal Weapons Technology 10**

**Physical Science (Two of Choice) 10**

**Planetary Science (One of Choice) 10**

**Small Equipment Systems Operation 15**

**Social Science**

**Federation Culture/History 15**

**Federation Law 30**

**Racial Culture/History (Two of Choice) 10 each**

**Racial Law (Two of Choice) 10 each**

**Space Science**

**Astronomy 15**

**Others (Two of Choice) 10 each**

**Starship Sensors 10**

**Transporter Operation Procedures 10**

**Zero-G Operations 10**

**Specialty Skills (Three of Choice) Total of 40 Points**

**Marine Line Officer (2.5 Years)**

**Communication Systems Operation 10**

**Computer Operations 10**

**Environmental Suit Operations 20**

**Languages (Two of Choice) 15 each**

**Leadership 20**

**Markmanship (archaic) 10**

**Markmanship (modern) 30**

**Personal Combat (armed) 20**

**Personal Combat (unarmed) 30**

**Personal Weapons Technology 10**

**Planetary Survival (Two of Choice) 20 each**

**Small Equipment Systems Operation 10**

**Small Unit Tactics 20**

**Transporter Operation Procedures 10**

**Vehicle Operation (grav vehicle) 20**

**Zero-G Operations 30**

**Zero-G Combat 20**

**Specialty Skills (Choice of Three) Total of 40 Points**

**Marine Combat Engineer (2.5 Years)**

**Communications Systems Technology 15**

**Computer Operation 10**

**Computer Technology 15**

**Demolitions 30**

**Electronics Technology 20**

**Environmental Suit Operations 20**

**Leadership 10**

**Life Support Systems Technology 10**

**Marksmanship (modern) 10**

**Mechanical Engineering 20**

**Personal Combat (armed) 10**

**Personal Combat (unarmed) 10**

**Personal Weapons Technology 20**

**Small Equipment Systems Operation 15**

**Small Equipment Systems Technology 30**

**Transporter Operation Procedures 10**

**Transporter Systems Technology 15**

**Vehicle Operation (grav vehicle) 20**

**Zero- G Operations 10**

**Specialties (Three of Choice) Total of 40 Points**

**Marine Combat Pilot (2.5 Years)**

**Communication Systems Operation 10**

**Computer Operations 15**

**Damage Control Procedures 10**

**Deflector Shield Operation 20**

**Electronics Technology 5**

**Environmental Suit Operations 15**

**Life Support Systems Technology 20**

**Navigation/Helm Operation 20**

**Shuttlecraft Pilot 25**

**Small Vessel Engineering 15**

**Small Vessel Pilot 40**

**Space Science: Astrogation 20**

**Starship Combat Strategy/Tactics 40**

**Starship Helm Operation 20**

**Starship Sensors 15**

**Starship Weaponry Operation 25**

**Zero-G Operations 20**

**Specialty Skills (Three of Choice) Total of 45 Points**

**Medical Specialist (4 Years)**

**Communication Systems Operation 10**

**Computer Operations 20**

**Language (Two of Choice) 15 each**

**Life Science (Three of Choice) 20 each**

**Life Support Systems Technology 15**

**Medical Sciences**

**General Medicine: Specialty Race 40**

**General Medicine: Other Races (Three of Choice) 20 each**

**General Medicine: Trauma Care 20**

**Psychology: Specialty Race 40**

**Psychology: Other Races (Three of Choice) 15 each**

**Physical Science: Chemistry 20**

**Small Equipment Systems Operation 20**

**Specialty Skills (Three of Choice) Total of 40 Points**

**Operations Specialist (2 Years)**

**Communication Systems Operations 30**

**Communication Systems Technology 15**

**Computer Operations 30**

**Computer Technology 15**

**Deflector Shield Operations 30**

**Deflector Shield Technology 15**

**Damage Control Procedures 30**

**Electronics Engineering 10**

**Environmental Suit Operations 10**

**Language (Three of Choice) 20 each**

**Leadership 20**

**Marksmanship: Modern 10**

**Negotiations/Diplomacy 15**

**Personal Combat: Armed 10**

**Personal Combat: Unarmed 10**

**Physical Science: Computer 40**

**Security Procedures 20**

**Small Equipment Systems Operation 10**

**Social Science: Federation Law 20**

**Social Science: Federation Culture/History 20**

**Starship Sensors 15**

**Speciality Skills (Three of Choice) Total of 45 points**

**Science Specialist (4 Years)**

**Computer Operations 40**

**Computer Technology 10**

**Life Science (Three of Choice) 25 each**

**Life Support Systems Technology 20**

**Medical Sciences: General Medicine (Race) 40**

**Medical Sciences: Psychology (Race) 20**

**Medical Sciences: Other (Two of Choice) 10 each**

**Physical Sciences (Three of Choice) 20 each**

**Planetary Sciences (Three of Choice) 20 each**

**Planetary Survival (Two of Choice) 10 each**

**Space Sciences (Two of Choice) 20 each**

**Starship Sensors 30**

**Specialty Skills (Three of Choice) Total of 40 points**

**Security Specialist (2 years)**

**Communication Systems Operation 30**

**Communication Systems Technology 10**

**Computer Operations 20**

**Damage Control Procedures 30**

**Deflector Shield Operation 20**

**Deflector Shield Technology 15**

**Electronic Technology 20**

**Marksmanship: Modern 20**

**Personal Combat: Armed 10**

**Personal Combat: Unarmed 10**

**Personal Weapons Technology 20**

**Security Procedures 40**

**Shuttlecraft Pilot 20**

**Small Equipment Systems Operation 20**

**Starship Sensors 20**

**Starship Combat Strategy/Tactics 20**

**Starship Weaponry Operations 20**

**Zero-G Operations 20**

**Zero-G Combat 10**

**Specialty Skills (Choice of Three) Total of 40 Points**

**Tactical Weapons Specialist (2 years)**

**Communications Systems Operation 20**

**Communications Systems Technology 20**

**Computer Operation 20**

**Damage Control Procedures 20**

**Deflector Shield Operations 30**

**Deflector Shield Technology 15**

**Electronics Technology 20**

**Languages (Choice of Two) 15 each**

**Leadership 15**

**Marksmanship: Modern 20**

**Personal Combat: Armed 15**

**Personal Combat: Unarmed 15**

**Personal Weapons Technology 20**

**Security Procedures 30**

**Small Equipment Systems Operation 20**

**Starship Combat Strategy/Tactics 40**

**Starship Sensors 30**

**Starship Weaponry Operation 40**

**Starship Weaponry Technology 20**

**Specialty Skills (Choice of Three) Total of 40 Points**

**ASSIGNMENT**

**Dice Roll: D100**

**Modifiers: As Below**

**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**

**76-90 Merchant Marine Command**

**90-100 Starfleet Marine Corps**

**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 JG**

**60+ Repeat Cruise Procedures**

**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**

**Department Head School Skills (1 Year)**

**Administration 40**

**Computer Operation 15**

**Leadership 20**

**Specialty Skill 10**

**Advance Training**

**Number of Skills: INT/10, rounded down**

**Skill Ranking: 1d10**

**Choice: Only Skills already known**

**Rank: Promotion One Rank**

**Command Schools Skills (1 Year)**

**Administration 10**

**Leadership 20**

**Negotiations/Diplomacy 10**

**Social Sciences: Federation Culture/History 15**

**Social Sciences: Federation Law 10**

**Starship Combat Strategy/Tactics 40**

**Specialty Skills 20**

**Advanced Training**

**Number of Skills: INT/10, rounded down**

**Skill Ranking: 1d10**

**Choice: Skills already known**

**Rank: Promotion One Rank**

**Tour Assignment (all tours)**

**01-10 Starship Operations Command  
11-20 Galaxy Exploration Command  
21-30 Military Operations Command  
31-60 Colonial Operations Command  
61-80 Starbase Operations Command  
81-00 Merchant Marine Command**

* **INT 70+ -10**
* **INT 60-69 -5**
* **LUC 70+ -10**
* **LUC 60-69 -5**

**Tour Length = 1d10/2 (round down) years min. of 1**

**Overall Efficiency Rating (OER)**

**Die Roll = d%**

**01-10 Outstanding (eligible for** [**decoration**](http://members.tripod.com/starbase_10/decorati.htm)**)   
11-25 Excellent  
26-75 As Expected  
76-90 Fair  
90-00 Poor**

* **INT 60+ -10**
* **LUC 70+ -10**
* **LUC 60-69 -5**

**Skill Advancement**

**Number = As Below  
Rating = 1d10  
Choice = only skills already known**

* **For Service** 
  + **Per 2 years active duty - 1 roll**
  + **Per 2 years Starship Operations Command - 1 extra roll**
  + **Per Tour on a Starbase - 1 extra roll in Administration**
  + **Per Tour in Merchant Marine or Starbase - 1 extra roll in Carousing or Streetwise**
* **Attributes**
  + **INT 70 +2 extra rolls**
  + **INT 60-69 +1 extra roll**
  + **LUC 70 +2 extra rolls**
  + **LUC 60-69 +1 extra roll**

