

FASA Star Trek RPG Federation Classes-5th Edition

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“This document is part of a dreams and concepts that were brought forth by Gene Roddenberry and is made to honor him.”

This book is a not for profit fan-based attempt to keep a beloved game alive and to honor the memory of the creator of the dream and all those that lived the dream on TV and in the Movies. It was made to showcase some of the best gaming concepts every made still going long after the major support for the game was withdrawn and to bring in new support and fans to the Universe of Star Trek that Gene Roddenberry created.

To use this book properly, the beginning player needs to use the FASA Star Trek Second Edition box set, in to understand what is in these pages and the concepts of the game. To the experienced Star Trek gamer, this book has extended Starfleet and Civilian classes that they can choose from. It is this author's hope that this will add to the game and keep FASA Star Trek alive for several generations to come as a role playing game.

The book is made to encompass game play from the Original Star Trek Movie Era through the start of the Next Generation Era. This will hopefully with give Players enough room to play in. Since the game is flexible enough to allow both Game Masters and Players to shape Federation history and effect how their version of Starfleet reacts to those changes.

There are a couple minor rule changes in this book that hopefully players will like. The first one is that there is a section called Basic Education offers more background for starting characters. This background education is roughly equal to what a person would pick-up in secondary education.

The second change is allowing for both civilians and Starfleet personnel (including Starfleet Marines) to enter into Starfleet Intelligence Command (SIC). The civilian character can complete whatever profession they had before joining SIC, then they go through just the Branch School of SIC and Advanced Training only. Civilians do not gain the benefit of the Intelligence Command School and are considered to be Intelligence Specialist. Starfleet Personnel are taken straight out of their normal branch school if they so choose (after being asked to join Starfleet Intelligence Command) and can enter SIC Branch Schools and pick-up an addition Branch School as well as the Intelligence Command School, allowing them to carry military ranking. Or they can just enter Starfleet Intelligence as a beginning character.

The third change is to note that most of the Doctors in Starfleet have had a prior career before starting Starfleet. Therefore they have acquired at least ten years of experience prior that includes pre-medical, medical school and two years of internship. They take the Academy Curriculum, Department Head School and Command School only. However, Starfleet does train Doctors in the Academy as well, but their first tour of duty usually constitutes their internship. These Doctors will undergo all the normal training Starfleet offers.

The fourth change involves Starfleet Engineers. They can either come from an Engineering background or work their way up the ladder through the ranks after they finish Branch School. If they come from an Engineering background, the Cadet still have to take the Academy Curriculum and Branch School, but he will have the advantage of more experience and training and can focus more on new areas and skills in Engineering that might be normally denied to them.

The fifth change is including the Federation Merchant Marine Academy to this book. Just like in today's Merchant Marines, all members of the Federation Merchant Marines are considered to be a part of Starfleet Reserve and a very active part of Federation life by transporting people.

As far as generating a character goes, the Player starts by picking a race. Since this is set-up for playing Federation characters, it preferred that the Player use a race that is in the United Federation of Planets. But if you ask the Game Master to make sure it is okay, you can play almost any race with no major problems. This game uses d10's and d100's for generating characters, therefore the guidelines for generating a character is on the table for races. Below that is the Record of the Endurance Stats and Combat Stats, all a Player needs to do is follow the formulas provided to generate the Stats needed.

Modified Star Trek Timeline

Adopted and Modified from THE TIMELINE OF STAR TREK HISTORY, Editing and Compilation Done By Alex Rosenzweig

- 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.)]
- 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 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]
- 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 RomulanStar 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 . ["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 Kriisaian faction, surreptitiously aided by Enterprise officers, reveals that the Kriisaia 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 Kriisaian 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]
- 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"]
- 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--Neural is established as a Federation protectorate. [Star Trek: Star Charts]
- 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]
- 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]
- 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 Will 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--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. The 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)]
- 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--A Kauld attempt to destroy the Belle Terre colony using a huge laser is thwarted. [The Flaming Arrow]
- 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 spacegoing 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 Emyrea 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 Emyrean Council narrowly votes to renew the treaty with the Federation. [The Better Man]
- 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--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 Singay, 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--Terra's Main 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)]
- 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)]
- 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) are 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--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]
- 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--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 Clanea 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"]
- 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"]
- 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--The Star Fleet/Thevosian protomatter weapon is placed aboard the starship 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--are 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"]
- 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 extinction and 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*—expose 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--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 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 are 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--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)]

- 2296--The Ansata of Rutia IV's western continent are denied independence from the eastern continent, and begin a war for autonomy. ["The High Ground"]
- 2296--Lieutenant M'Ress, while serving aboard the starship Einstein, is drawn through an artificial space-time gateway on a landing party and lost. [Cold Wars]
- 2296--A Romulan expedition, allied with the exiled Vulcan Sered, attempts to suborn the Federation outpost on the planet Obsidian. The attempt fails, due largely to actions taken by the outpost's commander, Captain David Rabin, and Captain Spock. During this mission, Spock begins to embrace his talent for diplomacy, and afterwards decides to leave Star Fleet to join the Vulcan diplomatic service. [Vulcan's Forge]
- 2296--Using prototype holodeck technology, the Enterprise-B and Captain Harriman capture the Romulan examiner Rokan the Relentless. ["Shakedown" (Enterprise Logs)/Star Trek: The Novels Timeline]
- 2296--The Stugg first invite Star Fleet personnel to their homeworld. Dr. Leonard McCoy accompanies the expedition. [Crossover]
- 2298--First contact with the Nuaran Imperium is made by the U.S.S. Polaris. [Power Hungry]
- 2298--Tuvok resigns from Star Fleet and attempts the Kohlinar discipline. ["Flashback"]
- 2299--The planet Golana is colonized by Bajorans. ["Time's Orphan"]
- 2300--The Star Fleet uniform insignia pin is replaced by a communicator built inside a shell identical in shape to the pin. The device quickly becomes known as a commbadge. [U.S.S. Cheyenne Operations Manual]
- 2301--The Cardassian Union takes control of the planet Ingav. Before the planet can be completely annexed, a group of approximately 2,000 Ingavi flee the planet and travel into the Badlands, discovering and making planetfall on the planet Sindorin. Finding Sindorin very similar to Ingav, the Ingavi build a colony on the planet. [Abyss]
- 2304--The people of Ktaria VII first achieve warp capability. [Last Unicorn RPG]
- 2304--A truce ends the Betreka Nebula hostilities between the Klingons and Cardassians. It results in minor concessions from each side, but no actual exchange of resources or territories. [Last Unicorn RPG]
- 2304--The Napeans first achieve warp capability. [Last Unicorn RPG]
- 2305--Lieutenant Arex is part of a shuttle expedition that is drawn through a wormhole and lost. [Cold Wars]
- 2305--Starbase 200 is abandoned after a series of reactor, life-support, and other system failures. [Last Unicorn RPG]
- 2305--The Grazerites are admitted to the Federation. [Last Unicorn RPG]
- 2309--Representatives of the Cardassian Union first offer assistance to the planet Bajor. ["Emissary"]
- 2309--Federation starships first identify the planet Indri VIII. [Star Trek Chronology (Revised)]
- 2309--The Romulans first encounter the Taurhai Unity. [Last Unicorn RPG]
- 2310(?)--The Treaty of Algeron is signed between the Federation and the Romulan Star Empire. One of its key provisions is that the Federation will not further develop cloaking technology beyond its current state. ["The Pegasus" (This is suggested by dialog in the episode, although the precise date is not made clear.)]
- 2311--The Tomed Incident occurs, after which the Romulans "disappear" for more than 50 years. The reason for the disappearance is unknown to the Federation. Among the losses during this incident is the Deep Space 1 station. ["The Neutral Zone"/Last Unicorn RPG]

- 2312--The warp scale is altered so that warp factor 10 is defined as "infinite velocity". The warp formula is also revised. ["Faster than a Speeding Photon" article in Star Trek: The Magazine]
- 2312--Qualor II is chosen as the site for a Federation surplus ship depot. [Last Unicorn RPG]
- 2313--The Taurhai begin attacking worlds on the leading edge of Romulan space. An extended conflict begins. [Last Unicorn RPG]
- 2313--The Bolians evacuate the population of Uzor IV before its sun collapses. [Last Unicorn RPG]
- 2314--All adults on the Federation mining colony of Hamlin are killed by the Choraii. The children are kidnapped. [The Children of Hamlin]
- 2316--Space station Deep Space 2 is constructed in a sector on the rimward edge of the Federation. [Last Unicorn Games]
- 2319--Development of the multiplex pattern buffer eliminates the already-rare condition of transporter psychosis. [Star Trek Encyclopedia/ "Realm of Fear"]
- 2319--Covert violation of the Prime Directive by Captain Mark Jameson of the U.S.S. Gettysburg leads to 40 years of civil war on Mordan IV. [Last Unicorn RPG]
- 2320--The Federation recognizes the recently-formed Bolian world government and allows the Bolians formal entry into the Federation. [Last Unicorn RPG]
- 2320--The Zakdorn complete the Grand Project and settle on their newly-completed artificial homeworld. [Last Unicorn RPG]
- 2320--The mines on Dytallix B are exhausted and abandoned. [Last Unicorn RPG]
- 2321--Romulan Deresus-class heavy scouts first commissioned. [Last Unicorn RPG]
- 2321--An early contact between Humans and Cardassians takes place when a Cardassian vessel crashes on the planet Juhraya. [The Brave and the Bold, Book Two]
- 2322--Ambassador-class heavy cruisers first commissioned. [Last Unicorn RPG]
- 2322--Federation explorers first encounter the Calder System. [Last Unicorn RPG]
- 2322--The Galor IV colony wins the bid to become a planetary annex of the Daystrom Institute. [Last Unicorn RPG]
- 2324--Federation starships begin the first detailed explorations of the BeTau Sector, and first contact is made with the Pinnaar Domain. [Last Unicorn RPG]
- 2325--The first formal contacts are made between the Federation and the Cardassian Union. The Cardassians rebuff all peaceful overtures. [Last Unicorn RPG]
- 2325--The Son'a conquer two primitive races--the Tarlac and the Ellora--and integrate them into their culture as a labor class. ["Star Trek: Insurrection"/Star Trek: The Magazine]
- 2326--A group of Eerlikka called the Pevvni colonize the ninth planet in their star system. [Fatal Error]
- 2327--A peace summit is held on Vulcan. The Legarans are on hand as observers. Representatives from Cardassia Prime request the opening of trade rights with the Federation. Ambassador Sarek is doubtful, but Ambassador Spock, openly disagreeing, advocates the granting of the request. Meanwhile, when Perrin stumbles onto a Cardassian plot to disrupt the Legaran treaty negotiations in order to leave Legara open for seizure, she is kidnapped. When Perrin is rescued and the plot prevented, the Cardassian government disavows any knowledge of the agents' actions. Nonetheless, with the Cardassian application for trade rights determined to be a pretense, diplomatic overtures are deferred for an indefinite period. [Wildstorm Star Trek--"Enter the Wolves"]
- 2328--The Bajoran homeworld is annexed by the Cardassian Union. ["Ensign Ro"]

