



The RolePlaying Game

3rd Edition

A revision inspired from the original game by Guy McLimore, Greg Poehlin, and David F. Tepool of
FANTASIMULATIONS ASSOCIATES and FASA

Star Trek
The Role Playing Game
3rd Edition

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Dedicated to the crew of the *USS Richland* and
the *USS Avenger*.

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INTRODUCTION

This work is an attempt to extrapolate upon the rules for FASA's *Star Trek: The Roleplaying Game*, especially from the second edition of that game. Some adaptations herein were inspired—if not outright lifted—from the System Reference Document and other online sources for the D20 System by Wizards of the Coast. Since any given result of a d20 roll can be expressed in terms of a d100 if the result is multiplied by 5, these adaptations are merely another way to express that information. With that said, great effort was made to retain the feel of the original game's experience. More information regarding this effort can be found in the **Design Notes section**.

This work assumes that you have a familiarity with roleplaying games (Did you play Cops and Robbers, Cowboys and Indians, or anything similar as a kid? You did? Great. You're familiar enough!). As you read this work, roleplaying should be foremost in your mind. When reading a rule, try to visualize how it would relate in a roleplaying/storytelling situation. The rules do not stand alone—they are merely here to facilitate a shared storytelling experience. In fact, the vast majority of your roleplaying experience will require no rules; rules are only necessary when the outcome of a specific action is uncertain. A specific familiarity with *Star Trek: The Roleplaying Game* and/or the d20 system may be useful or impart some interesting or entertaining morsels to some users of this work, but is not necessary.

Users should find that their existing *Star Trek: The Roleplaying Game* materials need little or no modification when using this work outside of character creation. The Actions and Combat section can be used to replace the AP system of the original game, or the AP system can be retained and used with the rest of this work. Many d20 products, especially equipment and monsters, can be imported for use with this game by simply multiplying statistics such as d20's six attributes by 5; skill ratings and equipment bonus modifiers can be derived the same way.

A note on narrative and style: this work is mostly written in second person—directed at *you* as player, and *you* as the character you are playing. If you are a Gamemaster reading this work, you are referred to in the third person. Throughout this work, the pronoun “he” is used to refer back to the subject for ease of use. This does not exclude the fact that the subject could be a female as well. Additionally, this work uses “race” to denote separate species of aliens (Humans, Klingons, Romulans, etc.). This is in keeping with the style of the original work.

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QUICK-START RULES



CHARACTER CREATION

- 1.) Determine campaign parameters; develop a character concept based upon those parameters.
- 2.) Choose a race.
- 3.) Generate attribute scores.
 - Distribute the following scores among the seven attributes: Strength (STR), Dexterity (DEX), Endurance (END), Intellect (INT), Charisma (CHA), Luck (LUC) and Psionic Potential (PSI):
65, 60, 55, 45, 35, 25 and 15.
 - Next, distribute an additional 60 points in any of these attributes. Use these additional points to boost ratings in attributes that are appropriate for your race and character concept. No attribute may be over 100 unless approved by the Gamemaster.
- 4.) Create skill ratings.
 - Distribute skill points to develop skill ratings in skills appropriate to your character concept and the character's role within the campaign setting. Skills are listed on Table 1.1 and described in Appendix A. Skill ratings range from 1 to 99, with 100 being an unattainable ideal.
 - The Gamemaster will determine how many points are available to spend; Table 2.1 gives general guidelines for this. Table 1.2 describes the proficiency levels of particular skill ratings.
- 5.) Generate combat statistics.
 - Average your character's rating in DEX with any *Marksmanship* skill ratings to get the To-Hit number for that weapon. Round the result down. Example: DEX = 56; *Marksmanship*, Modern = 39. $56 + 39 = 95$; $95/2 = 47.5$, rounded down to 47. ∴ To-Hit, Phaser = 47.
 - Average your character's rating in STR with any *Personal Combat* skill ratings to get the To-Hit number for that melee style (e.g. unarmed, sword, knife, etc.). Round the result down. Example: STR = 45; *Marksmanship Combat*, *ahn woon* = 12. $45 + 12 = 57$; $57/2 = 28.5$, rounded down to 28. ∴ To-Hit, *ahn woon* = 28. Note: DEX may be substituted for STR if approved by the Gamemaster for "finesse" weapons (e.g. knife, rapier, dirk, etc.).
 - Maximum Operating Endurance (MAX OP END) is equal to a character's END score.
 - Current Operating Endurance (CURR OP END) is equal to a character's END score.

USING ATTRIBUTES

Attributes are used to make saving rolls. The Gamemaster determines when a saving roll is necessary, and if any modifiers apply to the attribute rating. When such a roll is requested, roll d100. If the saving roll result is equal to or less than the modified attribute rating, the action succeeds. If the saving roll is greater than the modified attribute rating, the action fails. The Gamemaster determines the result of success or failure.

USING SKILLS

Skills are used to perform some action as described by the player. The Gamemaster determines if a skill roll is necessary, and if there are any modifiers—in addition to one called for by the difficulty level— to your skill rating. Difficulty levels and their associated modifiers are listed in Table 1.3.

Roll d100. If the skill roll result is equal to or less than the modified skill rating, the skill use succeeds. If the skill roll is greater than the modified skill rating, the skill use fails. The Gamemaster determines the quality of success, and the severity of failure.

ACTIONS AND COMBAT

Use the AP System as described in the Star Fleet Officer's Manual and Game Operations Manual of *Star Trek: The Role Playing Game*, 2nd edition.

DRAFT

The Roleplaying Game

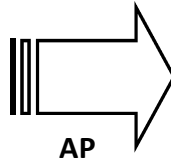
Age: _____





Sex: _____

Race: _____

Position: _____

STR				
DEX				
END				
INT				
CHA				
LUC				
PSI				
		3/4	1/2	1/4



	
MAX OP END	CURR OP END
	
INACT SAVE	UNC THRESH

To-Hit, Modern	_____
To-Hit, Hand-to-Hand	_____
To-Hit, _____	_____
To-Hit, _____	_____

Notes: _____

[illegible]

TABLE 1.1: SKILL LIST

Administration	Ecology	<i>Social Sciences</i>
<i>Applied Sciences</i> ¹	Exobiology	Archaeology
Architecture	Genetics	Economics
Astronautics	Microbiology	<i>Law</i>
Bionics	Zoology	<i>Political Science</i>
Construction	<i>Marksmanship, Archaic</i>	<i>Racial Culture/History</i>
<i>Craft</i>	Marksmanship, Modern	<i>Space Sciences</i>
Demolitions	<i>Medical Sciences</i>	Astrogation
Drafting	<i>General Medicine</i>	Astronomy
Electrical Engineering	Pathology	Astrophysics
Gravitics	Pharmacology	<i>Sports</i>
Mechanical Engineering	<i>Psychology</i>	<i>System Operation</i>
Metallurgy	Surgery	Cloaking Device
Mining	Veterinary Medicine	Communications
<i>Artistic Expression</i>	<i>Military Sciences</i>	Computers
Carousing	Small Unit Tactics	Deflector Shields
<i>Criminal Science</i>	Starship Combat Strategy/Tactics	Helm
Assassination	Negotiation/Diplomacy	Holodeck
Bribery	<i>Personal Combat, Armed</i>	Sensors
Clandestine Operations	Personal Combat, Unarmed	Transporter
Cryptology	<i>Physical Sciences</i>	Weapons
Disguise	Chemistry	<i>System Technology</i>
Forgery	Computer Science	Cloaking Device
Intelligence Procedures	Mathematics	Communications
Interrogation	Physics	Computers
Security Procedures	Temporal Mechanics	Deflector Shields
Stealth	<i>Planetary Sciences</i>	Holodeck
Streetwise	Atmospheric	Life Support
Surveillance	Geology	Transporter
Damage Control Procedures	Hydrology	Warp Drive
<i>Gaming</i>	<i>Planetary Survival</i>	Weapons
Instruction	Small Vessel Engineering	Trade and Commerce
<i>Language</i>	Small Vessel Piloting	<i>Trivia</i>
Leadership		Value Estimation
<i>Life Sciences</i>		<i>Vehicle Operation</i>
Botany		Zero-G Operations

TABLE 1.2: SKILL PROFICIENCY LEVELS

SKILL RATING	PROFICIENCY LEVEL
0	Unskilled
1-9	Semi-skilled
10-39	Qualified ²
40-79	Professional
80-99	Expert ³

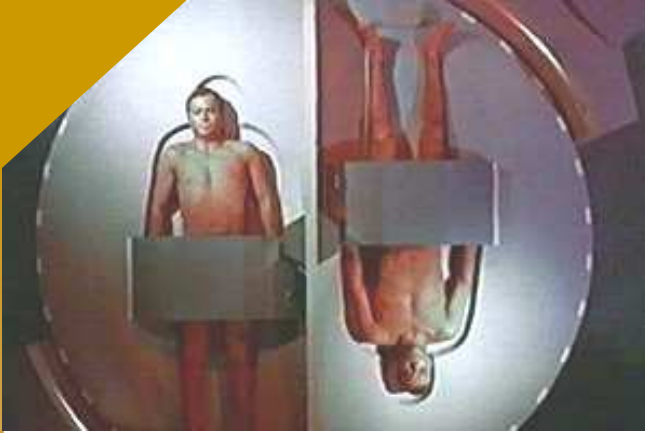
TABLE 1.3: DIFFICULTY LEVELS

DIFFICULTY LEVEL	SKILL RATING MODIFIER
	(SKILL RATINGS 10 OR GREATER)
Easy ^{4,5}	Automatic (Effectively +100)
Moderate ⁵	+60
Challenging ⁵	+20
Nearly Impossible ⁵	+0

¹ Separate skill ratings must be developed for skills in *italics*. See skill descriptions in Chapter 3: Attributes and Skills for more detail.² 10 is considered Minimally Qualified.³ A score of 96-99 denotes an Acknowledged Leader in that skill area.⁴ For skill ratings of 1-9, roll 1d10.⁵ For skill rating of 0, roll LUC saving roll.

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CHARACTER CREATION



Character creation is divided into five easy steps:

- 1.) Determine campaign parameters
- 2.) Choose a race
- 3.) Generate attribute scores
- 4.) Distribute skill points
- 5.) Generate combat statistics

Throughout this section, Kevin, a player, and his character Captain Lee Sterling are used to illustrate key points of the creation process.

DETERMINE CAMPAIGN PARAMETERS

The first step in character creation involves collaboration with the Gamemaster. The Gamemaster must give at least the following minimum information to players so that they can generate appropriate characters for the proposed campaign: campaign type, positions available, and ranks available.

Your character needs to, in some way, fit into the Gamemaster's campaign. The Gamemaster should share, for example, where the campaign is being held (Romulan space, the Triangle, the Orion Territories, etc.); if the characters are serving in an interstellar navy or as citizens in the private sector; the roles available for player characters (ship's captain, interstellar spy, cargo handler, etc.); and the ranks expected or available if applicable. The more detail a Gamemaster is able to provide you about his campaign ideas, the better you can ensure your character fits into the campaign.

Kevin and his friends have learned from talking to their Gamemaster that their campaign is set right after Kirk's first 5-year mission. All characters will be Star Fleet officers assigned to Colonization Command. Kevin and his friends will be members of the bridge crew of an *Anton*-class vessel; Kevin will be captain.

CHOOSE A RACE

The second step is to choose a race that is appropriate for the campaign type. After all, in Kirk's era a Tellarite would be unheard of as a weapons officer aboard a Klingon ship! Some races may not have been encountered in the time period in which the campaign is set. Again, collaboration between the Gamemaster and players is required.

Kevin has always liked Orions and Vulcans, but with the campaign being set in the time and place it is, he feels it would be best not to play an Orion. His friend, Joey, has already chosen to be a Vulcan. So, Kevin chooses to make his character a Human. He's read the name Lee Sterling somewhere before, and decides that's what he'll name his captain.

GENERATE ATTRIBUTE SCORES

After a race is chosen, attribute scores are generated. There are seven attributes:

Strength (STR) - measures your muscle and physical power.

Dexterity (DEX) - measures your hand-eye coordination, agility, reflexes, and balance.

Endurance (END) - represents your health and stamina.

Intellect (INT) - represents how well you learn and reason.

Charisma (CHA) - measures your force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This attribute represents actual strength of personality, not merely how one is perceived by others in a social setting.

Luck (LUC) - measures how lucky (or unlucky) you are.

Psionic Potential (PSI) - measures your ability to use psionics or defend against them.

Attributes are based on a scale of 1 to 100, with 1 being the minimum score possible for a human and 100 being a practically unattainable maximum. The average score in an attribute for humans in general is around 50. Other races have different capabilities, and so the average for them in certain attributes may be somewhat greater or less than the human average. The farther the score is away from the average (low or high), the fewer people will have that score. It is possible to have a non-human character (or an extremely unusual human character) with a score of over 100 in an attribute. If your character concept calls for an attribute rating higher than 100, obtain your Gamemaster's approval.

