

## Introduction

*Space....the final frontier, the endless frontier....replete with wonder and danger, infinite worlds and infinite adventure, countless stars and countless stories....*

My first experience with role-playing games was a boxed set of basic *Dungeons and Dragons*. My first experience with role-playing itself was on the bridge of a Federation starship as Chief Science Officer. Being a *Star Trek* fan, the chance for me to assume the role of a member of that universe was overwhelming. For many nights afterwards, my friends and I would gather for an evening of escaping to the stars.

Thanks to FantaSimulations<sup>TM, ®</sup> (FASA) that escape was possible. When I wasn't playing, I read with keen interest the information such as time-lines, histories and current sketches of the major powers of the *Star Trek* universe. Finally, most all of my questions had answers, and all the details of *Star Trek* seemed joined and complete.

The writers of FASA's *Star Trek: The Role Playing Game* did an outstanding job researching, compiling, and weaving together the *Star Trek* universe into a working whole. To this day, several of my friends and I still prefer FASA's interpretation of the *Star Trek* experience- even over Paramount's official versions. If FASA's *ST:RPG* writers didn't have a solid answer for something, they'd create a feasible yet fantastic explanation. Everything had a reason.

Strangely, with such a creative team involved with fleshing out and tying together the *Star Trek* universe, the mechanics of the role-playing game itself- the engine- was poorly designed. As my group played more and more games, it was evident that all of us were unsure of what we could do as players, let alone how to judge success or failure. After having come back to the system at least twice over the years, I realized that this wasn't just a fluke: put simply, the FASA engine for *ST:RPG* was poorly designed.

What follows is an attempt to adapt the universe of *Star Trek* into a easy to learn and run role playing game. I initially used West End Games' *Star Wars: The Role Playing Game* as a guide. The mechanics of the game are superb, and with *Star Wars* involving high technology in a space setting, the conversion appeared (and turned out to be) relatively straight forward.

Later, West End Games published the gaming engine used to operate their *Star Wars* RPG. This supplement, called *The D6 System* details the bare mechanics of using six-sided die and rules to create any type of role-playing game. *Star Wars* is such a game that uses the D6.

Anyone ~~with~~ familiarity with a D6-based RPG can use this translation. Having the *Star Wars: RPG, 2nd edition Rulebook* will allow one to use this supplement to its fullest. Also having access to *The D6 System* will let the reader in on some of the basic elements of RPG design and development.

## Beta Version

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The main point to remember when reading this *Star Trek* translation, or any of the material previously mentioned, is this: the material is not set in stone! The true life of any RPG comes from fitting it to one's own needs. This material is only meant as a guide. The most important rule is, Have Fun!

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## Glossary

- Attribute-** represents a character's basic aptitude- inherent levels of ability- in various areas, from physical to mental skills.
- Character Points-** points which allow players to "purchase" one extra die per point spent. The player is allowed one extra die for one action in a round. Character points are awarded at the end of adventures and are used to increase skills, attributes, and special abilities.
- D-** represents die or dice. 1D would be one six-sided die, 2D would be 2 six-sided die, etc. This is also called the die/dice code and represents the number of dice to be rolled or modified, etc.
- Difficulty-** an assigned number which represents the degree of difficulty an action takes to perform with success. Difficulty is described in levels:
- | Level of Difficulty | Number Range |
|---------------------|--------------|
| Very Easy           | 1-5          |
| Easy                | 6-10         |
| Moderate            | 11-15        |
| Difficult           | 16-20        |
| Very Difficult      | 21-30        |
| Heroic              | 31+          |
- A character succeeds in performing an action if his roll equals or exceeds the Difficulty level/number assigned by the Game Master for the action.
- Discipline-** a psionic term used to describe a psionic field of training. Disciplines contain Powers which share common function or form of manifestation.
- GM-** game master
- Luck Points-** points that allow characters to roll double the number of dice for all actions for one five second round.
- PC-** player character
- Power-** a specific psionic ability
- RPG-** role playing game
- Skills-** specific areas in which a character has trained, studied or practiced.
- Wild Die-** one different colored die that is included in a character's total number of dice for a roll. If a roll of one is generated on the wild die, a critical error or mishap has occurred. The wild die and the highest generated number/die is taken away, then the remaining dice are totaled to determine the score for the action.
- If a six is generated, a streak of good fortune has occurred. After the dice are totaled, the wild die may be rolled again and that result added to the total, and so forth.

[reward; doesn't know easily (see suggestion 1st) -D]

For an action to be successful.

Beta Version

## [1.0] Character Generation

### [1.1] Overview- Attributes

The original FASA *Star Trek* RPG had seven attributes for character development: Strength, Endurance, Intellect, Dexterity, Charisma, Luck, and Psionics. In this *D6* system, there are six: Strength, Dexterity, Knowledge, Perception, Mechanical and Technical. Psionics are covered as ~~are~~<sup>are</sup> Force Powers in the *Star Wars* RPG. Luck is now covered under Luck Points. Thus, all original FASA attributes have been retained in some form except for Charisma. The reason for this is explained in detail in Appendix 1. It is important to note that, as in the *Star Wars* RPG, the Strength attribute encompasses both Strength and Endurance.

### [1.2] Racial Selection

Racial Templates are listed in Table [1.21]. All templates show a minimum/maximum for each attribute. Player Characters receive 18D to distribute among the 6 attributes.

Bonus Character Points: Some races may receive bonus character points. This usually is the case if the race has "below average" attributes as compared to the other races. See Appendix 1 for more detail.

Maximum Luck Points: This is the maximum number of Luck Points a character of a race may ever have at one time. Note that Luck Points are the same as Force Points from the *Star Wars* RPG.

Disadvantages/Traits: This column denotes whether a certain race has special traits and/or disadvantages.

Psionics: This column denotes whether a race has the potential to learn psionic Powers or Disciplines.