**Starfleet Intelligence Command**

**(Civilian, Enlisted NCOs, Warrant Officers and Officers)**

**Native Skills**

**Language: Native 30**

**Medical Science: First Aid (Native) 15**

**Social Sciences: Native Law 10**

**Social Sciences: Native Culture/History 10**

**Personal Combat: Unarmed (Native) 10**

**Trivia (Native) 10**

**Basic Education**

**Artistic Expression 5**

**Computer Operation 10**

**Language: Galactic 30**

**Language: Native 40**

**Language: (Two of Choice) 15 each**

**Life Science: Biology 10**

**Med Science: General Medicine (Native) 10**

**Physical Science: Physics 15**

**Physical Science: Mathematics 15**

**Social Science: Economics 15**

**Social Science: Federation Law 10**

**Social Science, Native Culture/History 15**

**Social Science, Native Law 15**

**Sports (One of Choice) 10**

**Trade and Commerce 5  
Vehicle Operation 10**

**Background Skills:**

**Background Skills**

**Number of Skills: Int/10 rounded down**

**Half on Education and half on Personal Development**

**Ranking: 1d10**

**Educational Background Skills**

**Computer Operations**

**\*Language**

**\*Life Sciences**

**General Medicine (First Aid only)**

**\*Physical Sciences**

**\*Planetary Sciences**

**\*Social Sciences**

**\*Space Sciences**

**\*Trivia**

**Personal Background Skills**

**\*Artistic Expressions**

**Carousing**

**Communication Systems Operation**

**Communication Systems Technology**

**Computer Technology**

**Electronics Technology**

**\*Gaming**

**\*Language**

**Leadership**

**\*Marksmanship: Archaic**

**Mechanical Engineering**

**Negotiations/Diplomacy**

**\*Personal Combat: Armed**

**\*Personal Combat: Unarmed**

**\*Planetary Survival**

**\*Shuttlecraft Pilot**

**\*Sports**

**Streetwise**

**\*Trivia**

**\*Vehicle Operations**

**Administration Branch School (1.5 years)**

**Administration 30**

**Bribery 15**

**Clandestine Operations 20**

**Communication Systems Operations 20**

**Computer Operations 10**

**Computer Technology 5**

**Cryptology 25**

**Forgery 15**

**Interrogation 20**

**Intelligence Procedures 15**

**Languages (Three of choice) 15 each**

**Leadership 25**

**Negotiation/Diplomacy 15**

**Small Unit Tactics 5**

**Social Sciences (Three of Choice) 15 each**

**Stealth 10**

**Streetwise 10**

**Surveillance 30**

**Trade and Commerce 20**

**Value Estimation 15**

**Specialty Skills (Any in the Branch School) Total of 30 Points**

**Analysis Branch School (1.5 years)**

**Administration 15**

**Communication System Operation 10**

**Cryptology 25**

**Computer Operation 20**

**Computer Technology 20**

**Intelligence Procedures 10**

**Languages (Three of Choice) 5 each**

**Negotiation/Diplomacy 15**

**Security Procedures 10**

**Shuttlecraft Pilot 5**

**Small Equipment Systems Operation 10**

**Small Equipment Systems Technology 5**

**Small Vessel Engineering 5**

**Small Vessel Pilot 15**

**Social Sciences (Four of choice) 15 each**

**Space Sciences (Two of Choice) 5 each**

**Starship Combat Strategy/Tactics 30**

**Streetwise 20**

**Trade and Commerce 5**

**Value Estimation 5**

**Specialty Skills (Any in the Branch School) Total of 45 points**

**Covert Field Pilot Branch School (2 years)**

**Administration 25**

**Bribery 20**

**Carousing 20**

**Communication Systems Operation 10**

**Computer Operation 20**

**Damage Control Procedures 15**

**Electronic Technology 20**

**Intelligence Procedures 10**

**Security Procedures 20**

**Shuttlecraft Pilot 35**

**Shuttlecraft Systems Technology 15**

**Small Vessel Engineering 15**

**Small Vessel Pilot 45**

**Space Sciences: Astrogation 30**

**Space Sciences: Astronautics 10**

**Starship Combat Strategy/ Tactics 30**

**Starship Helm Operations 20**

**Starship Sensors 30**

**Starship Weaponry Operation 20**

**Starship Weaponry Technology 10**

**Streetwise 10**

**Trade and Commerce 20**

**Value Estimation 15**

**Warp Drive Technology 10**

**Specialty Skills Total of 40 Points**

**Covert Sabotage Operative Branch School (2 Years)**

**Administration 25**

**Artistic Expression: Acting 30**

**Bribery 15**

**Carousing 20**

**Clandestine Operations 40**

**Communications Systems Operation 15**

**Communications System Tech 15  
Computer Operation 15**

**Computer Tech 25**

**Cryptology 20**

**Deflector Shield Tech 15**

**Demolitions 30**

**Disguise 15**

**Electronics Tech 25**

**Language (Three of Choice) 30 each**

**Life Supports Systems Tech 15**

**Marksmanship, Modern 35**

**Mechanical Engineering 20**

**Personal Combat, Unarmed 30**

**Personal Weapons Tech 35**

**Security Procedures (Three Races of Choice) 20 each**

**Shuttlecraft Piloting 10**

**Shuttlecraft Systems Technology 10**

**Small Equipment Systems Tech 10**

**Small Equipment Operation 10**

**Social Sciences: Culture/History (Three Races of Choice) 20 Each**

**Starship Weaponry Tech 20**

**Stealth 30**

**Streetwise 15**

**Transporter Systems Operation 10**

**Transporter Systems Tech 15**

**Zero-G Operations 10**

**Speciality Skills Total of 45 Points**

**Field Medical Operations Branch School (2 Years)**

**Administration 10**

**Bribery 20**

**Clandestine Operations 30**

**Communication Systems Operation 10**

**Computer Operations 10**

**Environmental Suit Operations 10**

**Languages (Three of Choice) 20 each**

**Life Sciences: Biology 20**

**Life Sciences (Three of Choice) 15 each**

**Life Support Systems Technology 15**

**Medical Sciences**

**General Medicine**

* + - **(specialty race) 20**
    - **(other races-three of choice) 10 each**

**Psychology**

* + - **(specialty race) 20**
    - **(other races-two of choice) 20 Each**

**Other specialties (Three of Choice) 10 each**

**Physical Science: Chemistry 15**

**Small Equipment Systems Operations 20**

**Streetwise 10**

**Trade and Commerce 10**

**Value Estimations 10**

**Specialty Skills Total of 40 Points**

**Field Operation Branch School (2 years)**

**Administrations 15**

**Bribery 30**

**Carousing 20**

**Clandestine Operations 30**

**Communication Systems Operation 10**

**Communication Systems Technology 10**

**Computer Operation 10**

**Computer Technology 10**

**Demolitions 15**

**Disguise 15**

**Electronic Technology 10**

**Gaming\* 25**

**Instruction 10**

**Intelligence Procedures 20**

**Languages (Three of Choice) 15 each**

**Leadership 10**

**Marksmanship: Modern 20**

**Negotiation/Diplomacy 10**

**Planetary Survival (Two of Choice) 10 each**

**Security Procedures 20**

**Shuttlecraft or Small Vessel Pilot 15**

**Small Unit Tactics 5**

**Stealth 5**

**Streetwise 10**

**Surveillance 5**

**Trade and Commerce 10**

**Value Estimation 10**

**Vehicle Operation 10**

**Specialty Skills Total of 40 Points**

**Foreign Diplomatic Intelligence Branch School (2 years)**

**Administration 30**

**Communication Systems Operation 15**

**Communication Systems Technology 15**

**Computer Operation 15**

**Instruction 20**

**Intelligence Procedures 15**

**Languages (Four of Choice) 30 each**

**Leadership 20**

**Negotiation/Diplomacy 30**

**Security Procedures 15**

**Social Science: Federation Law 40**

**Social Science: Law (Three of Choice) 20 each**

**Social Science: Culture/History: Federation 40**

**Social Science: Culture/History (Three of Choice) 20 each**

**Social Science: Political Science 15**

**Streetwise 20**

**Trivia: Interspatial Relations 20**

**Trade and Commerce 10**

**Value Estimation 10**

**Specialty Skills Total of 40 Points**

**Psychological Warfare Branch School (3 years)**

**Administration 40**

**Artistic Expression: Acting 30**

**Carousing 10**

**Communications System Operation 20**

**Communications System Tech 10**

**Computer Operation 30**

**Computer Technology 10**

**Electronics Technology 20**

**Interrogation 45**

**Investigation (Criminal) 40**

**Language (Three of Choice) 40 each**

**Medical Science: General Medicine (Native) 30**

**Medical Science: Psychology (Native) 40**

**Medical Science: Psychology (Three of Choice) 25 each**

**Planetary Survival (Four of Choice) 10 each**

**Small Equipment Operation 15**

**Social Sciences: Culture/History 30 each**

**Surveillance 25**

**Trivia (Four of Choice) 15 each**

**Specialty Skills Total of 50 points**

**SFMC Special Operations Branch School (1.5 years)**

**Communication Systems Operation 20**

**Clandestine Operation 30**

**Demolitions 30**

**Environmental Suit Operation 20**

**Intelligence Procedures 20**

**Interrogation 20**

**Languages (Three of Choice) 20 each**

**Marksmanship: Modern 15**

**Personal Combat: Armed 15**

**Personal Combat: Unarmed 15**

**Personal Weaponry Technology 15**

**Planetary Survival (Four of Choice) 15 each**

**Security Procedures 20**

**Shuttlecraft Pilot 10**

**Small Equipment Systems Operation 10**

**Small Unit Tactics 30**

**Transporter Operation Procedures 15**

**Zero-G Combat 20**

**Vehicle Operations 20**

**Specialty Skills Total of 40 Points**

**Technical Services Brach School (2 Years)**

**Administration 15**

**Bribery 10**

**Communication Systems Technology 10**

**Computer Operation 20**

**Computer Technology 15**

**Deflector Technology 10**

**Drafting 15**

**Electronics Technology 25**

**Environmental Suit Operations 10**

**Intelligence Procedures 10**

**Languages (Three of Choice) 15 each**

**Life Support Systems Technology 30**

**Mechanical Engineering 30**

**Negotiation/Diplomacy 10**

**Personal Weapons Technology 10**

**Physical Sciences (Four of Choice) 15 each**

**Security Procedures 10**

**Shuttlecraft Pilot 5**

**Small Equipment Systems Operation 5**

**Small Equipment Systems Technology 5**

**Small Vessel Engineering 10**

**Space Sciences: Astronautics 20**

**Space Sciences: (Two of Choice) 10 each**

**Starship Helm Operations 5**

**Starship Weaponry Technology 15**

**Trade and Commerce 10**

**Transporter Operations Procedures 5**

**Transporter Systems Technology 10**

**Value Estimation 20**

**Warp Drive Technology 15**

**Specialty Skills Total of 45 Points**

**Advanced Training**

**Number of Skills: INT/10, rounded down**

**Skill Ranking: 1d10**

**Choice: Only Skills Already Known**

**Outside Electives**

**Number of Skills: 2**

**Skill Ranking: 1d10**

**Cadet Cruise**

**1 year**

**Assignment Results**

***Roll Assignment Roll Result***

**15 or less Operating Forces Subdivision 5 or less Passed with High Honors (Promoted)**

**16-25 Technical Services Subdivision 6-15 Passed with Honors**

**26-50 Plans and Policies Division 16-60 Passed**

**51-75 Administration Division 60+ Repeat Cruise Procedure**

**76-90 Military Operations Command**

**91-100 Starfleet Marine Special Operations**

**Modifiers for Cadet Cruise Assignment Modifiers for Cadet Cruise Results**

**LUC 70+ -10 Operating Forces Subdivision -20**

**LUC 60-69 -5 Technical Services Subdivision -10**

**LUC 40 or less +5 Plans and Policies Division -10**

**INT 70+ -10 Administration Division No Modifier**

**INT 60-69 -5 Military Operations Command +10**

**Per Previous Cruise +10 LUC 70+ -10**

**Field Ops Branch -10 LUC 60-69 -5**

**Tech Services Branch -5 LUC 40 or less +5**

**Analysis Branch +5 For Every Previous Cruise +10**

**Intelligence Command School**

**Five Branch Skills of Choice 25 each**

**Administration, Intelligence Procedures or Security Procedures 20**

**Three other Skills 25 each**

**Advanced Training**

**Number of Skills: INT/10, rounded down**

**Skill Ranking: 1d10**

**Choice: Only Skills Already Known**

**Outside Electives**

**Number of Skills: 2**

**Skill Ranking: 1d10**

**Post Academy Experience**

**Number of Tours Served = 1d10/2 (round down)**

**Modifiers to Number of Tours Served Officer Efficiency Reports**

***For Stats For Destined Rank Roll Report Modifiers***

**INT 60 -1 Tour Enlisted -2 Tours 01-10 Outstanding INT 60+ -10**

**LUC 60 -1 Tour Ensign -1 Tour 11-25 Excellent LUC 70+ -10**

**LUC 40 or less +1 Tour Lt J.G. or Lt No Modifier 26-75 As Expected LUC 60-69 -5**

***For Destined Position* 76-90 Fair**

**Lt. Comdr or Comdr +1 Tour 91+ Poor**

**ICS Graduate +1 Tour**

**Captain +2 Tours**

**Station Chief or Greater +1 Tour**

**Commodore or Above +3 Tours**

**Administration Branch Assignments**

**Analysis Branch Assignments**

**Technical Services Branch Assignments**

***Roll Assignment Roll Assignment Roll Assignment***

**01-40 Support Serve Dept (Op For) 01-40 Support Serve Dept (Ops) 01-40 Support Serve Dept (Ops)**

**41-50 Tech Services (Op For) 41-50 Tech Services (Ops) 41-60 Tech Services (Ops)**

**51-60 Plans and Policies Division 51-70 Plans and Policies Div. 61-70 Plans and Policies Div.**

**61-80 Administration Division 71-80 Administration Div. 71-80 Administration Div.**

**81-85 Star Fleet HQ Command 81-85 SF Communications 81-85 Merchant Marine CMD**

**86-90 Star Fleet Material CMD 86-90 SF Security Command 86-90 SF Engineering Command**

**91+ Star Fleet Academy 91+ Star Fleet Academy 91+ Star Fleet Academy**

**Field Operations Branch Assignments Operating Forces Sector Table Modifiers for Tour Assignments**

***Roll Assignment Roll Assignment***

**01-60 Field Operations (Ops Forces) 01-15 Triangle Sector LUC 70+ -4**

**61-70 Tech Services (Ops Forces) 16-30 Klingon Sector LUC 60-69 -2**

**71-75 Plans and Policies Division 31-40 Romulan Sector LUC 40 or less +2**

**76-80 Administrations Division 41-50 Orion Sector Outstanding OER -6**

**81-85 Star Fleet Military Ops Command 51-55 Gorn Sector Excellent OER -4**

**86-90 Star Fleet Marine Corps Comm 56-60 Tholian Sector As Expected OER 0**

**91+ Star Fleet Academy 61-70 Sector 3 SE Intelligence Fair OER +4**

**71-80 Sector 4 SW Intelligence Poor OER +6**

**81-85 Sector 2 NE Intelligence High Honors (1st Tour) -20**

**86+ Sector 1 NW Intelligence Honors (1st Tour Only) -10**

**Final Skill Advancement**

**Per 2 years of service 1 roll**

**INT 70+ 2 rolls**

**INT 60-69 1 roll**

**LUC 70+ 2 rolls**

**LUC 60-69 1 roll**

**Per tour as Academy Instructor 1 extra roll in Instruction**

**Per tour on Star Base duty 1 extra roll in Administration**

**Per tour on Merchant Marine or Star Base duty 1 extra roll in Carousing or Streetwise**

**Per tour in the Administrative Division 1 extra roll in Administration or Intelligence Procedures**

**Per tour in Plans and Policies Division 1 extra roll in Intelligence Procedures, Federation Law or Leadership**

**Per year in Operating Forces Sector 3 points in Bribery, Cryptology, Clandestine Operations, Language, Leadership, General Medicine - Psychology, Marksmanship - Modern, Negotiation/Diplomacy, Personal Combat - Unarmed, any specialty from the Social Sciences, Stealth, Surveillance, or Streetwise.**

**Federation Merchant Marine Academy**

**Native Skills**

**Language: Native 30**

**Medical Science: First Aid (Native) 15**

**Social Sciences: Native Law 10**

**Social Sciences: Native Culture/History 10**

**Personal Combat: Unarmed (Native) 10**

**Trivia (Native) 10**

**Basic Education**

**Artistic Expression 5**

**Computer Operation 10**

**Language: Galactic 30**

**Language: Native 50**

**Language: (Two of Choice) 15 each**

**Life Science: Biology 10**

**Med Science: General Medicine (Native) 10**

**Physical Science: Physics 15**

**Physical Science: Mathematics 15**

**Social Science: Economics 15**

**Social Science: Federation Law 10**

**Social Science, Native Culture/History 15**

**Social Science, Native Law 15**

**Sports (One of Choice) 10**

**Trade and Commerce 5  
Vehicle Operation 10**

**Background Skills:**

**Background Skills**

**Number of Skills: Int/10 rounded down**

**Half on Education and half on Personal Development**

**Ranking: 1d10**

**Educational Background Skills**

**Computer Operations**

**\*Language**

**\*Life Sciences**

**General Medicine (First Aid only)**

**\*Physical Sciences**

**\*Planetary Sciences**

**\*Social Sciences**

**\*Space Sciences**

**\*Trivia**

**Personal Background Skills**

**\*Artistic Expressions**

**Carousing**

**Communication Systems Operation**

**Communication Systems Technology**

**Computer Technology**

**Electronics Technology**

**\*Gaming**

**\*Language**

**Leadership**

**\*Marksmanship: Archaic**

**Mechanical Engineering**

**Negotiations/Diplomacy**

**\*Personal Combat: Armed**

**\*Personal Combat: Unarmed**

**\*Planetary Survival**

**\*Shuttlecraft Pilot**

**\*Sports**

**Streetwise**

**\*Trivia**

**\*Vehicle Operations**

**Academic Curriculum (2 years)**

**For Core Curriculum:**

**Computer Operation 15**

**Language (One of Choice) 10**

**Life, Physical, or Planetary Science (Choose one skill) 10**

**Social Science: Federation Law 15**

**Social Science: Native Law 15**

**For Space Training Curriculum:**

**Damage Control Procedures 10**

**Environmental Suit Operation 10**

**Shuttlecraft Pilot 10**

**Zero-G Operations 10**

**For Merchant Training Curriculum:**

**Leadership 10**

**Marksmanship, Modern 10**

**Personal Combat, Unarmed 10**

**Small Equipment Systems Ops 10**

**Trade and Commerce 10**

**Value Estimation 10**

**Outside Electives: Select 2 different skills at 10 points each.**

**Bribery**

**Negotiation/Diplomacy**

**Carousing**

**Space Sciences**

**Gaming**

**Sports**

**Instruction**

**Trivia**

**Mid-Program Evaluation**

**D100 Roll Result**

**15 or less Further training disallowed**

***Enter Base-level Labor***

**16 – 40 Recommended for Apprenticeship**

***Enter Apprenticeship Specialty***

**41+ Approved for specialty training**

***Continue Merchant Academy***

**Modifiers for Evaluation**

**LUC 70+ +20**

**LUC 60 – 69 +10**

**LUC 50 – 59 +5**

**LUC 40 or less -10**

**CHA 70+ +10**

**INT 70+ +20**

**INT 60 – 69 +10**

**Outside Electives**

**2 different skills at 10 points each from any**

**Specialty Training Table**

**Advanced Training**

**6 skills that are already known at 1D10 each**

**Deck Department**

**Navigation**

**Computer Operation 15**

**Deflector Shield Operation 10**

**Shuttlecraft Pilot 10**

**Small Vessel Pilot 20**

**Space Sciences: Astrogation 20**

**Space Sciences (Two of Choice) 10 each**

**Starship Combat Strategy/Tactics 0**

**Starship Helm Operation 20**

**Starship Sensors 10**

**Starship Weaponry Operation 0**

**Warp Drive Technology 10**

**Specialties (Choose from above skills, no more than 20 points in any one skill) Total of 30 Points**

**Cargomaster/Security**

**Administration 0**

**Environmental Suit Operation 10**

**Marksmanship, Modern 20**

**Medical Sciences: General Medicine (Native) 0**

**Medical Sciences: Psychology (Native) 0**

**Personal Combat, Unarmed 20**

**Personal Weapons Technology 10**

**Planetary Survival (One of Choice) 0**

**Security Procedures 20**

**Social Science, Federation Law 10**

**Social Science: Native Law 10**

**Shuttlecraft Pilot 10**

**Small Unit Tactics 10**

**Starship Helm Operation 10**

**Starship Weapons Operation 0**

**Trade and Commerce 0**

**Value Estimation 20**

**Specialties (Choose from above skills, no more than 20 points in any one skill) Total of 30 Points**

**Communications (Sparks)**

**Communications Systems Operations 20**

**Communications Systems Technology 20**

**Computer Operation 10**

**Damage Control Procedures 20**

**Electronics Technology 20**

**Language: Native 20**

**Language (Two of Choice) 15**

**Starship Helm Operation 10**

**Starship Sensors 0**

**Specialties (Choose from above skills, no more than 20 points in any one) Total of 30 Points**

**Engineering Department**

**Engineer**

**Computer Technology 10**

**Damage Control Procedures 0**

**Deflector Shield Technology 0**

**Electronics Technology 10**

**Life Support Systems Tech 10**

**Mechanical Engineering 10**

**Personal Weapons Technology 0**

**Physical Science, Physics 10**

**Shuttlecraft Systems Technology 0**

**Space Science, Astronautics 20**

**Starship Sensors 0**

**Starship Weapons Technology 0**

**Transporter Operations Procedures 10**

**Transporter Systems Technology 0**

**Warp Drive Technology 10**

**Specialties (Choose from above skills, no more than 20 points in any one skill) Total of 60 Points**

**Technical (Chips)**

**Computer Technology 0**

**Damage Control Procedures 10**

**Deflector Shield Technology 10**

**Electronics Technology 10**

**Life Support Systems Tech 10**

**Mechanical Engineering 10**

**Personal Weapons Technology 0**

**Physical Science, Physics 10**

**Shuttlecraft Systems Technology 10**

**Space Science, Astronautics 0**

**Starship Sensors 10**

**Starship Weapons Technology 0**

**Transporter Operations Procedures 10**

**Transporter Systems Technology 10**

**Warp Drive Technology 0**

**Specialties (Choose from above skills, no more than 20 points in any one skill) Total of 60 Points**

**Steward’s Department**

**Steward**

**Administration 30**

**Artistic Expression: Cooking 20**

**Artistic Expression: Tailor 15**

**Communication Systems Operation 10**

**Computer Operation 20**

**Life Support Systems Technology 20**

**Social Sciences: Federation Law 20**

**Social Sciences: Native Law 20**

**Small Equipment Systems Ops 10**

**Value Estimation 10**

**Specialties (Choose from above skills, no more than 20 points in any one skill)**

**Total of 25 Points**

**Financial/Clerical**

**Administration 20**

**Computer Operation 15**

**Instruction 10**

**Language: Native 20**

**Language (Two of Choice) 10**

**Leadership 0**

**Negotiation/Diplomacy 10**

**Social Sciences: Racial Culture/History (Two of Choice) 0**

**Social Sciences: Federation Law 20**

**Social Sciences: Native Law 30**

**Social Sciences: Political Science 0**

**Trade and Commerce 10**

**Value Estimation 10**

**Specialties (Choose from above skills, no more than 20 points in any one skill) Total of 40 Points**

**Master’s Ticket**

**Command Training School (1 year)**

**Leadership 20**

**Negotiation/Diplomacy 20**

**Social Sciences, Federation Law 20**

**Starship Combat Strategy/Tactics 10**

**Trade and Commerce 10**

**Advanced Training**

**Number of Skills: INT/10, rounded down**

**Skill Ranking: 1d10**

**Choice: Only Skills Already Known**

**Outside Electives**

**Number of Skills: 2**

**Skill Ranking: 1d10**

**Trading Experience**

**Number of Jobs Employed: 1D10/3 (round up)**

**For Destined Position/Station**

**Fleet Owner/Merchant Prince Owning 2 ships +5 jobs**

**Per additional 2 ships +1 job**

**Running Major Corporation planetside +4 jobs**

**Self-Employed Character**

**Merchant captain with own ship +4 jobs**

**No payments yet made on ship -3 jobs**

**Some payments had, but less than ½ -2 jobs**

**More than ½ payments made, but not all -1 job**

**Small ship requiring less than 5 crew -1 job**

**Planetside Merchant/Trader**

**With large established business +4 jobs**

**With small established business +2 jobs**

**Freelance (no establishment) No Modifier**

**Independent Service Professions**

**Based aboard own ship same as Merchant Captain Above**

**Based aboard ship of another +1 job**

**Based planetside No Modifier**

**Character Employed By Others**

**Merchant Captain +3 jobs**

**Merchant 1st Officer +2 jobs**

**Merchant ship department head +2 jobs**

**Merchant ship secondary officer +1 job**

**Minor merchant crewman No Modifier**

**Planetside top management position +3 jobs**

**Planetside middle management +1 job**

**Planetside functionary No Modifier**

**Service profession under contract No Modifier**

**For Time Spent Elsewhere**

**Per 4 full years in space duty (Star Fleet) -1 job**

**Civilian Classes**

**Native Skills**

**Language: Native 30**

**\*Medical Science: First Aid (Native) 15**

**Social Sciences: Native Law 10**

**Social Sciences: Native Culture/History 10**

**Native Personal Combat: Unarmed 10**

**\*Trivia (Native) 10**

**\*Optional Skills**

**Advanced Training**

**Number of Skills: INT/10, rounded down**

**Skill Ranking: 1d10**

**Choice: Only Skills Already Known**

**Outside Electives**

**Number of Skills: 2**

**Skill Ranking: 1d10**

**Basic Education**

**Artistic Expression 5**

**Computer Operation 10**

**Language: Galactic 30**

**Language: Native 40**

**Language: (Two of Choice) 15 each**

**Life Science: Biology 10**

**Med Science: General Medicine (Native) 10**

**Physical Science: Physics 5**

**Physical Science: Mathematics 15**

**Social Science: Economics 15**

**Social Science: Federation Law 10**

**Social Science, Native Culture/History 15**

**Social Science, Native Law 15**

**Sports (One of Choice) 10**

**Trade and Commerce 5  
Vehicle Operation 10**

**Background Skills:**

**Background Skills**

**Number of Skills: Int/10 rounded down**

**Half on Education and half on Personal Development**

**Ranking: 1d10**

**Educational Background Skills**

**Computer Operations**

**\*Language**

**\*Life Sciences**

**General Medicine (First Aid only)**

**\*Physical Sciences**

**\*Planetary Sciences**

**\*Social Sciences**

**\*Space Sciences**

**\*Trivia**

**Personal Background Skills**

**\*Artistic Expressions**

**Carousing**

**Communication Systems Operation**

**Communication Systems Technology**

**Computer Technology**

**Electronics Technology**

**\*Gaming**

**\*Language**

**Leadership**

**\*Marksmanship: Archaic**

**Mechanical Engineering**

**Negotiations/Diplomacy**

**\*Personal Combat: Armed**

**\*Personal Combat: Unarmed**

**\*Planetary Survival**

**\*Shuttlecraft Pilot**

**\*Sports**

**Streetwise**

**\*Trivia**

**\*Vehicle Operations**

**ENGINEERING SCHOOLS**

**Chemical Engineering (BS or BE) +4 years**

**Chemistry 40**

**Mathematics 20**

**Physics 20**

**Metallurgy 40**

**Computer Operation 10**

**Electronic Technology 10**

**Drafting 10**

**Mechanical Engineering 10**

**Any 3 Social Sciences or Psychology 10 each**

**Any 2 new skills 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives**

**Pick 5 skills from the following list**

**Artistic Expression**

**Carousing**

**Gaming**

**Marksmanship: Archaic**

**Sports**

**Streetwise**

**Trivia**

**Vehicle Operation**

**Rating = 10 each Skill**

**Electrical Engineering (BS or BE) +4 Years**

**Electronic Technology 40**

**Mathematics 20**

**Physics 30**

**Chemistry 10**

**Metallurgy 10**

**Computer Operation 10**

**Computer Technology 20**

**Computer Science 20**

**Drafting 10**

**Mechanical Engineering 10**

**Any 3 Social Sciences or Psychology 10 each**

**Any 2 new skills 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives**

**Pick 5 skills from the following list**

**Artistic Expression**

**Carousing**

**Gaming**

**Marksmanship: Archaic**

**Sports**

**Streetwise**

**Trivia**

**Vehicle Operation**

**Rating = 10 each Skill**

**Mechanical Engineering (BS or BE) +4 years**

**Mechanical Engineering 40**

**Mathematics 20**

**Physics 30**

**Chemistry 10**

**Metallurgy 20**

**Computer Operation 10**

**Electronic Technology 10**

**Drafting 20**

**Any 3 Social Sciences or Psychology 10 each**

**Any 2 new skills 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives**

**Pick 5 skills from the following list**

**Artistic Expression**

**Carousing**

**Gaming**

**Marksmanship: Archaic**

**Sports**

**Streetwise**

**Trivia**

**Vehicle Operation**

**Rating = 10 each Skill**

**Civil Engineering (BS or BE) +4 years**

**Structural Engineering 40**

**Mathematics 20**

**Physics 20**

**Chemistry 10**

**Metallurgy 20**

**Computer Operation 10**

**Electronic Technology 10**

**Drafting 20**

**Mechanical Engineering 10**

**Any 3 Social Sciences or Psychology 10 each**

**Any 2 new skills 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives**

**Pick 5 skills from the following list**

**Artistic Expression**

**Carousing**

**Gaming**

**Marksmanship: Archaic**

**Sports**

**Streetwise**

**Trivia**

**Vehicle Operation**

**Rating = 10 each Skill**

**Computer Engineering (BS or BE) +4 years**

**Computer Operation 20**

**Computer Technology 40**

**Computer Science 30**

**Mathematics 20**

**Physics 20**

**Chemistry 10**

**Metallurgy 10**

**Electronic Technology 20**

**Drafting 10**

**Mechanical Engineering 10**

**Any 3 Social Sciences or Psychology 10 each**

**Any 2 new skills 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives**

**Pick 5 skills from the following list**

**Artistic Expression**

**Carousing**

**Gaming**

**Marksmanship: Archaic**

**Sports**

**Streetwise**

**Trivia**

**Vehicle Operation**

**Rating = 10 each Skill**

**GRADUATE EQUIVALENTS**

**Chemical Engineering (MS or ME) - +1.5 to 2 years**

**(Must have Chemical Engineering or Chemistry (BS) School Skills)**

**Chemistry 20**

**Metallurgy 20**

**Any Physical Science or Technology Skill 10**

**Administration 15**

**Instruction 20**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Electrical Engineering (MS or ME) - +1.5 to 2 years**

**(Must have Electrical Engineering, Computer Engineering or Physics (BS) School Skills)**

**Electronic Technology 20**

**Physics 10**

**Computer Technology 10**

**Any Physical Science or Technology skill 10**

**Administration 10**

**Instruction 20**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Mechanical Engineering (MS) - +1.5 to 2 years**

**(Must have Mechanical Engineering or Physics (BS) School Skills)**

**Mechanical Engineering 20**

**Physics 10**

**Any Physical Science or Technology Skill 10**

**Administration 10**

**Instruction 20**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Civil Engineering (MS) - +1.5 to 2 years**

**(Must have Civil Engineering or Physics (BS) School Skills)**

**Structural Engineering 20**

**Physics 10**

**Mechanical Engineering 10**

**Any Physical Science or Technology Skill 10**

**Administration 10**

**Instruction 20**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Computer Engineering (MS or ME) - +1.5 to 2 years**

**(Must have Computer Engineering or Electrical Engineering (BS) School Skills)**

**Computer Technology 30**

**Computer Operations 20**

**Computer Science 20**

**Any Physical Science or Technology Skill 10**

**Administration 10**

**Instruction 10**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**DOCTORATE EQUIVALENTS**

**Chemical Engineering (Ph.D.) +4 years**

**(Must have Chemical Engineering or Chemistry (BS) School Skills)**

**Chemistry 30**

**Metallurgy 20**

**Physical Science Three at 10**

**Administration 30**

**Instruction 40**

**Any other 3 Sciences or Technology Skills 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Electrical Engineering (Ph.D.) +4 years**

**(Must have Electrical Engineering, Computer Engineering or Physics (BS) School Skills)**

**Electronics Technology 30**

**Physics 20**

**Computer Science 10**

**Computer Technology 10**

**Physical Science Two at 10**

**Administration 30**

**Instruction 40**

**Any 3 other Sciences or Technology Skills 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Mechanical Engineer (Ph.D.) - +4 years**

**(Must have Mechanical Engineering or Physics (BS) School Skills)**

**Mechanical Engineering 30**

**Metallurgy 20**

**Physics 20**

**Physical Science (Choice of Two) 10 Each**

**Administration 30**

**Instruction 40**

**Any 3 other Sciences or Technology Skills 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Civil Engineering (Ph.D.) - +4 years**

**(Must have Civil Engineering or Physics (BS) School Skills)**

**Structural Engineering 30**

**Physics 20**

**Mechanical Engineering 10**

**Metallurgy 10**

**Physical Science (Choice of Two) 10**

**Administration 30**

**Instruction 40**

**Any 3 other Sciences or Technology Skills 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Computer Engineering (Ph.D.) - +4 years**

**(Must have Electrical Engineering, Computer Engineering or Physics (BS) School Skills)**

**Computer Science 30**

**Computer Technology 30**

**Computer Operations 20**

**Physical Science (Choice of Two) 10 each**

**Administration 30**

**Instruction 40**

**Any 3 other Sciences or Technology Skills 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Bachelor of Science Degrees**