To generate each individual attribute score, distribute the following scores in any order among Strength (STR), Dexterity (DEX), Endurance (END), Intellect (INT), Charisma (CHA), Luck (LUC) and Psionic Potential (PSI):

65, 60, 55, 45, 35, 25 and 15.

Next, distribute an additional 60 points in any of these attributes. Use these additional points to boost ratings in attributes that you deem are appropriate for your race (e.g. Vulcan Strength, Intellect or Psionic Potential; Caitian Dexterity; Deltan Charisma; Human Luck; etc.) or character concept (e.g. athletic Tellarite; bookish Edoan; genetically-engineered, late-20th century Terran dictator). Again, no attribute may be over 100 unless approved by the Gamemaster. Additional information on attributes can be found in [Chapter 3: Attributes and Skills](#).

Note: Although characters may find it convenient, attribute ratings do not have to be multiples of five. In other words, it is perfectly acceptable to have a STR 63, DEX 48, etc.

Kevin envisions Captain Sterling as a fit man in his late 40s, intelligent, and with above-average charisma. He distributes the initial attribute scores of 65, 60, 55, 45, 35, 25 and 15 in the following way:

STR 45; DEX 35; END 55; INT 65; CHA 60; LUC 25; PSI 15

Next, Kevin distributes the 60 additional points to round out his character concept. He adds 30 points to LUC, 20 points to DEX, and the remaining 10 points to INT. This results in the following attribute scores:

STR 45; DEX 55; END 55; INT 75; CHA 60; LUC 55; PSI 15

DISTRIBUTE SKILL POINTS

Skills are integral to defining a character's abilities. A skill rating is a numerical representation of how proficient a character is with a particular skill. The Gamemaster will make a certain number of skill points available to players so that they can create skill ratings. While choosing skills and assigning their ratings, keep in mind the campaign type to which character belongs, the position he will assume, and the rank (if applicable) he will have.

Skill ratings will range from 1 to 99, with 100 being an unattainable ideal.

Skills are listed on Table 1.1; skills are described in Appendix A. Table 1.2 describes the proficiency levels of particular skill ratings. Table 2.1 below gives general guidelines for the Gamemaster to determine how many points are available to spend. Skills are described in more detail in [Chapter 3: Attributes and Skills](#). Like attribute ratings, skill ratings do not have to be multiples of five.

TABLE 2.1: SKILL POINT DISTRIBUTION

RANK/TRAINING LEVEL	SUGGESTED SKILL POINT TOTALS (PROFESSIONAL DEVELOPMENT/PERSONAL DEVELOPMENT)
Green Cadet/New Merchant Ship Hand	100/50
Ensign/Junior Merchant Ship Hand	200/75
Junior Officer/Senior Merchant Ship Hand	300/100
Senior Officer/Department Head/Merchant Captain	550/125

Gamemasters may require that you spend a portion of your skill point total on “professional development” and “personal development”. Skill selection for professional development involves selecting those skills necessary to fulfill the role selected for your character. In some cases, you may find it necessary to spend a lot of points in only a few skills in order to fulfill your role adequately. Other times, you may choose to be a “jack-of-all-trades” - being familiar with many different skills, but developing only modest or cursory proficiency in them.

Skill selection for personal development is more flexible. This allows all players the ability to flesh out their characters as individuals with hobbies, interests and past times. The skills you choose may not play a huge role in every adventure, but they give depth and interest to your character. Be creative: paring your skill selections and skill ratings with your character's role and background can lead to a very satisfying experience!

Kevin's Gamemaster has given each player 500 skill points for the development of skill ratings. Kevin decides he wants Captain Sterling to be a good leader, a capable scientist, and a character with some depth. He chooses the following skills and skill ratings:

Administration—25	Marksmanship, Modern—25	<i>Social Sciences</i>
<i>Applied Sciences</i>	<i>Marksmanship, Archaic</i>	Federation Law—15
Architecture—5	Andorian Bow—13	Federation Culture/History—20
Astronautics—10	<i>Medical Sciences</i>	<i>Space Sciences</i>
Electrical—6	<i>General Medicine, Human</i> —15	Astrogation—16
Mechanical—11	Pathology—7	Astronomy—42
Metallurgy—26	Pharmacology—8	Astrophysics—39
<i>Artistic Expression, Clarinet</i> —5	<i>Military Science</i>	<i>Sports, Grav-Ball</i> —12
Carousing—7	Small Unit Tactics—10	<i>Systems Operation</i>
<i>Criminal Science</i>	Starship Combat Strategy/ Tactics—34	Communications—16
Security Procedures—15	Negotiation/Diplomacy—48	Computers—40
Streetwise—8	<i>Personal Combat</i>	Deflector Shields—18
Damage Control Procedures—10	<i>Ahn Woon</i> —8	Helm—22
<i>Gaming, 3-D Chess</i> —12	<i>Unarmed</i> —15	Sensors—55
Instruction—25	<i>Physical Sciences</i>	Transporter—18
<i>Language</i>	Chemistry—32	Weaponry—20
<i>Andorian</i> —5	Computer Science—14	<i>Systems Technology</i>
<i>Orion</i> —4	Mathematics—19	Communications—8
<i>Vulcan</i> —6	Physics—38	Computers—13
Leadership—54	Temporal Mechanics—15	Helm—9
<i>Life Sciences</i>	<i>Planetary Sciences</i>	Life Support—17
Botany—15	Atmospheric—10	Sensors—15
Ecology—41	Geology—10	Transporter—12
Exobiology—39	Hydrology—5	Warp Drive—25
Genetics—15	<i>Planetary Survival, Cool Temperate</i> —10	Weaponry—12
Microbiology—20	Small Vessel Piloting—10	<i>Trivia, Early Terran Spaceflight</i> —10
Zoology—32	Small Vessel Technology—5	<i>Vehicle Operation, Grav-Car</i> —14
		Zero-G Operations—22

For Captain Sterling's professional development, Kevin chose to focus on *Life Sciences* and *Space Sciences*. He also chose some *Physical Science* skills which would be useful in supporting his *Life Science* and *Space Science* skills—in particular Chemistry and Physics. Rounding out the sciences, Kevin made sure to put a few points in the *Planetary Sciences*.

Kevin also chose to put several points in *Systems Operation* skills, figuring that Captain Sterling would have served on starships for most of his career. He also envisioned his character, as an officer of the science department, helping the engineering section on occasion like other famous science officers, so he chose to be proficient in some *Engineering* skills and *Systems Technologies*.

For Captain Sterling's personal development, Kevin chose several different skills: *Artistic Expression*, *Gaming*, *Sports*, *Trivia*, and *Vehicle Operation*. As we know, he's always liked Orions, so he chose *Language*, Orion. He figured as a scientist knowing a bit of *Language*, Vulcan would be handy, and he chose *Language*, Andorian to go along with his *Planetary Survival*, Cool Temperate skill (Sterling still has a crush on the Andorian survival instructor from his academy days—the same one who taught him *Marksmanship*, Andorian Bow...). Kevin even chose two skills under the *Medical Sciences*—Pathology and Pharmacology—thinking exposure to these areas would have arisen due to his extensive training in *Life Sciences* and *Physical Science*, Chemistry.

GENERATE COMBAT STATISTICS

You have two main combat ratings to generate: To-Hit ratings and Operating Endurance ratings. There are also two sub-ratings associated with the Operating Endurance ratings: Inactive Save Level and Unconscious Threshold. Finally, there is a Speed rating.

- **To-Hit Ratings**

You have To-Hit ratings for the types of weapons and fighting-styles for which you are familiar.

Ranged Weapons: To determine the To-Hit rating for ranged weapons, average your DEX score with your skill rating for the *Marksmanship* skills you possess. Ranged weapons are classified as either archaic or modern. Archaic ranged weapons include spears, slings, darts, boomerangs, or any other weapon which uses your own power to hurl the weapon or weapon's projectile. Modern ranged weapons include firearms and energy weapons.

Individual To-Hit Ratings must be developed for each archaic ranged weapon; however the Gamemaster may decide that similar weapons can use the same To-Hit Rating (Example: a character who has *Marksmanship*, Shortbow might be allowed to use a longbow with no penalty). Modern ranged weapons, however, can use the same To-Hit Rating. See the *Marksmanship* skill description for more detail.

Captain Sterling has a DEX score of 55 and a *Marksmanship*, Modern skill rating of 25. 55 plus 25 is 80; 80 divided by 2 is 40. Therefore, Captain Sterling's To-Hit rating with a Phaser is 40.

Sterling's To-Hit rating with an Andorian bow is 34 (DEX of 55 plus *Marksmanship*, Andorian Bow at 13 equals 68; 68 divided by 2 is 34). Kevin's Gamemaster has determined that for all practical purposes, the Andorian bow is the same as a standard Terran shortbow.

Personal Combat: To determine the To-Hit rating for unarmed combat or combat armed with a melee weapon, average your STR score with your skill rating in *Personal Combat*, Unarmed or *Personal Combat* with the particular melee weapon. *Personal Combat*, Unarmed is an all-inclusive skill, covering all combat styles (e.g. judo, karate, boxing, etc.). It is not necessary to generate separate To-Hit ratings for each style, unless otherwise required by the Gamemaster.

Captain Sterling has a STR score of 45 and a *Personal Combat*, Unarmed skill rating of 15. 45 plus 15 is 60; 60 divided by 2 is 30. Therefore, Captain Sterling's To-Hit rating unarmed is 30.

Note: DEX may be substituted for STR if approved by the Gamemaster for "finesse" weapons. Finesse weapons are defined as light, mainly one-handed weapons. They include, but are not limited to, the dagger, dirk, handaxe, knife, light hammer, light mace, light pick, sap, short sword, throwing axe, and whip. The rapier, although not a "light" weapon *per se*, is considered a finesse weapon. *Personal Combat*, Unarmed can also be "finessed" and use DEX instead of STR.

Captain Sterling has a STR score of 45, a DEX score of 55, and a *Personal Combat*, *Ahn Woon* skill rating of 8. Kevin's Gamemaster determines that the *ahn woon* can be considered a finesse weapon. After all, it is not too dissimilar to a whip, and the whip is a finesse weapon. Since Captain Sterling's DEX score is higher than his STR score, Kevin decides to use DEX to determine the To-Hit rating for the *ahn woon*. 55 plus 8 is 63; 63 divided by 2 is 31.5, rounded down to 31. Therefore, Captain Sterling's To-Hit rating with an *ahn woon* is 31.

When attempting to use a weapon or combat style in which you are unskilled (i.e. no skill rating), halve your DEX or STR to determine your To-Hit rating. The Gamemaster may apply additional modifiers to the To-Hit rating based on the weapon you are trying to use untrained. He may also determine that a weapon being used is similar enough to a weapon in which you have a skill rating and that you may use some or all of that skill rating instead. See [Chapter 3: Actions and Skills](#) for more information about modifiers.

Captain Sterling attempts to attack a foe with a *lirpa*. He is unskilled in its use (*Personal Combat*, *Lirpa* = 0). He has a STR score of 45, so his To-Hit rating with a *lirpa* is 22 (STR 45 + 0 skill rating = 45; 45 divided by 2 is 22.5, rounded down to 22). Therefore, Captain Sterling's To-Hit rating with a *lirpa* is 22.

Finally, a weapon may be so “alien” that its proper use may be difficult—if not impossible—to properly discern. In these cases, the Gamemaster may decide that only a successful LUC saving roll will allow use of the weapon.

- **Actions Points**

You have a number of points that are used to determine actions that you can take when using the Tactical Combat System. This is determined by dividing your DEX by 10, and rounding down, and adding four (4). See [Chapter 3: Actions and Combat for more information](#).

Captain Sterling's DEX is 55. 55 divided by 10 is 5.5, rounded down to 5. 5 plus 4 yields 9 Action Points (AP).

- **Operating Endurance Ratings**

You have two ratings that determine how much damage you have taken: Current Operating Endurance and Maximum Operating Endurance, abbreviated CURR OP END and MAX OP END.

When you are at full health, both ratings equal your END score. As you take damage—whether from fatigue, wounds, exhaustion, etc.—that damage is then removed from either your CURR OP END or your MAX OP END. See [Chapter 3: Actions and Combat for more information](#).

- **Inactive Save Level and Unconscious Threshold**

Your Inactive Save Level (INACT SAVE) level is equal to 20. Your Unconscious Threshold (UNC THRESH) is equal to 5. These are explained in Chapter 4: Combat.

Captain Sterling's CURR OP END and MAX OP END are both 55, the same rating as his END. His INACT SAVE is 20 and his UNC THRESH is 5.