# Star Trek Racial Templates

Table [1.21] Racial Templates

	DEX	KNO	MEC	PER	STR	TEC	Bonus Ch. Pts	Max. Luck	Disadv Traits?	Psionics
Alpha Centaurian	2D/4D	2D/4D	2D/4D	2D/4D	2D/4D	2D/4D	0	10	No	No
Andorian	2D/4D	2D/4D	2D/4D	2D/4D	2D+1/4D+2	2D/4D	0	3	Yes	Yes
Arcadian	1D+1/3D+1	2D+1/4D	1D+2/3D+2	1D+1/3D+1	1D+1/3D+1	2D/4D	30	5	Yes	No
Ariolo	1D+1/3D+1	2D/4D	1D+2/3D+2	2D/4D	2D+1/4D+1	2D/4D	10	5	Yes	No
Arkenite	2D+1/4D+1	2D+1/4D	2D/4D	1D+2/3D+2	1D+2/3D+2	2D/4D	0	5	Yes	No
Betazoid	2D/4D	2D/4D	2D/4D	2D+2/4D+2	1D+2/3D+2	2D/4D	0	3	No	Yes
Bzzit Khaht	1D+2/3D+2	2D/4D	2D/4D	1D+2/3D+2	2D+1/4D+1	2D/4D	0	5	Yes	Yes
Cahtian	2D+1/5D	2D/4D	2D/4D	2D/4D	1D+2/3D+2	2D/4D	0	5	No	No
Deltan	2D/4D	2D/4D	2D/4D	2D+1/4D+1	1D+2/3D+2	2D/4D	0	3	No	Yes
Edoan	2D+1/4D+2	2D/4D	2D+1/4D+1	2D/4D	1D+2/3D+2	2D/4D	0	5	No	No
Efrosian	2D/4D	2D/4D	2D/4D	2D/4D	2D+1/4D+1	1D+2/3D+2	0	5	Yes	Yes
Human	2D/4D	2D/4D	2D/4D	2D/4D	2D/4D	2D/4D	0	10	No	No
Kasheeta	1D+1/3D+1	2D/4D	1D+2/3D+2	2D/4D	2D+1/4D+1	2D/4D 1	0	5	No	No
Klingon, Human Fusion	2D/4D	2D/4D	2D/4D	2D/4D	2D+2/5D	1D+1/4D	0	3	Yes	No
Klingon, Imperial	2D/4D	2D/4D	2D/4D	2D/4D	2D+1/5D+2	1D+1/4D	0	3	Yes	No
Klingon, Romulan Fusion	2D/4D	2D/4D	2D/4D	2D/4D	2D+2/5D+1	1D+1/4D	0	3	Yes	No
Orion, Green (female)	2D+1/4D+1	1D/3D	2D/4D	2D+1/4D+1	2D/4D	1D/3D	10	5	Yes	No
Orion, Green (male)	2D/4D	2D/4D	2D/4D	1D+2/3D+2	2D+2/4D+2	2D/4D	0	5	Yes	No
Orion, Grey	2D+1/4D+1	2D+2/4D+2	2D+2/4D+2	1D/3D	1D/3D	2D+2/4D+2	0	3	No	No
Orion, Ruddy	2D/4D	2D/4D	2D/4D	2D+2/4D+2	2D/4D	1D+2/3D+2	0	7	No	No
Romulan	2D+1/4D+1	2D/4D	2D/4D	2D/4D	2D+2/5D+1	2D/4D	0	3	No	No
Tellarite	1D+2/3D+2	2D/4D	2D/4D	2D+1/4D+1	2D+1/4D+1	2D/4D	0	3	No	No
Vulcan	2D/4D	3D/5D	2D/4D	2D/4D	2D+2/6D	2D/4D	0	1	Yes	Yes
Xelatian	2D+1/4D+1	2D/4D	1D+1/3D+1	2D/4D	1D+1/3D+1	1D+2/4D	20	5	Yes	Yes
Zaranite	1D+2/3D+2	2D/4D	2D/4D	1D+1/3D+1	2D+1/4D+1	2D/4D	10	5	No	No

\*All Player Characters receive 18D for attributes.

[\*Add Attribute Modifying min/max/risk.)-D]

Table [1.22] Racial Modifications

	Traits	Disadvantages	Potential Psionic Powers
Andorian	Resistance to Cold	Intolerance to Heat	Adrenaline Control, Combat Mind, Control Pain or Danger Sense
Arcadian	Aquatic, Photosynthesis		
Ariolo	Keen Olfactory, Resistance to Heat		
Arkenite	Direction Sense, Keen Hearing	Disorientation	
Betazoid			Concealment, Empathy, ESP, Mindlink, Psionic Sense, Send Thoughts
Bzzit Khaht	Keen Hearing, Keen Olfactory	Dehydration, Odor	Empathy
Deltan			Attraction, Control Pain, Control Another's Pain, Heightened Senses, Quietus, Send Emotion
Efrosian	Direction Sense, Resistance to Cold		Diagnostics, Empathy
Klingon:HF, Imp, RF	Rage		
Orion, Green (female)	Sensuality, Pheromones		
Orion, Green (male)	Pheromones		
Vulcan	Resistance to Heat	Plak-tow	Appraise, Concealment, Control Pain, Empathy, Feign Death, Mindlink, Mindwipe, Nerve Pinch, Post-Hypnotic Suggestion, Probe, Psionic Sense, Psychic Surgery, Send Thoughts
Xelatian	Aquatic	Dehydration	Mind Link, Send Thoughts

### [1.3] Racial Traits

#### Aquatic

This trait denotes a race's ability to survive in water mediums.

Arcadians: are comfortable on both land and in sea, but they are *air* breathing mammals. For actions involving DEX in water, increase skill by 1D.

Bzzit Khaht: are amphibians. They can breathe air *and* process oxygen from water.

Xelations: are cephalopods. They can only process oxygen naturally through water.

#### Direction Sense

Arkenites: have sensory organs that attune to magnetic fields. They can easily know their direction while on a planet.

Efrosians: have an ability similar to Arkenites. In addition, they add +2 to any Astrogation rolls.

#### Keen Hearing

Arkenites: this ability is more akin to sonar. They are difficult to surprise: +2 to PER for surprise rolls.

Bzzit Khaht: have uncanny aural acuity. They are difficult to surprise: +2 to PER for surprise rolls.

#### Keen Olfactory

Ariolo: have a keen olfactory sense, utilizing their tongues to sense not only smells, but changes in air pressure. They are difficult to surprise: +2 to PER for surprise rolls.

Bzzit Khaht: have a highly developed olfactory sense. They are difficult to surprise: +2 to PER for surprise rolls.

#### Pheromones

This trait applies to Green Orions of both sexes. Non-Green Orion humanoids are effected by mood altering pheromones given off by Greens. If a Green or group of Greens are angry, then any non-Greens are inclined to become angry, etc. If the non-Green is aware of this trait, then a successful Easy *Willpower* check indicates no effect. However, if the non-Green is not aware of this trait, the check is Moderate. The more Greens, the harder the check.

#### Photosynthesis

Arcadians have the ability to produce sustaining energy through photosynthesis. Due to the advanced artificial lighting of the *Star Trek* future, artificial lighting will not produce a sustaining photosynthetic reaction.

#### Rage

Klingons have a primal ability to enrage themselves to almost utter madness. See page 137 of the *Star Wars* RPG rulebook.

#### Resistance to Cold

Andorians and Efrosians have greater resistance to the harmful effects of extreme cold.

**Resistance to Heat**

Ariolo and Vulcans have greater resistance to the harmful effects of extreme heat.

**Sensuality**

Due to their upbringing, Green Orion females have an uncanny ability to seduce. Targets of this trait must make a successful Difficult *Willpower* check or become completely enamored with the female Green.

**[1.4] Racial Disadvantages****Dehydration:**

**Bzzit Khaht:** must immerse themselves in water once a day or suffer from chaffing and eventual dehydration.

**Xelations:** must wear an environmental suit while outside of water or suffer immediate dehydration.

**Disorientation:**

**Arkenites:** suffer from vertigo off the surface of Arken II without an *Anlac'ven*. Also, strong magnetic fields, such as those generated by electronic equipment, may disrupt an Arkenite's sense of balance. All DEX skill ratings and checks are halved.

