

STAR FLEET CHARACTER GENERATION

Star Fleet Basic Training

Basic training is a one year course and a requirement for all Star Fleet personnel.

All personnel begin their careers with the following skills:

Accuracy

- Martial Arts – 1
- Fire (Phaser) – 1
- Pilot (Shuttle) – 1
- Zero Gravity Maneuvering – 1

Technical

- Console Operations – 1
- Field Equipment – 1
- Transporter Systems Operation – 1
- Damage Control – 1

General Knowledge

- First Aid – 1
- Philosophy (Federation Prime Directive) – 1
- Star Fleet Regulations and Operations – 1
- Culture (Home System) – Level equal to General Knowledge score at end of

character creation.

Star Fleet Enlisted Crew Training

Crew training is one year and is required for all star fleet enlisted personnel. Graduates enter Star Fleet with the rank of Apprentice Crewman. All Star Fleet enlisted personnel receive the following training:

+2 Jury Rig; +1 to the following skills; Electronics, Mechanics, Damage Control, Warp Drive Systems, Impulse Drive Systems, Sensor Systems, Ship's Weapon Systems; +4 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner.

Star Fleet Petty Officer Academy

Star Fleet enlisted personnel attaining the rank of Petty Officer Third Class receive the following training:

+1 INT; +8 to any combination of skills, excluding TEC, LGC, and GKN -based skills. In addition, petty officers select a division and receive the general skills for that division.

Star Fleet Chief Petty Officer Academy

Star Fleet Enlisted Personnel attaining the rank of Chief Petty Officer may select a specialization in their division and receive the skills for that specialization.

Star Fleet Officer Academy

Officer academy is an additional 3 years. Graduates are commissioned with the rank of ensign.

All Star Fleet Officers receive the following training:

+1 INT; +8 to any combination of skills, excluding TEC, LGC, and GKN -based skills; no skill level may be brought above a value of 4 in this manner.

In addition beginning officers may select a division and specialization receiving the

benefits of both. Note: Officers specializing as a Medical Doctor begin the game with the rank of lieutenant rather than ensign. Their training takes 7 years.

Star Fleet Staff College

All Star Fleet Officers attaining the rank of Lieutenant receive the following training:

+4 to Administration, +4 to Starfleet Regulations & Operations, +2 Computer Operations, Computer Programming, Investigation, Console Operations; +8 to any combination of GKN-based skills except Surgery.

These officers are qualified to serve as Commanding Officer of their division.

Star Fleet Command College

All Officers attaining the Rank of Lieutenant Commander receive the following training:

+1 GKN, +2 to the following skills: Oration, Persuasion, Evaluation, Fast Talk, Cultural Knowledge (General)

These officers are qualified to command a starship.

COMMAND DIVISION CHARACTERS

These officers and enlisted personnel are training to manage Star Fleet manpower and material for the purpose of meeting the goals and objectives assigned them by higher command personnel. At the highest ranks command division personnel actually assist in shaping Star Fleet policy.

All: +1 LDR , +1 Starfleet Regulations & Operations.

Yeoman: + 4 to Administration, +4 to Starfleet Regulations & Operations, +2 Computer Operations, Computer Programming, Investigation, Console Operations; +8 to any combination of GKN-based skills except Surgery. Only Chief Petty Officers may select this specialization.

Small Craft Pilot: +1 ACC and SPD, +4 to -either- Pilot (Shuttle) -or- Pilot (Fighter), +4 to the following skills: Astrogation, Sensor Systems, Ship's Weapon Systems; +4 to any combination of ACC – based skills -and- an additional +4 to any combination of TEC - based skills; no skill level may be brought above a value of 4 in this manner (except for Chief Petty Officers).

Starship Flight Operations Specialist: +2 to the following skills: Pilot (Starship Helm), Pilot (Shuttle), Pilot (Fighter), Astrogation, Sensor Systems, Ship's Weapon Systems, Ship's Systems; +2 to any ONE of the Pilot skills. Only Officers are eligible for this specialization.