3

Attributes and Skills



If roleplaying is the spirit of *Star Trek: The Roleplaying Game*, then attributes and skills are the backbone of it. In this chapter you will learn how attributes and skills are used to judge your character's interactions in the game. In essence, you will learn almost all you need to know about how the game works from this chapter!

ATTRIBUTES

Attributes are generalizations of a character's physical and mental development. Skills represent specific levels of training a character has obtained in certain areas. Both attributes and skills are used to determine how successfully a character interacts with his environment.

The seven attributes are listed below, along with a description.

Strength (STR) - measures a character's muscle and physical power.

Dexterity (DEX) - measures hand-eye coordination, agility, reflexes, and balance.

Endurance (END) - represents a character's health and stamina.

Intellect (INT) - represents how well a character learns and reasons.

Charisma (CHA) - measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This attribute represents actual strength of personality, not merely how one is perceived by others in a social setting.

Luck (LUC) - measures how lucky (or unlucky) a character is.

Psionic Potential (PSI) - measures the potential power of a character to use mental abilities.

USING ATTRIBUTES

Attributes are used to make attribute saving rolls. Saving rolls are made using a d100. The Gamemaster may call for such a roll when you interact with your surroundings in a certain way—or when your surroundings interact with you! The Gamemaster determines the effects of any successful or failed saving rolls.

Below are examples of possible reasons for the Gamemaster to request a saving roll:

STR—you attempt to move something heavy, force open a door, or perform other physical feats of power. If such a door were made of steel and locked tight, the modifier to the STR saving roll might be a large, positive number. If it were made of rotten wood, it might be a large, negative number.

END—you engage in strenuous activity, or other situations requiring sustained endurance. Some examples include sustained running (as opposed to a short sprint), holding your breath, or enduring pain, injury, or torture.

INT—you need to reason out a problem, or gather and process new knowledge that does not fit into an area of training (i.e. skill) you possess. INT can also be used to determine if you perceive or notice something out of the ordinary.

DEX—you attempt to perform an act requiring physical coordination. DEX may also be required for tasks needing quick physical reactions and reflexes. It also helps determine initiative in combat (see Chapter 4: Actions and Combat for more detail).

CHA—you attempt to influence someone, or gain his attention or trust; you attempt to catch the eye of the opposite sex. CHA can also be used to attempt to influence someone.

LUC—saving rolls against LUC are used in situations that may be affected by pure chance and coincidence, and also in situations that are particularly sticky for a character. One important function is to limit the damage from energy weapons (see Chapter 4: Actions and Combat for more detail).

PSI—you attempt a psionic feat, such as a mind meld or nerve pinch. PSI is also used to resist unwanted telepathic prying and other unwanted psionic activity and attack. See

JUDGING ATTRIBUTE USE

The Gamemaster decides when an attribute saving roll is needed to determine the outcome of a character's action. He may request a saving roll for a particular attribute when you attempt something in which you are untrained, or when there is otherwise no associated skill to determine success or failure of an action. Below are six examples of judging attribute use. While reading the examples, keep in mind that there is no "right way" or "wrong way" to judge attribute use. Gamemasters should take care to judge actions fairly and consistently.

Example 3.1:

Captain Sterling is Unskilled in swimming (*Sports*, Swimming = 0), yet he finds himself in a position in which he must swim across a small, lazy river. The Gamemaster decides to require a STR saving roll to determine the result of Sterling's swim. Captain Sterling's STR score is 45, so he must roll a 45 or less to swim across the river successfully.

Example 3.2:

Captain Sterling is Unskilled in swimming, yet he must swim across a lazy river that is several yards wide. The Gamemaster decides to require a STR saving roll to determine if Sterling can manage the swim. Sterling succeeds, rolling a 36 against his 45 in STR. The Gamemaster allows Sterling to swim about half-way across the river before requiring an END saving roll to determine if Sterling has the stamina to make it all the way across. Sterling's END attribute score is 55; he rolls a 78 and fails his saving roll! Sterling begins to tire. The Gamemaster then decides to allow Sterling a LUC saving roll to escape his predicament.

Based on circumstances, conditions, and any number of other factors, the Gamemaster may apply a numerical modifier to an attribute score. This modifier can be positive (to reflect a benefit), or negative (to reflect a hindrance). Its value is totally up to the Gamemaster. This method of judging attribute use is free-form and requires a bit more arbitration by the Gamemaster.

Example 3.3:

Captain Sterling is Unskilled in *Sports*, Swimming, and attempts to swim across that same lazy river that is several yards wide. This time, however, the river is swollen and fast-moving from recent rains! The Gamemaster decides to require a STR saving roll with a -20 modifier to Sterling's STR score to reflect this factor. Sterling must now roll a 25 or less in order to swim across the river ($STR\ 45 - 20 = 25$).

Often times, equipment will provide you with a bonus to an attempted saving roll. Note that the situation below also includes an example of using a LUC saving roll.

Example 3.4:

Captain Sterling is Unskilled in swimming, and attempts to swim across that same lazy river again! It's still swollen, so the Gamemaster decides to apply a -20 modifier to Sterling's STR. However, the Gamemaster asks Kevin to make a saving roll against LUC. With a successful roll, the Gamemaster tells Kevin that Captain Sterling remembered to pack a Star Fleet-issued flotation device that is designed to keep a swimmer afloat, yet not impede swimming. The Gamemaster decides this will grant him a $+10$ modifier to his STR score. The net result is a -10 modifier to Sterling's STR score.

A quicker way for the Gamemaster to reflect adverse conditions on attribute use is to quarter or halve a character's attribute score and use that number as the target for a saving roll. This results in scores that are $3/4$, $1/2$ or $1/4$ that of the original score (rounded down). **There is space available on the character sheet provided in this book to record these numbers for quick reference.**

Example 3.5:

Captain Sterling is Unskilled in swimming, and attempts to swim across the lazy river that is several yards wide, swollen from recent rains, and full of debris that's being carried at moderate speed by the current. The Gamemaster asks Sterling's player to make a $1/4$ STR check to successfully swim halfway across the river. Since Sterling's STR score is 45, he must roll an 11 or less ($45 * 1/4 = 11.2$, rounded down) or less to do so.

Example 3.6:

Captain Sterling is attempting to operate an ancient alien computer interface. The configuration of the device is totally alien, as is the language associated with it. The Gamemaster rules that Sterling may make a $1/4$ INT saving roll to learn or notice something about the device that could help him use it. If Sterling were pressed for time or other outside factors were working against him, the Gamemaster may have ruled that only a successful LUC saving roll would result in some sort of success as determined by the Gamemaster. Note that in some cases, the LUC saving roll will have a better chance of success than a halved or quartered attribute roll. LUC saving rolls should be used sparingly by the Gamemaster.

IMPROVING ATTRIBUTES

Rarely will attribute scores change. When they do, it is usually due to some temporary effect. Some temporary increases may be positive (an alien device increases the INT of a country doctor so he can perform brain surgery), and some negative (wounds that affect a character's DEX, for example). The Gamemaster will determine when an attribute score is affected.

Current Operating Endurance and Maximum Operating Endurance are not attribute scores per se, but they are derived from the Endurance attribute score and are affected in a similar manner. A CURR OP END score may increase due to a positive modifier (a boost to END due to an injection of Tri-Ox compound, for instance) or decrease due to a negative modifier (usually damage).

SKILLS

There are **many** skills that represent training in particular physical and mental disciplines. **Some** of the skills represent general “skill categories” and are denoted in italics in the skill list below. Specific training must be selected in those skills. Due to the large number of skills in this game, they are listed and described in **Appendix A**.

USING SKILLS

When you attempt to use a skill to perform an action, the Gamemaster may ask you to roll d100 and compare the result to the your rating in a particular skill. Many times this roll is requested if the outcome of a particular action is uncertain; your skill level in that skill would not indicate automatic success; or if the skill is being used in a critical situation where time is a factor, under unusual circumstances, or in an unusual way. Your proficiency level in a skill helps determine when a skill roll is required:

Unskilled (skill rating = 0) characters only have a LUC saving roll for any chance of successful use of that skill. Even if a LUC saving roll is allowed by the Gamemaster and the roll is successful, the result will be of less magnitude than someone with a higher proficiency in that skill.

Semiskilled (1-9) characters may roll a 1d10 for any routine use of that skill. If the skill roll is equal to or less than the skill rating, that action is successful. Outside of routine use, a character’s only chance of success is a LUC saving roll.

Qualified (10-39) characters may use their skill for routine situations without failure. For non-critical situations where the outcome of the skill use is uncertain or time is of importance, a skill roll is required.

Professional (40-79) characters may use their skill under non-critical situations where the outcome is uncertain or time is of importance without a skill roll. A skill roll is required during critical situations.

Expert (80-99) characters may use their skill even under critical situations without a skill roll. A skill roll is required during dire situations.

A skill rating of 10 indicates minimum proficiency in a skill. Under routine circumstances with no outside pressures (such as time), success with the skill is automatic. A character with this rating, however, would not have the same quality of success as a character with a higher skill rating in the same skill, nor would it be as easy to produce the result.

A character possessing a skill rating of 96 or above in a skill is an acknowledged leader in that field, known for his ability to produce extraordinary results. He is a recognized innovator and contributor to that field, and famous not only with other practitioners in that field, but even with many unassociated with the field.

JUDGING SKILL USE

The Gamemaster decides when a skill roll is needed to determine the outcome of your skill use. He considers if any outside factors are affecting the skill use, such as a time constraint, lack of proper tools or equipment, adverse conditions, etc. He then determines whether successful use of that skill under those circumstances would be Easy, Moderate, Challenging, or Nearly Impossible. Based on these factors, add the modifier associated with the difficulty level chosen by the Gamemaster to your skill rating:

DIFFICULTY LEVEL	SKILL RATING MODIFIER (FOR SKILL RATINGS 10 OR GREATER)
Easy	Automatic (Effectively +100)
Moderate	+60
Challenging	+20
Nearly Impossible	+0

The **Skill Resolution Chart** at the end of this chapter shows the chance for success for any skill rating at any difficulty level.

Below are **six** examples of judging skill use. While reading the examples, keep in mind that there is no “right way” or “wrong way” to judge skill use.

Example 3.7:

Captain Sterling is attempting to track a Mugato through the jungles of Neural by visually following its tracks. The Gamemaster determines this would be a Difficult task due to the thick foliage. Sterling has a skill rating of 10 in *Planetary Survival*, Cool Temperate. The Gamemaster decides that training would include tracking skills transferable to Neural’s warm temperate climate. Thus, he must roll a 30 or less to successfully track the Mugato (skill rating of 10, plus 20 for Challenging circumstances equals 30).

Example 3.8:

Captain Sterling is in the jungle trying to track that Mugato again—only this time he’s using a tricorder. The Gamemaster determines this is a Moderate task: it would be Easy if it weren’t for so many lifeforms living in the jungle along with the Mugato (including other Mugato). Sterling must roll a 70 or less to successfully track the animal (skill rating of 10, plus 60 for Moderate circumstances equals 70).

This skill system is designed to allow the Gamemaster to make judgment calls regarding the difficulty level of attempted skill use regardless of the number of factors (both positive and negative) that are influencing the act at the time. The Gamemaster should weigh all possible factors, mentally cancelling some positive factors out by any existing negative factors and vice versa. He should then be able to make a determination on the difficulty level. What follows is an example of this free-form process.

Example 3.9:

Captain Sterling’s ship was heavily damaged in a battle with the Gorn. He has made his way to engineering to attempt to stabilize the warp core which has gone critical (negative factor). All power has failed except for emergency batteries (negative factor). Most of the engineering crew have been

killed or wounded (negative factor). However, Ensign Thomas is attempting to aid Sterling (positive factor). Unfortunately, Ensign Thomas is assigned to security and is untrained in any *Applied Sciences* or *Systems Technologies* (negative factor)! Thomas was able to salvage the Chief Engineer's personal toolkit and has made it available to Sterling (positive factor). The Gamemaster considers the situation, weighs all the myriad factors, and determines that the difficulty level to stabilize the warp core is Challenging: he decides that the condition is dire, but not "nearly impossible." Sterling adds +20 to his 25 skill rating in *Systems Technology*, Warp Drive. He must roll a 45 or less to stabilize the warp core.

As with attributes, positive and negative modifiers can be applied to a character's skill rating. However, as the example above shows, keeping track with all the possible factors and assigning numerical modifiers to those factors can become a chore. It is suggested that Gamemasters use modifiers to skill use sparingly and for special circumstances.