**Intolerance to Heat:**

Andorians become irritable in temperatures above 44 deg. Celsius. An Andorian must make a successful Easy *Willpower* check at 50 deg. C, with the check being applied and increased one level every 8 degrees. Thus, at 58 deg. C, the PC would be forced to make a Moderate *Willpower* check, etc. Failure causes all PER skills and checks to be halved. PCs are urged to role-play extreme irritability and unfounded anger.

**Odor**

The hydrous membranes on the surface of Bzzit Khaht skin release an odor that most races find very offensive. Unless the Bzzit Khaht is wearing a special deodorant to cover the smell, Bzzit Khaht have a difficult time associating with other races (increase the difficulty for PER skills at least one level.) Also, the Bzzit Khaht would have a difficult chance successfully sneaking up on NPC's, etc.

**Plak-tow**

The *Plak-tow* or "blood fever" occurs in Vulcans who are hindered or not allowed to pursue *Pon farr*- the mating drive which occurs every seven years of a Vulcan's adult life. Vulcans experiencing *Plak-tow* are prone to extreme acts of violence. All skills and checks are halved (rounded down) except for STR and DEX. Later, depending upon the length of time that the Vulcan is away from a mate, the Game Master may lower PER skills and checks to a *quarter* of their value and raise STR scores by 1D to reflect extreme obsession to instigate *Pon farr*. PC Vulcans are encouraged to role-play this condition.

### [1.5] Character Training

After a character's attribute scores are determined, it is time to send the character through the training he or she needs for the service to be entered. In the case of Starfleet characters, for example, this process includes attending Starfleet Academy and attending one's chosen Branch School.

The following pages list the skill bonuses that the characters receive from going through service training. These scores are added to the attribute score a character has. Example: a character who attends Helm Branch School receives +1 in *Astrogation*, a Mechanical skill. The character's Mechanical attribute score is 3D+2, thus his *Astrogation* skill score now becomes 4D [(3D+2) + (+1)= 4D].

Continue in this way, completing the Branch School, Department Head School (if applicable), Command School (if applicable), and Rank Experience tables

#### # Table [1.51] Compiled Character Generation

- 1.) Pick a racial template.
- 2.) Allocate 18D to the six attributes, making sure to meet minimum attribute requirements and not exceeding maximum limits. Psionic characters should consider purchasing Psionic Disciplines at this time.
- 3.) Characters with bonus racial character points may allot them to skills. All characters receive 7D to distribute among their skills, with no more than 2D allowed in the same skill.
- 4.) Characters now may enter their chosen service and Branch schools. The scores for the various skills are automatically received and amend their skills.
- 5.) Characters who qualify for further training enter at this time and receive skill improvements.
- 6.) Character point allocation for Rank Experience is given.
- 7.) Characters receive 5 character points available for use during play.
- 8.) Characters receive 1 Luck Point available for use during play.

## **A Starfleet Character Generation**

First, pick a racial template. All Player Characters receive 7D to distribute to skills.

**Skill Bonuses for Starfleet Academy (4 yrs.) and Specific Branches:**

### **Communications (1.5 yrs)**

Cultures: UFP	+2
Cultures: native	+1
Modern Weapon	+1
Communications	1D
Languages	35 cp
Capital Ship Repair	+2
Alien Species and/or	
Cultures	15 cp
Planetary Systems	+1
Electives	30 cp

### **Engineering (3.5 yrs)**

Cultures: UFP	+2
Cultures: native	+1
Modern Weapon	+1
Capital Ship Repair	1D+1
Physical Sciences: Math	+2
Physical Sciences: Physics	+2
Warp Drive Tech.	1D+1
Specialties	40 cp
Electives	40 cp

### **Helm (1.5 yrs)**

Cultures: UFP	+2
Cultures: native	+1
Modern Weapon	+1
Astrogation	+1
Capital Ship Piloting	1D
Sensors	+1
Tactics: Capital Ship	+2
Warp Drive Tech.	+1
Capital Ship Gunnery	1D
Capital Ship Weaponry	
Repair	+1
Electives	65 cp

### **Medical (3.5 yrs)**

Cultures: UFP	+2
Cultures: native	+1
Modern Weapon	+1
First Aid <u>at</u>	5D
Medicine <u>at</u>	3D
Psychology	+2
Medical Sciences	45 cp
Alien Species	+2
Electives	25 cp

### **Navigation (1.5 yrs)**

Cultures: UFP	+2
Cultures: native	+1
Modern Weapon	+1
Astrogation	1D
Capital Ship Piloting	+1
Sensors	+1
Capital Ship Shields	1D
Capital Ship Shield Repair	+1
Planetary Systems	1D
Electives	65 cp

### **Science (3.5 yrs)**

Cultures: UFP	+2
Cultures: native	+1
Modern Weapon	+1
Computer Operation	+2
Sensors	1D
Sciences	50 cp
Electives	50 cp

### **Security (1.5 yrs)**

Cultures: UFP	+2
Cultures: native	+1
Law Enforcement	1D
Tactics: Ground	+2
Psychology	+1
Modern Weapon	+2
Brawling	+2
Investigation	+2
Brawling Parry	+1
Dodge	+1
Running	+1
Stamina	+1
Electives	65 cp



## **Next Generation StarFleet Branch Schools**

### **Security/Tactical (3 yrs)**

Cultures: UFP	+2
Cultures: native	+1
Brawling	+2
Capital Ship Gunnery	1D
Capital Ship Repair	+2
Capital Ship Shields	1D
Capital Ship Shield Repair	+1
Capital Ship Weaponry Repair	+1
Communications	1D
Computer Operation	+2
Investigation	+2
Law Enforcement	1D
Modern Weapon	+2
Psychology	+1
Sensors	+1
Tactics: Capital Ship	+2
Tactics: Ground	+2
Command	+1
Brawling Parry	+1
Dodge	+1
Running	+1
Stamina	+1
Electives	45 cp

### **Counselor (2 yrs)**

Cultures: UFP	+2
Cultures: native	+1
Alien Cultures	1D
Alien Species	1D
Communications	+1
Investigation	+1
Persuasion	1D
Planetary Systems	+2
Psychology	1D
Languages	30 cp
Bureaucracy	+2
Electives	35 cp

### **Bridge Command Specialist (2.5 yrs)**

Cultures: UFP	+2
Cultures: native	+1
Modern Weapon	+1
Astrogation	1D
Capital Ship Gunnery	+2
Capital Ship Piloting	1D
Capital Ship Shields	+2
Capital Ship Shield Repair	+1
Capital Ship Weaponry Repair	+1
Communications	+1
Computer Operation	+2
Sensors	+2
Tactics: Capital Ship	+1
Warp Drive Tech.	+1
Planetary Systems	+2
Electives	60 cp

### **Department Head School (1 yr)**

Bureaucracy	+2
Command	+1
Advanced Study	20 cp

### **Command School (1 yr)**

Command	+1
Tactics: Capital	+2
Tactics: Fleet	+1
Persuasion	+2
Law Enforcement	+1
Planetary Systems	+1
Advanced Study	20 cp

### **Rank Experience**

Lieutenant, <u>ig</u> / Lieutenant	10 cp
Lt. Commander/Commander	20 cp
Captain	30 cp
Commodore +	40 cp

## A Starfleet Intelligence Character Generation

First, pick a racial template. All characters receive 7D to distribute to skills.