- 2328--Space station Deep Space 3 is constructed near the Breen sector of space. [Last Unicorn Games]
- 2329--Duotronic enhancers are first replaced as information storage and processing devices by isolinear optical chips. [Star Trek Encyclopedia]
- 2331--Colony established on Boradis III. ["The Emissary"]
- 2331--The pirate known as the White Wolf begins raiding Federation shipping. He and his crew evade capture by hiding in the highly-dangerous Beta Barritus star system. [Gauntlet]
- 2331--Cortin Zweller is recruited into Section 31. [Rogue]
- 2332--Birth of Benjamin Sisko [Star Trek Chronology (Revised)]/"Image in the Sand"]
- 2332--While in the 40 Eridani System, the science vessel U.S.S. Thorne observes a Romulan vessel drop into the star's gravity well and vanish, leading to an alteration in the timeline. Pursuing the Romulan ship into the past, the Thorne discovers that the Romulans gave warp drive technology to the Andorians 740 years in the past. The Thorne also encounters a time-travelling Romulan vessel from the altered timeline. With the aid of the time-travelling Romulans, the Thorne is able to undid the damage and restore the proper flow of history. This event leads to a meeting between the Tal Shiar and the Department of Temporal Investigations, strengthening the observance of the Temporal Prime Directive on both sides. [Last Unicorn RPG]
- 2333--Captain Jean-Luc Picard assumes command of the U.S.S. Stargazer. ["Tapestry"]
- 2333--The Stargazer is ordered to apprehend the White Wolf. They are successful at apprehending him, but when they do, they discover that the pirate's real identity is that of exobiologist Emil Carradine. Carradine explains that he found a latinum-rich world called Daribund that had a pre-sentient species on it, and became a pirate to draw vessels away from the world and thus preserve the species. Picard recovers the stolen Federation cargo, but allows Carradine to escape. [Gauntlet]
- 2334--Napea is admitted to the Federation. [Last Unicorn RPG]
- 2334--The starship U.S.S. Carpenter is listed as missing. Debris and the bodies of the crew are found, but the ship is gone. [Strange New Worlds I – "Of Cabbages and Kings"]
- 2335--The Federation science vessel U.S.S. Yosemite becomes the first starship to penetrate the plasma storms within the Badlands. [The Badlands, Book 1]
- 2335--After several decades of sporadic encounters, the Federation makes its first formal diplomatic overtures to the Cardassian Union. The Cardassians are initially ambivalent. [Last Unicorn RPG]
- 2336--The Omicron Theta Colony is destroyed by a Crystalline Entity. [Star Trek Encyclopedia/The Starfleet Survival Guide]
- 2336--The Sli are discovered by the scout U.S.S. Crockett in the Qizan Qal'at star system. Before contact can be made, the Crockett is destroyed after reporting the arrival of a Klingon warship. [Sins of Commission]
- 2336--The Alonis people are admitted to the Federation. [Twilight]
- 2337--The first group of ASRV-type vessel lifeboats are delivered in time to be fitted to the final Renaissance-class starship, the U.S.S. Hokkaido. ["Star Trek: The Next Generation" Technical Manual]
- 2337--Romulan Theta-class swift couriers first commissioned. [Last Unicorn RPG]
- 2338--The starship Independence is lost and presumed destroyed. [The Romulan Prize]
- 2340--Nathaniel Taros pursues groundbreaking neurochemistry research on low-gravity species. His study of neuromuscular adaptation meets with no practical success. ["Melora"]

- 2340--Detailed surveys of Calder II uncover Sakethan Burial Mounds, left by the ancient pre-Romulans during their diaspora from Vulcan. [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. Plus the Character gets a Bonus of d100/2 that the player may add to any of his Ability Scores, but he cannot exceed more than 30 point per any one score.

Race	Str	End	Int	Dex	Cha	Luc	Psi	Source	Notes
Alpha Centaurian	0	0	0	0	0	-20	-10	TOS/FASA Star Trek: Federation	Alpha Centaurians are firm in their commitment to the Federation and their conviction in its principals and are certainly perceived as amongst the movers and shakers in not only the Federation High Council but also at Star Fleet HQ. Alpha Centaurians generally have problems forming emotional friendships with both each other, and other races. Alpha Centaurians tend to have course dark hair, swarthy complexions and are generally slightly larger than the average human, but still have a lot of the same genotype of humans. This can be attributed to the fact that the Alpha Centaurians are a lost colony of Humans that originated on Earth during the third century BC, transplanted by the Preservers. But this fact cannot be confirmed or denied at this time.
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	TNG	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	TNG	Anticans are mammals that resemble humanoid canines with large elongated heads, which walk upright. They possess huge canine teeth and claws and can live up to 50 years of age. Antican society is a pack based and lack having true cities, living in large packs. They live for the hunt and do not eat vegetables or fruits, They are meat eaters and prefer eating fresh meat.
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.

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Race	Str	End	Int	Dex	Cha	Luc	Psi	Source	Notes
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 <i>Anlac'ven</i> , 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 and Tavnians. Betazoids have a gestation period of ten months.
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

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. Plus the Character gets a Bonus of d100/2 that the player may add to any of his Ability Scores, but he cannot exceed more than 30 point per any one score.

Race	Str	End	Int	Dex	Cha	Luc	Psi	Source	Notes
									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.
Breen									The Breen enjoy a number of adaptations allowing them to survive in harshly cold conditions. Most notably, they have no blood, and can therefore withstand temperatures that would kill most humanoid life forms. Also, they can reproduce at a very young age; a Breen female can carry a pregnancy to term from the age of eight. They undergo menopause at a much later age than most humanoid life forms. The Breen never allow outsiders to see beneath their beak-like masks and metallic body armor.
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	10	10	20	-10	20	-20	-30	TNG	The Cardassians are notable for their enormous, scaled neck structures, which are supported by elongated vertebrae and covered with scale-like plates. Three vertical ridges run down the Cardassian forehead; the center ridge typically displays a spoon-like depression, while the right and left ridges run around and under the eyes, The Cardassian skin is gray. Many Cardassians have eidetic memories. Trained in mental disciplines from an early age, many excel in tasks requiring focus and willpower. They are comfortable in environments too hot for human comfort, but are more vulnerable to cold conditions.
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.

Star Trek Character General Stats and Races

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LUC: D100 PSI: D100. Plus the Character gets a Bonus of d100/2 that the player may add to any of his Ability Scores, but he cannot exceed more than 30 point per any one score.

Race	Str	End	Int	Dex	Cha	Luc	Psi	Source	Notes
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. The Deltans have one of the oldest humanoid civilizations in the Federation, and were establishing outposts on the moons of their planetary system a thousand years before the Vulcans left their own atmosphere. Deltans are roughly Human height but with slightly lighter build. Most Deltans are slim due to a metabolism that is slightly higher than that of Human norm. Deltans have no body hair; this is a genetic trait rather than a cultural norm. Skin tones are as wide-ranging as among Humans.
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

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. Plus the Character gets a Bonus of d100/2 that the player may add to any of his Ability Scores, but he cannot exceed more than 30 point per any one score.