**Biology (BS) +4 years**

**Life Sciences One at 40, one at 20 and two at 10**

**Chemistry 10**

**Mathematics 10**

**Physics 10**

**Computer Operation 10**

**Language (any) 10**

**Any Social Sciences or Psychology 10**

**Any 2 new skills 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Chemistry (BS) +4 years**

**Chemistry: 40**

**Physics 20**

**Mathematics 10**

**Any other Life, Physical or Planetary Sciences One at 20, Two at 10**

**Computer Operation 10**

**Language (any) 30**

**Any Social Science or Psychology 10**

**Any 2 new skills 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Mathematics (BS) +4 years**

**Mathematics 40**

**Life Science One at 20, Two at 10**

**Physics 20**

**Computer Science 20**

**Computer Operation 10**

**Language (any) 30**

**Any Social Science or Psychology 10 each**

**Any 2 new skills 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Physics (BS) + 4 years**

**Physics 40**

**Electronic Technology 10**

**Mechanical Engineering 10**

**Astrophysics 10**

**Chemistry 20**

**Mathematics 20**

**Computer Operation 10**

**Language (any) 30**

**Any Social Science or Psychology 10 each**

**Any 2 new skills 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Pre-Medical Sciences (BS) + 4 years**

**Life Sciences (Four of Choice) 20 each**

**Medical Science: General Medicine (Specific Race) 20**

**Medical Science: General Medicine (Two Skills of Choice) 10 each**

**Medical Science: Psychology 10**

**Physical Science: Chemistry 10**

**Computer Operation 10**

**Languages (Two of Choice) 20 each**

**Any 2 new skills 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Social Sciences: History or Law (BS) + 4 years**

**Social Sciences: Culture/ History or Law (Choice of Four) 30 each**

**Life Science (Two of Choice) 15 each**

**Medical Sciences: Psychology 20 each**

**Physical Science: Mathematics 10**

**Computer Operations 10**

**Language (Two of Choice) 30 each**

**Any 2 new skills 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**GRADUATE EQUIVALENTS**

**MASTERS DEGREES**

**Biology (MS) +1.5 to 2 years**

**(Must have a Biology BS)**

**Life Sciences One at 20, Three at 10**

**Administration 10**

**Instruction 10**

**Language (Any) 20**

**Leadership 15**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Chemistry (MS) - +1.5 to 2 years**

**(Must have Chemistry BS)**

**Chemistry 20**

**Any other Life, Physical or Planetary Science (Choice of Three) 10 Each**

**Administration 10**

**Instruction 10**

**Language (Any) 20**

**Leadership 15**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Mathematics (MS) - +1.5 to 2 years**

**(Must have Mathematics BS)**

**Mathematics 20**

**Physics 10**

**Computer Science 10**

**Any Physical Science 10**

**Administration 10**

**Instruction 10**

**Language (Any) 20**

**Leadership 15**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Physics (MS) - +1.5 to 2 years**

**(Must have Physics BS)**

**Physics 20**

**Electronic Technology 10**

**Mechanical Engineering 10**

**Any Physical Science 10**

**Administration 10**

**Instruction 10**

**Language (Any) 20**

**Leadership 15**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**PH.D. EQUIVALENTS**

**Biology (Ph.D.) +4 years**

**(Must have a Biology BS)**

**Life Science One at 30, One at 20 and Two at 10**

**Chemistry 10**

**Administration 30**

**Instruction 40**

**Any other three Sciences 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Chemistry (Ph.D.) +4 years**

**(Must have Chemistry BS)**

**Chemistry 30**

**Any other Life, Physical or Planetary Science One at 20, Three at 10**

**Administration 30**

**Instruction 40**

**Any other 3 Sciences 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Mathematics (Ph.D.) +4 years**

**(Must have Mathematics BS)**

**Mathematics 30**

**Physics 20**

**Computer Science 10**

**Any Other Physical Science (Choice of Two) 10 each**

**Administration 30**

**Instruction 40**

**Any 3 other Sciences 10 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Medical Science (M.D. or Medical Doctorate) +4 years**

**(Must have a BS in Medical Science or Science)**

**Medical Science One at 30, One at 20 and Two at 10**

**Speciality Race 40**

**Psychology 20**

**Life Science (Choice of Three) 20 each**

**Administration 30**

**Instruction 10**

**Languages (Choice of Three) 20 each**

**Any other Three Sciences 15 each**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Physics (Ph.D.) - +4 years**

**(Must have Physics BS)**

**Physics 30**

**Astrophysics or other Physics specialty 20**

**Electronic Technology 10**

**Mechanical Engineering 10**

**Any Physical Science 10**

**Administration 30**

**Instruction 40**

**Any 3 other Sciences 10**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already known**

**Colonist**

**Agricultural Technology 15**

**Computer Operation 5**

**Environmental Suit Operation 10**

**Language, Galactic 30**

**Language, Native 40**

**Life Science: Biology 20**

**Life Science: Botany 15**

**Life Science: Genetics 15**

**Mechanical Engineering 20**

**Medical Science: General Medicine (Native) 5**

**Physical Science, Mathematics 10**

**Planetary Science: Geology 10**

**Planetary Science: Hydrology 20**

**Social Science: Economics 10**

**Social Science, Federation Law 10**

**Social Science, Native Culture/History 10**

**Social Science, Native Law 10**

**Sports (One of Choice) 15**

**Trade and Commerce 20**

**Value Estimation 15**

**Vehicle Operation 10**

**Basic Science Studies (In the Following Skills) Total of 45 Points**

**Physical Science, Chemistry**

**Physical Science, Physics**

**Physical Science, Geology**

**Life Science, Biology**

**Space Science, Astronomy**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Data Hacker**

**Computer Operation 30**

**Computer Technology 20**

**Electronics Technology 20**

**Language, Galactic 20**

**Language, Native 40**

**Life Science: Biology 10**

**Life Support Systems Technology 20**

**Mechanical Engineering 20**

**Medical Science: First Aid (Native) 5**

**Physical Science: Computer Science 25**

**Physical Science, Mathematics 10**

**Small Equipment Systems Technology 20**

**Social Science: Economics 10**

**Social Science: Federation Law 10**

**Social Science: Native Culture/History 10**

**Social Science: Native Law 10**

**Sports (One of Choice) 5**

**Trade and Commerce 10**

**Vehicle Operation 10**

**Basic Science Studies Total of 45 Points**

**Physical Science: Chemistry**

**Physical Science: Computer Science**

**Physical Science: Physics**

**Planetary Science: Geology**

**Space Science: Astronomy**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Diplomatic Liaison**

**Clandestine Operations 15**

**Communication Systems Operation 20**

**Computer Operation 15**

**Language: Galactic 20**

**Language: Native 30**

**Language (Two of Choice) 15 each**

**Life Science: Biology 15**

**Medical Science: General Medicine (Native) 10**

**Medical Science: Psychology (Two of Choice) 20**

**Physical Science: Physics 15**

**Physical Science: Mathematics 15**

**Social Science: Economics 15**

**Social Science: Federation Law 15**

**Social Science: Native Culture/History 15**

**Social Science: Native Law 15**

**Social Science: Culture/History (Two Races of Choice) 10 each**

**Social Science: Law (Two Races of Choice) 10 each**

**Sports (One of Choice) 5**

**Trade and Commerce 10**

**Value Estimation 15**

**Vehicle Operation 10**

**Basic Science Studies (In the Following Skills) Total of 40 Points**

**Life Science, Biology**

**Physical Science: Chemistry**

**Physical Science: Physics**

**Planetary Science: Geology**

**Space Science, Astronomy**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Family Business Owner**

**Artistic Expression (Two of Choice) 20 Each**

**Computer Operation 10**

**Electronics Technology 20**

**Language: Galactic 20**

**Language: Native 30**

**Life Science: Biology 10**

**Life Support Systems Technology 20**

**Mechanical Engineering 20**

**Medical Science: First Aid (Native) 10**

**Physical Science: Chemistry 20**

**Physical Science: Mathematics 10**

**Small Equipment Systems Technology 20**

**Social Science, Economics 30**

**Social Science, Federation Law 10**

**Social Science, Native Culture/History 10**

**Social Science, Native Law 10**

**Trade and Commerce 25**

**Value Estimation 20**

**Vehicle Operation 10**

**Basic Science Studies (In the Following Skills) Total of 40 Points**

**Life Science, Biology**

**Physical Science: Chemistry**

**Physical Science: Physics**

**Planetary Science: Geology**

**Space Science, Astronomy**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Mercenary**

**Clandestine Operations 25**

**Communication Systems Operation 10**

**Computer Operation 15**

**Electronics Technology 20**

**Environmental Suit Operation 15**

**Language, Galactic 30**

**Language, Native 40**

**Language (Two of Choice) 10**

**Life Science: Biology 10**

**Marksmanship: Archaic 20**

**Marksmanship: Modern 30**

**Mechanical Engineering 10**

**Medicine Science: First Aid (Native) 5**

**Personal Combat: Armed 30**

**Personal Combat: Unarmed 30**

**Physical Science, Mathematics 10**

**Small Equipment Systems Operation 20**

**Social Science, Economics 10**

**Social Science, Federation Law 10**

**Social Science, Native Culture/History 10**

**Social Science, Native Law 10**

**Sports (Cross-Country) 5**

**Stealth 25**

**Trade and Commerce 15**

**Vehicle Operation 10**

**Zero-G Combat 20**

**Basic Science Studies (In the Following Skills) Total of 40 Points**

**Life Science, Biology**

**Physical Science: Chemistry**

**Physical Science: Physics**

**Planetary Science: Geology**

**Space Science, Astronomy**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Organized Crime**

**Administration 20**

**Bribery 25**

**Carousing 15**

**Clandestine Operations 30**

**Computer Operation 20**

**Communication Systems Operation 15**

**Electronic Engineering 20**

**Forgery 15**

**Gaming (One of Choice) 10**

**Language, Galactic 20**

**Language, Native 30**

**Language (Two of Choice) 15 Each**

**Leadership 20**

**Life Science: Biology 10**

**Marksmanship: Modern 25**

**Medical Science: First Aid (Native) 15**

**Personal Combat: Armed (Knife) 20**

**Personal Combat, Unarmed 30**

**Physical Science: Physics 10**

**Physical Science: Mathematics 10**

**Small Equipment Systems Operation 15**

**Small Unit Tactics 20**

**Social Science, Economics 10**

**Social Science, Federation Law 10**

**Social Science, Native Culture/History 10**

**Social Science, Native Law 10**

**Sports: Mixed Martial Arts 25**

**Trade and Commerce 15**

**Value Estimation 30**

**Vehicle Operation (Two of Choice) 15 each**

**Basic Science Studies (In the Following Skills) Total of 40 Points**

**Life Science, Biology**

**Physical Science: Chemistry**

**Physical Science: Physics**

**Planetary Science: Geology**

**Space Science, Astronomy**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Performer**

**Artistic Expression (One of Choice) 30**

**Artistic Expression (Two of Choice) 15 each**

**Carousing 20**

**Communication Systems Operation 20**

**Communication Systems Technology 10**

**Computer Operation 5**

**Disguise 20**

**Electronics Technology 20**

**Language: Galactic 20**

**Language: Native 40**

**Language (Two of Choice) 15 Each**

**Life Science: Biology 20**

**Mechanical Engineering 10**

**Med Science: First Aid (Native) 10**

**Physical Science, Mathematics 10**

**Small Equipment Systems Technology 20**

**Social Science, Economics 10**

**Social Science, Federation Law 10**

**Social Science, Native Culture/History 10**

**Social Science, Native Law 10**

**Sports (One of Choice) 10**

**Trade and Commerce 15**

**Value Estimation 15**

**Vehicle Operation 10**

**Basic Science Studies (In the Following Skills) Total of 40 Points**

**Life Science, Biology**

**Physical Science: Chemistry**

**Physical Science: Physics**

**Planetary Science: Geology**

**Space Science, Astronomy**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Politician**

**Administration 30**

**Computer Operation 5**

**Instruction 20**

**Language: Galactic 20**

**Language: Native 30**

**Language (Three of Choice) 15 each**

**Leadership 30**

**Life Science: Biology 10**

**Medical Science: First Aid (Native) 10**

**Physical Science: Physics 15**

**Physical Science, Mathematics 15**

**Social Science: Economics 20**

**Social Science: Federation Culture/History 15**

**Social Science: Federation Law 15**

**Social Science: Native Culture/History 15**

**Social Science: Native Law 15**

**Social Science: Political Science 30**

**Trade and Commerce 15**

**Value Estimation 20**

**Vehicle Operation 10**

**Basic Science Studies (In the Following Skills) Total of 40 Points**

**Life Science, Biology**

**Physical Science: Chemistry**

**Physical Science: Physics**

**Planetary Science: Geology**

**Space Science, Astronomy**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Religious Leader**

**Administration 30**

**Artistic Expression (Two of Choice) 20 each**

**Communication Systems Operation 15**

**Computer Operation 10**

**Language: Galactic 20**

**Language: Native 30**

**Language (Two of Choice) 15 each**

**Life Science: Biology 10**

**Medical Science: First Aid (Native) 10**

**Medical Science: Psychology (Native) 30**

**Medical Science: Psychology (Two of Choice) 10**

**Physical Science Physics 10**

**Physical Science, Mathematics 10**

**Social Science: Anthropology 10**

**Social Science: Economics 10**

**Social Science: Federation Law 10**

**Social Science: Native Culture/History 10**

**Social Science: Native Law 10**

**Social Science: Religion (Native) 25**

**Social Science: Religion (Two of Choice) 15 Each**

**Trade and Commerce 5**

**Vehicle Operation 10**

**Basic Science Studies (In the Following Skills) Total of 40 Points**

**Life Science, Biology**

**Physical Science: Chemistry**

**Physical Science: Physics**

**Planetary Science: Geology**

**Space Science, Astronomy**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Scientist**

**Computer Operation 30**

**Computer Technology 20**

**Instruction 15**

**Language, Galactic 20**

**Language, Native 30**

**Life Science (Three of Choice) 30 each**

**Med Science: General Medicine (Native) 20**

**Physical Science (Three of Choice) 25 each**

**Physical Science: Mathematics 20**

**Planetary Science (Two of Choice) 20**

**Social Science: Federation Law 10**

**Social Science: Native Culture/History 10**

**Social Science: Native Law 10**

**Space Science (Two of Choice) 20**

**Trade and Commerce 5**

**Basic Science Studies (In the Following Skills) Total of 40 Points**

**Life Science, Biology**

**Physical Science: Chemistry**

**Physical Science: Physics**

**Planetary Science: Geology**

**Space Science, Astronomy**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Sports Athlete/Games Expert**

**Artistic Expression (Two of Choice) 15**

**Carousing 10**

**Computer Operation 10**

**Instruction 15**

**Language, Galactic 20**

**Language, Native 30**

**Language (One of Choice) 10**

**Life Science (Two of Choice) 10 each**

**Medical Science: First Aid (Native) 20**

**Personal Combat: Unarmed (Two of Choice) 30 each**

**Physical Science: Physics 20**

**Physical Science: Mathematics 10**

**Planetary Survival (Two of Choice) 15 each**

**Social Science: Economics 10**

**Social Science: Federation Law 10**

**Social Science: Native Culture/History 10**

**Social Science: Native Law 10**

**Sports (Three of Choice) 30 each**

**Stealth 20**

**Trade and Commerce 15**

**Value Estimation 10**

**Vehicle Operation 10**

**Zero-G Operation 25**

**Basic Science Studies (In the Following Skills) Total of 40 Points**

**Life Science, Biology**

**Physical Science: Chemistry**

**Physical Science: Physics**

**Planetary Science: Geology**

**Space Science, Astronomy**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Thief**

**Bribery 20**

**Carousing 10**

**Clandestine Operations 30**

**Communication Systems Operation 10**

**Computer Operation 15**

**Disguise 20**

**Electronics Technology 20**

**Environmental Suit Operation 10**

**Forgery 30**

**Gaming (One of Choice) 20**

**Language, Galactic 20**

**Language, Native 30**

**Life Science: Biology 10**

**Mechanical Engineering 25**

**Medicine Science: First Aid (Native) 10**

**Physical Science: Physics 15**

**Physical Science: Mathematics 10**

**Security Procedures 30**

**Small Equipment Systems Technology 20**

**Social Science: Economics 20**

**Social Science: Federation Law 10**

**Social Science: Native Culture/History 10**

**Social Science: Native Law 10**

**Sports: Acrobatics 25**

**Stealth 30**

**Streetwise 20**

**Surveillance 20**

**Trade and Commerce 25**

**Trivia (One of Choice) 15**

**Value Estimation 30**

**Vehicle Operation (One of Choice) 30**

**Zero-G Operation 10**

**Basic Science Studies (In the Following Skills) Total of 40 Points**

**Life Science, Biology**

**Physical Science: Chemistry**

**Physical Science: Physics**

**Planetary Science: Geology**

**Space Science, Astronomy**

**Advanced Training**

**Number of Skills: INT/10 round down**

**Skill Ranking: 1D10**

**Choice: Skills already know**

**Outside Electives: Two of Choice**

**Rating: 1d10**

**Civilian Life Skills**

**Technical Skill Advancement**

**For Service:**

**Per 2 full years of job experience 1 roll**

**For Attribute Scores:**

**LUC 70+ 2 rolls**

**LUC 60-69 1 roll**

**INT 70+ 2 rolls**

**INT 60-69 1 roll**

**Street Skill Advancement**

**For Service: Per 3 full years of job experience 1 roll**

***All rolls 1d10 each***

**FASA Star Trek Skills**

**PROFICIENCY LEVELS IN ANY SKILL**

***Skill Rating Proficiency in Field***

**0 Unskilled**

**1 - 9 Semiskilled**

**10 Minimum proficiency**

**10-39 Qualified**

**40-79 Professional**

**80-95 Expert**

**96+ Acknowledged Leader**

**Unskilled**

**Characters have only their LUC score to use if they attempt to perform in an area where their Skill Rating is 0. Such use should be limited to very critical circumstances. After all, not every character should be able to do everything.**

**Semi-skilled**

**A character attempting to do something for which he has no skill may botch the job entirely. For a character to handle *routine* matters in an area where his Skill Rating is less than 10, the game master may require a Skill Roll using one 10-sided die, not percentile dice. If the roll is greater than the Skill Rating, the attempt fails and something goes wrong, but the game master may allow a Saving Roll against LUC to see if the character figured it out anyway.**

**Qualified**

**Characters that have a Skill Rating of at least 10 and not more than 39 are said to be qualified in a skill. This means that they may use their skill with modest success in most non critical circumstances. Their success will not be total, for they are not professionals, nor will it border failure, for they are, after all, proficient. In raising their skill, room is left for the close call, even in non-critical situations. The closer it is to 40, the less chance for close call. One way to simulate this is to subtract the Skill Rating from 40, and this gives the percentage chance for a close call.**

**For physical skills, a Skill Rating of 10 indicates that a character has familiarity with basic procedures used in those situations normally encountered. He can use that skill in non-critical, leisurely situations and have success. The quality of the product and the time taken to achieve the success are indicated by his Skill Rating. The Skill Rating indicates the quality of the action produced and the time taken to achieve the success. Thus a Skill Rating of 30 indicates that the character can use his skill in non-critical situations and perform with that skill three times as well as someone with a Skill Rating of 10. It also indicates that a person with a Skill Rating of 30 will take only one-third the time to do the same job as a person with a Skill Rating of 10.**

**For mental skills, a Skill Rating of 10 or more indicates a basic understanding of the concepts and vocabulary in an area of study. It also indicates that the most common facts in the area are known by the character, and that the common uses of the skill are within the character's grasp. In noncritical, leisurely situations, the character can apply his knowledge to solve problems. The Skill Rating is an indication of the difficulty of the problems that may be solved easily, and also an indication of the time needed to come up with the solution.**

**Professional Competency Level**

**Characters with a Skill Rating of 40 can use their skill with creditable success in every non-critical situation; this means that in normal use, these characters will not fail at using the skill. Normally a character will have a Skill Rating of at least 40 in the areas where he normally functions. A character's training at Star Fleet Academy will give him a Skill Rating of at least 40 in his major. A Skill Rating of 60 or more indicates the equivalent of an advanced degree in that skill.**

**Expert Level**

**Characters with a Skill Rating of 80 or more are experts who can use their skill with creditable success even in many critical situations. In critical situations, however, even the expert character may fail a Skill Roll. A Skill Rating of 96 or more indicates that the character is an acknowledged leader in the field, one of the few greats in the Federation.ING SKILL RATIH**

**There are two ways a game master can allow characters to increase their Skill Ratings. The first allows a player to increase some of his character's Skill Ratings by 1 point after every game session, and the second allows him to increase those ratings by 1D10 points after every adventure or mission in a campaign. In either case, only the characters that saw action should have this chance, and only the skills that were used frequently should be considered. In the first method, the player should keep track of all skills specifically used. For each skill used more than twice, the player should make a Skill Roll. In this case, the rating is increased by 1 point only if the roll is *greater than* the current Skill Rating. If the roll is equal to or less than the rating, the skill is not improved. In the second method, the player may improve three (or more, at the game master's option) skills the character used frequently during the course of the adventure. The player makes a Saving Roll against his character's INT score. If the roll is successful, the player may roll 1D10 and add the resulting number of points to his Skill Rating in that skill. Game masters may award bonus points to characters that push a skill to its limit by frequent successful use or by passing a very difficult Skill Roll. They may also award an extra point to characters that had the opportunity to make close observations of someone with a greater Skill Rating engaging in more-than routine use of the skill. This is a teaching situation, covered under the rules pertaining to the skill of *Instruction.***

**Game masters also should provide the player characters with the opportunity to gain new Skill Ratings. Between adventures, a player should have a chance to make a Saving Roll against his character's INT score to gain a brand new skill. This roll should only be made when the player specifically asks to devote time to learning something new, and it should be made with a modifier of 20 subtracted from the INT, making success a bit harder to get. The time required should depend on the character's INT score and on the similarity of the skill to others he already knows; the minimum should be about 4 weeks.**