**Skill Bonuses for Starfleet Academy (4 yrs.) and Specific Branches:**

### Administration (3 yrs)

Cultures: UFP	+2
Cultures: native	+1
Modern Weapon	+1
Law Enforcement	+2
Bureaucracy	1D
Con	+1
Business	+2
Investigation	+1
Intimidation: Interrogation	+1
Forgery	+1
Languages	40 cp
Value	+1
Electives	40 cp

### Analysis (3 yrs)

Cultures: UFP	+2
Cultures: native	+1
Modern Weapon	+1
Law Enforcement	+2
Bureaucracy	+1
Cryptology	+2
Streetwise	+1
Sensors	+2
Computer Operation	+1
Computer Technology	+1
Investigation	+1
Physical Science-related skills	30 cp
Persuasion	+1
Electives	50 cp

### Technical Services (4 yrs)

Cultures: UFP	+2
Cultures: native	+1
Modern Weapon	+1
Law Enforcement	+2
Bureaucracy	+1
Electronics Tech.	+2
Capital Ship Repair	+2
Mechanical Engineering	+2
Warp Drive Tech.	+1
Phys. Science-related skills	40 cp
Electives	55 cp

### Field Operations (3 yrs)

Cultures: UFP	+2
Cultures: native	+1
Modern Weapon	+2
Law Enforcement	+2
Alien Species	+2
Planetary Systems	+2
Disguise	+1
Gambling	+1
Survival	+2
Business	+2
Streetwise	1D
Investigation	+2
Persuasion	+2
Con	+2
Electives	70 cp

### Intelligence Command School (1 yr)

Bureaucracy <u>or</u>	
Law Enforcement	+1
*5 skills learned in Branch School	+2

### Rank Experience

Lieutenant, <u>ig</u> / Lieutenant	10 cp
Lt. Commander/Commander	20 cp
Captain	30 cp
Commodore +	40 cp

## **Klingon Character Generation**

First, pick a racial template. All Player Characters receive 7D to distribute to skills.

**Skill Bonuses for Prime Learning (2 yrs.) and Specific Branches:**

### Communications (2 yrs)

Cultures: Klingon Empire	+2
Modern Weapons	+1
Brawling	+1
Melee Combat	+1
Communications	1D
Language, Galacta	1D+1
Languages	20 cp
Capital Ship Repair	+1
Electives	60 cp

### Combat Operations (3 yrs)

Cultures: Klingon Empire	+2
Modern Weapons	+2
Brawling	1D
Melee Combat	+1
Environmental Suit Op	+1
Survival	+1
Tactics: Ground Assault	+1
Zero-G Operations	+2
Electives	90 cp

### Combat Engineering (3 yrs)

Cultures: Klingon Empire	+2
Modern Weapons	+1
Brawling	+1
Melee Combat	+1
Demolitions	+2
Mechanical Eng.	+2
Mining	+1
Modern Weapon Repair	+1
Zero-G operations	+2
Electives	90 cp

### Medical (2 yrs)

Cultures: Klingon Empire	+2
Modern Weapons	+1
Brawling	+1
Melee Combat	+1
First Aid <i>at</i>	5D
Medicine <i>at</i>	2D
Psychology	+1
Medical Sciences	30 cp
Electives	30 cp

### Navigation/Helm (2 yrs)

Cultures: Klingon Empire	+2
Modern Weapons	+1
Brawling	+1
Melee Combat	+1
Astrogation	+2
Capital Ship Piloting	1D
Sensors	+1
Tactics: Capital Ships	+1
Warp Drive Tech.	+1
Planetary Systems	1D
Electives	80 cp

### Sciences (2 yrs)

Cultures: Klingon Empire	+2
Modern Weapons	+1
Brawling	+1
Melee Combat	+1
Sciences	40 cp
Sensors	+2
Electives	60 cp

**Security (3 yrs)**

Cultures: Klingon Empire	+2
Modern Weapons	+2
Brawling	+2
Melee Combat	+1
Intimidation	+1
Psychology	+2
Investigation	+1
Law Enforcement	+2
Tactics: Ground	+1
Brawling Parry	+1
Dodge	+1
Running	+1
Stamina	+1
Electives	80 cp

**Ship's Engineering (3 yrs)**

Cultures: Klingon Empire	+2
Modern Weapons	+1
Brawling	+1
Melee Combat	+1
Capital Ship Repair	1D
Warp Drive Tech.	1D
Specialties	50 cp
Electives	50 cp

**Weapons/Defense (2 yrs)**

Cultures: Klingon Empire	+2
Modern Weapons	+1
Melee Combat	+1
Brawling	+1
Capital Ship Shields	1D
Capital Ship Gunnery	1D
Sensors	+1
Tactics: Capital Ship	+1
Capital Ship	
Weaponry Repair	+1
Capital Ship	
Shield Repair	+1
Electives	80 cp

**Leaders Of Men (1 yr)**

Bureaucracy	+2
Command	+2
Intimidation	+1
Advanced Study	20 cp

**Leaders of Vessels (1 yr)**

Command	+1
Law Enforcement	+1
Tactics: Capital Ship	+2
Tactics: Fleet	+1
Advanced Study	20 cp

**Rank Experience**

Lieutenant, jg / Lieutenant	10 cp
Lt. Commander/Commander	20 cp
Captain	30 cp
Commodore +	40 cp

## [2.0] Skills

### [2.1] Overview and Changes

The following FASA skills have now been converted to *Star Wars* skills:

<u>FASA</u>	<u>Star Wars</u> (*description in parenthesis indicates renamed skill)
<i>Carousing</i>	<i>Persuasion/Con</i>
<i>Leadership</i>	<i>Command</i>
<i>Culture/History</i>	<i>Alien Species</i>
<i>Administration</i>	<i>Bureaucracy</i>
<i>Value Estimation</i>	<i>Value</i>
<i>Starship Weaponry Operation</i>	<i>Capital Ship Gunnery</i>
<i>Starship Weaponry Tech.</i>	<i>Capital Starship Weapon Repair</i>
<i>Starship Helm Operation</i>	<i>Capital Ship Piloting</i>
<i>Deflector Shield Operation</i>	<i>Capital Ship Shields</i>
<i>Communication Systems Operation</i>	<i>Communications</i>
<i>Starship Sensors</i>	<i>Sensors</i>
<i>Bribery</i>	<i>Con</i>
<i>Marksmanship, Modern</i>	<i>Blaster (Modern Weapon)</i>
<i>Personal Combat, Unarmed</i>	<i>Brawling</i>
<i>Personal Combat, Armed</i>	<i>Melee</i>
<i>Personal Weapons Tech.</i>	<i>Blaster Repair (Modern Weapon Repair)</i>
<i>Damage Control Procedures</i>	<i>Capital Starship Repair</i>
<i>Astronautics</i>	<i>Capital Starship Repair</i>
<i>Law</i>	<i>Law Enforcement</i>
<i>Negotiation/Diplomacy</i>	<i>Persuasion</i>
<i>Starship Combat Strategy/Tactics</i>	<i>Tactics: Capital Ship, Fleet</i>
<i>Small Unit Tactics</i>	<i>Tactics: Ground Forces</i>
<i>Gaming</i>	<i>Gambling</i>
<i>Security Procedures</i>	<i>Law Enforcement</i>
<i>Stealth</i>	<i>Sneak</i>
<i>Surveillance</i>	<i>Investigation</i>
<i>Political Science</i>	<i>Bureaucracy</i>
<i>Economics</i>	<i>Business</i>
<i>Trade and Commerce</i>	<i>Business</i>
<i>Interrogation</i>	<i>Intimidation Specialization</i>
<i>Life Support Systems. Tech.</i>	<i>Capital Ship Repair Specialization</i>
<i>Small Vessel Piloting</i>	<i>Space Transports</i>