Example 3.10:

Captain Sterling is attempting to stabilize the warp core. The Gamemaster determines that the difficulty level is Challenging. However, Kevin (Sterling's player) reminds the Gamemaster that in between game sessions, they had discussed that Sterling had spent two weeks with the Chief Engineer stripping the ship's warp core down and rebuilding it while in space dock. That familiarity, Kevin suggests, should help in attempting to stabilize the core. The Gamemaster decides to give Sterling a +10 modifier to his *Systems Technology*, Warp Drive skill rating due to that experience. Sterling must roll a 55 or less to stabilize the warp core (*Systems Technology*, Warp Drive = 25, plus 20 for Challenging difficulty level, equals 45; 45 with the +10 modifier equals 55).

Modifiers to skills can also be given for creative solutions to problems, humorous situations that players contrive that add to the color and fun of the game for everyone, etc. In short, they can be given out on occasions as a reward for clever contributions to the fun of shared, interactive storytelling that is roleplaying!

Example 3.11:

Joey's Vulcan character is trying to negotiate a good price for some Spican flame gems with an Edoan female merchant. Joey tells the Gamemaster that most women find it hard to resist a "sharp-eared" man (a play on "sharp-dressed" man). The Gamemaster finds that remark not only witty, but something for him to work with in the game. He gives Joey's character a +5 modifier to his Negotiation/Diplomacy skill rating for that contribution!

Lastly, the skill rating itself can help the Gamemaster and you understand your proficiency in a particular skill. The level of proficiency in a skill can help determine the quality of the result when using the skill, the time it will take to complete the skill use, and more.

Example 3.12:

Captain Sterling is semi-skilled in *Language*, Andorian with a skill rating of 5. Under routine circumstances, he would have a 50/50 chance of correctly understanding simple-to-moderately complex Andorian, whether it be spoken or written (a 5 or less on a 1d10 would indicate success). Even if successful, Sterling's understanding and accuracy in translation would not be as total or complete as someone who was qualified or higher in the language. He might understand simple ideas or concepts fully, or might only get the "gist" of the meaning. For more complex translations, he may only be able to glean a partial—and incomplete—understanding of what is being stated. What would take a professional five minutes to translate might take Sterling an hour or more—and the quality of the translation would be much less.

IMPROVING SKILLS

There are two ways the Gamemaster can allow you to increase your skill ratings. The first method allows you to increase some of your skill ratings by one (1) point after every game session. Keep track of all the skills you specifically used. For each skill used more than once, the Gamemaster may allow you to make a skill roll. If the skill roll is *greater than* the current skill rating in that skill, raise the skill rating by one point. If the roll is equal to or less than the rating, the skill is not improved.

The second method allows you to increase three (or more, at the Gamemaster's option) skill ratings by 1d10 points after every adventure or mission in a campaign. Again, keep track of skills that you used frequently for these are prime candidates for increasing skill ratings. Make a INT saving roll for each skill you attempt to improve. If successful, you may roll 1d10 and add the resulting number to the skill rating of that skill.

The Gamemaster may award bonus points if you push a skill to its limit by frequent successful use or by passing a very difficult skill roll. He may also award an extra point if you have had the opportunity to make close observations of someone with a greater skill rating engaging in more-than-routine use of a skill.

GAINING NEW SKILLS

A Gamemaster may also provide you with the opportunity to gain new skills. Between adventures, you must devote the time and effort to learn something new, specifically informing the Gamemaster of your intention. If he allows the attempt, make an INT saving roll with a –20 modifier to your INT score. If successful, you may learn a new skill with a skill rating of 1d10 divided by 2 (rounded down; minimum of 1). The time required to learn the skill is up to the Gamemaster and depends upon your INT score and on the similarity of the skill to others you know. The average minimum time is around four weeks.

SKILL RESOLUTION CHART

DRAFT		DRAFT									
Skill Rating										Situation / Task Descriptor	
0										ROUTINE/EASY (+100)	
1										NON-CRITICAL/CHALLENGING (+60)	
2										CRITICAL/DIFFICULT (+20)	
3										DIRE/NEARLY IMPOSSIBLE	
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25										ROUTINE/EASY (+100)	
26										NON-CRITICAL/CHALLENGING (+60)	
27										CRITICAL/DIFFICULT (+20)	
28										DIRE/NEARLY IMPOSSIBLE	
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50										ROUTINE/EASY (+100)	
51										NON-CRITICAL/CHALLENGING (+60)	
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75										ROUTINE/EASY (+100)	
76										NON-CRITICAL/CHALLENGING (+60)	
77										CRITICAL/DIFFICULT (+20)	
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NOTES:

1.) To use this chart, simply find the Skill Rating of a certain skill and cross-reference it with the Situation/Task descriptor. This number or less-than-or-equal-to sign indicates success results in a roll on a d100 of the Skill Rating or lower. "A" stands for automatic success.

2.) The Gamemaster can allow a character to make a LUC saving roll to determine success when using a skill in which a character has no training (Unskilled=0), or when a character is attempting to use a skill in which he is semi-trained during non-routine circumstances. The LUC saving roll can be modified by adding or subtracting modifiers to the character's LUC score, as determined by the Gamemaster. This LUC saving roll can also apply to any character, any situation, and any skill level at the Gamemaster's discretion, including after failing a skill roll.

4

Actions and Combat



Often, characters interact with each other and their surroundings narratively, and it is not necessary to track actions and the amount of time between those actions. The Gamemaster describes a situation, and the players describe how they will react to the situation. Oftentimes, this interaction—and maybe the occasional saving or skill roll—will be all that is needed to drive the story forward.

There are other times, especially during combat or when your ship is hurdling towards Psi 2000, when it is important to track actions and time more closely. Time is then measured in turns about 10 (ten) seconds in length, and only a certain number of actions can be taken during a round. Each player and non-player character perform their actions in initiative order. Initiative order is explained below.

Combat between opponents is one instance where it may be preferable to judge actions in this manner, but other “time-bound” situations can arise (e.g. escaping a collapsing tunnel on a mining asteroid, defusing a self-destruct device on a Romulan ship, etc.). Since combat includes actions such as attacking that other situations may not include, it is used as the example for how rounds work below.

Presented below are two options for determining the outcome of actions and combat in addition to the narrative option: the Tactical Movement System and the Simplified Tactical Movement System.

TACTICAL MOVEMENT SYSTEM

This system uses maps, counters or miniatures, and other visual aids to resolve actions and combat. The default scale is 1 inch equals 5 feet. This is also equivalent to 1 inch equaling 1.5 meters. Maps with grids measuring 1 inch by 1 inch can be used with this system, but distance can also be measured with a tape measure if preferred.

When using a grid, each counter must be placed so that it occupies only one square. The way the character is facing should be shown in some manner (arrow, word, etc.). Facing affects combat, and so it is important that all counters be placed so that they show each character’s facing correctly.

Action Points

Each character has a number of action points (AP) that is determined by his DEX (see Chapter 2: Character Creation). During play, the players spend these AP on whatever actions their characters make. Each action costs some points, and characters can do any action that is reasonable as long as they have the AP. As the characters move about, the players move the counters to represent the action. In this way, both the players and Gamemasters can “see” the action.

During a turn, each player must keep track of his character's AP usage. At the beginning of each new turn, the your character has his full amount of AP, which may be used on any actions you desire to make in that turn. As the turn progresses, each action you make is subtracted from your AP total. When the total is at 0, you may make no more

ACTION POINTS TABLE

Position Change

◆	Turn in Place	1
	Stand to sit; sit to stand	1
	Stand to kneel; kneel to stand	1
◆	Kneel to prone; prone to kneel	1

Movement

	Move 1 square sideways or up/down	1
	Move 1 square diagonally	1, then 2; then 1, etc.
	Evade 1 square sideways or up/down	2
	Evade 1 square diagonally	2, then 3; then 2, etc.
	Crawl 1 square sideways or up/down	3
	Run for full turn	1/2 AP
	Climb stairs or ladder	2x AP cost of movement
	Climb rope	3x AP cost of movement
	Swim	2x AP cost of movement

Equipment and Weapon Use

◆	Short communication	1
◆	Draw and ready device	2
◆	Operate familiar device	2
◆	Draw and ready weapon	2
◆	Aim weapon	2
◆	Quick-draw and fire	3
◆	Fire ready weapon	1
◆	Throw ready weapon	1
	Adjust weapon settings	2
	Reload weapon	2

Combat and Emergency Evasion

◆	Attack	3 minimum
◆	Parry/defend	2 minimum
◆	Dodge	3 minimum
◆	Duck thrown weapon/object	2
◆	Hide in same square	1
◆	Hide in adjacent square	4
◆	Roll sideways	2
◆	Drop suddenly	1
◆	Dive to prone	2
◆	Dive roll	4
◆	Flying tackle	4 minimum

actions. AP may not be saved from turn to turn; any not used are lost. You are not required to use all of your AP in a turn. In fact, you may save some for opportunity actions later in the same turn if you desire.

The Action Points Table gives the AP cost for many common actions. **Each action is discussed in greater detail in Appendix .** The table is not exhaustive, and many unusual actions are likely to occur in play. Before these unusual actions occur, the Gamemaster will determine the cost of these actions.

Note that the diagonal movement costs below are higher than the equivalent "straight" movement ("sideways" left or right; up or down) when using a grid. If distance is measured by a tape measure, then diagonal movement cost is the same as the equivalent sideways or up/down movement. For example, evading one square (1 inch) diagonally on a grid costs 3 AP. If distance is being measured by a tape measure, the cost for evading one square diagonally would be the same as evading one square sideways or up/down, or 2 AP.

Movement Restrictions

Barring obstacles such as walls and furniture, you may move freely through any square, even if it is occupied by friendly people. At the end of your turn, however, there may be no more than two characters in the same square.

You may move freely through a square occupied by an enemy if the enemy allows. You must, however, end your movement immediately if the enemy wants to keep you from passing through the square. The enemy need not use any AP to stop you, unless he desires to start combat. In either case, the enemy must declare his intention when you move into his square, or you may pass through unhindered.

When you end your movement in a square with an enemy, both of you may use your remaining AP to perform actions other than movement. If all enemies who wish to block movement can be killed, rendered unconscious, or removed from the square before the end of the turn, you may resume your movement with whatever AP you have left.

Most doors aboard starships and modern buildings are automatic, opening whenever someone steps into the space adjacent to the door. These doors have motion sensors and thus require no AP to open or close. Other automatic doors, particularly those in areas when access is restricted will not open unless an appropriate ID card is inserted into the security device. This requires the use of an *Operate Familiar Device* action, as does opening or closing a non-automatic door. Locking a door open or closed also requires an *Operate Familiar Device* action.

PLAY SEQUENCE

When the Tactical Movement System is used, each character has his own turn. During your turn, you decide how many of your AP you will use up and how many you will save for opportunity actions (explained below). You use all of your AP at one time on your turn, except any AP you have saved for opportunity actions. After you have finished your turn, you can only react to the movements of other characters if you have saved some AP for opportunity actions. When you are out of AP, then you may no longer act.

Tactical Advantage

In situations where only player characters are involved, players may determine amongst themselves who will have his turn first. If the players cannot decide, the character with the highest DEX usually moves first, with the other characters following in order.

In an encounter between player characters and forces controlled by the Gamemaster (e.g. non-player characters or creatures), the skill ratings in *Military Science*, Small Unit Tactics is compared. The character with the highest skill rating has the tactical advantage. His side will move first as long as he is conscious; if he is incapacitated, tactical advantage is reevaluated.

If neither side has a character with a rating in Small Unit Tactics, then the DEX of each participant is compared instead.

In cases where one side has a rating in Small Unit Tactics and the other does not, compare the highest Small Unit Tactics score from the one side to half the highest DEX score from the other side.

The side with the tactical advantage can choose any character to move first.

Example 4.1

Three Klingon warriors are attacked by two large reptilian creatures on an unexplored world. Each Klingon warrior has a rating in *Military Science*, Small Unit Tactics, with the highest rating being 41. The two reptilian creatures have a DEX rating of 60. Thus, tactical advantage goes to the Klingon warriors since the Small Unit Tactics skill rating of 41 is greater than 30 (half of the DEX of the creatures).

As an alternate method, the Gamemaster may decide that the character with the highest Small Unit Tactics skill rating goes first, followed by the character with the second-highest skill rating, and so on until each participant has had a turn. In cases where there is no rating in Small Unit Tactics, use the DEX score of the character divided by two.

Example 4.2

The three Klingon warriors above meet the handlers of the creatures they just defeated—two humanoids with a bad attitude. The Gamemaster wants each individual to determine tactical advantage separately. Klingon warrior 1 has a Small Unit Tactics rating of 41; warrior 2 has a 37; and warrior 3 has a 29. Humanoid 1 has a rating of 44 and humanoid 2 has a 34. Thus, the participants of this battle act in the following order: Humanoid 1, Klingon warrior 1, Klingon warrior 2, humanoid 2, then Klingon warrior 3.