**Game masters should not allow Skill Rating increases to be too easy, or allow Skill Ratings to rise too quick and too cheap. The GM should remember that Skill Ratings above 40 or 50 are (or should be) hard to attain—the result of intensive study and experience. It should be almost unheard of for player characters using the character generation system to ever gain Skill Ratings that rival those of Kirk, Spock, McCoy and the like. But it also depends on how the game is set up, home rules sometime allow characters to have higher skill ranks that Cannon characters.**

**Skill List**

**Some skills may require that the character develop a separate Skill Rating in a specific division. These skills are preceded by a solid star (\*). Examples are *Medical Sciences,* which requires a different Skill Rating for each racial type (Humans, Vulcans, etc.), and *Armed Personal Combat,* requires a completely different rating for each weapon type. Sometimes, skill in one division may confer a lesser Skill Rating in another automatically.**

**Agricultural Technology**

**Administration**

**\*Artistic Expression**

**Assassination**

**Bribery**

**Carousing**

**Clandestine Operations**

**Communication Systems Operation**

**Communication Systems Technology**

**Computer Operation**

**Computer Technology**

**Cryptology**

**Damage Control Procedures**

**Deflector Shield Operation**

**Deflector Shield Technology**

**Demolitions**

**Disguise**

**Electronics Technology**

**Environmental Suit Operation**

**Forgery**

**\*Gaming**

**Instruction**

**Intelligence Procedures**

**Interrogation**

**\*Language**

**Leadership**

**\*Life Sciences**

**Life Support Systems Technology**

**\*Marksmanship, Archaic**

**Marksmanship, Modern  
Marksmanship, Modern-Heavy Weapons**

**Marksmanship, Modern-Sniper**

**Mechanical Engineering**

**\*Medical Sciences**

**Negotiation/Diplomacy**

**\*Personal Combat, Armed**

**Personal Combat, Unarmed**

**Personal Weapons Technology**

**\*Physical Sciences**

**\*Planetary Sciences**

**\*Planetary Survival**

**Security Procedures**

**Shuttlecraft Pilot**

**Shuttlecraft Systems Technology**

**Small Equipment Systems Operation**

**Small Equipment Systems Technology**

**Small Unit Tactics**

**Small Vessel Engineering**

**Small Vessel Piloting**

**\*Social Sciences**

**\*Space Sciences**

**\*Sports**

**Starship Combat Strategy/Tactics**

**Starship Helm Operation**

**Starship Sensors**

**Starship Weaponry Operation**

**Starship Weaponry Technology**

**Stealth**

**Streetwise**

**Sub-Light Drive Technology**

**Surveillance**

**Trade and Commerce**

**Transporter Operation Procedures**

**Transporter Systems Technology**

**\*Trivia**

**Value Estimation**

**\*Vehicle Operation**

**Warp Drive Technology**

**Zero-G Operations**

**Administration**

**This skill is required of department heads aboard a starship and important to anyone who keeps records or manages people and deals with the structure and function of bureaucracies. Expertise most frequently is gained through experience, but Star Fleet gives formal training to prospective department heads. This training includes record-keeping procedures and personnel management techniques, as well as the organization of most Federation departments and the structure of Star Fleet itself.**

**This skill would be used by characters attempting to pass information through or get information from government channels, to write a report for or make a presentation that will be accepted positively, or to deal with administrative personnel matters such as transfers. It would be particularly valuable for any character attempting to cut governmental red tape or to bypass normal bureaucratic channels. This skill is taught in Department Head School. In trying to bypass normal Star Fleet channels, the Skill Rating should be averaged with the character's CHA score, simulating the character's effect on the clerks who could speed any of his requests along.**

**Assassination**

**This skill encompasses the knowledge of the many and varied methods and tactics designed to terminate a target individual or group that has some form of protection (such as bodyguards). Training includes the study of assassination techniques and specialized weapons and devices. This skill is used to attempt assassinations and for recognizing and using any weapons or devices designed specifically for assassination. Characters qualified in this skill (Skill Rating of 20 or more) may attempt assassinations. Determine success by making a Skill Roll against the average of the character’s Skill Rating in *Assassination* and his INT score. Average the rating with *Security* *Procedures* when taking security precautions against the possibility of an assassination attempt. The rating may also be averaged with *Personal Weapons* *Technology* when attempting to operate or repair an unusual assassination device or weapon. This skill is available only as an elective, and so no Star Fleet Intelligence Officers receive any initial training.**

**Artistic Expression**

**This skill encompasses fine arts, performing arts, and applied arts. Training is a combination of guided practice in technique and instruction in theory and important contributions to the field. Training in any of the performing arts includes instruction in repertoire as well as extensive practice in solo and ensemble performance. A separate Skill Rating must be developed for each different type of art form. Typical choices in the fine arts are painting with oil, water color, or light, sculpting in stone, plastic, or gemstones, and writing short stories or poetry; typical choices in the performing arts include drama, vocal or instrumental music (specifying the instrument), and such dance forms as jazz or zero-G ballet; typical choices in the applied arts include optical photography, holography, graphic design, and so on.**

**The greater the skill in this area, the finer the expression of the art form chosen. This skill can be used by a character who desires to produce a piece of art or perform for non-player characters, such as for an important person on a newly discovered planet. Skill in music, for example, also may be used by a character attempting to reproduce a musical code, recognition sign, or even an alien language. A separate Skill Rating must be developed for each different type of art form; the specific form chosen must be specified. For performing arts, the effect of a performance would be determined by a Skill Roll based on the average of the Skill Rating and the character's CHA score.**

**THE KLINGONS: Klingon art is more martial than Human art, and is mostly of the realistic school. More tolerated than respected, Klingon artists are expected to use their talents to glorify the warrior/conqueror theme. Most artists in the Empire are members of servitor races.**

**Bribery**

**This skill involves subtle negotiation of bribes, kickbacks, and other quasi-legal and illegal payoffs. Training includes the art of tact, interpersonal dynamics, and knowing the correct sum to offer in situations. This skill is important for subtle negotiation of bribes, kickbacks, and other quasi-legal and illegal payoffs. A character uses this skill whenever he must make a secret payoff or find a corruptible individual who can be 'bought'. Expertise is most often gained by experience only, but the basics of who to pay and when can be learned informally in most merchant training programs. Finesse, however, can be learned only by experience and by observing those who are more experienced.**

**In situations where bribery is not the usual practice, make a skill roll to determine the success of attempts to locate a corruptible official, negotiate a payment, and conceal the effort from the authorities. Failed efforts will raise the price, with particularly clumsy efforts perhaps revealing the attempt to the authorities or even causing the official approached to turn in the one offering the bribe. No attempt need be made to locate corruptible officials or to conceal routine bribes and kickbacks at some star-ports particularly on Orion-controlled worlds or in freeports. There, such payments as might be required to grease the wheels of commerce are expected and handled mostly in the open, under such transparent pretenses as " special donations to the Spaceman's Benevolent Fund". Thus, paying routine kickbacks or squeeze only requires a skill roll when the skill is used to get by with less than the usual payment.**

**Administration officers have a rating of at least 10 in this skill. If a *Bribery* skill roll fails, the authorities (or whoever was not supposed to find out) detect the attempt. This may occur because the bribe was not subtle enough, or the person being bribed proved not to be so corruptible after all, and turned in the character offering the bribe. Successful skill rolls reduce routine 'squeeze' and kickbacks in certain circumstances. If appropriate, average this rating with *Negotiation/Diplomacy* or a character's CHA or INT score.**

**Generally speaking, a character who tries to bribe his way through every encounter should be discouraged. A well-placed bribe or two, however, can be useful in oiling the wheels of bureaucracy. Squeeze payments are commonly expected by cargo-handlers customs officials, or port inspectors, with there being a greater likelihood at independent or Orion ports than UFP ports. Generally, the lower-level official dealing with the player characters directly will make some offhand suggestion about a "donation" or a "minor service fee". This will usually amount to about 1 credit for every 100 SCUs of cargo being moved or inspected, with a usual minimum of 15 credits If the characters are particularly unfriendly to the squeezers, or take a bad attitude toward the "donation", that figure may go up as much as 100 percent. If such squeeze payments are not made when asked for. the characters may find cargo handlers are especially slow and careless (perhaps resulting in damage or loss of cargo) or the characters may discover that they fail an inspection on a technicality requiring the payment of a substantial fee.**

**It is common for players to attempt a Skill Roll against *Bribery* to reduce the amount of such payments A successful attempt cuts the expected payment in half. The character is assumed to have used his bribery expertise to determine exactly how much squeeze is absolutely necessary, or perhaps found a higher level official to put the squeeze on the one expecting the payoff. Failure of the attempt, however, means the attempt to reduce the payment has offended someone. This skill requires the character to pay twice the normal amount of squeeze or face the possibility of uncooperative behavior or even outright sabotage.**

***Bribery* may be useful in unexpected situations. A character might wish to use this skill to get information from closed official files by bribing a secretary, to get a message to an imprisoned person by bribing a guard, or to influence a public official on a crucial vote. In such cases, the person being bribed is not actively seeking a payment. The subject may refuse the payment or even turn in the person offering the bribe if things are not handled very carefully. The game master is quite justified to modify the Skill Roll as necessary for a successful bribe with the subject is either extremely corruptible or extremely resistant to corruption. The game master may even decide that a certain NPC is morally strong enough to resist even the most skillful bribe attempt. If an official is deemed incorruptible by the game master it is not fare to have a character thrown in jail for offering a bribe unless the character has had some warning.**

**Thus, in this situation a nearly successful skill roll would tell the character that the bribe is not advisable and to refrain from making the offer. A successful skill roll would allow the character to find another official on the same or lower level who is more flexible. The penalties for every attempt at bribery should be adjusted according to how far the Skill Roll was from being successful. If the Roll failed by only a few points, the player may get a negative response with the implication that if more money were involved things might change. A second attempt with a larger bribe would then receive a favorable target modifier. A Skill Roll that misses by 20 points or more should result in some trouble for the person offering the bribe. The subject may make accusations or contact authorities. If this happens the character may need to talk his way out of the situation using His Negotiation/Diplomacy skill, claiming that he was misunderstood and that no bribery was intended. If this does not work, the character may want to try to bribe his way out of the trouble. There should be some unfavorable target modifications to such attempts, however as officials are already on their guard about the character.**

**THE KLINGONS: Bribery skill involves the subtle negotiation of bribes, kickbacks, and other quasi-legal and illegal payoffs. This skill comes into play whenever a character must make a secret payoff or find a corruptible official whom he can bribe. Failure of a Skill Roll against the *Bribery* Skill Rating means that the authorities have detected the attempt, either because the bribe was not subtle enough, large enough, or because the official was not as corruptible as he had at first seemed.**

**Carousing**

**This skill encompasses such pastimes as drinking, bar hopping, gambling, and chasing members of the opposite sex. Ratings in this skill are gained only through experience, much of it hard-earned indeed! This skill is used to determine success at gambling, at blending into the crowd at a bar, and so on. It may be averaged with the rating in *Streetwise* to gain information by trying to drink an informant under the table. It is also averaged with MAX OP END to determine how well a character can hold his Saurian Brandy and with CHA to determine how successful he is with the opposite sex.**

**Clandestine Operations**

**This skill encompasses the techniques used to conduct undercover police work, espionage, or any activity where a character must obtain information or perform any other acts under a concealed identity. This skill is used whenever a character attempts to infiltrate an organization's membership, to pretend to have skills not actually possessed, or to perform similar acts of bluffing to carry out his assignment. Persons with a *Clandestine Operations* rating of 20 or more could maintain a cover identity without suspicion and conceal espionage or other information-gathering activities from normal observers. No skill roll should be required under normal circumstances.**

**Concealing an identity or activities under unusual circumstances would require a Skill Roll against a character's Skill Rating in *Clandestine Operations*, with any modifiers applied by the game master. Such circumstances would include being under the scrutiny of an already suspicious individual, where particularly dangerous or conspicuous acts must be performed, or when bluffing one's way through a situation requiring talents that one does not possess. If appropriate, the character may average his rating with his INT, DEX, or CHA scores, or his *Negotiation/Diplomacy* Skill Rating.**

**Field Operations officers have a rating of at least 5 in this skill, and Intelligence Administration officers have a rating of at least 10. A rating of at least 10 implies a general familiarity with clandestine techniques. Characters would gain ratings of 20 only through experience in the field.**

**Communication Systems Operation**

**This skill deals with the operation of all types of communication systems, from the standard-issue communicators to subspace radio. As taught by Starfleet, it includes Starfleet communications procedures such as opening hailing frequencies, standard codes and ciphers, and so on. The Communications Officer aboard a Starship has at least professional-level skill in this area.**

**A character competent in this skill can operate all Starfleet communications gear under normal circumstances. This skill will be used in any starship based or planet side adventures where a character experiences difficulty in communicating either with Star Base, with the landing party, or with the ship in orbit. For example, this skill could come into play when a character tried to send a message through subspace interference, when a transmission in code needed to be broken, or when alien transmissions needed to be analyzed.**

**The operation of unfamiliar communication equipment, the establishment of communication under adverse circumstances, or the cracking of unfamiliar codes is not covered under normal use, but those with greater skill in this area will have a greater success. Half the rating should be used for characters attempting to communicate with unfamiliar archaic or alien communications equipment, but a Skill Rating of 10 in the appropriate *Trivia* skill will allow even this equipment to be used at the full rating.**

**Communication Systems Technology**

**This skill deals with the technology of modern communication devices, including log records, message buoys, personal communicators, and subspace radios. Training includes instruction in communications transmission theory and guided practice in the construction and repair of the various devices used by Star Fleet. Communication Officers and Engineering Officers are qualified in this skill, so that they may make routine repairs in the event of equipment malfunction.**

**Computer Operation**

**Taught from early grade school, this very important skill is a part of every educated person's background, as computers are used to analyze and retrieve data for nearly all purposes. Training includes the theory of computer operations and computer programming, as well as practice in the use of data-base systems for information retrieval. Any character qualified in this skill can use the ship's computer for routine matters to find most obvious information; those with greater skills can use it creatively to dig out even obscure information from the computer's extensive memory banks.**

**Any Starfleet officer can *gather* the data, even though interpreting this data may require a specialist (Science Officer or Medical Officer). It can be of use when a character is trying to correlate facts observed into patterns that can be used to make plans. All Starfleet personnel have a Skill Rating of at least 20. Medical Officers, Communications Officers, and Science Officers usually have a rating of at least 40 in this skill.**

**Computer Technology**

**This skill deals with the practical technical side of computers. Training includes some instruction in computer theory and guided practice in computer construction. Computer repair is stressed. Computer design and more complex computer theory is covered by the *Physical Science* skill of computer science.**

**This skill is used in the game for more-than-routine repairs. Such repairs are dealt with during training, but the more skilled an officer is in this field, the more successful he will be at difficult repairs. After a bridge hit in starship combat, it is used, with a Skill Roll and averaged with the Skill Rating in *Starship Helm* *Operation* or *Starship Sensors,* to repair the helm console or the sensors panel. Engineering Officers, Science Officers, and Communications Officers have a Skill Rating of at least 10 in this skill so that they can do routine maintenance on even the sophisticated computers aboard starships.**

**Cryptology**

**This skill involves knowledge of and ability to use subspace communication encryption procedures, conventional codes and ciphers, symbols, and body language for secret communication. Individuals with professional-level skill, combined with skill in the appropriate language, have some aptitude in decoding subspace transmissions, given time and adequate computer facilities.**

**This skill is used to prepare and read high-security coded messages, to estimate someone's emotional attitude based on body language, or to break an unfamiliar code or cipher. Coding and decoding messages are not difficult for characters with professional-level skill. For characters with lower Skill Ratings, time may be a vital factor. If such a character has access to shipboard or other sophisticated computers, he may make one skill roll to break the code for every twelve hours of study. Modifiers to the skill roll depend on the complexity of the message and the integrity of the code. For example, a simple code used between two merchant captains will probably be easier to crack than one of Starfleet Command's highest-rated security codes.**

**When attempting to break a code, a character must average his *Cryptology* Skill Rating with his INT score. If a character is working on a subspace transmission in an alien language, average his INT score with his *Cryptology* and the appropriate racial language Skill Rating.**

**Damage Control Procedures**

**This skill involves assessing and correlating damage reports during combat and using damage control parties efficiently. Training includes efficient routing of damage control parties and instructional methods for training damage control parties. This skill is used mainly in starship combat by the Communications/Damage Control Officer. It is used to help reduce damage from incoming fire and also to repair superstructure damage already sustained. In other situations, it may be used to reduce damage from an unavoidable collision or the like. Its use always requires a Skill Roll. The Communications/Damage Control Officer has a rating of at least 40.**

**Deflector Shield Operation**

**This skill involves the energizing of a starship's defensive screens, which protect it from space debris and from damage during starship combat. It also deals with the ship's tractor/pressor beams, which are used to maneuver small objects toward or away from the ship. Qualified personnel can use their skill to operate the shields during most routine operations, but the ship's Navigator has the main responsibility for ship defenses during combat. Most often use of this skill requires a Skill Roll.**

**The Navigator, for example, may need to make a Skill Roll to determine if he can raise a shield quickly in an emergency. It is used as a measure of how efficiently he is able to use the power allocated to him, perhaps allowing him to gain more-than-normal amounts of shielding. It also can be used if a character attempts to use the tractor/pressor beams for non-routine matters, or to perform difficult maneuvers with the object being manipulated by the beams. The Navigator has a rating of at least 40.**

**Deflector Shield Technology**

**This skill involves the repair and maintenance of the devices that produce a starship's protective screens and its tractor/pressor beams. Training involves instruction on the theory behind the devices as well as extensive guided practice constructing and repairing the devices and their controlling panels. In combat, the Navigator may use this skill with a Skill Roll to repair damage to the deflector shield panel after a bridge hit. It also could be used if a character desired to construct a tractor/pressor beam or shield generator while on an adventure. Engineering Officers and Navigators have a rating of at least 10 in this skill.**

**Demolitions**

**This skill involves knowledge and ability in using and defusing explosive materials for industrial and demolitions purposes. This includes theory, handling of explosive materials, construction of timing devices, placement for maximum effect, and safety precautions. The skill is used whenever a character tries to detonate or deactivate explosives or explosive devices, or when estimating the effectiveness of a quantity of explosives against a specific target. Characters with professional-level skill will rarely have problems accomplishing their objectives, and so no skill roll is required.**

**However, less competent characters may achieve undesired effects. Characters with a rating less than 40 should average their DEX score with their *Demolitions* Skill Rating to determine success when defusing. Average their INT score with their *Demolitions* Skill Rating to determine success when planting and detonating. If a roll is unsuccessful, a second roll against the character's LUC score would be appropriate, if any chance exists for survival.**

**Disguise**

**This skill involves the ability to camouflage or change an individual's natural appearance. The purpose may be to impersonate another individual or to avoid detection by authorities during a clandestine mission. Depending upon the availability of sophisticated disguise equipment (and within certain limits), a person may even appear to be of another race or sex than his own. The skill is used whenever a character attempts to assume a guise different from his own natural appearance.**

**Certain racial limitations exist for creating successful disguises. Anyone interacting with**

**a character in disguise may make a Saving Roll against his INT score. If the roll is successful, he will notice something amiss in the ability, bearing, or makeup of the disguised person. Field Operations officers have a rating of at least 5 in this skill.**

**Electronics Technology**

**This general skill encompasses all electronics work, including the construction and repair of most electronic gear, with the exception of computers, communications devices, deflector shields, and other specialized equipment. Training includes instruction in circuit theory, electronics design, and construction techniques. This skill is used when a character attempts to repair any electronics gear not specifically covered under a different skill, such an environmental belt. It may be used if a character attempts to construct a new electronic device, but characters with high Skill Ratings have a better chance of the device working properly. Science and Engineering Officers have a rating of at least 10 in this general skill.**

**Environmental Suit Operation**

**This skill is essential for any character that can be expected to perform tasks in hostile environments. All Starfleet personnel are qualified to work in an environmental suit, having trained in a wide variety of environments, including extreme heat and cold, poisonous atmospheres, vacuum, and underwater.**

**Instruction is given in the suit's functions and in emergency repairs, and guided practice is given in which trainees are expected to perform normal work. Training includes the use of a life support belt. This skill could be used by any character who desired to do something unusual while wearing the suit, such as delicate work, combat or other less-than-leisurely movement, or emergency repairs. Any unusual use will require a Skill Roll. Failure indicates that the character could not do what was attempted. A DEX roll would then determine if the character fell or put himself into a potentially dangerous situation.**

**All Starfleet personnel have a rating in this skill of at least 10. Security Officers at least 20, and Science Officers at least 30.**

**Forgery**

**This skill involves the ability to prepare false documents and to forge signatures without detection, ranging from altering simple forms to changing official records. This skill also includes the knowledge of how to create bogus electronic ID cards (such as those used by Starfleet and as credit transfer cards on most advanced worlds) and computer carts containing synthesized voices when proper equipment is available. This skill is not officially taught in any formal classes, but the basics (up to a Skill Rating of 10) can be learned secretly during apprenticeship or on the job if a trained forger is available to teach the techniques. Expertise is increased by practice and through experience.**

**With proper equipment, which is very expensive and difficult to come by, a skilled forger can alter or create electronic ID cards similar to those used by Starfleet or banks. The card created or altered will have a chance of working equal to the Forgery Skill Rating of the forger, until the card is put through an electronic scanner, when the chance will be the Forgery Skill Rating less 20 points because of the precision of electronic scanners. Every time the card is used, a skill roll against one or the other of these targets must be attempted, with failure meaning the forgery or alteration is detected. If the forgery is detected by a bank machine or other automatic transaction device, it will not return the card, and the nearest civil or Starfleet authorities will be alerted automatically.**