The following *Star Wars* skills will not be used. If replaced by a FASA skill, this is noted:

<u>Star Wars</u>	<u>FASA</u>
<i>Computer Programming/Repair</i>	<i>Computer Operation, Computer Science, Computer Technology</i>
<i>Bowcaster</i>	---none---
<i>Lightsaber</i>	---none---
<i>Powersuit Operation</i>	---none---
<i>Walker Operation, Walker Repair</i>	---none---
<i>Droid Programming, Droid Repair</i>	---none---

#### **Renamed Skills and Clarifications:**

- *Deflector Shield Technology* is now called *Capital Ship Shield Repair*\*  
*\* a Repair skill also denotes familiarity with the technology associated with that particular skill. Thus, a character with Capital Ship Shield Repair not only would have the ability to repair a shield system, but would also be familiar with the design and technology used to develop the shield system.*  
 Shield repair is no longer covered under the general skill *Capital Starship Repair*, but is now covered under *Capital Starship Shield Repair*.
- *Small Equipment Systems Technology* has been incorporated into *Electronics Technology*. *Small Equip.Sys. Operation* is covered under *Computer Operation*.
- *Blaster* and *Blaster Repair* are now called *Modern Weapon* and *Modern Weapon Repair*, respectively.
- *Ground Vehicle, Hover Vehicle & Repulsorlift Operation* have been replaced by *Vehicle Operation*. One must now choose *Vehicle, Atmosphere*; *Vehicle, Liquid Medium*; or *Vehicle, Surface*. Thus, the respective Technical Skills for repair have been replaced with *Vehicle Repair, Atmosphere*; *Vehicle Repair, Liquid Medium*, etc.
- All other *Star Wars* rules apply. Psionics are covered under Force use rules.

Table [2.11] Advanced Skills

<u>Advanced Skill</u>	<u>Prerequisite</u>
<i>Cloaking Device Technology</i>	5D+1 <i>Physics</i> & 4D <i>Capital Ship Shield Repair</i>
<i>Medicine</i>	5D <i>First Aid</i>

## [2.2] Compiled Skills List

*\*this list is not intended to be exhaustive, but rather to cover several skill possibilities*

### DEXTERITY

Archaic Weapons (includes Firearms skill)  
Bows  
Brawling Parry  
Dodge  
Grenade  
Melee Combat  
Missile Weapons  
Modern Weapons (Blaster skill)  
Pick Pocket  
Running  
Thrown Weapons  
Zero Gravity Operations

### KNOWLEDGE

Alien Species  
Archaeology  
Assassination  
Bureaucracy  
Business  
Cryptology  
Cultures  
Disguise  
Intimidation (specialization:interrogation)  
Languages  
Law Enforcement  
Life Sciences  
(Bionics,Botany,Ecology,Exobiology,Genetics,Zoology,etc.)  
Mining  
Physical Sciences (Chemistry,Computer  
Science,Drafting,Graphics,Mathematics,Metallurgy,Physics,Quantum/Temporal  
Mechanics,etc.)  
Planetary Sciences  
(Geology,Hydrology,Meteorology,etc.)  
Planetary Systems  
Space Sciences (Astronomy,Astrophysics,etc.)  
Streetwise  
Survival  
Tactics: Capital Ship, Fleet,Ground Assault  
Theology  
Value  
Willpower

### MECHANICAL

Archaic Starship Piloting  
Astrogation  
Capital Ship Gunnery  
Capital Ship Piloting  
Capital Ship Shields  
Communications  
Computer Operation

### MECHANICAL con't

Environmental Suit Operation  
Holodeck Operation  
Sensors  
Shuttlecraft Piloting  
Space Transports  
Transporter Systems Operation  
Vehicle Operation (Atmosphere,Liquid Medium, Surface)

### PERCEPTION

Bargain  
Command  
Con  
Forgery  
Gambling (includes Gaming)  
Hide  
Investigation  
Persuasion  
Philosophy  
Psychology  
Search  
Sneak

### STRENGTH

Brawling  
Climbing/Jumping  
Lifting  
Stamina  
Swimming

### TECHNICAL

Armor Repair  
Capital Starship Repair (spec:Life Support  
Systems,Impulse Drives,Transporter Syst.,Communications  
Syst.,etc.)  
Capital Starship Shield Repair  
Capital Starship Weaponry Repair  
Cloaking Device Technology (Advanced Skill)  
Computer Technology  
Demolition  
Electronics Technology  
First Aid  
Holodeck Systems Technology  
Mechanical Engineering  
Medicine (Advanced Skill)  
Modern Weapon Repair (Blaster Repair)  
Security  
Shuttlecraft Technology  
Space Transports Repair  
Transporter Systems Technology  
Vehicle Repair,Atmosphere  
Vehicle Repair,Liquid Medium  
Vehicle Repair,Surface  
Warp Drive Technology

## 3.0 Combat and Healing

### [3.1] Combat

Sometimes characters are faced with (or seek out) situations which arise in conflict. To resolve this conflict, combat sometimes ensues. During a game, combat is handled as follows:

- 1.) GM and PCs make Dexterity (initiative) rolls.
  - 2.) Determine the number of actions to be taken by a character and subtract the appropriate dice.
  - 3.) Roll attack for each attacker in order and,
  - 4.) Resolve damage for each attacker in order.
  - 5.) Move\*
- \* Steps 3 and 5 may be reversed

#### Step I: Initiative

- Combat is based on a 5-second round structure.
- Each side (player and gamemaster) determines the order of combat by an initiative roll. Every character involved must make a Dexterity roll (the gamemaster may make one roll for his side or some variation thereof). The character with the highest Dexterity roll goes first.
- Initiative rolls are modified by a weapon's Speed: certain weapons are quicker than others to use. To determine a character's modified Dexterity roll, subtract the Speed code of the weapon being used from a character's Dexterity. This total is now the new initiative roll.

#### Step II: Multiple Actions

- On a character's turn, more than one action may be attempted. However, more than one action increases the difficulty of succeeding in *all* actions, due to less care and concentration being devoted to the multiple actions. For each action (firing a weapon, dodging, shooting twice, etc.) beyond the first, 1D is lost from each action's skill roll.  
(Example: a character wishes to fire a weapon twice, and dive for cover. The total actions is 3. The first action is free, thus there are 2 extra actions. This character would thus have 2D subtracted from both his second and third actions' skill roll.)