Opportunity Actions

Some actions may only be taken during your turn. Other actions, though, may be made in response to things that happen in other characters' turns. These actions are noted by the ♦ symbol on the Action Points Table and are called opportunity actions. They may be taken at any time before or after your turn, even during an opposing character's turn. The only requirement is that you have enough AP to do the desired action. You will need to save some of your AP from your turn if you wish to react to events that occur after your turn is over.

You may announce at any time that you wish to make one opportunity action. This interrupts the other character's turn immediately*. That character's actions are halted long enough for your opportunity action to be performed. Then, his turn is resumed. You may perform any opportunity action as long as you have enough AP. If you desire to make several opportunity actions, however, you must perform them one at a time so that the interrupted character has at least one action between your actions. If more than one character desires to make an opportunity action at the same time, then each completes this one action before the interrupted character continues with his turn.

* Note that by interrupting a character's turn, you are really interrupting the controlling player's turn (the Gamemaster or whoever else is controlling the character). The "in-game" character himself is not necessarily affected by this interruption, and perhaps may never notice it. For example, hiding is an opportunity action. If you interrupt a character's turn to hide and that character was unaware of you in the first place, he doesn't know you "interrupted" his turn to do so. If, however, you interrupt his turn to throw a readied weapon at him, that's a different story!

HOW COMBAT WORKS

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

- 1.) Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin.
- 2.) The combatants who are aware of the opponents can act in the surprise round, so they determine initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a standard action, a move action, or free actions) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
- 3.) Combatants who have not yet determined initiative do so. All combatants are now ready to begin their first

APPENDIX A:

SKILLS

What follows is a description of skills used to define a character's training, interests, and abilities in a variety of areas. *This listing is not exhaustive and more skills can be added to the game at the Gamemaster's discretion.* However, it is suggested to first try to place a possible new skill into one of the existing skills. If this is not desirable, then create the new skill. For example, entomology could be represented by the existing *Life Science*, Zoology skill; dendrology by *Life Science*, Botany; limnology by *Planetary Science*, Hydrology; and criminology by *Medical Science*, Psychology. However, if these skills are important to a character concept—especially for specialists and non-player characters—then they should be adopted as separate skills.

If skills are added to the game, it should be done before character creation so that all players have the chance to choose the new skill for their characters. Also, the skill should be more broad than specific; specific skills can be placed under the *Trivia* skill category—especially to denote specialized training or interests. For example, philosophy may be a possible broad candidate for a new *Social Science* skill, but if a player just wanted to represent his character's personal interest in that field, *Trivia*, *Terran Philosophy* (or *Platonic Philosophy*, etc.) would suffice.

Administration—You understand the structure and function of bureaucracies. Training includes record-keeping procedures and personnel management techniques. This skill would be used to attempt to pass information through or get information from official 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 can also be used to attempt to cut red tape or bypass normal bureaucratic channels.

Applied Science—This skill category represents applied engineering and related fields. Separate skill ratings must be developed for each engineering field such as those examples listed below. However, a rating of 10 or higher in any applied science or engineering field gives you a general foundation of the basic principles underlying all applied science and engineering fields.

Architecture—You are trained in the art and science of designing buildings and other structures, and are familiar with styles of design and methods of construction. You understand the competing aspects between inspired design and practical considerations, such as material availability, cost, and engineering limitations.

Astronautics—You are trained in the theory and practice of creating and maintaining starships and other manned space habitats and environments. This skill 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.

Bionics—This skill includes knowledge of both bionics and cybernetics. In bionics, you are trained in the study of how biological systems, methods, and functions can be applied to engineering systems and modern technology. Examples include the hulls of boats imitating the thick skin of dolphins; sonar, radar, and medical ultrasound imaging imitating the echolocation of bats; velcro imitating the burrs of seeds, and artificial neural networks. Included is the physical melding of beings and machinery, such as with artificial organs or electro-mechanically enhanced senses.

In cybernetics, you are trained in the study of how engineering principles and systems can be applied to the biological and medical sciences. Specifically, it is concerned with the modeling of feedback and control mechanisms observed in nature, and interaction with such engineered devices by either the mind or by self-regulating algorithms—including artificial intelligence.

Construction—You are skilled in the act or process of building and creating structures, such as dwellings, and civil projects such as roads, sewers, water works, etc. You can apply general engineering principles to construction challenges. These principles include training in sciences and mathematics applicable to construction. You are familiar with general construction techniques—from planning and budgeting, and actual building and finishing. You are knowledgeable of building materials, construction tools, and machinery.

Craft—This skill category represents training in a trade or field that allows you to create or make something in a skillful way, especially manually. Unlike *Artistic Expression*, the end result of a craft is often—but not always—a quality piece that serves a practical, or even mundane, purpose like a chair, a quilted blanket, or a stone wall. That is not to say, however, that the piece cannot show exquisite craftsmanship. The same chair, for instance, could be ornately lathed with a caned seat; the blanket could be quilted with extraordinary detail, etc. Training is a combination of practice and study—oftentimes under a master as an apprentice. A separate skill rating must be developed for each different craft. The skill *Engineering*, *Mechanical* may be a good complement to certain *Craft* skills. Examples include carpentry, woodworking, clock making, pottery making, looming, weaving, sewing, masonry, landscaping, etc.

Demolitions—You know how to use and defuse 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.

Drafting—You are trained in 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.

Electrical—You are skilled in all electronics work and theory, including the construction and repair of most electronic gear, with the exception of computers, and other specialized systems technologies (see Systems Technology below). Training includes instruction in circuit theory, electronics design, and construction techniques. You can use this skill when attempting a repair to any electronics gear not specifically covered under a different skill. It may be used to for attempts at constructing a new electronic device, or to modify existing devices.

Gravitics—You know the practical application and theoretical science behind gravity, including the fields of gravity control and anti-gravity technologies. You can use this skill to maintain and repair gravitic and anti-gravitic devices, including many forms of land transportation and various anti-gravity platforms. You can attempt to identify gravitic propulsion systems, or to repair or modify conventional a gravitic device for special use.

Metallurgy—You know the practical and theoretical aspects of metals and their inherent properties. You are trained in metalworking, and have experience with various metals. You can attempt to identify certain metals without equipment, design new applications for metallic alloys, and determine a metal's characteristics under field conditions.

Mechanical—You are skilled in the fundamentals of mechanical principles and are familiar with the technology applied to mechanical devices. You are trained in the assembly, repair, and design of such devices. Training includes familiarity with mathematics, dynamics, strength of materials, thermodynamics, machine design, instrumentation and measurement, hydraulics, pneumatics, and design. You can attempt field repairs to vehicles, such as ground cars and boats, rig a temporary repair, or manually override a mechanical device such as an air lock, etc. This skill also can be applied to the a variety of fields, from plumbing to robotics.

Mining—You know the techniques used in mine and tunneling operations, both on planets and within asteroid belts. You can attempt to locate especially rich veins of metallic ores, and are familiar with the most effective techniques to process ores and the commercial value of mineral deposits. You can evaluate a mining operation or process for effectiveness.

Artistic Expression—This skill category represents training in a fine art, a performing art, or an applied art. Training is a combination of guided practice in technique and instruction in theory and important contributions to the field. It also includes instruction in repertoire, as well as extensive practice in solo and ensemble performance. This skill can be used to produce a piece of art or perform. A separate skill rating must be developed for each different type of art form. Typical choices for fine arts include painting with oil, water color, or light; sculpting in stone, plastic or gemstones; and writing short stories or poetry. Choices for performing arts include drama, vocal or instrumental music (specifying the instrument), and dance forms such as jazz or zero-G ballet. Choices for applied arts include optical photography, holography, graphic design, etc.

Carousing—You are experienced in 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 can be used to determine success at gambling, blending into a crowd at a bar, or knowledge of drinks and their effects.

Criminal Science—This broad skill category represents the study of crime in order to prevent crime. Also represented are skills used by law enforcement and intelligence agencies to support their operations. The skills can also be adapted for illicit and illegal purposes, as well as counter-intelligence, espionage, and other cloak-and-dagger activities.

Assassination—You know 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. A separate skill rating must be developed for each different skill.

Bribery—You understand the subtle negotiation of bribes, kick-backs, and other quasi-legal and illegal payoffs. Training includes the art of tact, interpersonal dynamics, and knowing the correct sum to offer in situations. You can use his skill whenever you must make a secret payoff or find a corruptible individual who can be bought.

Clandestine Operations—You know 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 you attempt to infiltrate an organization's membership, to pretend to have skills not actually possessed, or to perform similar acts of bluffing to carry out your assignment.

Cryptology—You know and are able to use sub-space communication encryption procedures, conventional codes and ciphers, symbols, and even body language for secret communication. At professional level, you can decode subspace transmissions given time and adequate computer resources. You can prepare and read high-security coded messages, estimate someone's emotional attitude based on body language, or break an unfamiliar code of cipher.

Disguise—You can camouflage or change the natural appearance of yourself or another individual. 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 with certain limits), you may even appear to be of another race or sex. The skill is used whenever you attempt to assume a guise different from your own natural appearance.

Forgery—You have the ability to prepare false documents and to forge signatures without detection, ranging from altering simple forms to changing official records. Depending upon the availability of sophisticated deception equipment (and within certain limits), electronic ID cards and computer cards containing synthesized voices can also be created. This skill is used whenever a character gorges or examines the authenticity of false documents, ID cards, or computer cards.

Intelligence Procedures—You know standard operating procedures in an intelligence-oriented environment, including all normal intelligence operating procedures and special intelligence training that becomes second nature to intelligence officers. These techniques include the ability to conceal yourself, to locate concealed electronics recording and transmitting equipment, and to arrange meetings with contacts and informants. You know the best ways to enter an unknown and potentially hostile environment and likely methods for handling adverse conditions. This skill is used whenever you are concealing or searching for hidden electronics equipment, establishing contact with local assistance, or reasoning out a way to solve an unexpected problem.

Interrogation—You understand how to question prisoners, sometimes under duress or torture. Some degree of privacy, and possibly special equipment, may be required for best results.

Security Procedures—You are familiar with procedures used by organizations to insure the physical security of personnel, equipment, documents, and property. Training includes instruction in techniques for confining and interviewing 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 installations.

Stealth—You have the ability to move inconspicuously through darkened areas or crowds. This skill is needed whenever you attempt to go unnoticed by authorities or others.

Streetwise—Through experience, you are able to blend in with the natives in a port, hide from police in unfamiliar city slums, contact the urban underground without being compromised, and know how to behave in back alleys and rooms in the seamier parts of any humanoid planet. You can attempt to find a certain item or piece of information from a denizen of these areas.

Surveillance—You have the ability to observe a person or location through visual, audio, or other sensory techniques and to organize (or evade) search parties. Training allows you to enhance your observation skills, to use and repair observation equipment, to employ search party tactics, and to maintain a low profile. With this skill, you may attempt to recall details of an observation, make accurate visual and written records of observations, or establish and maintain covert observation.

Damage Control Procedures—You can mitigate damage sustained by a ship or base. On a small scale (shuttlecraft and other small vessels), you can mitigate incoming damage by rerouting power, activating secondary and tertiary systems, or even using a manual fire extinguisher among other methods. On a larger scale (starships and starbases), you can access and correlate damage reports during combat and coordinate damage control parties efficiently. Training includes efficient routing of damage control parties and instructional methods for training them. This skill is used mainly in starship combat to help reduce damage from incoming fire, and also to repair damage already sustained.

Formal Science—This skill category concerns those disciplines that use formal systems to analyze and characterize abstract structures and processes. Whereas the empirical sciences (natural and social, for example) are empirical, or observable and testable, formal sciences do not use empirical procedures because their content and validity are not dependent upon empirical observation and correlations. They stand apart from empirical sciences, and as such are used by those sciences to provide information about the structures within them and what inferences may be made about them.

Gaming—This skill category represents all manner of games of mental prowess and strategy, including such games as three-dimensional chess, war games, and simulations. Training includes a study of the rules and strategy of the game, as well as analysis of the games played by past masters. Most importantly, however, it includes your own practice and experience playing the game. This skill category does not involve figuring odds and gambling, although some card games and games with dice are included as long as skill and not luck controls the win; see Carousing above for more on gambling. This skill category does not include physically strenuous games, which are part of *Sports*. Each game must be taken separately.

Instruction—You are trained in teaching methods and have the ability to skillfully pass on knowledge to others. Training involves the use of multi-media aids, testing, and other assessment tools and instructional techniques. Using this skill, you may attempt to teach a skill you know to another character.