Race	Str	End	Int	Dex	Cha	Luc	Psi	Source	Notes
									will.
Ferengi	15	0	0	15	-25	0	-30	TNG	Ferengi are humanoids with pumpkin-colored skins and large, protuberant crania. Surrounding these skulls are large, multi-lobed ears; in extreme old age these become spectacularly hirsute. Ferengi teeth are small and pointed. The four-lobed brain of the Ferengi makes them immune to the empathic abilities of Betazoids and many other telepathic species.
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 the 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.
Haliian	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.
Izarian	10	10	0	0	0	-10	-25	TOS	Izarans are humans that colonized the 13th planet in the Izar system more than 300 years ago. Known simply as Izar to the population, it is a Class M planet with limited surface water except a number of long and twisted rivers and a few lakes. All Izarans are taught the basics of hunting and survival at a young age. They develop a unique way of looking at the bigger picture and taking all factors into account very early in life. An Izarian would rather die before he leaves a friend behind or before he goes

Star Trek Character General Stats and Races

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Race	Str	End	Int	Dex	Cha	Luc	Psi	Source	Notes
									against a sworn oath of loyalty to an organization. A truly overwhelming set of circumstances must exist for an Izarian to even consider acting against an organization or individual they are loyal to.
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

Star Trek Character General Stats and Races

STR: 40+3D10 END: 40+3D10 INT: 40+3D10 DEX: 40+3D10 CHA: 40+3D10

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Race	Str	End	Int	Dex	Cha	Luc	Psi	Source	Notes
									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 culturally 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.
Napean	10	20	0	0	0	-20	+20	Post-TMP, TNG	A race of partially empathic humanoids from Napea II. The Napeans are members of the Federation but take little interest in the rest of the galaxy. The Napeans are physically very similar to Terrans and Betazoids excepting their having a large, leaf-shaped forehead ridge. Genetic analysis leads to the supposition that the Napean race is a transplanted cross between the two races, yet just different enough to be detected. Most Napeans do not bother to use or cultivate their Psi skills, as their training techniques can take years for what Betazoids and Vulcans learn in weeks. Those that perfect their Empathic and limited Telepathic skills serve professionally in Napean culture.
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

Star Trek Character General Stats and Races

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Race	Str	End	Int	Dex	Cha	Luc	Psi	Source	Notes
Risan	5	10	0	0	20	10	0	Enterprise/TNG	The Risans are a humanoid race from the planet Risa noted for their hedonistic approach to life. Risa is in a binary system and although it is naturally a Swamp lands its extensive weather modification system gives the entire planet a tropical climate. Combined with the local's easygoing approach to life this has made Risa a very popular holiday and tourist destination. Externally, Risans are physically indistinguishable from Humans in every aspect except for the markings they bear on their foreheads. They can even crossbreed with Humans, along with other humanoid races like Andorians and Orions
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

Star Trek Character General Stats and Races

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Race	Str	End	Int	Dex	Cha	Luc	Psi	Source	Notes
									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: $\text{Int}/10$ 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)

Communication Systems Operation	10
Computer Operation	10
Damage Control Procedures	15
Electronic Technology	10
Environmental Suit Operations	15
Language, Galactic	20
Language (Two of Choice)	10 each
Marksmanship, Modern Weapon	20
Mechanical Engineering	10
Personal Combat, Unarmed	20
Small Unit Tactics	10
Social Science: Federation Culture/History	10
Social Science: Federation Law	10
Space Sciences: Astrogation	10
Space Sciences: Astronautics	10
Sports (One of Choice)	15
Starship Sensors	10
Transporter Operational Procedures	10
Vehicle Operation (Grav)	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

Communications Systems Operation	10
Communications Systems Technology	10
Computer Operation	10
Computer Technology	10
Damage Control Procedures	20
Deflector Shield Operation	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
Space Science, Astrogation	15
Starship Combat Strategy/Tactics	10
Starship Helm Operation	15
Starship Sensors	10
Starship Weaponry Operation	20
Sub-Light Drive Technology	15
Transporter Operation Procedures	10
Warp Drive Technology	10
Specialty Skills (Any of the above, no more than 10 points per skill)	Total of 30 Points

Engineering Specialist

Computer Operations	25
Computer Technology	15
Damage Control Procedures	15
Electronic Engineering	15

Mechanical Engineering	15
Small Equipment Systems Operation	20
Small Equipment Systems Technology	10
Space Science: Astronautics	20
Transporter Operation Procedures	20
Transporter System Technology	15
Specialty: Divide up 40 points between two of the following skills or add 30 extra points to one of the skills listed above.	
Communication Systems Technology	
Deflector Shield Technology	
Personal Weaponry Technology	
Shuttlecraft Systems Technology	
Starship Weaponry Technology	
Sub-Light Drive 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
Physical Science: Chemistry	20
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
Specialty Skills (Any of the Above, no more than 10 points per skill)	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 (Four of Choice)	15 each
Small Unit Tactics	10
Sports: Swimming/Diving or Swimming: Scuba	30
Stealth	40
Surveillance	30
Vehicle Operation (grav vehicle)	20
Zero-G Operations	25
Zero-G Combat	15
Specialty Skills (Any of the Above, no more than 10 points per skill)	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/Scuba	30
Vehicle Operation (Grav vehicle)	20
Zero-G Operations	25
Zero-G Combat	15
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

Marine-Infantry

Environmental Suit Operations	20
Marksmanship (archaic)	10
Marksmanship (modern)	20
Personal Combat, armed (knife)	15
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: MMA or Swimming/Scuba	30
Vehicle Operation (grav vehicle)	20
Zero-G Operations	25
Zero-G Combat	15
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

Marine-Mechanized Infantry

Deflector Shield Operation	30
Deflector Shield Technology	10
Electronic Engineer	10
Environmental Suit Operations	25
Marksmanship (archaic)	20
Marksmanship (modern)	20
Marksmanship (modern-heavy)	30
Personal Combat (armed)	15
Personal Combat (unarmed)	20
Personal Weapons Technology	10
Planetary Survival (Three of Choice)	10
Small Equipment Systems Operation	10
Small Unit Tactics	15
Vehicle Operation (grav vehicle)	40
Vehicle Operation (power armor)	20
Zero-G Operations	20
Zero-G Combat	15
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

Marine-Sniper

Assassination	15
Clandestine Operation	25
Environmental Suit Operations	20
Marksmanship, archaic (ballistic)	20
Marksmanship (modern)	20
Marksmanship (modern-sniper)	30
Personal Combat, armed (knife)	10
Personal Combat (unarmed)	20
Personal Weapons Technology	25
Physical Science: Physics	20
Small Equipment Systems Operation	15
Planetary Survival (Three of Choice)	10 each
Small Unit Tactics	10
Sports: Swimming/Scuba	30
Stealth	40
Surveillance	30
Vehicle Operation (Grav vehicle)	20
Zero-G Operations	25
Zero-G Combat	15
Specialty Skills (Any of the Above, no more than 10 points per skill)	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

Specialty Skills (Any of the Above, no more than 10 points per skill) **Total of 30 Points**

Operations Specialist

Communications Systems Operation	20
Communications Systems Technology	15
Computer Operations	10
Computer Technology	10
Damage Control Procedures	15
Deflector Shield Operations	10
Deflector Shield Technology	10
Language (Two of choice)	20 each
Physical Science: Computer	15
Social Sciences: Law (any)	10
Social Sciences: Culture and History (any)	20
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

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
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

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
Sub-Light Drive Technology	10
Warp Drive Technology	10
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

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
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

Tactical Specialist

Computer Operation	10
Deflector Shield Operation	15
Damage Control Procedures	10
Electronic Engineering	15
Marksmanship, Modern	10
Personal Combat, Unarmed	10
Security Procedures	20
Starship Combat Strategy/Tactics	10
Starship Sensors	25
Starship Weapons Operation	20
Starship Weapons Technology	25
Specialty Skills (Any of the Above, no more than 10 points per skill)	Total of 30 Points

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
Intelligence Procedures	15

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
81-100 Starfleet Marine Corps

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

Tour Length = $1d10/2$ (round down) years *min. of 1* and goods through the Federation.

Overall Efficiency Rating (OER)

Die Roll = d%

01-10 Outstanding (eligible for decoration)

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:

Number of Skills: $\text{Int}/10$ 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

Core Academy Training (2 Years)

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
Sports (One of Choice)	15
Vehicle Operation	10

Space Science Curriculum Skills

*Space Sciences: Astronomy	15
*Space Sciences (Two of Choice)	10 each
Damage Control Procedures	10
Environmental Suit Operations	10
Shuttlecraft Pilot	20

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
Security Procedures	10
Small Equipment Systems Operation	10
Small Unit Operations	10

Advanced Study

Number of Skills: 1d10/10, rounded down

Skill Rating: 1d10

Choice: Only those skills already known

Branch Schools Training (Part of Starfleet Academy Training)

Bridge Command Specialist (2 years)

Administration	15
Communication Systems Operation	10
Computer Operation	20
Computer Technology	10
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)	20 each
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: Astrogation	25
Space Science: Two of Choice	20 each
Starship Combat Strategy/Tactics	30
Starship Helm Operation	30
Starship Sensors	25
Starship Weaponry Operation	30
Starship Weaponry Technology	15
Sub-Light Drive Technology	15
Transporter Operation Procedures	10
Warp Drive Technology	10
Specialty Skills (Three of Choice)	Total of 60 Points

Counselor (6 Years)

Administration	25
Communication Systems Operation	20
Computer Operation	10
Instruction	15
Language (Four of Choice)	30 each
Leadership	20
Life Science: Biology	25
Life Support Systems Technology	15
Medical Science	
General Medicine	40
Medical Science: Psychology (Native)	50
Medical Science: Psychology (Three Races of Choice)	40 each
Medical Science: Pharmacology	30
Negotiation/Diplomacy	40

Physical Science: Chemistry	15
Security Procedures	20
Small Equipment Systems Operations	20
Small Equipment Systems Technology	15
Social Science	
Federation Culture/History	15
Federation Law	10
Culture/History (Native)	25
Culture/History (Three Races of Choice)	15
Starship Sensors	20
Starship Combat Strategy/Tactics	20
Surveillance	30
Specialty Skills (Three of Choice)	Total of 60 Points

Engineering Specialist (4 Years)

Administration	15
Communication Systems Operation	10
Communication Systems Technology	25
Computer Operation	20
Computer Technology	40
Damage Control Procedures	25
Deflector Shield Technology	20
Electronics Technology	35
Instruction	10
Leadership	15
Life Support Systems Technology	20
Mechanical Engineering	40
Physical Sciences (Four of Choice)	25 each
Shuttlecraft Systems Technology	20
Small Equipment Systems Operation	25
Small Equipment Systems Technology	15
Space Science: Astronautics	30
Space Science: Astrophysics	10
Starship Sensors	20
Starship Helm Operations	30
Starship Weaponry Technology	20

Sub-Light Drive Technology	25
Transporter Systems Technology	20
Warp Drive Technology	40
Specialty Skills (Four of Choice)	Total of 80 Points

First Contact Specialist (4 years)