**Forgery is not the same as counterfeiting money. Paper money is used very little in the UFP, but what exists is well-protected against imitation. A character would need special expertise (like a Trivia skill for counterfeiting techniques), special equipment, and probably help on the inside (to obtain authentic paper or plates) to prepare counterfeit currency of any space faring culture. Considering the rarity of paper money transactions of any size in such cultures, the return would probably not be worth the effort. This skill is used whenever a character forges or examines the authenticity of false documents, ID cards, or computer carts. For example, this skill would be used by characters who were attempting to alter cargo manifests or create totally false documents to conceal the origin of smuggled or hijacked cargoes It would also be used to forge someone's signature, duplicate official badges or identification, or duplicate any official written material that is protected from such duplication in some manner. *Forgery* skills include not only the duplication-of signatures but the preparation of any type of bogus document. Smugglers must sometimes create fake cargo manifests to conceal their activities Con men may prepare phony stock certificates or deeds to valuable land.**

**This skill, like *Bribery*, involves acts that are, in the strict sense of the term, criminal. Not all uses of the skill are necessarily morally objectionable, however, and their moral interpretation largely depends on the circumstance. For example forging someone's a signature to obtain their savings for the forger's personal gain is not only criminal, but morally objectionable. On the other hand, forging the signature of an official to get a friend out of a prison camp is criminal but a blameless act if the friend was wrongly imprisoned and is about to be executed by a totalitarian government.**

**Any character with professional-level skill can forge simple printed documents well enough so that they will pass a cursory examination. Special equipment is required to create false ID cards or computer carts. If such equipment is available, the roll is against the average of *Forgery* and either *Electronics Technology* or *Computer Technology* to create a false ID card. The roll is against the average of *Forgery* and either *Computer* *Technology* or *Communication Systems Technology* to create a false voiceprint computer cart. When *Forgery* is used to duplicate a signature or other writing By hand, the Skill Rating is averaged with the DEX score as the target for any skill rolls.**

**If a person carefully examines a forged printed document, have him make a skill roll against the average of his *Forgery* rating and INT score. If successful, he will notice that something is strange, and he may further investigate the document. A forger can check his own printed work for possible flaws by making a Forgery skill roll. This does not guarantee that the forgery will stand up to an investigation, but it does allow a forger to judge his own work. Detection and evaluation of falsified ID cards and computer carts require a ship's computer or special detection equipment. Intelligence Administration officers have a rating of at least 15 in this skill.**

**Gaming**

**This skill involves games of mental prowess and strategy, including three-dimensional chess and war games and simulations. The game must be specified. Training includes a study of the rules and strategies of the game, as well as analysis of the games played by past masters of the game, but most importantly it includes much practice and experience playing the game. Gaming does not include physically strenuous games, which are part of *Sports.* It does *not* include figuring odds and gambling, which are part of *Carousing,* though some card games and games with dice are 10 included here, as long as skill, and not luck, controls the win. This skill may come into play if a character is challenged while on a diplomatic mission, much in the way of the legendary riddle games of ancient Terra. It is possible that the strategies of the game can be applied to problem solving in difficult circumstances.**

**THE KLINGONS: Gaming skill includes knowledge of the basic forms of klin zha (Klingon chess), a skill that few warriors lack. The game is also an integral part of Klingon history and politics, which are known as the komerex zha, or the perpetual game of empire. The game has great status in the Empire, which makes klin zha grandmasters highly regarded. Any character that has a *Gaming* Skill Rating of 40 or higher is considered a master, while a Skill Rating of 80 or higher confers grandmaster status.**

**Instruction**

**This is the skill of passing on knowledge to others. All Starfleet officers have a rating of at least 10 in this skill, because they are expected to teach skills they know to the men and women under their command. Training involves the use of audio and visual aids, testing and other assessment tools, and other instructional techniques. This skill is used by characters attempting to teach a skill they know to another player or non-player character. A Skill Roll will be required for a character to actually teach another a skill. The process takes time, based on the INT of the student and the Skill Rating of the teacher; the game master must judge this, but the time required should be no less than 4 weeks. The teacher must have a rating in the skill being taught that is at least 20 points more than the student's rating in the same skill. If the Skill Roll is successful, the student gains 1D10/2 skill points.**

**Intelligence Procedures**

**This skill provides knowledge of standard operating procedures in an intelligence-oriented environment, including all normal SFIC operating procedures and special Intelligence training that becomes second nature to Intelligence officers. These techniques include the ability to conceal oneself, to locate concealed electronics recording and transmitting equipment, and to arrange meetings with contacts and informants. The skill teaches characters with the best ways to enter an unknown and potentially hostile environment and likely methods for handling adverse conditions.**

**This skill is used whenever a character is concealing or searching for hidden electronics equipment, establishing contact with local assistance, or reasoning out a way to solve an unexpected problem. A successful skill roll indicates that the character was able to accomplish a desired task according to proper Starfleet Intelligence procedures. An unsuccessful roll indicates failure, with the game master judging exact specifics resulting from failure. Averaging the rating with the character's INT, DEX, or LUC score may be appropriate in some situations. Intelligence Analysis and Technical Services officers have a rating of at least 5 in this skill, and Field Operations officers have a rating of at least 10.**

**Interrogation**

**This skill governs the questioning of prisoners, sometimes under duress or torture. Some degree of privacy, and possibly special equipment, is required for best results. This skill is used whenever a character subjects a prisoner to interrogation. When attempting to interrogate a prisoner, a character must make a Skill Roll against his Interrogation Skill Rating. If the roll is successful, the victim may try a Saving Roll against his INT if the interrogator is using trickery, or against his END if he faces duress or torture. If the victim's roll succeeds, he reveals no information. Otherwise, the questioner receives at least one piece of significant information. If an interrogator fails his skill roll, the interrogation attempt is completely unsuccessful.**

**The game master may adjust the victim's saving roll up or down, depending upon the importance of the information and the character's training and temperament. For instance, a highly trained Starfleet Security Officer would be less likely to break under interrogation than would a civilian. If the skill roll is successful, the victim can then make a Saving Roll against his INT score (if the interrogator is using trickery) or his END score (if duress or torture is used).**

**If his roll is successful, the victim reveals no information. If unsuccessful, the interrogator gets a significant piece of knowledge. If the interrogator uses torture, it is possible that the victim may die before giving up any secrets. If the victim fails his Saving Roll against his END score by more than 20 points, he passes out, taking 2D10 points of wound damage in the process. The victim may be immediately revived (if the damage did not kill him), but the interrogator will gain no information, and he must make another skill roll, repeating the above process. 2D100 minus the interrogator's *Interrogation* Skill Rating minutes of interrogation inflicts 1D10 points damage on the victim, regardless of the outcome.**

**If tortured, the victim receives wound damage. If trickery is used, the damage is temporary. Thus, a victim's CURR OP END continues to drop under torture, making it all the more likely that he will pass out or die under duress before talking. It is possible to administer medical aid to raise the victim's CURR OP END before continuing torture. [NOTE: Because Vulcans know mental techniques to block pain, it is impossible to torture information out of one. Many secret agents have learned similar techniques, which gives them a 20-point bonus to all Saving Rolls to withstand pain.] Intelligence Administration officers have a rating of at least 15 in this skill.**

**Language**

**This skill area covers not only spoken Earth languages and alien languages, but also ancient written languages and languages that are so alien as to be not even sound-based (flashing lights, waving tentacles, etc.), where the 'speakers' must use mechanical devices to communicate.**

**All characters are considered to have a rating of 40 in *speaking* their native tongue and a rating of 20 in *writing* it; in addition, all Star Fleet personnel are considered to have a rating of 40 in *speaking* Galacta, the standard Federation language, and a rating of 20 in *writing* it. (This language is similar to and treated as English in the TV series.) Each Starfleet officer has a rating of at least 15 in speaking *and* writing one other language because of his Academy training. Characters who desire to increase their Skill Ratings in writing their native tongues and Galacta should use the *Trivia* skill. Translators have ratings of 40 or more in the languages they will translate. Each language must be studied separately, so that a character, particularly a Communications Officer, may have a number of Skill Ratings, one for each language he knows.**

**Characters with basic proficiency in a language can converse in or read that language for most uses, but more expertise is required for communication using highly technical terms, slang, jargon, or their specialized words. Characters with professional-level skill in two languages can act as translators and interpreters, and characters expert in a language can write skillfully and express themselves fluently and elegantly in that language. Language skills could be important to a character if he attempts to communicate with a being of another race without using the universal translator, if he were overhearing a conversation in that tongue, for example.**

**Leadership**

**Taught to all Star Fleet Cadets and reinforced at Department Head School and Command School, this is one of the most important skills for those who aspire to command. Instruction is given in motivational techniques, listening, and discipline, and guided practice is given in debate, persuasion, and others of the speech arts. Personnel management training is also given. Starfleet officers who pass through Command School have professional-level skill in this area.**

**This skill is used when a character tries to influence others, often modified for his CHA score. It would be used when convincing subordinates to follow an unusual or highly dangerous order. It would be used when attempting to sway a crowd or lead a group of people the character is not used to commanding. Skill Rolls will *not* be required for most orders given to an officer's subordinates, who are used to taking orders from him. Skill Rolls may be required when convincing subordinates to follow an *unusual* or *highly* *dangerous* order, depending on the circumstances. A Skill Roll would be required when attempting to sway a crowd or lead a group of people the character is not used to commanding. For influencing an individual or a small group of professionals, skill in *Negotiation/Diplomacy* is used instead. All Starfleet officers have a rating of at least 10 in this skill, and those who pass through Command School have a rating of at least 40.**

**Life Sciences**

**This group of skills includes the study of living things, both terrestrial and alien plants and animals, bacteria, fungi, and other organisms. Separate Skill Ratings must be developed for each type of life science, such as those examples listed below.**

***Bionics***

**Training includes the study of how biological systems and functions can be applied to engineering problems. Included are the physical melding of beings and machinery, such as with artificial organs or electromechanically enhanced senses. Bioengineers can use their skill to create artificial organs and limbs.**

***Botany***

**Training includes the study of plants, from simple algae to complex flowering and non-flowering varieties. It also includes such agricultural topics as growth mechanisms, genetics, cross fertilization, hybridization, and hydroponics (growth without soil). Most botanists can recognize poisonous and edible plants, and from plants under cultivation can deduce information about the technology, metabolism, and life-style of those doing the agriculture.**

***Ecology***

**Training includes the study of how living things interact with their environment. Planetary ecologists can determine if a planet is habitable, as well as the probable effects of colonization on the planet's life forms and environment. Ecologists can use their skill to determine which, if any, plants and animals can become part of the food chains of Federation or alien races.**

***Exobiology***

**Training includes the study of life forms alien to humanoid creatures. It involves the study of non-carbon based organisms, with life cycles that may not include nitrogen, oxygen, or water. Exobiologists can use their skill to give information about the structure and function of alien creatures and plants, perhaps even determining that what appears to be non-living is in fact alive, but of a structure totally new to the Federation.**

***Genetics***

**Training includes the study of heredity and variations in living things from one individual, group, species, or generation to another. Genetic specialists added their skills to projects like constructing The Genesis Device or breeding genetic 'supermen' such as Kahn Noonian Singh.**

***Zoology***

**Training includes the study of animal life, with particular emphasis on the properties of and characteristics exhibited by an animal, an animal type, or an animal population. Zoologists can use their skill to recognize predators and prey, and they can determine which animals are likely to be dangerous or beneficial to a landing party.**

**The Skill Rating in the life science may be averaged with the rating in *Starship Sensors* to gain specific data, or it may be averaged with *Computer Operation* *or Small Equip Sys Op* to gain information from a tricorder. All Starfleet officers have a rating of at least 10 in one of these sciences. Science and Medical Officers most often have ratings in several skills, or a rating of more than 40 in at least one of these skills.**

**Life Support Systems Technology**

**This skill deals with the use, repair, and modification of all life support machinery, both shipboard equipment and landing party equipment. Training includes the technology of the starship life support systems, environmental suits, life support belts, and standard medical life support equipment. This skill may be used by characters attempting to repair the ship's life support systems during starship combat or to modify medical life support equipment for emergency surgery. In starship combat, this skill may be used, with a Skill Roll, to repair the ship's life support systems during starship combat. It also is used to repair a damaged environmental suit or life support belt. Medical and Engineering Officers have ratings of at least 10 in this skill.**

**Marksmanship, Archaic Weapon**

**This skill encompasses the use of all ancientprojectile weapons, from slings through crossbows to 20th-century firearms. Training includes extensive hands-on practice with the weapon, including its assembly, cleaning and care. Characters with professional-level skill in a weapon can construct or reload their own projectiles, make field repairs to a damaged weapon, and use the weapon competently in most normal cases. The Skill Rating in this skill is averaged with the character's DEX score to determine the To-Hit Number for the weapon used during combat, and thus in combat and in other critical situations, those with higher Skill Ratings will have a greater chance to hit.**

**Though separate Skill Ratings must be developed for each weapon type, game masters may allow half or more of a Skill Rating in one weapon to apply to the use of a similar weapon; the more similar the weapon, the greater part of the Skill Rating should be allowed.**

**Marksmanship, Modern Weapon**

**This skill encompasses the use all types of Starfleet side arms and other energy-based weapons, as well as similar weapons carried by Klingons, Romulans, and other known races. Because one of these weapons works very much like another, there is no need to specify individual types as far as aiming and firing are concerned. This rating is averaged with the character's DEX to determine the base To-Hit Number for the weapon. It may be applied in part to help determine the to-hit numbers for unfamiliar weapons until basic familiarity is gained. Skill in one modern weapon gives skill in all that are familiar to the character; familiarity is gained rather quickly. All Starfleet personnel have a rating of at least 20 in this skill. Security Officers have a rating of at least 40.**

**Mechanical Engineering**

**This general skill covers the technology of mechanical devices. Training is given to Engineering Officers in assembly, repair, and design of the mechanical devices and systems common to the Federation. This skill would be used to rig a temporary airlock, make field repairs to a ground vehicle with a damaged gear box, and so on. Engineering Officers have a rating of at least 10 in this skill, though most will want to make it higher by making this skill one of their 3 specialties from Branch School.**

**Medical Sciences**

**This broad group of skills includes everything from first aid to surgery and psychiatry. Separate Skill Ratings must be gained for each separate race in *General Medicine* and *Psychology.* These skills are pre-requisites to all other medical skills, and no other medical skill may be learned until a character has a rating of 40 in them. Additional Skill Ratings may be gained in the other medical sciences listed below as examples.**

***General Medicine [Pre-requisite]***

**This is the anatomy and physiology of the body, its systems, organs, and tissues. Training begins with first aid and continues through diagnosis and treatment of most common disorders, including wounds and diseases. The basics of this skill are given to all Starfleet personnel. Professional-level training in this area is required of all practicing physicians and other medical specialists. All Starfleet Medical Officers are trained to treat several races. This Skill Rating that is used in determining success in first aid attempts.**

***Pathology***

**Training involves the study of diseases and the changes caused by them in tissues and organs. It also includes extensive study of tissues, including analysis for trace substances, bacteria, and viruses. Pathologists can use their skill to analyze a tissue sample for poisons or to perform an autopsy.**

***Pharmacology***

**This skill involves the chemical and physiological effect of all drug types. Training includes study of the properties and reactions of various drugs, with particular attention to their effect on different species and races. This skill is used to determine the success or failure of drug-related experiments or research, and to provide the character with knowledge of drugs used in medicine, security work (poisons, truth serums, and so forth), and other related fields.**

***Psychology [Pre-requisite]***

**Training involves study of the working of thethinking mind. Observational techniques aretaught for use in behavior studies ofindividuals and groups. Extensive training inthis area is given to all Starfleet MedicalOfficers, so that they may deal with severalraces. Psychologists can use their skill to detect patterns that deviate from the norm, gaining information about the state of mind of those under observation.**

***Surgery***

**Training includes advanced techniques, including anesthetics and organ transplant. Surgeons can use their skill to save the life of a severely wounded or diseased character. Although a character may gain separate Skill Ratings in these medical specialties if he desires, he may choose instead to gain a rating in the skill for his native race and average his skill in *General Medicine* to determine his Skill Rating for other races. The character's skill in *General Medicine* is used with a Skill Roll for all emergency first aid attempts. All Starfleet personnel are qualified in personal first aid on themselves and members of their own race; this means that they have a rating of at least 10 in *General Medicine* for their own race. Medical Officers have a rating of at least 40 in their own race, and probably in several other races. Security Officers have a rating of 10 in *Psychology for* their own race; Medical Officers have ratings of at least 40 in *Psychology for* their own race, and probably in several others.**

**Mining**

**This skill includes knowledge of techniques used in mine and tunneling operations, both on planets and within asteroid belts. This skill is used for evaluating a mining operation or process. It allows characters to locate especially rich veins of metallic ores, and to be familiar with the most effective techniques to process ores and the commercial value of mineral deposits. This skill is available only as an elective, and so no Starfleet Intelligence officers have any initial training. A rating of at least 10 implies a general familiarity with mining techniques. Characters can gain ratings of 20 or more only through experience as a miner or mine engineer. Intelligence agents use this skill primarily as part of a cover identity, as miners have access to many disreputable characters, underground passageways, explosives, as well as rumors of possible interest.**

**Negotiation/Diplomacy**

**This skill involves attempts to influence individuals, like an ambassador, or small groups of intelligent, informed people, such as a planetary council; generally, it cannot be used to influence player characters. It is taught to Starfleet officers in Command School, because in making a first impression on a dubious official or stubborn native, it is most vital.**

**The skill can be used in any verbal interaction between player characters and non-player characters. Those with a higher Skill Rating will be able to exercise their influence with greater success. The rating in this skill is averaged with the character's CHA score as a base target for Skill Rolls to influence individuals, like an ambassador, or small groups of intelligent, informed people, such as a planetary council.**

**One way to find out if a Skill Roll is necessary is to subtract the rating from 100, giving the chance that a roll is needed. If a roll is not needed, then the character's verbal interaction proceeds in his favor. If a roll is needed and is successful, the same result occurs. If a roll is needed and is unsuccessful, then he fails. The more the roll was more than the target, the worse the reaction to the character. For example, if the character fails a roll by only 10 points, his attempt is met with a polite, regretful negative. If he fails by 30 points, the refusal to cooperate is forceful. If he fails by 50 or more, the refusal may be accompanied by physical force. All top Starfleet command personnel have a rating of at least 10 in this skill.**

**Personal Combat, Armed**

**This skill involves the use of ancient and modern hand weapons in personal combat, such as the sword, the club or mace, the spear, and the knife or dagger. Training involves guided practice in the various attack and defense modes for each weapon, as well as in the weapon's care. A separate Skill Rating must be developed for each class of weapon, but half or more of the rating may be applied to similar weapons; the more similar the weapon, the greater the part of the rating allowed. The rating is averaged with the character's DEX score to determine the base To-Hit Number for the weapon. Individuals with a higher rating will be more successful in combat.**

**Personal Combat, Unarmed**

**This skill is all-inclusive, simulating all unarmed combat styles (judo, karate, boxing, etc.). Training involves physical conditioning, as well as instruction and guided practice in attack and defense modes, falls, special series of attacks, and so on. Though not all forms of unarmed combat are alike, separate Skill Ratings are not required in the separate forms. The rating is averaged with the character's DEX to determine the base To-Hit Number for unarmed combat. For every 10 points in this skill, the damage in unarmed combat is raised 1 point. It is used to determine the proficiency of animals in combat as well; in general, meat-eaters are more proficient than vegetarians.**

**Personal Weapons Technology**

**This skill involves the repair and modification of modern side arms such as phasers and disruptors. Training includes instruction in beam circuitry and guided practice in repair techniques. All Star Fleet personnel receive some minor training in this skill to allow them to recharge their own weapons and to replace obviously damaged microchips; Security and Engineering Officers receive additional training in this skill so that all are qualified to make most normal repairs.**

**This skill would be used by a character attempting to make modifications to a phaser or disrupter or to repair one in the field. It might be used in adapting a phaser to power sources other than those intended, such as a 20th-century wall plug. All Starfleet personnel have a rating of 5 or more in this skill. Engineering and Security Officers have a rating of 10 or more.**

**Physical Sciences**

**This large group of skills includes the theoretical sciences that govern the behavior of non-living materials solids, liquids, gases, and plasmas. The group also includes mathematics and computer sciences. Separate Skill Ratings must be developed in each science, such as the examples listed below.**

***Chemistry***

**Training includes study of the behavior of elements and compounds, their reactions and synthesis, as well as chemical analysis. It also includes practice in standard laboratory techniques and in the interpretation of chemical data from sensor and tricorder scans. Chemists can use their skill to analyze the chemical composition and behavior of unknown substances, both aboard ship and on a planetary surface.**

***Computer Science***

**Training involves the theoretical basis for computer design and construction, and it includes the analysis of sophisticated computer systems. Extensive guided practice is given in the construction of experimental computers and in computer linkups with many types of remote sensing devices. Computer scientists can use their skill to analyze software/hardware problems, to build or rebuild computers, and to fathom the functioning of alien computation devices.**

***Drafting***

**This skill involves the preparation of professional drawings, including deck plans, building blueprints, wiring or circuit diagrams, simple topographic maps, and similar printed or computer-enhanced technical illustrations. This skill is used to convey information in graphic form.**

***Gravitics***

**This skill involves knowledge, both practical and theoretical, of gravities and gravitically powered devices. The character learns the theoretical basis for anti-gravity and the knowhow to maintain and repair gravitic (and anti-gravitic) devices, including many forms of land transportation and various A-grav platforms. Graviticians can use their skill to identify gravitic propulsion systems or to repair or modify a conventional gravitic device for special use.**