Language—This skill category covers not only spoken languages and dialects, but also ancient written languages and languages that are so alien as to be not even sound-based (flashing lights, waving tentacles, etc.). A separate skill rating must be developed for each different language. 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 other 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. All characters are considered to have professional-level skill in their native tongue. In addition, Star Fleet personnel are considered to be qualified in Galacta, the standard Federation language, if it is not native to them.

Leadership—You are trained in motivational techniques, listening, and discipline. You are experienced with debate, persuasion, and other aspects of the speech arts. You are also familiar with personnel management. This skill is used when you try to influence others, such as 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 you are not used to commanding. For influencing an individual or small group of professionals, Negotiation/Diplomacy is used instead.

Life Sciences—This skill category includes the study of all living things, both terrestrial and alien, including animals, bacteria, fungi, and other organisms. Separate skill ratings must be developed for each type of life science, such as those examples listed below. However, a rating of 10 or higher in any life science gives you a general foundation of the basic principles underlying all life sciences.

Botany—You are trained in the study of plants, from simple algae to complex flowering and nonflowering varieties. You are also familiar with agricultural topics, such as growth mechanisms, genetics, cross-fertilization, hybridization, and hydroponics. You have a chance to recognize poisonous and edible plants, and even infer information like technology level, metabolism, dietary needs, and lifestyle, about a species or group of individuals using a cultivated plant for agricultural purposes.

Ecology—You are trained in the study of how living things interact with their environment. You are also skilled in various statistical analyses pertaining to ecology, including population studies, diversity, distribution, biomass, and other related disciplines. Planetary ecologists can determine if a planet is habitable, as well as the probable effects of colonization on the planet's forms and environment. You can use your skill to determine which, if any, plants and animals can become part of the food or industrial chain of interstellar commerce.

Exobiology—You are trained in the study of life forms alien to humanoid creatures. You are familiar with the study of non-carbon-based organisms, and with life cycles that may not include nitrogen, oxygen, or water. You can attempt to discover 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 unknown to science.

Genetics—You are trained in the study of heredity, gene expression, and variations in living things from one individual, group, species, or generation to another. You are familiar with the molecular science behind genetics and biotechnology used to manipulate genetics for medical and industrial applications.

Microbiology—You are trained in the study of microscopic organisms and are familiar with the sub-disciplines of virology, mycology, parasitology, and bacteriology. You are also familiar with applied microbiology used in industry, agriculture and food production, environmental applications, and pharmaceutical and medical applications.

Zoology—You are trained in 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. You can attempt to use this skill to recognize predators and prey, and to determine which animals are likely to be dangerous or beneficial to a landing party, for instance.

Marksmanship, Archaic—This skill category encompasses the use of archaic ranged weapons, from slings to crossbows. You must develop a separate skill rating for an individual archaic ranged weapon, although a rating may apply wholly or in part to similar weapons. Training includes extensive hands-on practice with the weapon, including its assembly, cleaning, care, and repair. Characters with professional-level skill in a weapon can construct or reload their own projectiles, and they can use the weapon competently in most normal cases.

Marksmanship, Modern—This skill encompasses the use of all types of modern energy sidearms, projectile firearms, and other light weapons, as well as similar weapons carried by known humanoid races. Training includes extensive hands-on practice with these weapons, including assembly, cleaning, care, repair, and modification. 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. The skill rating may be applied in part to help determine the To-Hit numbers for unfamiliar weapons until basic familiarity is gained.

Medical Sciences—This skill category includes everything from first aid to surgery and psychiatry. Separate skill ratings must be gained for each separate race in *General Medicine* and *Psychology*.

General Medicine—You are trained in 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 disorder, including wounds and diseases. Professional—level training in this skill is required of all practicing physicians and other medical specialists.

Pathology—You are trained in the study of diseases and the changes caused by them to tissues and organs. It also includes extensive study of tissues, including analysis for trace substances, bacteria, and viruses. You can use this skill to attempt to analyze a tissue sample for poisons (toxicology) or to perform an autopsy.

Pharmacology—You know the chemical and psychological effect of drugs and those drugs used in medicine, security work, and other fields. You are trained in the study of properties and reactions of various drugs, with particular attention to their effect on different species and races. You can attempt to determine the success or failure of drug-related experiments or research.

Psychology—You are trained in the study of how the thinking mind works. You have been taught observational techniques in behavioral studies of individuals and groups. You can attempt to detect patterns that deviate from the norm, gaining information about the state of mind of those under observation.

Surgery—You are trained in advanced medical techniques, including anesthetics and organ transplant. You can attempt to save the life of a severely wounded or diseased character using your skill. You must have a minimum of professional—level proficiency in *General Medicine* before you can take this skill.

Veterinary Medicine—You are trained in the application of general medicine on animals. The skill is used in the same way as *General Medicine* is on people.

Military Science—This skill category represents training in the theory, method, and practice of military tactics and strategy.

Small Unit Tactics—You are trained in the 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 wargaming simulations with scale mockups and full-size field actions.

Starship Combat Strategy and Tactics—You have 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.

Negotiation/Diplomacy—You know how to influence individuals or small groups of intelligent, informed people.

Personal Combat, Armed—You are trained in the use of ancient and modern hand weapons for use in personal combat, such as the sword, club, mace, spear, knife or dagger. Training involves guided practice in the various attack and defense modes for a weapon, as well as in the weapon's care. A separate skill rating must be developed for each class of weapon, but some or all of the rating may be applied to similar weapons.

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 unless required by the Gamemaster.

Physical Sciences—This skill category includes the theoretical sciences that govern the behavior of non-living materials in various states (solid, liquid, gas, plasma) and scales (from quantum to macro). The group also includes mathematics, computer science, and other formal sciences. Separate skill ratings must be developed in each skill below. However, a rating of 10 or higher in any physical science gives you a general foundation of the basic principles underlying all physical sciences.

Chemistry—You are trained in the study of the behavior of elements, compounds, and solutions, their reactions and synthesis, as well as chemical analysis. You are familiar with standard laboratory techniques and in the interpretation of chemical data from sensor and tricorder scans. You can attempt to analyze compositions and behavior of unknown substances.

Computer Science—You are trained in the theoretical basis for computer design and construction, and can analyze sophisticated computer systems. You have experience in the construction of experimental computers and computer networks, including interfacing computers with many types of remote sensing devices. You can write computer programs and modify operating systems and programs. You can attempt to analyze software and hardware problems, to build or rebuild computers, and to fathom the functioning of alien computation devices.

Mathematics—You are trained in basic, applied, and advanced theoretical mathematics, including statistics, various geometries, trigonometries, and algebras, and the structure and behavior of various space configurations. You can apply this knowledge to solve practical problems and make sense of a wealth of data, for example.

Physics—You are trained in the study of the relationship between matter and energy, including the laws of motion, light, heat, sounds, electricity, magnetism, radiation, atomic structure, and nuclear phenomena. You have practiced using physical sensing devices and analysis tools. You understand the theory behind warp drive engines, matter/antimatter reactions, and the beamed energy used in phasers and transporters, for example. You can attempt 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.

Temporal Mechanics—You are trained in temporal physics and aspects of time travel theory. You are versed in the relationships between space, time, and energy, including advanced theoretical temporal formulae. You have experience with temporal sensing devices and analysis tools.

Planetary Science—This skill category deals with the structure and function of 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 in each skill below. However, a rating of 10 or higher in any planetary science gives you a general foundation of the basic principles underlying all planetary sciences.

Atmospheric—You are trained in the study of all atmospheric phenomena, including weather (winds, storms, precipitation, temperature, etc.), climate (the prevailing weather conditions in an area), atmospheric physics, and atmospheric chemistry. You can use your skill to attempt to predict the weather, to determine the suitability of a planet's climate for colonization, etc.

Geology—You are trained in the study of earth materials such as rocks, minerals, ores, and soil, as well as landforms like mountains, valleys, volcanoes, and beaches. You also understand the processes that create those landforms. You have extensive field experience in mineral and fossil identification, in analyzing the geologic history of a region, and in geologic mapping. You can use your skill to attempt to determine the presence of valuable ores or fuel deposits, or to identify likely regions for earthquakes or volcanic activity.

Hydrology—You are trained in the study of a planet's water (or its substitute) as found on a planet's surface, beneath its surface, and in its atmosphere. The skill 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. You can attempt to determine the suitability of a planet for colonization, to discover underground water sources, etc.

Planetary Survival—This skill category includes the variety of skills needed to survive under extreme conditions planetside. This skill is gained mainly through practice in securing food, water, and shelter under primitive conditions, but some theoretical training is helpful. Separate skill ratings must be developed in each of the separate planetary types, including arctic, cool temperate, warm temperate, tropical, and desert planets. However, a rating of 10 or higher in any planetary survival skill gives you a general foundation of the basic principles that can be applied to any survival situation regardless of planetary type.

Small Vessel Engineering—You are trained in the support, repair and maintenance of the general systems of shuttlecraft and small starships of a non-military nature, usually piloted by a single person. Training involves study of all electrical, mechanical and drive systems, as well as guide practice in repair and maintenance. It is used on smaller vessels in every situation where *Engineering*, *Astronautics* would be used on larger vessels.

Small Vessel Piloting—You are trained to operate and navigate small vessels—from shuttlecraft to small starships of a non-military nature. Training includes guide practice on simulators as well as actual flight time, with emphasis on takeoffs and landings. It is used on smaller vessels in every situation *Systems Operation*, *Helm* and *Space Science*, *Astrogation* would be used on larger vessels.

Social Sciences—This broad skill category contains skills that deal with the institutions and functions of societies and with the interpersonal relationship between individuals in those societies, the social tools individuals use in those societies, and more. Separate skill ratings must be developed for each different field of study, such as the examples listed below.

Archaeology—You are trained in the study of a race's ancient cultures, their history, and their lifestyles. Included is the study of applicable dead languages, as well as practice in making archaeological digs and in identifying and dating relics and ruins. With this skill, you could attempt to decipher runes or to determine the use of an alien artifact, for example.

Economics—You are trained in the study business and finance and know 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.

Law—You are trained in the study of the codes, customs, and rules of a society. A separate skill rating must be developed for each society whose laws you wish to study.

Political Science—You are trained in the study of a society's politics and government. You understand the way laws and policies are made, the structure of the government and its institutions, and the ways political groups gain and control power. A separate skill rating must be developed for each society whose political processes you wish to study.

Racial Culture/History—You are trained in the study of the history and culture of a race or society. A separate skill rating must be developed for each society whose culture and history you wish to study.

Space Sciences—This skill category 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 in each skill below. However, a rating of 10 or higher in any space science gives you a general foundation of the basic principles underlying all space sciences.

Astrogation—You are trained in all three types of navigation used by navigators—piloting by dead reckoning, celestial navigation using star fixes, and electronic navigation using pulsars as reference points. It includes knowledge of stellar cartography and plotting courses and orbits. This skill can be used to determine where you or another starship is relative to a particular point in space, where it is heading, and when it will get there. You can also plot intercept courses and standard orbits, and you could determine where a ship was if it wandered off course during an ion storm, for example.

Astronomy—You are trained in the observations of space, including all forms of electro-magnetic radiation (light, radio-frequency emanations, etc.), neutrino scans, gravitics, and so on. It includes study of the theories concerning these observations, as well as guided practice in making the observations and interpreting them. You can attempt to discover a previously unknown black hole, a star about to go nova, or other phenomena.

Astrophysics—You are trained in 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 the study of the motions of satellites, planets, stars, and galaxies as well as stellar growth and decay. You could attempt to determine that a comet or large meteorite is on a collision course with an inhabited planet, for instance.

Sports—This skill category involves all of the many sport forms in the known universe. Development includes physical training, instruction in technique, and extensive guided practice and competition. If you are proficient in a sport, you are considered to have average recreational skill. If you have more advanced training, you are considered an enthusiast. Professional-level skill indicates you could qualify for a professional team or as an instructor. You can use this skill to attempt physical activities that are similar to the activities in a sport, such as to rescue someone drowning, running long distances, sprinting under adverse conditions, and so on. Separate skill ratings must be developed for each sport desired. Typical choices include swimming and diving, gravball, zero-G handball, bowling, track and field, and weightlifting.

Systems Operation—This broad skill category includes skills necessary to operate the advanced systems found on all manner of space vessels and installations such as shuttlecraft, starships, starbases, and outposts both on-world and off-world. For most purposes, the operational nuances of different systems designed by other races and empires have a negligible impact (other than being able to read the language the controls use!) on skill use because the accepted theories and applications behind the most efficient systems are well known and have been adopted by most spacefaring races. Some exceptions do exist, however, and may impact skill use at the Gamemaster's discretion.

Cloaking Device—You are trained in the use of a cloaking device on all classes of starships. You have training in selecting power settings, jamming frequencies, reflective and refractive grid combinations, and the like to fit many combat situations. You have received training in the detection of cloaked objects. Under most circumstances, this skill should be restricted to a character whose race or government has cloaking technology, and even then to specialist characters that have security clearance to operate a cloaking device. Other characters, after exposure or training with a cloaking device, could select this skill in which to develop a skill rating. Such restrictions are totally up to the Gamemaster.