Administration	10
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: (Two Races 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
Political Science	20
Social Anthropology (Native)	25
Social Anthropology (Three Races of Choice)	15
Space Science	
Astronomy	10

Starship Sensors	15
Transporter Operation Procedures	15
Zero-G Training	10
Specialty Skills (Four of Choice)	Total of 60 Points

Flight Control Specialist (2 Years, suggested for vessels Class IV or smaller)

Administration	10
Communications Systems Operation	20
Computer Operations	20
Computer Technology	15
Damage Control Procedures	20
Deflector Shield Operations	25
Deflector Shield Technology	10
Electronics Technology	10
Instruction	20
Language (Two of Choice)	15 each
Leadership	10
Negotiations/Diplomacy	20
Shuttlecraft Pilot	30
Shuttlecraft Systems Technology	15
Small Vessel Pilot	40
Small Vessel Engineer	20
Space Science: Astrogation	40
Starship Sensors	20
Starship Combat Strategy/Tactics	25
Starship Helm Operations	40
Starship Weaponry Operation	15
Starship Weaponry Technology	15
Sub-Light Drive Technology	10
Warp Drive Technology	10
Specialty Skills (Three Skills of Choice)	Total of 45 Points

Inspector General (2 years)

Administration	20
Clandestine Operations	25
Communication System Operations	10

Computer Operation	10
Damage Control Procedures	15
Electrical Engineering	10
Intelligence Procedures	25
Interrogation	20
Investigation	30
Languages (Three of Choice)	25 each
Leadership	15
Life Science (Two of Choice)	20 each
Marksmanship, Modern	25
Medical Science, Forensics	25
Mechanical Engineering	10
Negotiation/Diplomacy	20
Personal Combat, Unarmed	25
Physical Science (Three of Choice)	20 each
Security Procedures	30
Shuttlecraft Pilot or Small Vessel Pilot	10
Small Equipment Systems Operations	15
Small Equipment Systems Technology	20
Social Science	
Culture/History (Federation)	25
Culture/History (Two of Choice)	15
Law (Federation)	40
Law (Two of choice)	20 each
Starship Sensors	15
Streetwise	20
Surveillance	20
Specialty Skills (Four of Choice)	Total of 60 Points

Judge Advocate General (4 years)

Administration	25
Computer Operation	20
Environmental Suit Operation	10
Instruction	25
Investigation	30
Interrogation	15

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)	25 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 45 Points

Marine Line Officer (2 Years, may cross-training in any other branch schools increasing the total overall Branch School time to provide for a SMC Operated Vessel.)

Administration	20
Communication Systems Operation	15
Computer Operations	15
Environmental Suit Operations	20
Instruction	20
Languages (Three of Choice)	20 each
Leadership	25
Marksmanship (archaic)	15
Marksmanship (modern)	30
Negotiations/Diplomacy	10
Personal Combat (armed)	30

Personal Combat (unarmed)	30
Personal Weapons Technology	15
Planetary Survival (Two of Choice)	20 each
Security Procedures	15
Small Equipment Systems Operation	10
Small Unit Tactics	20
Sports (Mixed Martial Arts or Boxing)	30
Transporter Operation Procedures	10
Vehicle Operation (grav vehicle)	20
Zero-G Operations	30
Zero-G Combat	20
Specialty Skills (Choice of Three)	Total of 45 Points

Marine Combat Engineer (2 Years)

Administration	10
Communications Systems Operations	15
Communications Systems Technology	20
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
Vehicle Operation (Power Armor)	15
Zero- G Operations	10

Specialties (Three of Choice)	Total of 45 Points
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Marine Combat Pilot (2 Years)	
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Administration	20
Communication Systems Operation	10
Computer Operations	15
Damage Control Procedures	10
Deflector Shield Operation	20
Deflector Shield Technology	10
Electronics Technology	20
Environmental Suit Operations	15
Life Support Systems Technology	20
Marksmanship, Modern	15
Mechanical Engineering	30
Personal Combat, Unarmed	15
Shuttlecraft Pilot	25
Shuttlecraft Systems Technology	15
Small Vessel Engineering	15
Small Vessel Pilot	40
Space Science: Astrogation	30
Space Science: Astronautics	15
Starship Combat Strategy/Tactics	40
Starship Helm Operation	30
Starship Sensors	15
Starship Weaponry Operation	25
Starship Weaponry Technology	15
Sub-Light Drive Technology	15
Zero-G Operations	20
Warp Drive Technology	15
Specialty Skills (Four of Choice)	Total of 60 Points

Medical Specialist (4 Years-Nurse Practitioner)	
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Administration	15
Communication Systems Operation	10
Computer Operations	20
Damage Control Procedures	10

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
Other Races (Three of Choice)	20 each
Emergency Medicine	20
Surgery	20
Psychology: Specialty Race	40
Psychology: Other Races (Three of Choice)	15 each
Physical Science: Chemistry	20
Small Equipment Systems Operation	20
Starship Sensors	10
Specialty Skills (Three of Choice)	Total of 45 Points

Medical Specialist (8 Years-Physician)

Administration	30
Communication Systems Operation	10
Computer Operations	20
Damage Control Procedures	15
Language (Two of Choice)	20 each
Life Science (Four of Choice)	30 each
Life Support Systems Technology	25
Medical Sciences	
General Medicine: Specialty Race	40
Other Races (Three of Choice)	30 each
Emergency Medicine	30
Pathology	30
Medical Specialty	25
Surgery	30
Psychology: Specialty Race	40
Psychology: Other Races (Three of Choice)	20 each
Physical Science: Chemistry	35
Small Equipment Systems Operation	20
Small Equipment Systems Technology	15
Starship Sensors	20

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

Operations Specialist (2 Years)

Administration	15
Communication Systems Operations	30
Communication Systems Technology	20
Computer Operations	30
Computer Technology	20
Deflector Shield Operations	30
Deflector Shield Technology	15
Damage Control Procedures	30
Electronics Engineering	15
Environmental Suit Operations	10
Instruction	15
Language (Three of Choice)	20 each
Leadership	20
Marksmanship: Modern	10
Negotiations/Diplomacy	15
Personal Combat: Armed	10
Personal Combat: Unarmed	10
Physical Science: Mathematics	15
Physical Science: Computer	40
Security Procedures	20
Small Equipment Systems Operation	30
Small Equipment Systems Technology	15
Social Science: Federation Law	20
Social Science: Federation Culture/History	20
Starship Sensors	20
Specialty Skills (Three of Choice)	Total of 45 points

Science Specialist (4 Years)

Administration	15
Computer Operations	40
Computer Technology	10
Life Science (Four of Choice)	30 each
Life Support Systems Technology	20

Medical Sciences: General Medicine (Native)	30
Medical Sciences: Psychology (Native)	20
Medical Sciences: Other (Two of Choice)	10 each
Physical Sciences (Four of Choice)	30 each
Planetary Sciences (Three of Choice)	25 each
Planetary Survival (Two of Choice)	10 each
Small Equipment Systems Operation	20
Small Equipment Systems Technology	15
Space Sciences (Three of Choice)	25 each
Starship Sensors	30
Specialty Skills (Three of Choice)	Total of 45 points

Security Specialist (2 years)

Administration	15
Communication Systems Operation	30
Communication Systems Technology	10
Computer Operations	20
Computer Technology	15
Damage Control Procedures	30
Deflector Shield Operation	20
Deflector Shield Technology	15
Electronic Technology	20
Investigation	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 45 Points

Tactical Weapons Specialist (2 years)

Administration	10
Communications Systems Operation	20
Communications Systems Technology	20
Computer Operation	20
Computer Technology	15
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 45 Points

Outside Electives

Number of Skills: 5

Skill Rating: 10 EACH

*Artistic Expression

Carousing

*Gaming

*Marksmanship: Archaic

Negotiations/Diplomacy

Personal Combat: Armed

*Sports

Streetwise

***Trivia**

Advanced Study

Number of Skills: 1d10/10, rounded down

Skill Rating: 1d10

Choice: Only those skills already known

ASSIGNMENT

Dice Roll: D100

Modifiers: As Below

CADET CRUISE ASSIGNMENT TABLE

Die Roll Assignment

15 or less	Starship Operations Command
16-25	Galaxy Exploration Command
26-50	Military Operations Command
51-80	Colonial Operations Command
81-100	Starfleet Marine Corps Command

Modifiers for Cadet Cruise Assignment

For Attribute Scores

INT 70+ -10

INT 60-69 -5

LUC 70+ -10

LUC 60-69 -5

LUC 40 or less + 5

Per Previous Cadet Cruise +10

RESULTS

Dice Roll: D100

CADET CRUISE RESULTS TABLE

5 or less Passed with High Honors; Promoted to Lieutenant, j.g.

6-15 Passed with Honors; Assigned as Ensign

16-59 Passed; Assigned as Ensign, j.g.