OPERATIONS DIVISION CHARACTERS

This category covers most enlisted personnel and some specialist officers serving in technical positions. Operations personnel provide technical support for the other two Divisions of Star Fleet. At higher ranks operations officers design and plan the deployment of future generations of Star Fleet equipment and starships.

All: +1 to LGC -or- INT, +2 Console Operations; +12 to any combination of TEC-based

skills; no skill level may be brought above a value of 4 in this manner (unless PO3C).

Operations Specialist: +1 TEC, +2 to the following skills: Console Operations, Electronics, Sensor Systems, Comm Systems, System Speed.

Communication Specialist: +4 Communications and Electronics, +2 Cryptography and Communications Systems

Transporter Operations Specialist: +4 Transporter and Electronics, +2 Mechanics and Sensor Systems.

ENGINEERING SECTION

All: +1 TEC, +2 Computer Systems.

Main Propulsion Specialist: +2 to the following skills: Electronics, Mechanics, Warp Drive Systems, Impulse Drive Systems, Power Generating Systems, Damage Control, Jury Rig; +12 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner (unless CPO).

Damage Control Specialist: +3 to the following skills: Electronics, Mechanics, Damage Control, Shield Systems, Jury Rig, +12 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner (unless CPO).

Systems Technician: +4 Electronics and Mechanics, +20 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner (unless CPO).

Life Support Systems Specialist: +3 to the following skills: Life Support, Jury Rig, Electronics, Mechanics; +12 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this way (unless CPO).

SECURITY SECTION

All: +2 Fire (Phaser), Security Procedures, and Security Systems. Non-Vulcans receive +2 INT, Vulcans receive +1 LGC and +1 DIS

Counter-Intelligence Specialist: +4 to Investigation, +1 to the following skills: Interrogation, Persuasion, Evaluation, Field Equipment; +12 to ANY skills; no skill level may be brought above 4 in this manner (unless CPO).

Forensics Specialist: +4 Investigation, Security Procedures, and Security Systems; +12 to any combination of Security-related skills; no skill level may be brought above a value of 4 in this manner (unless CPO).

Physical Security Specialist: +2 Fire (Phaser), +8 to any combination of Fire (weapon) skills; no skill level may be brought above a value of 4 in this manner (unless CPO); +8 to any combination of ACC-based skills other than Fire (weapons); no skill may be brought above 4 in this manner (unless CPO).

Starship Tactical Specialist: +4 Ship's Weapon Systems, +1 to the following: Pilot (Starship Helm), Sensor Systems, Ship's Systems, Electronics; +12 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner. Note: This specialization is only available to officers.

SCIENCES DIVISION CHARACTERS

All: +1 GKN, +2 Sensor Systems

Sensor Specialist: +2 to the following skills: Sensor Systems, Console Operations, Investigation, Computer Systems, Electronics; +8 to any combination of TEC-based skills; no skill level may be brought above a value of 4 in this manner (unless CPO).

Mission Specialist: +6 to -either- Physical Science -or- Natural Science; +20 to any combination of TEC or GKN-based skills; no skill level may be brought above a value of 4 in this manner. **Note:** This specialization is only available to officers.

MEDICAL SECTION

All: +3 First Aid

Medical Doctor: +4 Medicine, +3 First Aid, +2 Medical Systems and Surgery +8 to any combination of Medical-related skills (including page 32 of the Federation Sourcebook); no skill level may be brought above a value of 4 in this manner. Only Officers may have this specialization. They begin the game with the rank of lieutenant. An additional 4 years of medical school is required.

Medical Assistant (RN, LVN, corpsman, etc.): +4 First Aid and Field Equipment, +2 to the following skills: Medicine, Medical Systems, Endurance, Fine Work, Evaluation, Damage Control; +4 to any combination of Medical-related skills (NOT repeat NOT including those listed on page 32 of the Federation Sourcebook); no skill level may be brought above 4 (unless CPO).