Communications—You are trained in the operation of all types of communication systems, from the standard-issue communicators to subspace radio. You are knowledgeable with procedures such as opening hailing frequencies, standard codes and ciphers, and so on. You can operate standard communications gear under normal circumstances; 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 greater success.

Computers—You can use computer systems to analyze and retrieve data. You are trained in the theory of computer operations and computer programming, as well as practice in the use of database systems for information retrieval. Qualified characters can use a ship's computer, for example, to retrieve obvious information; those with greater skill can use it creatively to dig out even obscure information. You can also use this skill to gather data with computer-enhanced sensing devices like the tricorder, even though interpreting this data may require a specialist. It can be of use when you are trying to correlate facts observed into patterns that can be used to make plans.

Deflector Shields—You can energize defensive screens. These screens are usually used to protect a vessel or station from space debris and incoming enemy fire. Also covered under this skill is the operation of tractor/pressor beams, which can be used to maneuver small objects toward or away from a ship, station, etc. If you are qualified, you can use this skill to operate the shields during most routine operations. During combat, this skill is used to determine how efficiently you can use the power allocated to you to operate the shields, perhaps allowing you to gain amounts of shield above normal. You can also attempt to use the tractor/pressor beams for non-routine matters, or to perform difficult maneuvers with the object being manipulated by the beams.

Helm—You can steer a space vessel, actually operating the controls of its warp and impulse engines. You are trained in executing standard, evasive, and battle maneuvers, as well as in executing standard orbits, intercept courses, and the like. It is used extensively with the *Space Science*, Astrogation skill. **Holodeck**—You have the ability to program simple instructions into the holodeck and to alter existing programs. The higher the level of proficiency with this skill, the more complicated the program that you can create. Consult with your Gamemaster to ensure that holodeck technology has been invented in the era of your campaign.

Sensors—You can operate a starship's sensors and probes to gather data for interpretation and storage. You are extensively trained in the efficient use of sensor controls and can swiftly interpret data if you are also knowledgeable in a science applicable to the data recovered. You can use this skill to detect life and energy sources inside other ships and on planets. Sensors can also provide planetary gravity and climate data from standard orbit. This data may be interpreted by a science officer, for example, to give information to a landing party. It may also be used by a navigator to detect at long range moving objects likely to pass near a ship. In combat, the skill is used to provide data to the bridge crew about the enemy vessel, its preparations, power allocation, and damage.

Since sensors are so integrated and dependent upon modern computer systems for the analysis and storage of data, there is no *System Technology*, Sensors skills. Repair and modification of sensors is accomplished by the skill *System Technology*, Computers.

Transporter—You can use all manner of transporter devices—including personnel, emergency, or cargo transporters—and replicators. You are trained in achieving locks on a person or an area, powering up the system, and accomplishing beam-up with simulators and will all transporter types commonly in use. You may use this skill to attempt 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.

Weaponry—You can operate all types of starship beam weapons and missile weapons, including their arming, aiming, and firing. You are trained in the use of the targeting computer and have extensive practice with combat simulators, as well as using actual weapons during “live fire” drills—and perhaps actual starship combat.

Systems Technology—This broad skill category represents the technical aspects and theories behind the design of the advanced systems found on space vessels and installations. These skills are used for repair and modification of systems with higher proficiency allowing for more advanced repair under critical situations and for unusual or extreme modifications, for example.

Cloaking Device—You have knowledge of the intricate workings of cloaking devices. Development in this skill includes study of cloaking theory and its reverse, cloaking penetration, with extensive practice in cloaking device construction. You also have training in cloaking device maintenance and emergency repair. High-level training (skill ratings of 85 or more) involves the automatic destruct mechanism built into the circuitry of many cloaking devices (esp. Romulan devices). If you are this highly proficient, you have training in separating the destruct mechanism from the cloaking circuitry and bypassing the mechanism in emergencies. Unlike *System Operation*, Cloaking Device, a character whose race or government does not have operational cloaking devices may have some proficiency in this skill. Such restrictions are totally up to the Gamemaster.

Communications—You are familiar with the technology of modern communication devices, including log records, message buoys, personal communicators, and subspace radios. You are trained in communications transmission theory and have had guided practice in the construction and repair of the various devices and gear used in communications operations. You may attempt to repair communication devices with this skill.

Computers—You understand the technical side of computers. You are trained in computer theory and have had guided practice in computer construction, with an emphasis on repairing computer systems. The more proficient you are in this skill, the more successful you will be with difficult repairs. This skill allows repair and modification of small equipment that use computer systems, such as tricorders. In addition, this skill is used to repair or modify sensor systems (see *Systems Operation*, Sensors above). Computer design and more complex computer theory is covered by the *Formal Science*, Computer Science skill.

Deflector Shields—You are trained in the repair and maintenance of the devices that produce protective screens and also tractor/pressor systems. You have had instruction in the theory behind the devices as well as extensive guided practice constructing and repairing the devices and their controlling panels. This skill also used to modify deflector shields and tractor/pressor beams outside of their normal operating uses or parameters.

Holodeck—You are trained in the technical aspects of holodecks. You can attempt emergency rescue operations on a holodeck that is running a program. You can also attempt to halt a program without harming the people who are using the holodeck, or to modify the holodeck's systems or programs in an unusual way. This skill relates closely to *System Technology*, Transporters because the same principles are used in both systems.

Life Support—You are trained in the repair and modification of life support machinery, both shipboard equipment and landing party equipment. You are familiar with the technology underlying starship life support systems, environmental suits, life support belts, and standard medical life support equipment. You can attempt to repair or modify these systems. Note that this skill also covers the operation of those same systems; there is no *System Operation*, Life Support analog to this skill. Since life support systems are automated under normal circumstances, there is no need for an operator to interact with the systems unlike with helm, weaponry, transporters, etc.

Transporter—You are trained in the theory and technical aspects of transporter and replicator devices, including the assembly and repair of transporter and replicator circuitry. You can attempt to repair or modify these systems.

Warp Drive—You understand the theory behind modern warp drive technology, including the matter/antimatter mix formula that powers most warp-capable vessels. You have had 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. You have also trained in the maintenance and emergency repair of the warp drive system. You can attempt to coax extra power from the engines and to make emergency warp speed changes. This skill is the *Systems Technology* analogy to *System Operation*, Helm.

Weaponry—You are trained in the technical aspects of both beam and missile weapons, particularly covering repair and maintenance. You have had training in circuit theory for both types of systems, as well as extensive guided practice in weaponry equipment assembly, disassembly, and repair. You can attempt to make emergency repairs on damaged or malfunctioning equipment, or to make weaponry modifications.

Trade and Commerce—You are skilled in buying and selling commodities on the open market, especially including interstellar commerce. The basic techniques and facts behind this trade are taught in academies, apprenticeship program, and on the job. Advanced skill, however, is best learned by experience. You can use this skill to attempt to affect the success of selling cargo and the amount of compensation obtained, to complete a trade agreement with a new culture, or to negotiate a favorable transport contract. You can also attempt to locate a cargo-for-hire that is available for contract transport, or to move more goods in an area

Trivia—This catch-all skill category covers any specialized knowledge not covered by other skills; it is intended for player 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. Some will be useful and others will be just for fun or to round out a character's personality for better role-playing. Categories chosen for trivia must be well-defined and not too general, and skill ratings must be developed for each separate skill.

Value Expression—You have experience in determining by examination the relative value of trade items. Specific knowledge about value can be taught, but general expertise in the area must be gained through experience. 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. The exercise of this skill instead 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 you 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 you are familiar.

Vehicle Operation—This skill category is involved in the operation of all 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 categories must be developed for atmospheric craft, ground vehicles, and water vehicles, if desired.

Zero-G Operations—You have been extensively trained in null-gravity situations, with virtually all experience gained through actual zero-G or low-G conditions. You can attempt to function and operate in low- or zero-G to conduct emergency repairs outside a ship in space, for combat aboard a floating derelict, etc. You have also been trained and are qualified to work in an environmental suit. You know how the suit functions and can conduct emergency repairs on it.

APPENDIX B:

Modifiers and

Weapons Chart

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DESIGN NOTES

DESIGN NOTES

INTRODUCTION

The main focus of this project is to clarify and codify attributes and skill resolution in FASA's *Star Trek: The Role Playing Game*. This is not so much a revision of FASA's rule set, as it is an extrapolation and adaptation of those rules. Some elements, such as the original character creation process and certain specific skills, have been removed entirely from this work, but can easily be placed back if so desired.

Some elements of "modern" roleplaying game design have been used in this process. FASA's game system is based on a d100. Wizards of the Coast's D20 system is, in many respects, d100 divided by five so that a d20 is used instead of a d100 for game mechanics. Thus, using the D20 system as a guide, many standards could be adopted and applied to FASA's system from the D20 system.

CHAPTER 1: QUICK-START RULES

The material in this section is meant for player characters. It is intended to be printed separately and distributed to players. If printed double-sided, players will have one sheet with the rules for generating characters on one side, and basic rules of the game on the other. They will have another sheet with a character record on one side, and pertinent charts on the other. This is literally all that is needed for a person to play his character, other than a set of two 10-sided dice or other dice that can be used to yield percentages (i.e. percentile dice).

CHAPTER 2: CHARACTER CREATION

Character generation was changed significantly, as can be seen by anyone familiar with the original rules regarding that process. All racial attribute modifiers, schools and other various charts were eliminated in favor of "trusting" the player with the responsibility of creating a character who can assume the role he is supposed to assume.

Campaign Parameters

This work is design to be general enough so that it can be used with any *Star Trek* era, and any *Star Trek* setting. Characters are not limited to just being members of Star Fleet. They can serve at any time period in the Romulan Star Empire, the Klingon Empire, or enjoy the freedom of being an independent merchant. If a technology doesn't exist during a certain timeframe (a good example is Holodeck technology), then simply remove any related skills from the game.

Choose a Race

In the original FASA material, each race's attribute scores are generated in a certain way. For many attributes over many races, the method is 4d10+30. However, this is not always the case—especially in later products like the *Star Trek IV: Sourcebook Update* by FASA. Many races in that book are presented with either subpar methods or even misprinted instructions for generating certain attributes. Also, some races have racial attribute modifiers that result in some races being clearly superior and others inferior as selections for players.

GENERATE ATTRIBUTE SCORES

This work adapts the concept of arrays from the D20 system's System Reference Document. Every character receives seven starting attribute scores that can be assigned in any way to the game's seven attributes. Then, each character receives 60 bonus points to finalize his attribute scores. Gamemasters should feel free to adjust these bonus points higher or lower than 60 for his campaign. Additionally, a Gamemaster may decide to give a certain race a different amount of bonus points; as can be seen, the base version of the game does not do that.

Note that the starting attribute scores presented here are for "elite" individuals within a campaign—the player characters. Some NPCs may use the same array as PCs, but typical NPCs might use an array with lower starting attribute scores, lower bonus point totals, or both. The Gamemaster is encouraged to adjust attribute scores for NPCs as he sees fit.

Distribute Skill Points

The amounts of skill points gained by characters going through the various character creation methods published by FASA vary wildly. Two characters of the same race and with the same attribute scores would have very different skill point totals depending on whether they went through character creation as a Star Fleet officer, a Klingon marine, or an independent merchant. This imbalance is very noticeable when characters that were generated by different methods are in the same game, especially considering that even the “generous” character creation paths leave characters somewhat starved for skill points.

This revision attempts to address and standardize character creation, while at the same time giving more flexibility to the player to choose his skills and their ratings, hence the skill point pool used in this work. Gamemasters should feel free to adjust the amount of skill points they give their players. The amounts listed herein should provide enough skill points for characters to adequately fill the roles they are assigned at the “experience level” at which the campaign requires them to be.

Generate Combat Statistics

All combat statistics from the original work have been retained and basically remain the same.

The Action Point system of combat in the original rules is not a bad system at all. Indeed, it is based on Game Designer’s Workshop’s Snapshot tactical combat game for Traveller. However, it is worth noting that a character’s AP total is based solely on his Dexterity score. This causes a few oddities the more “non-human” a race becomes.

Consider the Ariolo – a quadruped race that gets a negative DEX bonus. According to the race’s description from the *Star Trek IV: Sourcebook Update*, Ariolo can run at speeds approaching 50 miles an hour for short periods of time. It’s not hard to imagine that such a four-legged specimen could move a farther distance faster at just a normal gait. Yet, this is not reflected using the AP system.