60+ Repeat Cruise Procedures

Modifiers to Cadet Cruise Results

For Assignment

Starship Operations Command-20

Exploration Command -10

Military Operations Command -10

Colonial Operations Command No Modifier

Starfleet Marine Corps 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

Instruction 10

Leadership 20

Specialty Skill (Department Head School only) 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 15

Instruction 20

Leadership 25

Negotiations/Diplomacy 10

Social Sciences: Federation Culture/History 15

Social Sciences: Federation Law 10

Starship Combat Strategy/Tactics 40

Specialty Skills (Command School Only) 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
81-90	Starfleet Marine Corp Command
91-100	Starfleet Intelligence Command

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

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

Academy Courses (Including Branch Schools)

Academy Basic Classes (2 Years)

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
Sports (One of Choice)	15
Vehicle Operation	10

Space Science Curriculum Skills

*Space Sciences: Astronomy	15
*Space Sciences (Two of Choice)	10 each
Damage Control Procedures	10
Environmental Suit Operations	10
Shuttlecraft Pilot	20
Starship Sensors	10
Transporter Operation Procedures	10
Zero-G Operations	10

Officer Training Curriculum Skills

General Medicine: First Aid	10
Instruction	10
Intelligence Procedures	10
Leadership	10
Marksmanship: Modern	20
Personal Combat: Unarmed	20

Personal Weapons Technology	10
Security Procedures	10
Small Equipment Systems Operation	10
Small Unit Operations	10
Administration Branch School (2 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 (2 years)	
Administration	15
Communications System Operation	20
Communications System Technology	15
Cryptology	25
Computer Operation	20
Computer Technology	20
Intelligence Procedures	20

Languages (Three of Choice)	15 each
Negotiation/Diplomacy	25
Security Procedures	20
Shuttlecraft Pilot	5
Small Equipment Systems Operation	10
Small Equipment Systems Technology	10
Small Vessel Engineering	5
Small Vessel Pilot	15
Social Sciences (Four of choice)	15 each
Space Sciences (Two of Choice)	10 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	25
Electronics Technology	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 (4 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)	30
(other races-three of choice)	15 each
Emergency Medicine	25
Pharmacology	15
Surgery	20
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 (4 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

Mission Coordinator (3 years)

Administration	30
Clandestine Operations	40
Communications System Operation	25
Communications System Tech	15
Computer Operation	30
Computer Technology	20
Cryptology	20
Disguise	30
Electronics Technology	25
Intelligence Procedures	40
Investigation	30
Instruction	25
Gaming, 3-D Chess or 3-D Go	20
Leadership	30
Language (Four of Choice)	25 each
Marksmanship, Modern	15
Medical Science, Psychology (Native)	30
Medical Science, Psychology (Choice of Three)	25 each
Personal Combat, Unarmed	15

Planetary Survival (Four of Choice)	15 each
Security Procedures	25
Social Science, Law (Four of Choice)	15 each
Social Sciences, Culture/History (Four of Choice)	30 each
Starship Combat Strategy/ Tactics	30
Streetwise	25
Surveillance	40
Trivia (Four of Choice)	25 each
Specialty Skills (Four Skills of Choice)	Total of 60 points
Psychological Warfare Branch School (4 years)	
Administration	40
Artistic Expression: Acting	50
Carousing	25
Clandestine Operations	30
Communications System Operation	20
Communications System Tech	10
Computer Operation	30
Computer Technology	10
Electronics Technology	20
Interrogation	45
Intelligence Procedures	40
Investigation	40
Language (Three of Choice)	40 each
Life Science, Biology	15
Medical Science: General Medicine (Native)	30
Medical Science: Psychology (Native)	40
Medical Science: Psychology (Three of Choice)	25 each
Small Equipment Systems Operation	20
Small Equipment Systems Technology	10
Social Sciences: Culture/History (Four of Choice)	30 each
Surveillance	25
Trivia (Four of Choice)	15 each
Specialty Skills	Total of 50 points

SMC Special Operations Branch School (2 years, reserved for members of Starfleet Marine Corps.)

Communication Systems Operation	20
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Clandestine Operation	30
Demolitions	30
Disguise	10
Environmental Suit Operation	20
Intelligence Procedures	20
Interrogation	20
Languages (Three of Choice)	20 each
Marksmanship: Modern	25
Marksmanship: Modern (Sniper)	30
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
Stealth	20
Transporter Operation Procedures	15
Zero-G Operations	10
Zero-G Combat	20
Vehicle Operations	20
Specialty Skills	Total of 40 Points

Technical Services Brach School (4 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
Sub-Light Drive Technology	15
Trade and Commerce	10
Transporter Operations Procedures	5
Transporter Systems Technology	10
Value Estimation	20
Warp Drive Technology	15
Specialty Skills (Three of Choice)	Total of 60 Points

Outside Electives

Number of Skills: 5

Skill Rating: 10 EACH

*Artistic Expression

Carousing

*Gaming

*Marksmanship: Archaic

Negotiations/Diplomacy

Personal Combat: Armed

*Sports

Streetwise

*Trivia

Advanced Study

Number of Skills: 1d10/10, rounded down

Skill Rating: 1d10

Choice: Only those skills already known

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 Department Head School (1 Year)

Administration	40
Computer Operation	15
Intelligence Procedures	20
Security Procedures	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

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
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LUC 60 -1 Tour	Ensign -1 Tour	11-25 Excellent	LUC 70+	-10
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LUC 40 or less +1 Tour	Lt J.G. or Lt No Modifier	26-75 As Expected	LUC 60-69	-5
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For Destined Position 76-90 Fair

Lt. Comdr or Comdr +1 Tour	91+ Poor
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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 (1-33 Table 1, 34-66 Table 2, 67-100 Table 3)

01-40 Support Serve Dept (Op For)	01-40 Support Serve Dept (Ops)	01-40 Support Serve Dept (Ops)
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41-50 Tech Services (Op For)	41-50 Tech Services (Ops)	41-60 Tech Services (Ops)
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51-60 Plans and Policies Division	51-70 Plans and Policies Div.	61-70 Plans and Policies Div.
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61-80 Administration Division	71-80 Administration Div.	71-80 Administration Div.
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81-85 Star Fleet HQ Command	81-85 SF Communications	81-85 Merchant Marine CMD
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86-90 Star Fleet Material CMD
91+ Star Fleet Academy

86-90 SF Security Command
91+ Star Fleet Academy

86-90 SF Engineering Command
91+ Star Fleet Academy

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

Roll Assignment	Roll Location of Assignment	Results
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 Command	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.

Section 31 Operative (Two Years General Training)

(Unlike all the rest of the Classes, a Section 31 Operative can be anyone, Starfleet or Civilian. So this will be just a class add-on to whatever regular class you already have.)

Assassination	25
Bribery	30
Carousing	15
Clandestine Operations	30
Computer Operation	15
Computer Technology	15
Demolitions	30
Disguise	25
Electronics Technology	20
Intelligence Procedures	40
Interrogation	30
Languages (Four of Choice)	20 each
Life Science, Biology	15
Medical Science: General Medicine (Native)	30
Medical Science: Psychology (Native)	40
Medical Science: Psychology (Three of Choice)	25 each
Marksmanship: Modern	25
Marksmanship: Modern (Sniper)	30
Personal Combat: Armed	25
Personal Combat: Unarmed	25
Personal Weaponry Technology	20
Planetary Survival (Four of Choice)	15 each
Security Procedures	40
Small Equipment Systems Operation	20
Small Equipment Systems Technology	10
Small Unit Tactics	20
Social Sciences: Culture/History (Four of Choice)	30 each
Stealth	40
Streetwise	30
Surveillance	30
Transporter Operation Procedures	15
Zero-G Operations	10
Zero-G Combat	20
Vehicle Operations	20
Specialty Skills (Choice of Four)	Total of 60 Points

Advanced Study

Number of Skills: 1d10/10, rounded down

Skill Rating: 1d10+2

Choice: Only those skills already known as a Section 31 Operative.

Federation Merchant Marine Academy (Starfleet Reserve, Officer and Enlisted)

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 Branch School

Bridge Specialist

Administration	30
Communications Systems Operation	15
Computer Operation	20
Computer Technology	15
Deflector Shield Operation	20
Electronics Engineering or Mechanical Engineering	10
Instruction	15
Leadership	25
Shuttlecraft Pilot	20
Small Equipment Systems Operation	15
Small Equipment Systems Technology	10
Small Vessel Engineering	25
Small Vessel Pilot	30
Small Unit Tactics	15
Space Sciences, Astrogation	40

Space Sciences (Two of Choice)	25 each
Starship Combat Strategy/Tactics	30
Starship Helm Operation	40
Starship Sensors	25
Starship Weaponry Operation	20
Sub-Light Drive Technology	15
Trade/Commerce	20
Value Estimation	30
Warp Drive Technology	25
Specialties (Choose from above skills, no more than 20 points in any one skill)	Total of 30 Points

Command Officer

Administration	45
Communications Systems Operation	20
Communications Systems Technology	15
Computer Operation	20
Computer Technology	15
Deflector Shield Operation	20
Deflector Shield Technology	15
Electronics Engineering or Mechanical Engineering	10
Instruction	25
Languages (Three of Choice)	15 each
Leadership	30
Shuttlecraft Pilot	20
Small Equipment Systems Operation	15
Small Equipment Systems Technology	10
Small Vessel Engineering	30
Small Vessel Pilot	40
Small Unit Tactics	15
Social Science, Economics	15
Space Sciences, Astrogation	40
Space Sciences (Two of Choice)	25 each
Starship Combat Strategy/Tactics	45
Starship Helm Operation	40
Starship Sensors	30
Starship Weaponry Operation	30

Starship Weaponry Technology	15
Sub-Light Drive Technology	15
Trade/Commerce	30
Value Estimation	30
Warp Drive Technology	25
Specialties (Choose from above skills, no more than 20 points in any one skill)	Total of 60 Points

Navigation/Helm

Administration	10
Computer Operation	25
Computer Technology	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
Shuttlecraft Pilot	10
Small Unit Tactics	20
Social Science, Federation Law	15

Social Science, Native Law	20
Social Science, Racial Law (Two of Choice)	15
Starship Combat Tactics/Strategy	15
Starship Helm Operation	10
Starship Sensors	10
Starship Weapons Operation	20
Trade and Commerce	10
Value Estimation	20
Specialties (Choose from above skills, no more than 20 points in any one skill)	Total of 30 Points

Communications (Sparks)

Administration	15
Communications Systems Operations	25
Communications Systems Technology	20
Computer Operation	20
Computer Technology	10
Damage Control Procedures	20
Electronics Technology	20
Language: Native	20
Language (Two of Choice)	15
Small Equipment Systems Operation	15
Small Equipment Systems Technology	10
Starship Helm Operation	10
Starship Sensors	5
Specialties (Choose from above skills, no more than 20 points in any one)	Total of 30 Points