***Mathematics***

**Training involves advanced theoretical mathematics, including statistics, various geometries, trigonometries, and algebras, and the structure and behavior of various space configurations. Also stressed is the application of these subjects to practical problems. Mathematicians can use their skill to make statistical sense of a wealth of data, such as that gained from surveys of an alien culture.**

***Metallurgy***

**This skill teaches knowledge, both practical and theoretical, of metals and their inherent properties. Training consists of metalworking, using tricorders for metal analysis, and experience with various metals. Metallurgists can use their skill to identify certain metals without a tricorder, to design new applications for metallic alloys, and to determine the metal's characteristics under field conditions.**

***Physics***

**Training is the study of the relationship between matter and energy, including the laws of motion, light, heat, sound, electricity, magnetism, radiation, atomic structure, and nuclear phenomena. It involves practice using physical sensing devices and analysis tools. Physicists understand the theory behind warp drive engines, matter/antimatter reactions, and the beamed energy used in phasers and transporters. They can use their skill to determine the physical structure and behavior of unknown substances, the probable effects of unknown radiation sources, and to determine the theory behind alien technology.**

**The rating may be averaged with the rating in *Starship Sensors,* *Computer Operation or Small* *Equipment Systems Operation* to obtain specific information from shipboard or from a tricorder. All Starfleet officers have a rating of 10 or more in at least one of these skills. All Science and Medical Officers have a rating of 40 or more in at least one, if not several.**

**Planetary Sciences**

**This is a large group of sciences deal with the structure and function of planetary materials a planet's lithosphere (including its geography and its rocks, minerals, ores, and fuel deposits), its hydrosphere (including its oceans, lakes, and rivers), and its atmosphere (including its weather and climate). Separate Skill Ratings must be developed for each different science, such as the examples listed below.**

***Geology***

**Training involves not only the study of such earth materials as rocks, minerals, ores, and soil, but also the study of such landforms as mountains, valleys, volcanoes, and beaches, and of the processes that create them. It also includes extensive field experience in mineral and fossil identification, in analyzing the geologic history of a region, and in geologic mapping. Geologists can use their skill to determine the presence of a valuable ore or fuel deposit, or to identify likely regions for earthquakes or volcanic activity.**

***Hydrology***

**Training involves the study of a planet's water (or its substitute) as found on the planet's surface, beneath its surface, and in its atmosphere. It deals with the precipitation-river-ocean-evaporation cycle, as well as with the chemical and physical nature of the water itself. It also deals with oceanography and such topics as currents and waves, flooding, and ice sheets and glaciers. Hydrologists can use their skill to help determine the suitability of a planet for colonization, to discover underground water sources, and so on.**

***Meteorology***

**Training includes the study of all atmospheric phenomena, including weather (winds, storms, precipitation, temperature, etc.) and climate (the prevailing weather conditions in an area). Meteorologists can use their skill to predict the weather, or to determine the suitability of a planet's climate for colonization, for example. The rating may be averaged with the rating in *Starship Sensors,* *Computer Operation or Small Equipment Systems Operation* to obtain specific information from shipboard or from a tricorder. All Starfleet officers have a rating of 10 or more in at least one of these skills. Science Officers may have ratings of at least 10 in several of these, or perhaps a rating of 40 or more in at least one.**

**Planetary Survival**

**This includes the variety of skills needed to survive under extreme conditions planet side. This skill is gained mainly through practice, but some theoretical training is helpful. This skill is taught by Starfleet as it is needed by specific landing-party personnel, but many Starfleet personnel have some training from their childhood and adolescent experiences (as with the Federation Scouting movements) or from such outdoor hobbies as wilderness camping.**

**Separate Skill Ratings must be developed in each of the separate planetary types, including arctic, cool temperate, warm temperate, tropical, and desert planets. Qualified personnel use this skill to guide them in securing food, water, and shelter under primitive conditions. Professional level skill in this area would allow a character to act as a professional guide. Starfleet personnel on a *pre-planned* landing party expedition will have ratings of at least 1D10 in this skill for the type of planet being investigated; at least one member of the landing party will have a rating of 10 or more, and likely of 40 or more. No training will be given the landing party members for unplanned landings.**

**Security Procedures**

**This skill deals with all procedures used by Starfleet for insuring the physical security of personnel, equipment, documents, and property. Training includes instruction in techniques for confining and interrogating prisoners, for controlling crowds, and for protecting VIPs. It also includes the alert procedures used in star bases, starships, high-security compounds, and most other Star Fleet installations. This skill could be used by a Security Officer to discover that a Klingon spy has stolen vital documents, or to control a crowd of hostile natives without resorting to weapon fire. All Security Officers have ratings of at least 40 in this skill.**

**Shuttlecraft Pilot**

**This skill deals with the operation of the standard**

**shuttlecraft used by Starfleet and carried on many larger ships. Training includes guided practice on simulators as well as actual flight time, with emphasis on takeoffs and landings.**

**A character may fly the craft under normal conditions with a rating of at least 10, but he must have a Skill Rating of at least 20, or more commonly 40, to be assigned as a shuttlecraft pilot. Characters can use this skill in operating the shuttle under tough conditions, or in operating special-purpose shuttles, such as the aqua shuttle sometimes used on starships calling at water worlds.**

**All Helmsmen have ratings of at least 10 and Security Officers of at least 20 in this skill. Shuttlecraft Systems Technology This skill involves supporting, maintaining, and repairing standard and special-purpose shuttles. Training involves study of all shuttlecraft electrical, mechanical, and drive systems, as well as guided practice in repair and maintenance. The skill could be valuable to a character needing to leave a planet in a hurry, but faced with an inoperative shuttlecraft. It was this skill that aided Scotty in the episode *The Galileo Seven*. All Engineering Officers have a rating of 10 or more in this skill.**

**Small Equipment Systems Operation**

**This skill involves the operation of all types of Starfleet equipment, such as communicators, tricorders, universal translators, aqua lanterns, and the like. Training is gained through classroom instruction and guided practice. Characters could use this skill if they attempt to operate unfamiliar, but similar, alien equipment, or if they attempt to use Star Fleet equipment in unusual ways. All Star Fleet personnel have a rating of 10 or more in this skill, and thus are able to use most Starfleet equipment, including standard medical equipment, under normal circumstances.**

**Small Equipment Systems Technology**

**This skills deals with the repair and modification of small hand-held equipment such as communicators, tricorders, or universal translators. Training Includes study of the circuits and mechanical systems of most Starfleet gear, with extensive guided practice in making repairs and simple modifications. A character could use this skill in attempting to modify equipment, as Mr. Spock did when he converted the crystals in a subcutaneous transponder into a crude laser in the episode *Patterns Of Force.* All Engineering Officers have a rating of at least 10 in**

**this skill.**

**Small Vessel Engineering**

**This skill covers the general systems repair and maintenance of small starships of a non-military nature, usually piloted by a single person. It comes into use on smaller vessels in every situation where Space Science, Astronautics would be used on larger vessels. Ratings in this skill are halved (rounded down) when applied to situations requiring skill in *Space Science, Astronautics*, and vice versa. Class 1 starships (up to 5000 metric tons) are considered to be small vessels for this purpose. Characters may use this skill to effect repairs on Class II starships (5000 to 15,000 metric tons), but a -20 modifier is applied to such skill rolls. Any ship larger starships of over 15,000 metric tons are considered to be large vessels. Intelligence Analysis and Technical Services officer shave a rating of at least 5 in this skill.**

**Small Vessel Piloting**

**This skill allows a single individual to operate and navigate small starships of a non-military nature. It is used on smaller vessels in every situation where *Starship Helm Operation* or *Space Science:* *Astrogation* would be used on larger vessels. Ratings in this skill are reduced to one-quarter (rounded down) when applied to situations calling for *Starship* *Helm Operation* or *Space Science: Astrogation*. The sum of the character's ratings in *Starship Helm* *Operation* and *Space Science: Astrogation* are reduced to one-quarter (rounded down) when applied to situations calling for *Small Vessel Piloting*. Class I starships (up to 5000 metric tons) are considered to be small vessels for this purpose. Characters may pilot Class II starships (5000 to 15,000 metric tons) using this skill, but a -20 modifier is applied to such skill rolls. Larger starships of over 15,000 metric tons are considered to be large vessels. Intelligence Analysis officers have a rating of at least 15 in this skill.**

**Small Unit Tactics**

**This skill involves study of military and/or police tactics used in small skirmishes or commando actions. Training not only includes study of appropriate tactics, but also extensive guided practice in war-gaming simulations not only with scale mockups but also in full-size field actions. The skill would be used by a character desiring to set up effective defenses for a landing party in a hostile area or to command a boarding party. Security Officers have a rating of 20 or more in this skill, and many have professional-level skill, particularly those who accompany or lead planet side scouting parties.**

**Social Sciences**

**This large group of skills deals with the institutions and functions of societies and with the interpersonal relationships between individuals in those societies. Separate Skill Ratings must be developed for each separate race and for each different field, such as the examples listed below.**

***Archaeology***

**Training involves the study of a race's ancient cultures, their history, and their lifestyles. It includes the study of applicable dead languages as well as practice in making archaeological digs and in identifying and dating relics and ruins. This skill could be used by a character attempting to decipher runes or to determine the use of an alien artifact.**

***Economic***

**Training involves the study of the basic laws of supply and demand, as well as the basics of trade, wealth, and the production, distribution, and consumption of goods and services. Many officers in full-time services in the Merchant Marine Command have training in this field, and all private merchants probably do as well. This skill could be used by characters dealing with a race's economy in trade or in determining the social conditions on a world.**

***Klingon Law***

**Because of the shifting nature of Klingon politics, Klingon civil and criminal law changes more often than its Federation counterpart. Skill at Klingon law does not include knowledge of the internal laws and traditions of individual clan lines, however. A Klingon will automatically know his own line's rules completely. If a character somehow has a chance to learn the laws and traditions of another line, he must learn them under the Trivia skill category.**

***Law (including Federation Law)***

**Training involves the study of the codes, customs, and rules of a society. Security Officers receive advanced training in Federation law, as do officers attending Command School. The skill could be used by characters dealing with a race's legal system or in remembering an obscure law on one of the Federation's member planets.**

***Political Science***

**Training involves the study of a society's politics and government. It includes study of the way laws and policies are made, in the structure of the government and its institutions, and in the ways political groups gain and control power. The skill could be used by a character attempting to influence a government, possibly modified by his Skill Rating in *Negotiations/Diplomacy.* It also could be used to identify the power groups in an alien society, and to distinguish those who actually wield the power from those who appear to have the power.**

***Racial Culture/History (including Federation History)***

**Training involves study of the history andculture of a star faring race. Communications Officers receive advanced training in one ormore races, and Command School givesadditional training in Federation history. Theskill would be used by characters attemptingto avoid mistakes in manners or behavior onan alien world, or attempting to make senseout of behavior they are witnessing.**

**THE KLINGONS: A Klingon character's knowledge of his racial history is based on the mostly accurate "official" version. For Klingon characters, knowledge of Federation history represents the somewhat slanted view taught in Klingon schools.**

**The Skill Ratings in these fields may be averaged with the rating in *Starship Sensors* to be able to find out specific information about a planet's culture. Every Starfleet officer has a rating of at least 15 in the culture/history and the laws of the Federation. Security Officers have a rating of 20 in Federation Law. Those officers who complete Command School have ratings of 25 in *Federation Law* and of 20 in *Federation History/Culture.* Communications Officers usually have ratings in the history/culture of several races.**

**Space Sciences**

**This large group of skills includes the study of space, the stars, planetary motions, navigation, and the application of other sciences to space travel or to deep space. Separate Skill Ratings must be developed for each different science, such as the examples listed below.**

***Astrogation (Starship Navigation)***

**Training involves all three types of navigation used by Navigators-piloting by dead reckoning, celestial navigation using star fixes, and electronic navigation using pulsars. It includes star mapping and plotting courses and orbits. Navigators receive professional level training in this skill so that they have the tools needed to determine where a starship is, where it is going, and when it will get there. This skill is used in plotting intercept courses and standard orbits, and it could be used in determining where a ship was if it wandered off course during an ion storm.**

***Astronautics (Starship Engineering)***

**Training involves the theory and practice of creating and maintaining starships and other manned space habitats and environments. It encompasses the general areas of starship design and construction-bulkheads, decks, stresses and strains, hull repair, and the like. Development includes extensive training in starship power grids and in the repair of damage to that grid and superstructure. All Engineering Officers are trained in this skill, and many choose to have advanced training as well. This skill is used by the Engineering Officer in starship combat when attempting to make emergency repairs to the power grid after a hit on the engine room.**

***Astronomy***

**Training involves observations from deep space, including all forms of electromagnetic radiation (light, radio-frequency emanations, etc.), neutrino scans, gravities, and so on. It includes study of the theories concerning these observations, as well as guided practice in making the observations and interpreting them. This skill, which is studied by all Starfleet officers, could be used by a character to discover a previously unknown black hole or perhaps a star going nova.**

***Astrophysics***

**Training involves the study of the universe and its parts in an attempt to discover how it works by using physical laws and theories to explain astronomical observations. It includes study of the motions of satellites, planets, stars, and galaxies as well as stellar growth and decay. Navigators are trained in this area. It could be used to determine that a comet or large meteorite is on a collision course with an inhabited planet. The Skill Rating in these fields may be averaged with the rating in *Starship Sensors to* find out specific information about space phenomena. In Starship combat after a hit to the engine room, the Chief Engineer may be required to make a Skill Roll against his rating in *Astronautics* to successfully restore**

**power to the ship's power grid. All Star Fleet officers have a rating of 10 in *Astronomy* and in at least one other of these sciences.**

**Furthermore, Navigators have a rating of at least 40 and Helmsmen of at least 10 in *Astrogation* (formerly called Starship Navigation); Engineering Officers have a rating of 10 or more in *Astronautics* (formerly called General Starship Engineering); and Science Officers**

**frequently have ratings of 20 or more in several of these fields.**

**Sports**

**This skill involves all of the many sport forms in the known universe. Development includes physical training, instruction in technique, and extensive guided practice and competition. Characters that have proficiency in a sport are considered to have average recreational skill; those with advanced training would be considered to be enthusiasts. Characters with professional-level skill could qualify for professional teams or as instructors. Separate Skill**

**Ratings must be developed for each sport desired; typical choices are swimming and diving, gravball, zero-G handball, bowling, track and field, weightlifting, and so on.**

**This skill could be used by characters attempting physical activities that are similar to the activities in the sport, such as to rescue someone drowning, running long distances or sprinting under adverse conditions, and so on. Skill in swimming covers recreational or survival swimming and diving techniques. A character qualified in this skill can swim for recreation without fear of drowning under normal circumstances.**

***Sports, Swimming* covers the techniques involved in swimming and diving (not skin or SCUBA diving, but including competition diving). A character with a minimum Skill Rating of 5 in Swimming is able to swim (or at least float) well enough to survive for a short period of time in water over his head. A minimum Skill Rating of 10 gives the ability to swim as recreation without fear of drowning, under normal circumstances. Those with Skill Ratings of 20 or more are very competent. Characters desiring to use SCUBA gear should choose it as the subject of the *Trivia* skill.**

**THE KLIGONS: All graduates of the Klingon Imperial Star Academy receive a minimum Skill Rating of 5 *Swimming*.**

**Starship Combat Strategy/Tactics**

**This skill involves the ability to command a starship In battle. Development of this skill includes study of the great space commanders and battles throughout history. It also includes intensive training on simulators, recreating past space combat actions and fighting hypothetical ones. Captains use this skill in Starship combat to determine if they have the tactical advantage and can predict what their opponent will do before they commit themselves. Characters who attend Command School have ratings of 40 or more in this skill, but many captains-to-be go beyond even this training.**

**Starship Helm Operation**

**This skill deals with steering a starship, actually operating the controls of its warp and impulse engines. Development of the skill includes training in executing standard, evasive, and battle maneuvers, as well as in executing standard orbits, intercept courses, and the like. In Starship combat, the Helmsman uses this skill, with a Skill Roll, to make emergency or evasive maneuvers. After a bridge hit, the skill is used, with a Skill Roll and averaged with the rating in *Computer* *Technology,* to repair a damaged helm console. All Navigators have training and all Helmsmen have ratings of 40 or more in this skill.**

**Starship Sensors**

**This skill involves operating a starship's sensors probes to gather data for interpretation and storage in the ship's computers. Development includes extensive training in the efficient use of the sensor controls and, when combined with other science skill, in the swift interpretation of the data gathered.**

**This skill is used to detect life and energy sources in other ships and on planets. The ship's sensors also provide planetary gravity and climate data from standard orbit. All of this data may be interpreted by the Science Officer to give information to a prospective landing party. The skill also may be 20 used by a Navigator to detect at long range moving objects likely to pass near a ship. In starship combat, the skill is used to provide data to the bridge crew about the enemy vessel, its preparations, its power allocation, and its damage.**

**When averaged with the skills in various sciences, this skill is used to interpret data about a wide variety of subjects. In Starship combat, the skill is used, with a Skill Roll, to gain a sensors lock on the opponent and to obtain vital data about his preparedness and his intentions. After a bridge hit in Starship combat, the skill is used, with a Skill Roll and averaged with the rating in *Computer Technology or Small Equipment* *Systems Operation,* to make emergency repairs to**

**the sensors panel.**

**All Starfleet officers have a rating of 10 or more in this skill. Helmsmen have ratings of 30 or more and Science Officers of 40 or more.**

**Starship Weaponry Operation**

**This skill deals with the operation of all types of starship phasers and photon torpedoes, including their arming, aiming, and firing. Training includes the use of the targeting computer and extensive practice, not only with combat simulators but also using the actual weapons on Star Fleet Academy's target range. This skill is used with a Skill Roll or a To-Hit Roll in starship combat to determine the effectiveness of weapon fire. It also might be used by a character attempting to operate unfamiliar ship's weaponry in a captured vessel. All Helmsmen have ratings of at least 40 in this skill. Any captain-to-be must have some training in this**

**area.**

**Starship Weaponry Technology**

**This skill deals with the technical aspects of both phaser weaponry and photon torpedoes, particularly covering repair and maintenance. Training includes study of the appropriate circuit theory, as well as extensive guided practice in weaponry equipment assembly, disassembly, and repair. Qualified personnel may make minor to moderate emergency repairs of damaged or malfunctioning equipment. A character also could use this skill to make minor weaponry modifications. After a bridge hit in Starship combat, this skill may be used, with a Skill Roll, to repair a damaged weapons console. All Helmsmen and Engineering Officers have ratings of 10 or more in this skill.**

**Stealth**

**Stealth involves the ability to move inconspicuously through darkened areas or crowds. This skill is needed whenever a character attempts to go unnoticed by authorities or others. The average of this rating and the character's DEX or LUC score may be used to evade pursuers or to sneak unnoticed past guards. Intelligence Field Operations officers have a rating of at least 10 in this skill.**

**Streetwise**

**This skill is gained only by experience, interacting with people planet side. The urban counterpart of *Planetary Survival,* this skill deals with how to blend in with the natives in a port, how to hide from the police in unfamiliar city slums, how to contact the urban underground without being compromised, and how to behave in back alleys and back rooms in the seamier parts of any humanoid planet from Vulcan to Sherman's Planet. The skill may be used by a character to find what he wants in port, whether it is information from a bartender about an illegal gambling parlor or about what ships have been in or out of port in the last two months.**

**Surveillance**

**The art of Surveillance involves seeing without being seen, either personally or through technological devices. This skill gives the abilities to secretly observe a person or location through visual or audio techniques and to organize (or evade) search parties. Training allows a character to enhance his observation skills, to use and repair observation equipment, to employ search party tactics, and to maintain a low profile.**

**A character may use these talents in any reasonable setting during a clandestine operation. This skill is used to recall details of an observation, to make accurate visual and written records of observations, or to establish and maintain covert observation. A successful Skill Roll against *Surveillance* allows one character to follow another without being spotted. In some cases, however, the game master may allow the target a chance to spot his tracker, with a Saving Roll against his INT. The average of this rating and the character's DEX or LUC score may be used to remain inconspicuous in an appropriate setting. The average of this rating and the character's INT score may be used to recall a very minor (yet significant) detail made during an observation. If a character attempts to detect suspected electronic surveillance and/or to defeat any known surveillance efforts, he must make a successful Skill Roll against his *Surveillance* Skill Rating. Intelligence Field Operations officers have a rating of at least 5 in this skill, and Administration officers have a rating of at least 20.**

**THE KLINGONS: In game terms, the skill should be used to keep Klingon characters properly paranoid. If a character suspects that a plot or coup is in the offing, he may request that the game master make a Skill Roll against *Surveillance*. The game master will do so, but he does not reveal the exact outcome of the roll to the player. Instead, if the roll is successful, the**

**character will hear a rumor or glean some other evidence. If the roil fails by less than 20 points, the character will hear nothing. If the roll fails by more than 20 points, however, the character will hear a false rumor! If no plot exists, the player will hear nothing. If there is no plot but the game master's secret skill roll failed by more than 20 points, he may mislead the character into believing there is a plot.**

**Transporter Operational Procedures**

**This skill involves the use of transporter devices, whether they be personnel transporters or cargo transporters. Training includes locking in on a person or an area, powering up the system, and accomplishing beam-up with simulators and with all**