#### Step III: Attacking and Defending

- An attacker must generate a skill total of 10 or higher to successfully hit a defending character. The attacker rolls his attacking skill (*Brawling*, *Phaser Pistol*, etc.) and sums up the total.
- Attack rolls can be modified by range, defensive options and offensive options, or the difficulty to hit may be increased. See Tables [3.11] and [3.12].
- A defending character may *Dodge* a ranged attack using his *Dodge* skill. The defender rolls the *Dodge* and this total becomes the new difficulty an attacker must overcome, instead of the normal base attack difficulty of 10 mentioned above.
- A defender may also *Parry* melee attacks. This works in the same way as *Dodge* above. Note however that the skill dice the defender rolls is his skill in the parrying weapon (i.e. attacker's sword vs. defender's knife).



- A character may choose to perform a *Full* use of a defensive skill (*Full Dodge*, *Full Melee Parry*). Characters so choosing may take no other action except for their chosen defensive maneuver. Characters roll their defensive skill and *add* it to the difficulty to hit the character.  
(Example: a character decides to perform a *Full Dodge*. She rolls her *Dodge* skill and totals the dice. This total is then added to the attacker's difficulty to hit her normally, thus becoming the attacker's new difficulty).

#### Step IV: Determining Damage

- If an attacker succeeds in meeting or exceeding his difficulty to hit a defender, then that character has been hit.
- Attacker rolls the damage code for the weapon he is using.
- The Defender rolls his Strength. If defender's Strength roll is greater than the damage roll, then the defender has resisted the attack. If not, a wound has occurred. Consult Table [3.13] and [3.14].

#### Step V: Movement

- There is no set structure for *adjudicating* movement. GMs are urged to play this issue by ear. If a movement sounds reasonable, then no modifiers should be placed on a character's actions. Typical movement for humanoid characters per round is 10-12 meters.

Table [3.11] Offensive Options

<u>Option</u>	<u>Attack Dice Modifiers</u>
Aim	+1D
Point-Blank Range	+1D
Short Range	--
Medium Range	-1D
Long Range	-2D
Extreme Range	-3D
Called Shot	-2D
Blinded	-2D

Table [3.12] Defensive Options

<u>Option</u>	<u>Attack Difficulty Modifier</u>
25% Cover	+5
50% Cover	+10
75% Cover	+15
Moonlight	+5
Full Darkness	+15
Pinned	-5

\* These modifiers do not apply to parries

Table [3.13] Determining Damage- Wounds

<b>Damage Roll</b>	<b>Effect</b>
Damage Roll < Strength Roll	None
Damage Roll $\geq$ Strength Roll, but less than 2x Strength Roll	1 Wound
Damage Roll $\geq$ 2x Strength Roll, but less than 3x Strength Roll	2 Wounds
Damage Roll $\geq$ 3x Strength Roll, but less than 4x Strength Roll	3 Wounds
Damage Roll $\geq$ 4x Strength Roll, but less than 5x Strength Roll	4 Wounds
Damage Roll $\geq$ 5x Strength Roll, but less than 6x Strength Roll	5 Wounds

Table [3.14] Determining Damage- Severity

<b>Damage</b>	<b>Condition</b>	<b>Game Effect</b>
1 Wound	Stunned **	None
2 Wounds	Injured	-1D to all actions*
3 Wounds	Severely Injured	-2D to all actions*
4 Wounds	Mortally Injured	-3D to all actions*
5 Wounds	Deceased	No action

\*This penalty does not apply to Strength rolls to resist damage

\*\* For stun damage, consider all wounds as unconsciousness. Unconsciousness lasts for a number of rounds equal to the number of damage points taken above the character's Strength roll.

Table [3.15] lists several weapons that may be encountered and used in a *Star Trek* adventure. This list is not meant to be exhaustive, however it should provide adequate examples and a variety of weapons.

**Parry:** indicates if a parry can be made with the weapon.  
**Damage:** indicates the damage done by that weapon.  
**Range:** indicated in meters in the appropriate distance category: Short, Med., Long, etc.  
**Speed:** the Initiative modifier for wielding a weapon.  
**Ammo/**  
**Power:** typical ammunition number or amount of power a weapon has.  
**Drain:** amount of energy a usage takes, taken from a weapon's power reserve.  
**Overload**  
**Radius:** radius in meters of effect if weapon overloads.

**Notes:**

1. maximum damage 6D
2. maximum damage 6D+1
3. damage code is for blunt-end/sharp-end.
4. takes approximately 30 seconds to reload.
5. these weapons have extremely high power reserves. Some sources indicate that the Phaser VI-A can fire continuously at maximum setting for 2 and a half hours. Also, lethal damage is adjustable. Allow user to indicate how much damage dice he wishes to roll for damage. However the upper cap for damage should be based on weapon type (as a guide, a pistol may have a cap of 10D).
6. due to tracking computers and sensors incorporated within the rifle, a user receives +1D to his attack roll using this weapon.
7. minimum effective range is 30 meters.
8. non-Gorn must make a successful Easy Strength roll to operate this weapon under combat situations. Also, Speed is increased to 1D.
9. Stun damage is adjustable to 4D.

Table [3.15] Weapons											
Archaic/Melee Weapons											
	Parry	Damage	Short	Medium	Long	Extrem	Speed	Ammo/Power	Drain	Overload	Notes
Club or Similar	Y	STR+1D					-1D				
Dagger/Knife	some	STR+1D	6-16	31	45	60	0				1
Lev'ek/Dk'tahg(Kling.knife)	some	STR+1D+2	6-10	16	24	30	0				2
Sword	Y	STR+2D					-1D				
Bat'telh	Y	STR+2D					-1D				
Alm Woon	Y	STR+2					-1D				
Lirpa	Y	STR+1D/+2D*					-1D				3
Pole Weapon	Y	STR+1D									
Sling	N	1D	6-31	76	84	150	-1D	pouch (30)			
Bola	N	2D	6-25	61	90	120	-1D+1				
Bow	Y	3D+1	6-61	181	390	570	-1D	quiver (20)			
Crossbow	Y	3D+2	6-37	106	180	270	-2D+1	quarrel (20)			
Revolver	N	3D	6-31	76	120	225	-2	6			
Automatic Pistol	N	3D	6-46	121	195	270	-2	9			
Carbine	Y	4D	6-31	151	300	510	-1D	varies (5)			
Flintlock/similar	Y	2D+2	6-16	61	120	150	-1D*	1			4
Automatic Rifle	Y	4D	6-151	451	900	1500	-1D	varies (20)			
High Powered Rifle	Y	4D+2	6-151	451	900	1500	-1D	varies (4)			
Shotgun	Y	4D+1	6-31	76	150	300	-1D	varies (2-3)			
Sub-machine Gun	Y	4D+2	6-46	136	240	360	-1D	varies (32)			
Machine Gun	Y	5D	6-151	451	900	1500	-1D	varies (50)			
Federation Weapons											
Hand Laser- A	N	5D	6-19	46	90	180	-2	20	1		
Hand Laser- B	N		6-25	52	96	186	-2	25			
low power		3D							1		
medium power		5D							1		
high power		7D							1		
Phaser Carbine-A	Y		6-37	91	225	375	-1D	45		360 m	
stun		4D							1		
heavy stun		6D							2		
wide-angle stun		4D	(6-37)						4		
heat		2D							1		
disrupt		7D							2		
disintegrate		destroyed							4		