Engineering Department Branch School

Engineer	
Computer Technology	10
Damage Control Procedures	20
Deflector Shield Technology	15
Electronics Technology	10
Life Support Systems Tech	10
Mechanical Engineering	10
Personal Weapons Technology	0
Physical Science, Physics	10

Shuttlecraft Systems Technology	10
Small Equipment Systems Operation	10
Small Equipment Systems Technology	15
Space Science, Astronautics	20
Starship Helm Operations	5
Starship Sensors	5
Starship Weapons Technology	10
Sub-Light Drive Technology	15
Transporter Operations Procedures	10
Transporter Systems Technology	25
Sub-Light Drive Technology	15
Warp Drive Technology	15
Specialties (Choose from above skills, no more than 20 points in one skill)	Total of 60 Points

Technical (Chips)

Communications Systems Technology	10
Computer Operation	15
Computer Technology	10
Damage Control Procedures	20
Deflector Shield Technology	15
Electronics Technology	15
Life Support Systems Tech	10
Mechanical Engineering	10
Personal Weapons Technology	0
Physical Science, Physics	10
Shuttlecraft Systems Technology	10
Small Equipment Systems Operations	15
Small Equipment Systems Technology	25
Space Science, Astronautics	0
Starship Sensors	10
Starship Weapons Technology	0
Sub-Light Drive Technology	10
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 Branch School

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
Trade/Commerce	20
Value Estimation	15
Specialties (Choose from above skills, no more than 20 points in any one skill)	Total of 30 Points

Financial/Clerical

Administration	20
Computer Operation	15
Instruction	10
Language: Native	20
Language (Three of Choice)	20 each
Leadership	10
Negotiation/Diplomacy	10
Small Equipment Systems Operation	10
Social Sciences: Racial Culture/History (Two of Choice)	10 each
Social Sciences: Federation Law	20
Social Sciences: Native Law	30
Social Sciences: Political Science	5
Trade and Commerce	20
Value Estimation	20
Specialties (Choose from above skills, no more than 20 points in any one skill)	Total of 40 Points

Master's Ticket

Department Head School Skills (1 Year)

Administration	40
Computer Operation	15
Instruction	10
Leadership	20
Trade/Commerce	10
Specialty Skill (Department Head School only)	10
Advance Training	
Number of Skills: INT/10, rounded down	
Skill Ranking: 1d10	
Choice: Only Skills already known	
Rank: Promotion One Rank	

Command Training School (1 year)

Leadership	20
Negotiation/Diplomacy	20
Social Sciences, Federation Law	20
Starship Combat Strategy/Tactics	25
Trade and Commerce	20
Value Estimation	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

Extension Courses

Besides the normal career choices offered to Starfleet Personnel (Both active and reserve) as well as many Civilians may take these Extension Courses to increase their overall knowledge without them having to take-up a secondary Branch School or a Secondary Civilian Class for additional training. The Extension packages consist of four to six related skills and the entire course last 6 months, in which the time of the course will be added to any Branch school training. The courses can be taken on any Federation World or Starbase/Installation or via even through Subspace communication. These Extension packages can as refresher courses for specific Starfleet Branches or upgrades the Personnel's knowledge in their career.

Not to be mistaken, these courses only give the basic knowledge required to use a skill and that the skills are subject to the rules of Skill Advancement , but however some of these courses may overlap with existing skills and their points are added to that skill as part of the overall skill advancement.

List of Extension Courses with the Skills involved, all of which are packaged into 6 month study units.

Administration

Administration	20
Social Science, Federation Law	20
Trade/Commerce	20
Computer Operation	10

Artistic Expression

Artistic Expression (Three of Choice)	20 each
Trivia (Two of Choice)	15 each

Business Training

Administration	15
Computer Operation	20
Negotiation/Diplomacy	15
Trade/Commerce	20
Value Estimation	15

Computer Support Systems

Computer Operation	20
Physical Science-Computer Science	15
Computer Technology	20
Electronics Technology	15

Defensive Systems Operation (Starfleet and Merchant Marine Personnel only)

Deflector Shield Operation	15
Starship Sensors	20
Starship Combat Strategy/Tactics	15
Starship Weapons Operation	15

Defence Systems Technology (Starfleet and Merchant Marine Personnel only)

Computer Technology	15
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Electronics Technology	20
Deflector Systems Technology	15
Starship Weapons Technology	15
 Diplomatic Training	
Language (Two of Choice)	20 each
Social Sciences, Racial Culture/History (Two of Choice)	20 each
Negotiation/Diplomacy	20
 Engineering Systems Training	
Space Science-Astronautics	10
Sub-Light Drive Technology or Warp Drive Technology	20
Mechanical Engineering	20
Electronics Technology	20
Computer Technology	10
 Extravehicular Activities	
Environmental Suit Operation	20
Small Equipment Systems Operation	20
Zero-G Operations	20
Zero-G Combat	20
 Leadership Training	
Instruction	15
Language (Two of Choice)	15 each
Leadership	20
Small Unit Tactics	15
 Life Sciences	
Life Sciences (Three of Choice)	25 each
Small Equipment Systems Operation	15

Para-Legal Training

Administration	10
Computer Operation	10
Social Science, Federation Law	30
Social Science, Racial Law (Two of Choice)	20 each

Medicine-Emergency Training

Life Science, Biology	25
Medical Science, General Medicine	20
Medical Science, First Aid (Native)	25
Medical Science, First Aid (Two Races of Choice)	15 each
Small Equipment Systems Operation	15

Personal Combat Training

Marksmanship, Modern	15
Personal Combat, Armed	15
Personal Combat, Unarmed	15
Small Unit Tactics	10

Personal Equipment Maintenance

Electronics Technology	10
Personal Weapons Technology	10
Small Equipment Systems Technology	10
Small Equipment Systems Operation	10

Physical Sciences

Physical Sciences (Three of Choice)	25 each
Small Equipment Systems Operation	15

Physical Training

Personal Combat, Unarmed	15
Sports (Two of Choice)	20
Trivia (Sports)	10

Planetary Sciences

Planetary Sciences (Three of Choice)	25 each
Small Equipment Systems Operation	15

Planetary Survival

Life Science, Biology	15
Planetary Survival (Three of Choice)	20 each

Security Training

Marksmanship, Modern	20
Personal Combat, Unarmed	20
Personal Weapons Technology	10
Security Procedures	20

Shuttlecraft Maintenance

Deflector Shield Technology	10
Electronics Engineering	10
Life Support Systems Technology	15
Shuttlecraft Systems Technology	30
Sub-Light Drive Technology or Warp-Drive Technology	10

Shuttlecraft Piloting

Deflector Shield Operations	10
Life Support Systems Technology	15
Space Science, Astrogation	15
Shuttlecraft Piloting	25
Shuttlecraft Systems Technology	20
Starship Sensors	10

Small Vessel Engineering

Computer Operation	15
Electronics Engineering or Mechanical Engineering	15
Deflector Shield Technology	15
Life Support Systems Technology	15
Small Vessel Engineering	20
Small Equipment Systems Technology	15

Small Vessel Piloting

Computer Operation	10
Deflector Shield Operations	15
Small Vessel Pilot	20
Space Science, Astrogation	20
Starship Sensors	15

Social Sciences

Social Science, Economics	15
Social Science, Racial Law (Two of Choice)	25 each
Social Science, Racial Culture/History (Two of Choice)	20 each

Space Sciences

Space Sciences (Three of Choice)	25 each
Starship Sensors	15

Tactical Training (Starfleet and Merchant Marine Personnel only)

Electronics Engineering	20
Starship Combat Strategy/Tactics	25
Starship Sensors	15
Starship Weaponry Operation	20
Starship Weaponry Technology	20

Transporter Operation

Computer Technology	20
Electronics Engineering	15
Transporter Systems Operation	20
Transporter Systems Technology	20
Starship Sensors	15

Trivia Studies

Computer Operation	15
Trivia (Four of Choice)	20 each

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

Background Skills:

Number of Skills: $\text{Int}/10$ 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

Colonist

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	40
Physical Science, Mathematics	20
Small Equipment Systems Operation	30
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 (May be used as a cover)

Clandestine Operations	15
Communication Systems Operation	20
Computer Operation	15
Language: Galactic	20
Language: Native	30
Language (Three of Choice)	20 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	

Engineer (With Proper Training, may be used as a cover)

Administration	20
Communication Systems Operations	10
Communication Systems Technology	20
Computer Operation	15
Computer Technology	20
Electrical Engineering	30
Mechanical Engineering	30
Physical Science: Mathematics	30
Physical Science (Three of Choice)	40 each
Planetary Science (Two of Choice)	20 each
Small Equipment Systems Operation	20
Small Equipment Systems Technology	
Social Science, Economics	30
Social Science, Federation Law	10
Social Science, Native Culture/History	10
Social Science, Native Law	10

Space Science: Astronautics	30
Space Science (Two of Choice)	15 each
Technology (Four of Choice)	30 each
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	

Family Business Owner (Maybe used as a cover)

Administration	15
Artistic Expression (Two of Choice)	20 Each
Computer Operation	10
Electronics Technology	20
Gaming (Two of Choice)	20 Each
Language: Galactic	20
Language: Native	30
Language (Two of Choice)	15 Each
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, Federation Culture/History	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

Freelance Smuggler (May be used as cover)

Artistic Expression (Two of Choice)	20 each
Carousing	15
Clandestine Operations	30
Computer Operation	20
Electronics Technology	15
Forgery	20
Language (Native)	30
Language (Three of Choice)	15 each
Mechanical Engineering	20
Negotiation/Diplomacy	30
Small Vessel Pilot	40
Small Vessel Engineer	25
Stealth	25
Streetwise	30
Trade and Commerce	40