Perhaps the fault lies not with the AP system, but with the DEX modifiers given to some races. The Gamemaster may decide instead to give a bonus to AP that can only be used on actions under the Movement portion of the Action Points Table. A natural development of this would be to assign each race a “Speed” score as in the D20 System. This, effectively, can be viewed as AP that is used for movement only.

Admittedly, this and other issues are most likely not a problem during play. Just because a character with a high AP score can do a lot of “unusual” actions during the course of a round, most likely the player will not choose to do those actions.

CHAPTER 3: ATTRIBUTES AND SKILLS

Attributes

In the 1st and 2nd edition FASA rules, there is very little written about what exactly an attribute score means, and what information it relays. In the D20 system, attribute scores have those explanations. For example, a 55 STR in FASA would be an 11 STR in D20. Using the D20 system, one can determine how much a character with an 11 STR can push, pull, drag or carry. This type of information is not repeated here because it is not integral to this game. However, it is available for anyone wishing to look for it online if they do not have a Dungeons and Dragon’s *Player’s Handbook*, to name just one source, available.

The value of an attribute also serves as a target for what FASA calls a “saving roll”; this correlates well with D20’s “saving throw” and remains unchanged. However, instead of having just three categories of “saves” (Fortitude, Reflex and Will), each attribute serves as a possible save as described in this work, as well as in the original rules sets.

Skills

The heart of the FASA game mechanic is the **skill roll** – FASA’s term for a skill check. This is done with a roll of percentile dice against a Skill Rating. FASA explains Skill Ratings on page 24 of the *ST:RPG* 2nd edition’s *Game Operations Manual*. This explanation is used to extrapolate and clarify skill resolution in this revision. Below is the process which derived the skill resolution system presented here. Effectively, the revision is just a restatement of the original FASA process, hopefully making skill resolution more simple and intuitive.

SKILL RESOLUTION SYSTEM EVOLUTION

SKILL RATING	FASA SYSTEM	REVISED SYSTEM
Unskilled (0)	Characters only have a LUC Saving Roll for any success using that skill. Success is modest at best, and should only be allowed sparingly by the Gamemaster.	Unchanged
Semiskilled (1-9)	Characters require a 1d10 skill roll to determine success or failure of any routine use of the skill. Little to no chance, except for a LUC Saving Roll, to perform under critical circumstances	Unchanged
Qualified (10-39)	Characters may use the skill with modest success in most non-critical circumstances... The closer to 40, the less chance for a close call. Forty (40) minus Skill Rating equals percent chance for a close call.	See Professional Below.
Professional (40-79)	Characters with a Skill Rating of 40 or more can use their skill with credible success in every non-critical situation. In normal use, these characters will not fail at using the skill.	Extrapolation: If a Skill Rating of 40 or more yields 100% success in non-critical circumstances, then that effectively is a +60 bonus. Add +60 to Skill Ratings in non-critical circumstances.
Expert (80-99)	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.	Extrapolation: If a Skill Rating of 80 or above can yield 100% success in many critical situations, then that effectively is a +20 bonus. Add +20 to Skill Ratings in critical circumstances.. Expansion: In “very” critical situations, an expert may fail a Skill Roll. Create a new degree of severity (“Nearly Impossible”) with a +0 modifier to the Skill Rating.

What results is a system that gives a +100 modifier, a +60 modifier, a +20 modifier, and then no modifier (+0). There is a 40 point difference between modifiers, except between +20 and +0. The actual modifier in this case should be –20. However, due ease of use and an attempt to stay true to the original work, the +0 modifier was retained. The –20 modifier can be used in lieu of +0, however, if desired. Just note that this will make likely successful skill use decrease by 20% in “nearly impossible” situations.

If one wanted to avoid a negative modifier all together, yet still retain an even distribution of modifiers, the modifier scale itself could be adjusted. A scale of +100, +75, +50, and +25 could be used, for example. However, any adjustment to the modifier scale would also require an adjustment to proficiency levels. For example, to use the scale in this paragraph, Professional level proficiency would need to begin at a skill rating of 25 in order to yield a 100% chance of success during a routine, non-critical use of a skill when the outcome is uncertain.

Those familiar with the original *ST:RPG* will notice that Intellect and skills are no longer connected in any way. For example, Intellect does not provide extra skill points for characters to distribute to skill ratings. This was an intentional design choice. Intellect has its place with Intellect saving rolls.

With the above example, one could have a character devote extra skill points due to high Intellect on any skill. It can be debated that Intellect could affect the skill level of *Sports*, *Swimming*, *Carousing*, or *Streetwise*, but if that is the case, why wouldn't *Strength* or *Charisma* be available choices to provide bonus points for those skills?

Similarly, attribute scores do not give skill ratings a modifier like in the D20 System. This was also a design choice: such modifiers were not used in the original game and creating such modifiers would require skills to be categorized by attribute in order to receive the appropriate attribute modifier (e.g. *Sciences* to Intellect; *Sports* to Strength or Dexterity). This game is skill-driven, but was not designed to accept attribute modifiers.

This brings us to another concept from the original game: averaging skill ratings with attribute scores and even other skill ratings to derive a skill roll target number. This revision of the game does not address the averaging of skill ratings with attribute scores as does the original game—except for the four combat statistics: *Personal Combat*, *Armed* and *Unarmed*; and *Marksmanship*, *Modern* and *Archaic*. This keeps the game skill-driven. It also foils the ability of a character with a high attribute score from devoting fewer skill points to skill ratings that would be commonly averaged with that high attribute score.

For example, a character with a high Intellect attribute score may decide to devote fewer skill points to *Science* skills. Since there are so many *Science* skills, the potential skill point savings could be quite substantial. If his Intellect score is 90, and he has 10 *Science* skills at a rating of 20, he has 10 skills whose target skill rating when averaged with Intellect is 55 with the investment of 200 skill points ($90+20/2 = 55$). A fellow player with an Intellect of 60 would have to devote 500 skill points to reach the same 55 target skill rating for those same 10 skills ($60+50/2 = 55$).

This is an extreme example because often, skills are not averaged with attribute scores in the original game. However, the averaging of skills and attributes are not a part of this revision due to the potential for imbalance. This is not to say that a Gamemaster may choose to do this on occasion, or even on a regular basis.

Changes to Skills

Skills from all FASA sources were compiled to form the basis of the skill list in this revision. The first edition skills of *Courtesan* and *Starship Services* were removed entirely since they are better covered under the *Charisma* attribute and *Carousing* skill (for *Courtesan*) and *Administration* (*Starship Services*).

With the addition of several of the skills from the *Star Fleet Intelligence* supplements, many skills could be reorganized under the *Applied Sciences* category as seen in this revision. *Architecture* was added to give an example of a skill that would fall under *Applied Sciences*, as was the concept of *Craft*. The *Criminal Science* category was created for a similar reason. Some existing skill straight from the basic rules were reorganized as well, creating the categories of *Military Science*, *System Operation*, and *System Technology*.

Some second edition skills were eliminated from the game: Environment Suit Operation being one that really wasn't replaced or folded into an existing skill (aside from being a component of Zero-G Operations). Small Equipment System Operation and Small Equipment System Technology was rolled into System Operation, Computers and System Technology, Computers. Shuttlecraft Operation and Shuttlecraft Technology was rolled into Small Vessel Piloting and Small Vessel Engineering.

It is no longer necessary to chose a specific race or culture for *Social Sciences*, Archaeology. After all, if one doesn't have to choose a racial specialty for *Medical Sciences*, Surgery...! Consideration was given to eliminating the requirement of picking a specific race for *Social Sciences*, Political Science, but that was retained in this revision. If the Gamemaster wishes to eliminate that requirement, it should cause little problem.

CHAPTER 4: ACTIONS AND COMBAT

The AP System as described in the *Star Fleet Officer's Manual* and *Game Operations Manual* of *Star Trek: The Role Playing Game*, 2nd edition is used to resolve actions and combat in this revision. Included, however, are a few clarifications where the author thought there was clarification needed. For example, the original rules did not discuss how much ammunition was used when discharging firearms (e.g. submachine gun, machine gun, etc.). That has been clarified using D20 combat as a guide.

BLURB ABOUT SCALE IN ORIGINAL COMBAT WORK UP FROM YEARS AGO...

TABLE 1.1: SKILL LIST

Computer Systems	Security Procedures
Engineering	Small Vehicle Operation
<i>Language</i> ¹	Social Sciences
Law	Space Sciences
Leadership	Starship Operations
Life Sciences	Starship Technology
<i>Marksmanship</i> ¹	Starship Combat Strategy and Tactics
Medical Sciences	Starship Sensors
<i>Personal Combat</i> ¹	Trade and Commerce
Physical Sciences	<i>Trivia/Hobbies</i> ¹
Planetary Sciences	Zero-G Operations
Planetary Survival	¹ General skill category. Separate skill ratings must be developed. See skill description for more detail.
Psychological Sciences	

TABLE 1.2: SKILL POINT DISTRIBUTION

RANK/TRAINING LEVEL	SUGGESTED SKILL POINT TOTALS (PROFESSIONAL DEVELOPMENT/PERSONAL DEVELOPMENT)
Green Cadet/New Merchant Ship Hand	100/50
Ensign/Junior Merchant Ship Hand	200/75
Junior Officer/Senior Merchant Ship Hand	300/100
Senior Officer/Department Head/Merchant Captain	550/125

TABLE 1.3: SKILL PROFICIENCY LEVELS

SKILL RATING	PROFICIENCY LEVEL
0	Unskilled
1-9	Semi-skilled
10-39	Qualified ¹
40-79	Professional
80-99	Expert ²

¹ 10 is considered Minimally Qualified.

² A score of 96-99 denotes an Acknowledged Leader in that skill area.

TABLE 1.4: DIFFICULTY LEVELS

DIFFICULTY LEVEL	MODIFIER
Easy	Automatic (Effectively +100)
Moderate	+60
Challenging	+20
Nearly Impossible	+0

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Character Data Record

Name: _____ Age: _____

Rank: _____ **Sex:** _____

Assignment: _____ **Race:** _____

Ship:_____

Position: _____

STR

DEX

END

INT

CHA

LUC

PSI

$\frac{3}{4}$ $\frac{1}{2}$ $\frac{1}{4}$

To-Hit, Modern:

To-Hit, Hand-to-Hand:

To-Hit, _____:

To-Hit, _____:

Notes: _____

SPEED

```
MAX OP
END
```

CURR OP
END

20

INACT
SAVE

5

UNC
THRESH

SKILL LIST

[illegible]

OPTIONAL/ ALTERNATE RULES

Option 1: Classic

This option is relatively unchanged from previous editions.

- 1.) Roll 4d10 and add 30 points to the result for STR, DEX, END, INT, and CHA.¹
- 2.) Roll d100 for LUC and PSI.¹
- 3.) Apply racial modifiers to the attribute scores, adjusting them up or down.²
- 4.) Distribute bonus points among the seven attributes.

The Gamemaster decides how many bonus points to give characters to distribute in Step 4. The maximum suggested amount is 50, with 25 being the mid-point of a range from 1 to 50.

The Gamemaster also decides what, if any, restrictions to place on attribute generation. He may chose to have an upper or lower limit on attribute scores, for example. The following restrictions are standard unless overruled by the Gamemaster:

- 1.) No more than 30 bonus points may be distributed into one attribute.
- 2.) No bonus points may be placed in PSI.
- 3.) No attribute score may be reduced to less than zero (0).

¹ Some races introduced later into the ST:RPG 2nd edition game used slightly different methods for generating attribute scores. Follow those

distinctions or consult with the Gamemaster.

² Consult the original source for the race in question, or consult the chart in Appendix A.

Option 2: Point-Buy

This option ensures that attribute scores between characters are relatively balanced because each player receives a set amount of points which are used to purchase the scores of each attribute. However, this method creates attribute scores that are all multiples of five; there is not as much variation between scores as in Option 1. Additionally, characters created by this method are generally more above the norm than those generated by Option 1.

- 1.) All attribute scores start at 40.
- 1.) The Gamemaster decides how many points a player has to spend on attribute scores.
- 2.) Players spend points to purchase scores in each attribute, following the point cost table below.
- 3.) Apply racial modifiers, if any.

The standard number of points used for this method is 30. A Gamemaster may decide to increase this amount, thereby increasing the ability of the player characters. Suggested point increases from 30 are 34, 39, 43 and 48. However, the more points available to for the purchase of attribute scores, the more exceptional a character becomes compared to the average for his race.

Scores cost 1 point for each multiple of 5 between 40 and 70; 2 points for each multiple of 5 between 75 and 80; and 3 points for each multiple of 5 between 85 and 90.

TABLE 1.1: ATTRIBUTE SCORE COSTS

Attribute Score	Cost
40	0
45	1
50	2
55	3
60	4
65	5
70	6
75	8
80	10
85	13
90	16