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	Parry	Damage	Short	Medium	Long	Extreme	Speed	Ammo/Power	Drain	Overload	Notes
Phaser Rifle-A	Y		6-46	106	270	450	-1D	50		375 m "	
stun		4D							1		
heavy stun		6D							2		
wide-angle stun		4D	(6-46)						4		
heat		2D							1		
disrupt		7D							2		
disintegrate		destroyed							4		
Phaser I-A	N		6-16	37	90	150	-1	20		90 m "	
stun		4D							1		
heavy stun		6D							2		
wide-angle stun		4D	(6-16)						4		
heat		2D							1		
disrupt		7D							2		
disintegrate		destroyed							4		
Phaser II-A	N		6-31	75	180	300	-2	35		300 m "	
stun		4D							1		
heavy stun		6D							2		
wide-angle stun		4D	(6-31)						4		
heat		2D							1		
disrupt		7D							2		
disintegrate		destroyed							4		
Phaser I-B	N		6-19	46	90	180	0	20		90 m "	
stun		4D+1							1		
heavy stun		6D+1							2		
wide-angle stun		4D+1	(6-19)						4		
heat		2D							1		
disrupt		7D+1							2		
disintegrate		destroyed							4		
Phaser II-B	N		6-37	91	180	300	-1	40		330 m "	
stun		4D+1							1		
heavy stun		6D+1							2		
wide-angle stun		4D+1	(6-37)						4		
heat		2D							1		
disrupt		7D+1							2		
disintegrate		destroyed							4		



	Parry	Damage	Short	Medium	Long	Extreme	Speed	Ammo/Power	Drain	Overload	Notes
Phaser VI-A (aka Type 2)	N		6-62	151	240	390	-2	*		450 m "	5
non-lethal		adjustable to 7D							1 per 2D dmg		
lethal		adjustable*							1 per 2D dmg		
Phaser VI-B	N		6-62	151	240	390	-1	*		450 m "	5
non-lethal		adjustable to 7D							1 per 2D dmg		
lethal		adjustable*							1 per 2D dmg		
Phaser VII-A (Type 1 rifle)	Y		6-150	300	450	600	-1D+2	*		700 m "	5&6
non-lethal		adjustable to 7D							1 per 2D dmg		
lethal		adjustable*							1 per 2D dmg		
Phaser VII-B (Type 3 rifle)	Y		6-125	250	400	550	-1D	*		700 m "	5
non-lethal		adjustable to 7D							1 per 2D dmg		
lethal		adjustable*							1 per 2D dmg		
Ferengi Whip	N		6-37	105	204	330	-1D	45		300 m "	
Heavy Stun		6D							3		
Disrupt		7D							2		
Disintegrate		destroyed							5		
<b>Miscellaneous Weapons</b>											
Net Rifle	Y	entanglement	3-5	8	18	30	-1D	1			
Plasma Rifle	Y	8D	30-106	601	750	900	-1D	3			7
Police Stunner	N	4D	6-16	37	90	150	-1D	20	1		
Gorn Blaster, Mk. I	N	5D	6-13	25	60	120	-2*	25	1		8
Gorn Blaster, Mk. II	N	7D	6-16	28	75	150	-2*	25	1		8
Gorn Sonic Stunner	N	7D (stun)	6-16	37	90	150	-2*	30	2		8
Romulan Hand Disruptor	N	7D	6-13	31	60	105	-1D	20	2		
Romulan Dueling Stick	Y	2D (stun)					-1D				
Stun Carbine	Y		6-37	91	225	375	-1D	45			
stun		4D							1		
heavy stun		6D							2		
Stun Club/Prod	Y	adjustable*									9
Tangle Gun	N	entanglement	3-5	16	30	60	-2	4			

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## [3.2] Healing

Natural Healing: Sometimes, in the course of an extended campaign, access to advanced medical facilities, equipment, and procedures is unavailable. Characters may naturally heal; however this is not as certain as trained, supervised healing.

- Wounded characters must rest for 3 days, then they may roll their Strength (healing roll). When they roll, find the result:

Strength Roll	Result
2-4	Character worsens to incapacitated
5-6	Character remains wounded
7+	Character is fully healed

- Incapacitated characters must rest for 2 weeks before making a healing roll.

Strength Roll	Result
2-6	Character worsens to mortally wounded
7-8	Character remains incapacitated
9+	Character improves to wounded

- Mortally Wounded characters must rest for 1 month before a healing roll is allowed.

Strength	Result
2-6	Character dies
7-8	Character remains mortally wounded
9+	Character improves to incapacitated

\* GMs may allow injured characters under the care of a trained healer or practitioner of medicine to gain modifiers to their Strength (healing) roll.

\*\* Note that during natural healing, the injured character's actions consist of eating and sleeping. Not even mildly strenuous activity should be allowed. If active, characters roll their healing rolls with a -1D.

\*\*\* Characters who choose to be completely inactive and do virtually nothing for *twice* the time period necessary to make their first healing roll may *add* one die to their Strength roll at the end of the time required.

Medicinal Healing: Injured characters fortunate enough to be in the care of a medic or under the care of hospital facilities heal much more quickly and predictably. For every day in a modern or comparable facility, one wound is reduced. Therefore, a Mortally Wounded character in a ship's sickbay could be at full health within 4 days (Mortally Wounded= 4 Wounds. 4 Wounds- 1 Wound Healed/per day= 4 days).

Characters with *First Aid* may stabilize a wounded character with a successful Moderate roll. However, the injured character's wounds remain the same until treated by a professional with *Medicine* or at a medical facility. Failure could make the wound level worse.

Characters with the *Medicine* skill or similar may also stabilize an injured character, however their success is automatic. In addition, characters with *Medicine* may attempt to lower the wound level of an injured character, provided they have the equipment and means necessary. GMs should decide how often and what difficulty this process will entail. Failure could make the wound level worse.

## [4.0] Psionics

### [4.1] Overview

Psionic ability is represented by psionic Disciplines and the psionic Powers that are categorized under a specific Discipline. The Psionic Disciplines are: Clairsentient, Metapsionic, Psychometabolic, and Telepathic. For every [1D] in a specific Discipline, a psionic character may learn 3 Powers.

Different races use psionic Powers differently:

**Andorians:** can only learn one of four Powers: *Adrenaline Control*, *Combat Mind*, *Control Pain* or *Danger Sense* (Psychometabolic or Clairsentient Disciplines.) They must purchase the required Discipline.