**three transporter types commonly in use.**

**This skill may be use when a character desires to make a quick lock-on and beam-up, when atmospheric conditions or other hazards make beaming difficult, or when extreme precision is required, such as transporting into an unknown area using sensor readings only. No Skill Roll is required for routine ship-to-planet, planet-to-planet, or ship-to-ship beaming by anyone with a rating of at least 10 in *Transporter Operation* *Procedures.* All Star Fleet officers have a rating of 10 in this skill. All Engineering Officers have a rating of 10 or more in this skill.**

**Trade and Commerce**

**This skill applies to buying and selling commodities on the open market, especially including interstellar commerce. The basic techniques and facts behind this trade may be taught in academies, apprenticeship programs, and on the job. Advanced skill, however, is**

**best learned by experience. Skill in this area will affect success in attempts to sell a cargo (and the price obtained), to complete a trade agreement with a new culture, or to negotiate a favorable transport contract. It also will influence the ability to locate a cargo-for23 hire that is available for contract transport, or to move more goods in an area of limited demand.**

**Using Trade and Commerce, a character will be able to sell or purchase trade goods at the most favorable prices or (when combined with *Bribery*) to locate a black market. [Game systems for using this skill are explained within the appropriate rules sections *Trader* *Captains and Merchant Princes*, 2nd ed]. Successful Skill Rolls against a character's *Trade and Commerce* Skill Rating improve the prices obtained for goods, or the amount of those goods that can be sold at a fixed price. Intelligence agents use this skill primarily as part of a cover identity, as traders often see and hear things that others miss. Intelligence Analysis officers have a rating of at least 5 in this skill, Field Operations officers have a rating of at least 10, and Administration officers have a rating of at least 20.**

**Trivia**

**This catch-all skill category covers any specialized knowledge not covered by other skills; it is intended for players to be able to individualize their characters, giving them depth by establishing their hobbies and interests. Some *Trivia* skills, such as 20th-century firearms, will be technical or academic in nature, and others, such as explosives, will be gained only through experience. Categories chosen for trivia must be well-defined and not too general, and a Skill Rating must be developed for each separate skill. Some *Trivia* will be useful and others will be just for fun or to round out a character's personality for better role-playing.**

**Value Estimation**

**With this skill, a character can estimate the approximate worth of valuable items, including trade items such as luxury goods (jewelry, collector's items, and so forth) and bulk commodities (grain and foodstuffs, among others). The skill also enables a character to determine which art objects or luxury goods are fakes, and thus worthless. The exercise of this skill provides a general idea of the relative value of a type of item, allowing one to tell valuable collectibles from worthless junk, good wine from bad, real diamonds from paste replicas, etc. It also allows a character to get a general idea of how much of a given item is a fair trade for a given amount of another item—a useful ability in barter. Also, this skill enables a trader to estimate the worth of a cargo when carried to a planet with which he is familiar. A successful skill roll will give a relative estimate of the item's worth only (not an exact value).**

**This skill (not *Forgery*) should be used when evaluating a counterfeit work of art. Intelligence agents use this skill primarily as part of a cover identity. Game masters must not allow characters to misuse this skill to obtain specific values of specialty items like gems and rare artworks. This skill does not provide more than very general knowledge of the value of specialty items like unusual jewels or fine wines, nor does it give the exact monetary value of any specific item. Such knowledge would be covered by a specialty skill.**

**Intelligence Analysis officers have a rating of at least 5 in this skill, Field Operations officers have a rating of at least 10, and Administration officers have a rating of at least 15.**

**Vehicle Operation**

**This skill is involved in the operation of all modern aircraft, ground transport vehicles, and water vehicles, including both pleasure and passenger/cargo vehicles. Anyone qualified in this skill can operate small, private vehicles under normal conditions. Separate Skill Ratings must be developed for the operation of atmospheric craft, ground vehicles, and water vehicles. Skill Ratings of 10 or more allow the character to operate most small, personal vehicles. Ratings of 40 or more allow the operation of most vehicles in the class. For example, this skill would be used by characters attempting to fly a familiar or unfamiliar aircraft, use a ground vehicle, or pilot a water vehicle while on a landing party.**

**Characters with this skill may apply half or more of the rating to the operation of archaic vehicles, such as biplanes or helicopters, 20th-century automobiles, or sailing vessels. The closer to 'modern' vehicles in operation, the greater the rating allowed. A rating of 10 or more in the appropriate *Trivia* skill allows the entire rating to be used. This skill frequently is chosen as a background skill as it is not a part of Starfleet training.**

**Warp Drive Technology**

**This skill covers knowledge of the matter/antimatter mix formula that runs a starship. Development includes study of the theory behind the warp drive and extensive practice with simulators, altering the mix to meet a variety of situations, including emergencies**

**such as starting the engines cold and nursing more power from them in response to unusual power demands. Training also is given in maintenance and emergency repair.**

**This skill is used in starship combat to coax extra power from the engines and to make emergency warp speed changes. All Engineering Officers have a rating of at least 10 in this skill, and most have ratings of 40 or more.**

**Zero-G Operations**

**This skill involves all activity in null-gravity situations. It is gained only through experience, and it is part of Starfleet officer training. A character operating where the gravity is low or Non-existent uses this skill, whether it be for emergency repairs outside a ship in space or for combat aboard a floating derelict. When a character attempts to use other skills under such conditions, the Skill Rating in this skill is used to modify that skill's rating.**

**Any unusual use of the skill will require a Skill Roll. To determine if a roll is necessary, subtract the rating from 100 to give the chance that a roll will be needed. If no roll is needed, the use will be successful without a roll. If a roll is needed and is successful, the same result occurs. If the roll is unsuccessful, the attempt fails, with the potential for harmful effects if a Saving Roll against DEX is not successful. When a character attempts to use other skills under such conditions, the Skill Rating is averaged with the other skill before a Skill Roll is made. All Starfleet officers have ratings of 10 or more in this skill**

**Starfleet Rank Structure**

**Introduction**

**Most of a starship’s or starbase’s staff consists of enlisted personnel. These people carry out the day-to-day operations and maintenance that allows Starfleet to function. Enlisted personnel man the photon torpedo launchers during a red alert, treat minor scrapes and burns in sickbay, keep the ship’s shuttlecraft in peak working condition, and keep the transporter stations manned at all hours of the day. These, and many others like them, are the tasks enlisted personnel find themselves responsible for everyday.**

**The people among the enlisted ranks are not Starfleet officers. A Starfleet officer undergoes years of training and then receives a commission from the President of the Federation, while an enlisted crewman does not. Starfleet officers have a heavy duty and responsibility to bear, upholding the tenets of Starfleet and the Federation. Enlisted personnel have the same duty, but to a lesser degree.**

**Commissioned officers command the enlisted personnel, while the enlisted ranks perform the vast majority of tasks that keep Starfleet operational. Many of these jobs are unsuited to officers: A crewman first class repairing the replicators in a crew lounge frees up an officer to conduct research on an irregular Cepheid variable, monitor critical systems on the bridge, or perform experiments in the lab.**

**The biggest difference between enlisted and commissioned officers is their degree of specialization. Commissioned officers attend four years at Starfleet Academy. Enlisted personnel attend a one-year abbreviated enlisted training program and specialist school at Starfleet Academy, where they learn the basic skills needed to function in Starfleet, as well as instruction focusing on a specific area of training. Thus, enlisted personnel do not learn as broad a curriculum as their commissioned brethren do.**

**No matter how high in rank an enlisted noncommissioned officer raises, a fully commissioned officer always outranks him. A mere Ensign outranks a Master Chief Petty Officer, even though the master chief may be a twenty-year veteran of Starfleet. In such an instance, however, the ensign would be wise to heed the advice of the highly skilled and experienced master chief. Inversely, noncommissioned officers may hold command over a commissioned officer in only the most unusual of circumstances, and, in instances where separated from the chain of command, the commissioned officer assumes authority, regardless of relative experience.**

**Despite these differences, many Federation citizens elect to join Starfleet as enlisted crewmen. First, Starfleet requires its future officers to pass a rigorous entrance exam (even Wesley Crusher had to try twice), and the Academy has a limited number of spaces in each entering class. The enlisted ranks have no such limitations. Those hopeful applicants who fail to meet the Academy’s requirements can still join Starfleet in the enlisted ranks.**

**Second, crewmen do not have an officer’s long-term commitment to Starfleet; many officers choose a career in Starfleet. An enlisted crewman serves a four-year tour of duty and at the end of the tour has the option to leave or stay for another tour. Enlisted personnel receive specialized job training to perform their duties, learning valuable skills for a future life in the civilian sector. Finally, many people would prefer not to attend a four-year program before they embark on their adventure in space. The prospect of travel, discovering strange new worlds, or just seeing the galaxy is one of the many reasons why species all over the Federation join the enlisted ranks of Starfleet.**

**Ultimately, serving in Starfleet, in any capacity, is an honorable burden, and one of the greatest opportunities a person can undertake. The chance to serve aboard a vessel such as the Enterprise, even as an enlisted crewman, is a dream for many who are willing to work hard to achieve it. Life may be at times unglamorous, but in the end many find the commitment worth it. Ranks in Starfleet follow a specific order, and are of four types: Flag Officer,** [**Officer**](http://www.wiki.starbase118.net/wiki/index.php?title=Starfleet_Rank_Index:_Officer)**, Warrant Officer, and** [**Enlisted**](http://www.wiki.starbase118.net/wiki/index.php?title=Starfleet_Rank_Index:_Enlisted) **.**

**Flag Officer Ranks**

**Fleet Admiral**

**[12-FltAdml-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:12-FltAdml-Red.png) Fleet Admiral is the highest rank in Starfleet. Fleet Admirals have many years of distinguished service and an impeccable record. There are only 6 Fleet Admirals: the Judge Advocate General, the Chief in Command (in which all other Fleet Admirals are subordinate to), the Commander Starfleet, the Commandant of the Marine Corps, the Director of the Corps of Engineers and the Fleet Commander. The Chief of Command is the only officer that can deploy personnel into possible combat situations, without needing any immediate civilian oversight.**

**Admiral**

**[11-Adml-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:11-Adml-Red.png) Admiral is the highest normal rank in Starfleet. Admirals have impeccable service records and decades of service. Flag Officers of Admiral Rank are in command of all main divisions Starfleet with the exceptions listed above for Fleet Admirals. There are also 8 sector Admirals who are responsible for operations in their specific area, such as the Romulan Neutral Zone or Home Sector.**

**Vice Admiral**

**[10-VAdml-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:10-VAdml-Red.png) Vice Admirals are Flag Officers who have a specific mandate, such as a subsection of a Division, or an area of space. Vice Admirals also service as the overall commander of task forces. Most Armadas and Task Forces are assigned to Vice Admirals.**

**Rear Admiral**

**[09-RAdml-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:09-RAdml-Red.png) Rear Admirals are Flag Officers responsible for a limited and specific area for a limited time. Rear Admirals are usually promoted to Vice Admiral within two years. Rear Admirals may command major Starbases, Shipyards, Starfleet Bases on major worlds, or similar duties.**

**Commodore**

**[07-FltCapt-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:07-FltCapt-Red.png) Commodore is a naval rank, the equivalent of which is used by the service organizations of many civilizations. As a traditional grade, commodore is the most junior flag officer rank of a naval organization, under an admiral rank (usually under rear admiral) but senior to a captain. Commodores command groups of ships, as opposed to captains commanding single ships or units. A Commodore can also be put in charge of Covert Operations, and act outside the normal chain of command, giving Starfleet Command possible denial. In comparison to other ranking systems, this rank is equivalent to the Starfleet Marine Corps brigadier general.**

**Fleet Captain**

** Fleet Captain is a Starfleet title given to a senior captain with a different set of responsibilities than a starship captain. This could be thought of as a higher rank than captain, although it does not possess a permanent position in the rank hierarchy (a captain could also be directly promoted to the next highest rank, without spending time at a fleet captain posting). In rare cases, Fleet Captain can become a permanent position as a reward for exceptional service above and beyond normal situations. In these cases usually the Officer awarded this Rank was either injured and could not continue their service or he died fulfilling his duties.**

### Captain

**[06-Capt-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:06-Capt-Red.png) Captains are the most senior of line officers. Captains most often command Starships or Starbases of medium to large size. Captains may also command planetary outposts or serve as division heads for the Starfleet Bases on major worlds.** **A Commanding Officer is the highest-ranking officer on any** [**Starfleet**](http://ussmiranda.wikia.com/wiki/Starfleet) **vessel or installation, and is responsible for all personnel under their command**.

### Commander

**[05-Cmdr-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:05-Cmdr-Red.png) Commanders are senior line officers. Commanders usually serve as the Executive Officer, Operations Officer, or Security Chief onboard a starship. Commanders may command small starships of fewer than 100 crewmen, but this is rare. Commanders may also command small Starbases or minor outposts. Taking the Bridge Officer's Test is the only way for a science or medical officer to be promoted to Commander, pending completion of the other requirements. The Executive Officer is a title given to the second-in-command of any** [**Starfleet**](http://ussmiranda.wikia.com/wiki/Starfleet) **vessel or installation.**

### Lieutenant Commander

**[04-LtCmdr-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:04-LtCmdr-Red.png) Lieutenant Commanders are senior line officers. Lieutenant Commanders usually serve as department heads aboard starship or on large Starbases. Lieutenant Commanders may be the executive officers on starships with a crew of less than 250, but usually Commanders fill that role.**

### Lieutenant

**[03-Lt-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:03-Lt-Red.png) Lieutenants are the most common Commissioned Officers. Lieutenants can perform almost any Officer duty on a starship, save for being the Commanding or Executive Officer. In some cases Lieutenants can even be department heads, especially on smaller starships.**

### Lieutenant Junior Grade

**[02-LtJG-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:02-LtJG-Red.png) Lieutenants Junior Grade are junior Commissioned Officers. Lieutenants Junior Grade may be the Medical Officer or Science Officer on a mid to large space station, or man a Bridge Station. Officers typically spend around 2 years as a Lieutenant Junior Grade.**

### Ensign

**[01-Ens-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:01-Ens-Red.png) Ensigns are the most junior of Commissioned Officers. Ensigns often serve as Flight Controller aboard starships, or Operations Officer on small Starships. Ensigns can also serve in relief or assistant capacities to most other positions aboard ship. It is rare, but not unheard of, for a Cadet at Starfleet Academy to be granted a temporary Commission of Ensign. This is only done in cases of truly outstanding grades. Officers typically spend around 3 years as an Ensign.**

### Cadet 1st Class

**[004-Cadet1st-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:004-Cadet1st-Red.png) Cadets 1st Class are cadets in their final year at Starfleet Academy. They have a leadership role in the Cadet Corps. Cadet's 1st Class usually has at least 1 training cruise behind them and have earned at least 90 academic credits. A Cadet 1st Class may lead a Cadet Flight Squadron or special Cadet Operations Squad.**

### Cadet 2nd Class

**[003-Cadet2nd-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:003-Cadet2nd-Red.png) Cadets 2nd Class are cadets in their third year. In their third year at the Academy, cadets undergo advanced training in their field as well as detailed instruction on the current state of the Galaxy. Cadets 2nd Class may elect to take a training cruise in place of a class in Starfleet Operations. These cruises last between 4 and 16 weeks and give Cadets real space experience.**

### Cadet 3rd Class

**[002-Cadet3rd-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:002-Cadet3rd-Red.png) Cadets 3rd Class are cadets in their second year. In their second year at the Academy, cadets participate in field duty. A Cadet may be posted in a training role to a Starship or Starbase, or may be lucky enough to earn membership in a Cadet Squadron or Cadet Operations Squad.**

### Cadet 4th Class

**[001-Cadet4th-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:001-Cadet4th-Red.png) Cadets 4th Class are the lowest level of Cadet. They are 1st year students with no seniority or special privileges. Cadet's 4th Class undergoes what are certainly the worst conditions in Starfleet. Cadet's 4th Class has to endure cramped Barracks, very intensive physical conditioning, and difficult classes. The ordeal almost always produces a hardworking, dedicated cadet.**

## Enlisted Ranks

**Enlisted personnel have a rank structure similar to that of officers, where higher-ranked enlisted personnel command the lower-ranked personnel beneath them. Promotion through the ranks is not difficult; in many cases all that are required is to serve in Starfleet for a minimum number of years to achieve the next rank.**

### Warrant Officer Grades

**Even though Warrant Officers are considered commissioned officers, they are drawn exclusively from the ranks of enlisted personnel. The Warrant Officer (WO1), and the ranks that follow it, are a special form of commissioned officers bridging the gap between enlisted personnel and officers. Only Chief, Senior Chief, or Master Chief Petty Officers can apply to the Warrant Officer ranks. Admission to the Warrant Officer Candidate School for warrant officers has certain restrictions and requirements, but not as stringent as those for regular officers. A warrant officer has rank over all enlisted personnel, and frequently takes charge of large divisions or departments of these crewmen. Regular commissioned officers, such as an ensign, hold rank over a warrant officer, due to the wealth of knowledge and the overall length of service, a wise officer will take advice from anyone of Warrant Officer Rank. CWO4 is roughly equal to a Commander in technical knowledge, but not in Command Training.**

**There are three grades (not classes) of Chief Warrant Officer (CWO) ranging from two to four. Traditionally, very little difference exists between a CWO2 and a higher-ranking CWO, aside from more responsibility and a longer career path. Like Chief Petty Officers from the enlisted ranks, it is not uncommon to refer to a chief warrant officer simply as "Chief." Chief warrant officers can command departments, but never a vessel or facility except in the direst of emergencies, when no other commissioned officers are available.**

**[W4-CWO4th-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:W4-CWO4th-Red.png) (CWO 4th Grade)  
[W3-CWO3rd-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:W3-CWO3rd-Red.png) (CWO 3rd Grade)  
[W2-CWO2nd-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:W2-CWO2nd-Red.png) (CWO 2nd Grade)  
[W1-WO1-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:W1-WO1-Red.png) (Warrant Officer)**

## Enlisted Ranks

## Master Chief Petty Officer of Starfleet

**[E11-MCPOS-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:E11-MCPOS-Red.png) The Master Chief Petty Officer of Starfleet (MCPOS) is the senior enlisted person in all of Starfleet, appointed by the Chief of Starfleet Operations (CSO) to serve as a spokesperson to address the issues of enlisted personnel to the highest positions in Starfleet. Exact duties vary, depending on the CSO, though the duties generally include traveling throughout the fleet, observing training and talking to enlisted personnel.**

#### Command Master Chief Petty Officer

**[E10-CMCPO-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:E10-CMCPO-Red.png) After attaining the rank of Master Chief Petty Officer, service members may choose to further their career by becoming a Command Master Chief Petty Officer (CMC). A CMC is considered to be the senior-most enlisted service member within a command, and is the special assistant to the Commanding Officer in all matters pertaining to the health, welfare, job satisfaction, morale, utilization, advancement and training of the command's enlisted personnel. CMCs can be Command level (within a single unit, such as a ship, starbase, or planet-side station), Fleet level (squadrons consisting of multiple operational units, headed by a flag officer or commodore), or Force level (consisting of a separate community within Starfleet, such as Starfleet Corps of Engineers, Starfleet Intelligence, etc.).**

#### Master Chief Petty Officer

**[E9-MCPO-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:E9-MCPO-Red.png) Nearly the highest ranking in the enlisted branch, the Master Chief has served with distinction for many years. A handful of master chiefs serve within Starfleet, all acknowledged leaders in their fields and commanding the respect of those beneath them. Such NCOs oversee important departments and can enjoy treatment almost like that of a distinguished officer.**

#### Senior Chief Petty Officer (Senior Chief Specialist)

**[E8-SCPO-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:E8-SCPO-Red.png) Much like the Chief Petty Officer, the Senior Chief oversees departments of large numbers of enlisted personnel. Senior chief petty officers are few in number, have served in Starfleet for a long time, and are experts in their field. A senior chief could be viewed as the enlisted equivalent of a commander.**

#### Chief Petty Officer

**[E7-CPO-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:E7-CPO-Red.png) The Chief Petty Officers (CPO) oversees large groups of petty officers and departments underneath him. These NCOs typically have many years of service (usually over 15) and a wealth of experience in their field. When one becomes "chief" he garners a measure of respect for his accomplishments and proficiency. CPOs are sought out for their knowledge and experience. A Chief Petty Officer can command a major engineering or services department on a Starship or Starbase. Examples include the Transporter Chief of a Starship or the Chief of Operations of a Starbase.**

#### Petty Officer (1C, 2C, 3C)

**[E6-PO1st-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:E6-PO1st-Red.png) (1st Class, Technician 1st Class)   
[E5-PO2nd-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:E5-PO2nd-Red.png) (2nd Class, Specialist 2nd Class)   
[E4-PO3rd-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:E4-PO3rd-Red.png) (3rd Class, Yeoman 3rd Class\*)   
There are three ranks of Petty Officer: third, second and first Class. A petty officer should not be confused with a commissioned officer in Starfleet, such as a Lieutenant or a Warrant Officer. The term petty officer still refers to an enlisted person. They are promoted from crewmen to 3rd Class, then 2nd, and then 1st.**

**Petty officers are referred to as non-commissioned officers, or NCOs, because they frequently oversee several enlisted crewmen in their departments, and are trained to do so. Most petty officers report to a Chief Petty Officer or sometimes a commissioned officer. A petty officer undergoes more rigorous training, or has risen from the enlisted ranks to his current position.**