Value Estimation	30
Zero-G Operations	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	
 Mercenary/Body Guard (May be used as a cover)	
Carousing	10
Clandestine Operations	25
Communication Systems Operation	10
Computer Operation	15
Electronics Technology	20
Demolitions	25
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
Personal Weapons Technology	20
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 (Mixed Martial Arts)	20
Stealth	25
Trade and Commerce	15
Vehicle Operation (Two of Choice)	15 each
Zero-G Operations	20
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	
 Merchant (Maybe used as a cover)	
Administration	20
Bribery	15
Carousing	15
Communication Systems Operation	20
Communication Systems Technology	15
Computer Operations	20
Computer Technology	10
Electronic Engineering	20
Forgery	15
Gaming (Two of Choice)	10 each
Language, Galactic	20
Language, Native	30

Language (Two of Choice)	10 each
Mechanical Engineering	20
Medical Science: First Aid (Native)	10
Physical Science: Chemistry	20
Physical Science: Mathematics	10
Shuttlecraft Pilot or Small Vessel Pilot	25
Shuttlecraft Systems Technology or Small Vessel Engineering	15
Small Equipment Systems Operation	30
Small Equipment Systems Technology	20
Social Science, Economics	30
Social Science, Federation Law	10
Social Science, Federation Culture/History	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	
Miner (May be used as cover)	
Administration	20
Bribery	15
Carousing	15
Communication Systems Operation	20
Communication Systems Technology	15

Computer Operations	20
Computer Technology	10
Electronic Engineering	20
Environmental Suit Operations	15
Marksmanship, Modern	10
Mechanical Engineering	30
Mining	40
Negotiations/Diplomacy	15
Physical Science, Chemistry	20
Physical Science, Metallurgy	20
Planetary Science, Geology	40
Small Equipment Systems Operations	25
Small Equipment Systems Technology	15
Social Science, Economics	10
Trade/Commerce	20
Value Estimation	20
Vehicle Operation	10
Zero-G Operations	
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 (Maybe used as a cover)	
Administration	20
Bribery	25
Carousing	15
Clandestine Operations	30

Communication Systems Operation	15
Computer Operation	20
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 (Maybe used as a cover)

Artistic Expression (One of Choice)	40
Artistic Expression (Two of Choice)	20 each
Carousing	20
Communication Systems Operation	20
Communication Systems Technology	10
Computer Operation	15
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
Trivia (Choice of Two)	10 each
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

Pilot (May be used as a cover)

Administration	20
Bribery	25
Carousing	15
Communication Systems Operation	15
Computer Operation	20
Computer Technology	15
Deflector Shield Operation	20
Deflector Shield Technology	10
Electronic Engineering	20
Language: Galactic	20
Language: Native	40
Language (Two of Choice)	15 Each
Life Science: Biology	20
Life Support Systems Technology	15
Mechanical Engineering	10
Small Vessel Pilot	40
Small Vessel Engineering	20
Space Sciences: Astrogation	30
Space Sciences (Two of Choice)	10 each
Starship Combat Strategy/Tactics	10
Starship Helm Operation	30
Starship Sensors	10
Starship Weaponry Operation	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

Physician (With Proper Training, may be used as cover)

Administration	15
Computer Operation	10
Instruction	15
Life Science: Biology	30
Life Science (Three of Choice)	15 each
Life Support Systems Technology	20
Medical Science	
General Medicine (Native)	50
General Medicine (Three Races of Choice)	30 each
Specialty: Surgery	40
Specialty (Two of Choice)	25 each
General Medicine: Psychology (Native)	40
General Medicine: Psychology (Two Races of Choice)	20
Physical Science: Chemistry	20
Small Equipment Systems Operations	20
Trade and Commerce	15
Value Estimation	15
Vehicle Operation	10
Basic Science Studies (In the Following Skills)	Total of 60 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 (Maybe used as a cover)

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 (With Proper Training, may be used as a Cover)

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 (With Proper Training, may be used as a cover)

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/Coach (Maybe be used as a cover)

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 (Maybe used as a cover)	
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 (Two of Choice)	15 each
Value Estimation	30
Vehicle Operation (Two of Choice)	30 each
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

Post Secondary Education (2 Year)

Administration	40
Computer Operation	15
Instruction	10
Leadership	20
Trade/Commerce	10
Specialty Skills (Pre-existing skills only, up to four skills of Choice)	45 Points Total
Outside Training	
Number of Skills: INT/10, rounded down	
Skill Ranking: 1d10	

Civilian Life Skills and 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 in the Field
96+	Acknowledged Leader in the Field

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.

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 than 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.

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 fair 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 as 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 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 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.

Investigation

This skill allows the character generally uses search an event to discover clues, question witnesses and analyze any evidence of a potential crime. If the character has access to a crime lab, the character uses the Investigate skill to collect and prepare samples for the lab. Security and Investigators both possess this skill at various level of proficiency. Usually a roll of 20 is enough to find the most basic clue, but a roll of 30 or greater will find more accurate evidence of wrong doing.

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 ancient projectile 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.

Emergency Medicine

Emergency medicine is a branch of medicine that is practiced in a hospital emergency department, in the field, and other locations where initial medical treatment of illness takes place. Emergency medicine focuses on diagnosis and treatment of acute illnesses and injuries that require immediate care. While not usually providing long-term care, EM physicians and prehospital personnel still provide care with the aim of improving long-term patient outcome.

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.

Forensics

This Skill deals with the study and evaluation of criminal evidence. This skill is used by trained Starfleet Personnel to study a crime scene or attempting to evaluate criminal specimens. It requires a background in Biology, General Medicine and Chemistry of at least 10.

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

The study of how substances interact with living organisms to produce a change in function. If substances have medicinal properties, they are considered pharmaceuticals. The field encompasses drug composition and properties, interactions, toxicology, therapy, and medical applications and antipathogenic capabilities. Pharmacology can be broken down into a number of sub fields. Chemotherapy is the use of chemicals to destroy invading or mutated organisms. Pharmacotherapy is the use of drugs to restore or replace normal functions in various cells or organs. Pharmacodynamics is the study of the mechanism of action of drugs which may utilize physiological, biochemical, or electrical techniques. Toxicology deals with poisonous effects of chemicals. Psychopharmacology is the study of chemicals on the behavior of beings. Biochemical Pharmacology is the study of the effects of chemicals on living systems and the effects of those systems on the chemicals. Clinical Pharmacology is the study of drug effects on beings.

Psychology [Pre-requisite]

Training involves study of the working of the thinking mind. Observational techniques are taught for use in behavior studies of individuals and groups. Extensive training in this area is given to all Starfleet Medical Officers, so that they may deal with several races. 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.

Agriculture

This science deals with field crop production and soil management. The skill also involves a combination of the producing operations of a farm, the manufacture and distribution of supplies, and the processing distribution and storage of such supplies. The skill also includes development and repair of farm equipment, irrigation systems and landscape planning. This can also include forestry, the science of developing, caring for and cultivating forests and/or timberlands.

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.

Seismology

This form of Planetary Science that deals with the study of the movement of a planet's crust. This Skill can also include glaciology and volcanology. 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 skill 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: Astrogration* 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: Astrogration*. The sum of the character's ratings in *Starship Helm Operation* and *Space Science: Astrogration* 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 is a 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 and culture of a star faring race. Communications Officers receive advanced training in one or more races, and Command School gives additional training in Federation history. The skill would be used by characters attempting to avoid mistakes in manners or behavior on an alien world, or attempting to make sense out 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 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.

Sub-Light Drive Technology

This skill covers knowledge and maintenance of the secondary sub-light drives that runs a starship through planetary systems and times when the ship is in combat. Development includes study of the various sub-light drives including impulse, gravity and solar sails, as well as extensive practice with simulators, that include emergencies such as starting the engines cold and nursing the sub-light drive for more power from them in response to unusual power demands. Training also is given in maintenance and emergency repair. All Engineering Officers have a rating of at least 10 in this skill, and most have ratings of 40 or more.

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 roll 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.

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-for-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. 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.

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 used 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.

Transporter Systems Technology

This skill deals with the technical aspects of the transporter devices. Training includes assembly and repair of transporter circuitry, which seems to be particularly vulnerable to malfunction. This skill may be used by a character desiring to correct a transporter malfunction such as the one which split Capt. Kirk into two parts as in the episode *The Enemy Within*, or to modify transporter circuitry for a special purpose. All Engineering Officers have a rating of 10 or more in this skill.

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.

All 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































Chain of Command


In both military and quasi-military organizations, the chain of command is the formal line of authority, communication, and responsibility between units and individuals. In Starfleet as in the military arm of other major galactic powers, the chain of command is defined by a rank structure. Traditionally speaking, persons in inferior ranks obey commands given by those with superior ones. Personnel would thus give orders only to those directly below them in the chain of command and receive orders only from those directly above them. Similarly, an officer is usually expected to give orders only to his or her direct subordinate, even if it is just to pass an order down to another service member lower in the chain of command than said subordinate. To pass orders to a different unit, group, or department (or receive reports from subordinates in those departments), a superior is required to see the commanding officer or other person of authority over that particular area.

One must keep in mind, though, that Starfleet does not strictly adhere to such a rigid linear chain of command. While even the newest Ensign fresh out of the Academy technically out-ranks a Master Chief Petty Officer, the question of "who is over who" is determined by *authority*, not necessarily rank. To understand the principle of authority (a term readily interchangeable with *command*), you must know where that authority comes from because it is assigned through different means.

- **RANK:** Commissioned Officers receive authority to command through their *commission*, which is given to them by the President of the United Federation of Planets usually upon graduation of the Academy. Warrant Officers also achieve authority through the President, but through a specialized commission called a *warrant*. Warrant officers are former senior NCOs and are typically the most highly experienced professionals in a particular field. The authority vested in senior NCOs (CPOs/GYSGT and up) ranks are typically spelled out in regulations or orders based on their vast experience and time served.
- **POSITION:** Certain positions and offices within Starfleet also come with authority. These jobs are assigned certain powers by organizational guidelines (such as regulations, codes, and statutes) and/or by order from a superior officer (such as a flag officer) or a governing body (such as Starfleet Command). The commanding officer of a ship, for example, has authority over everyone stationed aboard no matter what rank. An ensign assigned as Chief Security Officer would have command over everyone assigned to that department, including LTJGs and full lieutenants.
- **EXPERIENCE:** As mentioned above, warrant officers have a warrant that recognizes them as experienced and needed individuals. Likewise, senior NCOs from Chief Petty Officer/Gunnery Sergeant and up derive much of their authority through experience and seniority. They are considered leaders, supervisors, and instructors not only of the lower enlisted ranks, but to junior officers as well. Both warrants and senior NCOs are trained to step in and fill the shoes of any commissioned officer and occupy positions of leadership.

- SITUATION:** Another source of authority, although less defined, comes from the situation at hand. Depending on where and when individuals, ships, or units find themselves can determine who is calling the shots. Examples of situational command are not perfect, but might include sensitive diplomatic missions which could endow the Chief Diplomatic Officer with certain additional authorities or in the heat of battle, where the Chief Tactical Officer would hardly be expected to take orders from the Chief Science Officer even if the latter outranked the former (unless the CSO was also the Executive Officer or Second Officer).

Starfleet Equivalent	Insignia	SMC Equivalent	Insignia
Flag Officers		Flag Officers	
Admiral		General	
Vice Admiral		Lieutenant General	
Rear Admiral		Major General	
Commodore		Brigadier General	
Commissioned Officers		Commissioned Officers	
Captain		Colonel	
Commander		Lieutenant Colonel	
Lieutenant Commander		Major	
Lieutenant		Captain	
Lieutenant Junior Grade		First Lieutenant	
Ensign		Second Lieutenant	
Warrant Officers		Warrant Officers	
Chief Warrant Officer Third Class		Master Chief Warrant Officer (Marine)	
Chief Warrant Officer Second Class		Senior Chief Warrant Officer (Marine)	
Chief Warrant Officer First Class		Chief Warrant Officer (Marine)	
Warrant Officer		Warrant Officer (Marine)	
Starfleet Non-Commissioned Officers		Marine Non-Commissioned Officers	
Master Chief Petty Officer		Sergeant Major	

Senior Chief Petty Officer		Master Sergeant	
Chief Petty Officer		Gunnery Sergeant	
Petty Officer First Class		Staff Sergeant	
Petty Officer Second Class		Sergeant	
Petty Officer Third Class		Corporal	
Starfleet Enlisted Ranks		Starfleet Marine Corps Enlisted Ranks	
Crewman		Lance Corporal	
Crewman Apprentice		Private First Class	

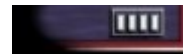
Federation Merchant Marine Ranks

The chain of command is the formal line of authority, communication, and responsibility between units and individuals, especially since the Federation Merchant Marines are part of Starfleet Reserve. This hold equally true for all members of the Federation Merchant Marine Command from the Highest Officer to the Lowest Crewman, because they are responsible for the transport of people and supplies throughout all of Federation space and beyond in times of peace and in times of war.

Flag Ranks are worn on both sides above the red department stripe.

Rank

Admiral



Vice Admiral



Commodore



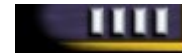
Command Master Chief Petty Officer



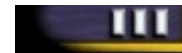
Officer Ranks are worn on the right side above the department stripe (Command/Bridge Departments given as examples).

Rank

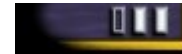
Captain



Commander



Lieutenant Commander



Lieutenant



Lieutenant Junior Grade



Ensign



Enlisted Ranks are worn on the right side above the department stripe (Command/Bridge Departments given as examples).

Rank

Master Chief Petty Officer



Senior Chief Petty Officer



Chief Petty Officer



Petty Officer 1st Class



Petty Officer 2nd Class



Petty Officer 3rd Class



Crewman



Crewman Recruit



Starfleet General Orders

General Order 1 - The Prime Directive

As the right of each sentient being to live in accordance with its normal cultural evolution is considered sacred, no Starfleet personnel may interfere with the normal and healthy development of alien life and culture. Such interference includes introducing superior knowledge, strength, or technology to a world whose society is incapable of handling such advantages wisely. Starfleet personnel may not violate this Prime Directive, even to save their lives and/or their ships, 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 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 members 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 circumstances shall Starfleet personnel, either by word or deed, inform said lifeforms that worlds other than their own exists outside the confines of their own 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 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 demands unconditional priority from Starfleet personnel. Such personnel shall immediately respond to said request, postponing all other activities.

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 shall determine the reason(s) for that craft's presence in the vicinity. If there is conclusive evidence that the vessel has a hostile intention, the Federation vessel may take appropriate action to safeguard the lives and property of Federation members. In such cases, the commander may use his 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

No commander of a Starfleet vessel, 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.

General Order 10

If there exists eyewitness testimony by senior officers or similar verifiable evidence that an individual 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 the rank of captain 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 (by default) powers of a Federation special ambassador. Any and all agreements arranged in this manner are subject to approval by the Commander in Chief of Starfleet Command and the Secretary of Starfleet.

General Order 12

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.

General Order 13

Except when orders state to the contrary, Starfleet personnel will respect the territorial integrity of independent planetary systems and governments, 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 title of governor or higher.

General Order 15

No officer of ship's command or flag rank may travel into a potentially hazardous area without suitable armed escort.

General Order 16

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

General Order 17

Starfleet vessel captains are to consider the lives of their crew members 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. If the individual is acquitted, Starfleet Command shall have no further legal recourse against the accused in said manner.

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. 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 being held against their wishes within the boundaries of Federation space.

General Order 21

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

General Order 22

As the rights of individual expression and free discourse are considered sacred, Starfleet personnel may debate the policies and decisions 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 has acted in the past to violate the Prime Directive, the officer may relieve said representative of office, then assume the full powers of that office pending a full investigation by government officials.

General Order 24

If a commanding officer deems that an individual or group of individuals pose a threat to Starfleet personnel or Federation civilians, he may take any action deemed necessary (including the use of force) to secure the safety of those threatened.

General Order 25

Civilian and military personnel taken into custody by Starfleet personnel during times of extreme emergency shall be accorded proper treatment consistent with 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.

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. 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.

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.

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 or in special operations 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 bondings 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 treaties.

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 off.

The Omega Directive

In Brief - The Omega Directive was created to deal with a threat not only to the Federation, but to the entire Alpha Quadrant; and indeed the whole Galaxy. Starfleet named the hazard the Omega molecule/particle phenomenon. It was first synthesized over 100 years ago (during the mid-22nd century,) by a Starfleet physicist named Ketteract. The molecule created was the most powerful substance known to exist. A single Omega molecule contains the same energy as a warp core. It has been suggested that in theory, a small chain could sustain a civilization. It is not known whether Ketteract was searching for an inexhaustible power source, or a weapon. He created a single molecule particle of Omega, which lasted for only a fraction of a second before it destabilized. His work was done on a classified research center in the Lantaru Sector. Ketteract and 126 of the Federation's leading scientists were lost in the accident. Rescue teams attempting to reach the site, discovered an unexpected secondary effect. There were subspace ruptures extending out several light years.

To this day, it is impossible to create a stable warp field in that sector. It can only be traversed under sub-light power. This is the danger of the Omega molecule, it destroys sub-space. A chain reaction could devastate sub-space throughout the quadrant. Any Warp relents space-faring

civilization would no longer exist, and many lives would be lost in space. When Starfleet learned of this impending danger, it has totally suppressed all knowledge of the Omega phenomenon, both military and civilian. Only Starfleet Captains and Flag Officers may review this document when needed, as well as select members of the Federation Council and the President of the Federation.

The Directive – All Starfleet Captains and Federation Flag Officers must ensure the safety of the quadrant from the Omega threat. To this end, whenever any sensors positively determine the presence of Omega in a ship's vicinity, the ship's computer will automatically enter "Omega Mode." Doing so locks all navigation, sensor, tactical and propulsion systems of the vessel and the main computer sends the vessel directly to the source of the Omega particle. Only the ship's Captain or a Federation Flag Officer can release the ship from the Omega mode, but few will seldom do so and risk their career in Starfleet. Access to sensor data retrieved on the Omega effect is limited to Clearance Level 10. When Omega has been verified, the ship's captain will contact Starfleet Command immediately without delay. The Captain or Fleet Officer must act without giving the crew the reason why, hoping that the crew is trained enough to simply follow orders without any explanation. Absolutely no information may be relayed to the ship's crew, but in the past, there have been cases where the senior staff were informed to help the Captain avoid mutiny as a Captain's Prerogative. (Such cases, all crew members involved in having such knowledge have either been reassigned to remote postings or been removed from active Starfleet roles.) All other mission priorities are rescinded until the threat is neutralized at all cost, including the destruction of the starship and crew.

The Prime Directive may be compromised briefly during such a mission, if necessary. Any blatant abuse of this power will be prosecuted to the fullest extent using all other Starfleet Directives. If violation of the Prime Directive is even minimally anticipated, it is authorized and advised. If Starfleet Command cannot be contacted for any reason, the primary priority is the destruction of all Omega molecules detected. There will be no computer record of the sensor logs, personal crew logs or mission logs. Captain's/Captain's Personal Logs must be either encrypted or deleted to prevent any further knowledge of the Omega particle from spreading as well as those logs of Flag Officers. There are no Civilian Logs or Records to be allowed. The data is to be eliminated completely, including those who had made the Omega particle discovery if needed.