**General Examples of Petty Officer Responsibilities:**

* **Boatswain's Mates train and supervise personnel in all activities relating to deck operations, and frequently serve as Petty Officers-in-charge of small craft. Most** [**Command Master Chiefs**](http://ussmiranda.wikia.com/wiki/Command_Master_Chief) **and** [**Chiefs of the Boat**](http://ussmiranda.wikia.com/wiki/Chief_of_the_Boat) **were once Boatswain’s Mates, though there are exceptions to this rule**
* **Chief of the Boat is the senior-most enlisted person on any Starfleet vessel, while the Command Master Chief holds the same position on any installation. Typically a** [**Master Chief Petty Officer**](http://ussmiranda.wikia.com/wiki/Master_Chief_Petty_Officer)**, this person is responsible for all enlisted personnel assigned to their post, and is a liaison between the ratings and the officers.**
* **Culinary Specialists are enlisted personnel tasked with the preparation of food and the maintenance of food supplies. They can also serve as personal chefs to very senior** [**Starfleet**](http://ussmiranda.wikia.com/wiki/Starfleet) **officers of senior** [**Federation**](http://ussmiranda.wikia.com/wiki/United_Federation_of_Planets) **officials.**
* **Engineer's Mates maintain propulsion machinery, including assigned auxiliary equipment propulsion control systems, electrical and electronic circuitry up to the printed circuit module, and alarm and warning circuitry. They also maintain refrigeration, air-conditioning, distilling-plant engines and compressors and other environmental control systems.**
* **A Gunner's Mate is an** [**enlisted rating**](http://ussmiranda.wikia.com/wiki/Starfleet_Enlisted_Ratings) **indicating a rate in the** [**Tactical**](http://ussmiranda.wikia.com/wiki/Tactical) **department who is tasked with the operation and maintenance of** [**Phasers**](http://ussmiranda.wikia.com/wiki/Phaser?action=edit&redlink=1) **and** [**Disruptors**](http://ussmiranda.wikia.com/wiki/Disruptor?action=edit&redlink=1) **as well as the** [**Close-in Weapons System**](http://ussmiranda.wikia.com/wiki/Close-in_Weapons_System?action=edit&redlink=1) **(CIWS) and all associated equipment.**
* **Hospital Corpsmen are medical professionals who provide health care to Starfleet personnel and their families. They serve as pharmacy technicians, medical technicians, nurse's aides, battlefield medics, and more. All work falls into several categories: first aid and minor surgery, patient transportation, patient care, prescriptions and laboratory work, food service inspections, and clerical duties.**
* **Legal Clerks are trained legal aides who assist professionals in the field of law. They work in the Starfleet** [**Judge Advocate General's Corps**](http://ussmiranda.wikia.com/wiki/Judge_Advocate_General%27s_Corps)**, performing administrative and clerical tasks necessary to process claims and conduct court and administrative hearings. They maintain records, documents and legal reference libraries. They perform many duties related to courts-martial and non-judicial hearings.**
* **Mass Communications Specialists are public affairs and visual information experts. They present the Starfleet story through a variety of media. Mass Communications Specialists write and produce print and broadcast journalism, news, and feature stories for military and civilian news sources. They record still and video photography of Starfleet operations, exercises, and other events.**
* **Masters-at-Arms uphold law and order aboard ships, and Starfleet facilities. The basic duty of an MA is to enforce rules and regulations, maintain good order and discipline, and protect life and property. Some other duties include conducting criminal investigations, personal protective services, and taking part in correctional and rehabilitative programs.**
* **Personnel Clerks are responsible for assisting Personnel officers with administrative duties and provide enlisted personnel with information about Starfleet jobs, opportunities for general education and training, and promotion requirements. They assist enlisted members' families with reassignments in hardship situations. Personnel Clerks keep records up to date, prepare reports, type letters and maintain files.**
* **Quartermaster's Mates are Starfleet's supply clerks. They see that needed supplies are available including everything from clothing and machine parts to forms and food. They have duties as warehousemen, purchasing agents, stock clerks and supervisors, inventory clerks, buyers, parts clerks, and bookkeepers, and they assist** [**logistics officers**](http://ussmiranda.wikia.com/wiki/Logistics_Officer) **and** [**quartermasters**](http://ussmiranda.wikia.com/wiki/Quartermaster?action=edit&redlink=1)**.**
* **Ship's Servicemen manage barber shops, tailor shops, ships' uniform stores, laundries, dry cleaning plants and cobbler shops.**
* **Storekeepers act as store managers and sales clerks. They report serve in the** [**Logistics**](http://ussmiranda.wikia.com/wiki/Logistics) **division of the** [**Operations**](http://ussmiranda.wikia.com/wiki/Operations) **department.**
* **Yeomen perform secretarial and clerical work. They deal with visitors, calls and incoming communiqués. They organize files and order and distribute supplies. They write notices, directives, forms and reports.**

#### Crewman 1st Class

**[E3-Crew1st-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:E3-Crew1st-Red.png) Similar to a Crewmen 2nd Class, these crewmen are given slightly more responsibility and are more knowledgeable in their fields. Crewmen do not oversee any other enlisted personnel and report to petty officers above them. They are enlisted personnel who usually have between 2 and 4 years of experience. Crewmen 1st Class generally serve as Medical Technicians or Engineering Technicians. Promotion to Petty Officer 3rd Class upon re-enlistment is common, but not always guaranteed.**

#### Crewman 2nd Class

**[E2-Crew2nd-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:E2-Crew2nd-Red.png) These crewmen can also be referred to as "Specialist". The crewman is overseen by petty officers and has limited duties, usually seeing to a specific system or area of function. Crewmen 2nd Class are enlisted personnel with typically less than 2 years of service. Promotion to Crewman 1st Class after 18 months of service is routine.**

#### Crewman Apprentice

**[E1-Crew3rd-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:E1-Crew3rd-Red.png) The lowest rank of the enlisted personnel is Crewman Apprentice. Upon graduating Starfleet Enlisted Training Academy, all enlisted personnel hold this rank.**

#### Crewman Recruit

**[E0-CrewRecruit-Red.png](http://wiki.starbase118.net/wiki/index.php?title=File:E0-CrewRecruit-Red.png) Recruits are only found within Starfleet Academy while personnel undergo training. Upon completion of the year-long training program, they receive an automatic promotion to the rank of Crewman Apprentice , and in some cases can quickly distinguish themselves and attain the rank of Crewman Second Class straight out of the Academy.**

**Officers of the Star Fleet Marine Corps**

**[General (O-10)](http://boi.alt-starfleet-rpg.org/File:Gen_marines_small.png) GENERAL (O-10) - equivalent to Admiral**

**[Lieutenant General (O-9)](http://boi.alt-starfleet-rpg.org/File:Lgen_marines_small.png) LIEUTENANT GENERAL (O-9) - equivalent to Vice Admiral**

**[Major General (O-8)](http://boi.alt-starfleet-rpg.org/File:Mgen_marines_small.png) MAJOR GENERAL (O-8) - equivalent to Rear Admiral**

**[Brigadier (O-7)](http://boi.alt-starfleet-rpg.org/File:Brig_marines_small.png) BRIGADIER GENERAL (O-7) - equivalent to Commodore**

**[Colonel (O-6)](http://boi.alt-starfleet-rpg.org/File:Col_marines_small.png)COLONEL (O-6) - equivalent to Naval Captain**

**[Lieutenant Colonel (O-5)](http://boi.alt-starfleet-rpg.org/File:Lcol_marines_small.png)LIEUTENANT COLONEL (O-5) - equivalent to Naval Commander**

**[Major (O-4)](http://boi.alt-starfleet-rpg.org/File:Maj_marines_small.png)MAJOR (O-4) - equivalent to Naval Lieutenant Commander**

**[Lieutenant Major (O-3)](http://boi.alt-starfleet-rpg.org/File:Ltm_marines_small.png)LIEUTENANT MAJOR (O-3) - equivalent to Naval Lieutenant**

**[1st Lieutenant (O-2)](http://boi.alt-starfleet-rpg.org/File:1lt_marines_small.png)1ST LIEUTENANT (O-2) - equivalent to Naval Lieutenant, Junior Grade**

**[2nd Lieutenant (O-1)](http://boi.alt-starfleet-rpg.org/File:2lt_marines_small.png)2ND LIEUTENANT (O-1) - equivalent to Naval Ensign**

**Warrant Officers of the Marine Corps**

**[Warrant 5-green](http://boi.alt-starfleet-rpg.org/File:Wo5_marines_small.png)SENIOR CHIEF WARRANT OFFICER (W-5)**

**[Warrant 4-green](http://boi.alt-starfleet-rpg.org/File:Wo4_marines_small.png)CHIEF WARRANT OFFICER, 1ST CLASS (W-4)**

**[Warrant 3-green](http://boi.alt-starfleet-rpg.org/File:Wo3_marines_small.png)CHIEF WARRANT OFFICER, 2ND CLASS (W-3)**

**[Warrant 2-green](http://boi.alt-starfleet-rpg.org/File:Wo2_marines_small.png)WARRANT OFFICER, 1ST CLASS (W-2)**

**[Warrant 1-green](http://boi.alt-starfleet-rpg.org/File:Wo1_marines_small.png)WARRANT OFFICER, 2ND CLASS (W-1)**

**They are selected from among the most highly skilled Non-Commissioned Officer in a variety of fields with an eye towards providing experienced officers to perform highly specialized tasks. Their service is generally limited to the area of their enlisted expertise. While they are subordinate to commissioned officers, they very much rate 'sir' from enlisted personnel and are generally afforded a great deal of respect for their experience and valued for their role. Fairly rare, Warrant Officers only compose less than 5% of the overall service.**

**Non-Commissioned Officers of the Star Fleet Marine Corps**

**[Sergeant-Major (E-9)](http://boi.alt-starfleet-rpg.org/File:Sgtm_marines.png)SERGEANT MAJOR (E-9) - equivalent to Naval Master Chief Petty Officer**

**[Master Sergeant (E-8)](http://boi.alt-starfleet-rpg.org/File:Msgt_marines.png)MASTER SERGEANT (E-8) - equivalent to Naval Senior Chief Petty Officer**

**[Gunnery Sergeant (E-7)](http://boi.alt-starfleet-rpg.org/File:Gsgt_marines.png)GUNNERY SERGEANT (E-7) - equivalent to Naval Chief Petty Officer**

**[Staff Sergeant (E-6)](http://boi.alt-starfleet-rpg.org/File:Ssgt_marines.png)STAFF SERGEANT (E-6) - equivalent to Naval Petty Officer, 1st Class**

**[Sergeant (E-5)](http://boi.alt-starfleet-rpg.org/File:Sgt_marines.png)SERGEANT (E-5) - equivalent to Naval Petty Officer, 2nd Class**

**[Corporal (E-4)](http://boi.alt-starfleet-rpg.org/File:Cpl_marines.png)CORPORAL (E-4) - equivalent to Naval Petty Officer, 3rd Class**

**[Lance Corporal (E-3)](http://boi.alt-starfleet-rpg.org/File:Lcpl_marines.png)LANCE CORPORAL (E-3) - equivalent to Naval Crewman**

**[Private, 1st Class (E-2)](http://boi.alt-starfleet-rpg.org/File:Pfc_marines.png)PRIVATE, 1ST CLASS (E-2) - equivalent to Naval Crewman Apprentice**

**[Private (E-1)](http://boi.alt-starfleet-rpg.org/File:Pvt_marines.png)PRIVATE (E-1) - equivalent to Naval Crewman Recruit**

**General Orders**

## General Order 1 ("Prime Directive")

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

## General Order 1A (“Omega Directive”) TOP SECRET — CAPTAIN'S RANK AND ABOVE ONLY

**Due to its destructive nature upon subspace & its inherent dangers towards all starfaring civilizations, the omega particle has been determined to be the greatest natural threat to the Federation and the entire galaxy. For that reason, any and all omega particles found to be in existence are to be destroyed at any cost. During the duration of said mission, the Prime Directive is suspended. Notification of the crew of a vessel or installation as to the true nature of this directive is an offense punishable by general court-martial, dishonorable discharge from Starfleet, and a prison term no less than 30 years and no greater than the offender's natural life.**

## General Order 2

**No Starfleet personnel shall unnecessarily use force, either collectively or individually, against members of the United Federation of Planets, their duly authorized representatives, spokespersons, or designated leaders, or members of any sentient non-member race, for any reason whatsoever.**

## General Order 3

**The sovereignty of each Federation member being respected in all things, Starfleet personnel shall observe any and all statutes, laws, ordinances, and rules of governance currently in effect within the jurisdiction of a member planet. Violators of such ordinances will be subject to such punishments or corrections as shall be determined by local governmental bodies.**

## General Order 4

**If contact is made with hitherto undiscovered intelligent lifeforms, under no circumstance shall Starfleet personnel, either by word or deed, inform said lifeforms that worlds other than their own or intelligent life-forms other than their own exist outside the confines of their own space or answer questions by said lifeforms pertaining to the existence of other species outside said space.**

## General Order 5

**In cases of extreme emergency, Federation special representatives are empowered to assume emergency powers to deal with a condition or circumstance that is deemed hazardous to the welfare of Federation citizenry. Within the scope of these emergency powers, duly authorized civilian personnel may assume temporary command of Starfleet vessels, installations, and/or personnel to deal with the emergency. Starfleet personnel must submit to their authority for the duration of the crisis.**

## General Order 6

**The request for emergency assistance from Federation citizenry or non-aligned persons demands unconditional priority from Starfleet personnel. Such personnel shall immediately respond to said request, postponing all other activities. This responsibility extends to current governments at odds, actively or passively, with the Federation.**

## General Order 7

**No Starfleet vessel shall visit the planet Talos IV under any circumstances, emergency or otherwise. This order supersedes General Order 6. Any transgression of this general order shall be punishable by death.**

## General Order 8

**Upon sighting a warship within Federation space and identifying it as belonging to a foreign power, the commander of the Starfleet vessel/installation shall determine the reason(s) for that craft's presence in the vicinity. If there is conclusive evidence that the vessel has hostile intentions, the Federation vessel may take appropriate action to safeguard the lives and property of Federation members or other non-aligned persons under current Federation protection. In such cases, the commander may use their discretion in deciding whether to use force to disable the hostile vessel. However, care should be taken to avoid unnecessary loss of sentient life.**

## General Order 9

**A commander of a Starfleet vessel or installation, military or auxiliary, may grant political asylum to any individual without first being given express permission to do so by a representative of the Federation government. However, said decision may and can be overturned by a superior officer or representative of the Federation government pending a review of circumstances.**

## General Order 10

**If there exists eyewitness testimony by senior officers or similar verifiable evidence that an individual, military or civilian, has violated the Prime Directive, said individual may be relieved of duty by a duly sworn representative of the Federation government and placed under immediate arrest. The governmental representative shall then take such action as he deems necessary to minimize the results of the violation.**

## General Order 11

**Starfleet officers with command-level rank or higher are granted full authority to negotiate conditions of agreement and/or treaties with legal representatives of non-Federation planets. In such circumstances, the acting officer carries de facto powers of a Federation Special Ambassador. Any and all agreements arranged in this manner are subject to approval by the Chief of Starfleet Operations, the Secretary of Starfleet, and the Federation Council.**

## General Order 12

**When approaching a vessel with which communication has not been established, all Starfleet vessels are to maintain maximum safety precautions, regardless of the origin of said vessel, be it a foreign power, a hitherto unknown ship, or a Starfleet vessel.**

## General Order 13

**Except when orders state to the contrary or in accordance with General Order 6, Starfleet personnel will respect the territorial integrity of independent planetary systems and governments within and without the confines of the Federation's borders, and will not violate territorial space belonging to such worlds.**

## General Order 14

**Starfleet personnel may intervene in local planetary affairs to restore general order and to secure the lives and property of Federation citizens only upon receiving a direct order to do so from a civilian official with the effective title of governor or higher.**

## General Order 15

**No officer of command or flag rank shall travel into a potentially hazardous area without suitable armed escort.**

## General Order 16

**Starfleet personnel may extend technological, medical, or other scientific assistance to members of foreign powers or previously unrecognized sentient species only if such assistance in no way compromises the Prime Directive or the security of the Federation or Starfleet.**

## General Order 17

**The commanding officers of Starfleet vessel and installations are to consider the lives of their crew members and/or civilian population as sacred. In any potentially hostile situation, the captain will place the lives of his crew above the fate of his ship.**

## General Order 18

**Upon being accused of treason against the Federation, Starfleet personnel may demand a trial conducted by the Federation judiciary or representative Judge Advocate General for that sector. If the individual is acquitted, Starfleet Command shall have no further legal recourse against the accused in said matter.**

## General Order 19

**Except in times of declared emergency, Starfleet personnel may under no circumstances convey personnel or material between planets or planetary systems when there is reason to believe that said personnel or material may be used to conduct aggression, whether against Federation members or other non-aligned worlds. This order applies to independent worlds within the Federation as well as to Federation members.**

## General Order 20

**Officers and personnel of Starfleet Command may employ whatever means necessary to prevent the possession, transportation, sale, or commercial exchange of sentient beings held against their wishes within the boundaries of Federation space. This includes temporary violations of General Order 13, but not of the Prime Directive.**

## General Order 21

**No Active or Reserve Starfleet personnel, either officer or enlisted, may offer his services to an independent foreign government without the express authorization of the Federation Council.**

## General Order 22

**As the rights of individual expression and free discourse are considered sacred, Starfleet personnel may debate the policies, decisions, and actions of their governmental representatives privately at any time, to the extent that such discussions do not violate their command oath or specific duties to the Federation per these General Orders or Starfleet regulations.**

## General Order 23

**When verifiable proof is presented to the senior commanding officer of a Starfleet vessel or post that a Federation representative may currently be acting or have acted in the past to violate the Prime Directive, the officer may relieve said representative of office, and then assume the full powers of that office pending a full investigation by governmental officials.**

## General Order 24

**If a commanding officer deems that a planet has been culturally contaminated to a point where correction is no longer viable and said culture now poses a direct threat to Starfleet personnel or Federation civilians, he may order the destruction of a planet's surface to occur within a time limit set upon invocation.**

## General Order 25

**Civilian and military personnel whether a citizen of the Federation, a non-aligned world, or a foreign power taken into custody by Starfleet personnel during times of extreme emergency shall be accorded proper treatment consistent with their rank or station, insofar as such treatment does not compromise the security of the Federation or Starfleet.**

## General Order 26

**No member of a ship's complement or other ground-based installation can be held directly accountable for the actions of their superiors. Similarly, no member of a ship's company or other Starfleet personnel will share in disciplinary measures taken against the Commanding Officer(s) if said individuals were not directly involved in the actions leading to disciplinary measures. This order extends to conditions involving proven violations of the Prime Directive; where proof of such violations exist. However, failure to attempt to halt the actions of said superiors is a violation of the order and as such is punishable by general court-martial.**

## General Order 27

**No member of Starfleet shall be required by the assignment of standard duties and responsibilities to undergo extended separation from his family if family members can be reasonably provided for aboard ship or as a part of an existing Starfleet installation.**

## General Order 28

**No officer of command rank shall be removed from command status unless such action has the complete and unqualified agreement of at least three senior officers present per Starfleet Procedural Order 104, sections B and C... Whenever possible, such officers shall include the ship's First Officer, Chief Medical Officer, Counselor, and one junior officer of command station.**

## General Order 29

**The primary responsibility of the commander of any Starfleet vessel or installation is the welfare and safety of his crew, including any civilian members. No action may be taken that creates an unwarranted threat to the safety of those individuals under the officer's charge, except in the line of duty and when otherwise unavoidable. This is a concurrent order with General Order 17.**

## General Order 30

**Starfleet Command recognizes the right of each ship commander to interpret the specifications of the Prime Directive as he sees fit, consistent with the conditions of other existing general orders in effect, and based upon circumstances that may arise in dealing with newly discovered sentient races. However, said decision may and can be overturned by a superior officer or representative of the Federation government pending a review of circumstances.**

## General Order 31

**The conditions and specifications of the Prime Directive shall henceforth apply to all sentient lifeforms discovered, whether they are of natural or artificial origin.**

## General Order 32

**Federation officers may violate Neutral Zone areas as designated by treaty only if such action is required to save the lives of Federation citizens under conditions of extreme emergency as required by General Order 6.**

## General Order 33

**If a commanding officer deems that an individual or group of individuals pose a direct threat to the safety of Starfleet personnel, Federation citizens, or those under current Federation protection, they may take any actions necessary to safeguard the lives of those threatened. In such cases, the commander may use their discretion in deciding whether to use force. However, care should be taken to avoid unnecessary loss of sentient life.**

## General Order 34

**All Starfleet personnel and/or Federation civilian contractors shall follow a superior's order to the best of their ability, unless said orders should conflict with the regulation laid out in these orders. Special dispensations are granted in emergency situations as per specific orders, with the exceptions of General Orders 1, 2, 3, or 7.**

## General Order 35

**Should the entire personnel of a Starfleet vessel or installation become severely incapacitated or deceased due to an environmental or medical contaminant, said vessel is to be destroyed within a 24-hour period from initial discovery of cause to prevent spread of the epidemic agent.**

## General Order 36

**No Federation vessel, whether civilian or Starfleet, is allowed to visit a planet or star system placed under quarantine by Starfleet or the Federation Council unless the visitation falls under the jurisdictional actions accredited by General Orders 1, 5, and 6.**

## General Order 37

**Starfleet personnel shall respect binding contracts, agreements, and bonds made by the Federation government and/or Starfleet itself and shall operate within the boundaries & governances of said treaties, especially in matters dealing with the co-signatories of said treatise.**

## General Order 38

**In the event of the death, absence, or incapacitation of the commanding officer of record, command of a ship or installation falls to the next highest-ranking crewmember, regardless of position in the command structure. When two officers in the line of succession are of comparable rank, command first falls upon the officer with command experience; barring that requirement, command will fall upon the officer with seniority.**

## General Order 39

**An officer or crewmember may be removed from active duty status if they are judged to be incapable of fulfilling their obligations as a member of Starfleet, whether for medical or psychological reasons, by either the Chief Medical Officer or by the two ranking command staff officers.**