**Betazoids:** begin with the Telepathic Discipline. Two of their three initial powers must be *Empathy* and *Send Thoughts*. They do not need to be in physical contact to use their Powers. They may purchase Metapsionics as a Discipline, but cannot learn the Power *Appraise*.

**Bzzit Khaht:** can apply *Empathy* to their own race only. They begin with this Power.

**Deltans:** begin with either the Psychometabolic or Telepathic Discipline. However, they may learn both Disciplines in time (i.e. purchase the other Discipline).

**Efrosians:** must purchase the Telepathic Discipline.

**Vulcans:** begin with Metapsionic and Telepathic Disciplines. Vulcans can, however, learn from all Disciplines except for the following Powers: *Attraction*, *Diagnostics*, *ESP* (which is considered covered, for the Vulcan race only, under *Mindlink*) or *Send Emotion*. Under normal circumstances, Vulcans must be in direct physical contact to release any psionic Power upon a target (please note that there have been exceptions to this in the *Star Trek* series. A case-by-case ruling is therefore recommended).

\*A *Mind Meld* is a process by which Vulcans join another's mind. The Powers that follow must occur successfully and in sequence in order for a *Mind Meld* to succeed:

1.) *Empathy* 2.) *Send Thoughts* 3.) *Mindlink* 4.) *Probe*.

**Xelatian:** *Mindlink* and *Send Thoughts* can only be applied to members of their own race. A Very Difficult Telepathic Discipline roll can determine successful contact with a non-psionist, Difficult for psionists. Xelatians begin with these Powers.

Table [4.11] Disciplines and Powers

Discipline	Powers
Clairsentient Discipline:	<i>Combat Mind</i> , <i>Danger Sense</i>
Metapsionic Discipline:	<i>Appraise</i> , <i>Concealment</i> , <i>Psychic Surgery</i>
Psychometabolic Discipline:	<i>Adrenaline Control</i> , <i>Control Pain</i> , <i>Control Another's Pain</i> , <i>Feign Death</i> , <i>Heightened Senses</i> , <i>Nerve Pinch</i> , <i>Quietus</i>
Telepathic Discipline:	<i>Attraction</i> , <i>Diagnostics</i> , <i>Empathy</i> , <i>ESP</i> , <i>Mindlink</i> , <i>Mindwipe</i> , <i>Post-Hypnotic Suggestion</i> , <i>Probe</i> , <i>Psionic Sense</i> , <i>Send Emotion</i> , <i>Send Thoughts</i>



Table [4.12] Possible Discipline Combinations for Races with Multiple Potential

<u>Races w/ multiple Disciplines</u>	<u>Possible Disciplines</u>
Andorian:	Clairsentient <u>or</u> Psychometabolic
Betazoid:	Metapsionic <u>and</u> Telepathic
Deltan:	Psychometabolic <u>and</u> Telepathic
Vulcan:	All

#### [4.2] Psionic Resistance

All characters may attempt to resist a known attempt at psionic intrusion by rolling their *Willpower* versus the psionist's Discipline score. If the *Willpower* score is higher, then the intrusion is defeated. If there is a tie, each person involved rolls again, but with minus 1D from their skill or Discipline, to reflect the mental taxing of the contest. Also, Psionic characters with the Metapsionic Power *Concealment* may receive modifiers to their *Willpower* roll. Please see the description of that Power.

#### [4.3] Psionic Powers

##### Adrenaline Control

Discipline: Psychometabolic

Difficulty: Moderate

Prerequisites: none

Time to Use: 12 rounds (1 minute)

Effect: Races with this ability can control and direct the production of adrenaline. A successful Moderate Psychometabolic roll allows the player character to increase all STR or DEX skills by 1D. Characters can also add this 1D to resist damage, but in so doing, the Power drops immediately. This ability, unless otherwise stated, will last 1D3 minutes until another roll is necessary to continue the Power. If the roll is successful, then the bonuses continue for another 1D3 minutes. If not, however, the benefits cease. The ability can be attempted again, but in so doing, the PC's system is taxed. Increase the Psychometabolic difficulty up one degree for each successive use.

##### Appraise

Discipline: Metapsionic

Difficulty: Easy

Prerequisites: none

Effect: Due to their advanced Discipline and mental training, Vulcans have the ability to determine, with uncanny accuracy, the percentage chance the path a specific course of action will take. A successful check reveals a very accurate percent chance of a certain event occurring, chance of a plan's failure or success, etc.

[Be careful with this; be consistent. → D]

### Attraction

Discipline: Telepathy

Difficulty: Easy

Prerequisites: none

Effect: This Power creates an overwhelming attraction to the character using this Power. The target creature must make a Willpower roll to defeat the <sup>SP</sup> ~~wielder's~~ Telepathy roll to resist the attraction (in the event of a tie, reroll, but with the target gaining a +1). Failure indicates the victim will do whatever seems reasonable to the object of his desire. All skills are lowered by 2D while in the presence of the psionist.

### Combat Mind

Discipline: Clairsentient

Difficulty: 1 minute to observe: Easy;

\*No time to observe: Difficult,  
after 6 rounds: Moderate

Prerequisites: none

Effect: This Power allows a character to have an unusually keen understanding and anticipation of his enemies and their fighting tactics. The psionist gains a +2 to *Melee Parry*, *Melee Combat*, and *Brawling Parry*. In addition, he gains a +2 to his *Tactics: Ground* skill. If a character has had 1 minute to observe his enemies' actions, the difficulty roll is Easy. If the character must fight without time to observe, the difficulty is Difficult. However, if the character fails, he may try again 30 seconds (6 rounds) later (after he's experienced the techniques of his enemies) at a Moderate difficulty.

### Concealment

Discipline: Metapsionics

Difficulty: Moderate

Prerequisites: none

Effect: This Power allows the shielding of one's mind to unwanted psionic contact. If a Moderate difficulty roll succeeds, then the character can roll his Metapsionic score again and add this to his *Willpower* skill to resist the psionic intrusion. Success indicates the blocking of most psionic Powers.

### Control Another's Pain

Discipline: Psychometabolic

Difficulty: Easy for wounded characters;

Moderate for incapacitated;

Difficult for mortally wounded characters.

Modified by relationship.

Prerequisites: *Control Pain*

Effect: With this Power, a character can "lay hands" upon a wounded character and block the pain from a damaged area. The recipient then acts as if he has not been wounded starting 2 rounds after the Power roll was made. The wound is not healed, but the character doesn't receive the penalties of being wounded.

[Suggestion: The PC could possibly with further injury to the wounded area because of the lack of feeling. → D]

Beta version

**Control Pain**

Discipline: Psychometabolic

Difficulty: Very Easy for wounded or stunned characters;

Easy for incapacitated characters;

Difficult for mortally wounded characters.

Prerequisites: none

Effect: see *Control Another's Pain*, except the effect is applied to the user of the Power.*[Suggestion: see above. —D]***Danger Sense**

Discipline: Clairsentient

Difficulty: Easy

Prerequisites: none

Effects: The user of this Power has a sixth sense when it comes to danger. The psionicist receives a +2 to Perception rolls to sense a vague premonition of danger. Also, this Power is always "up" to an extent even if the character is not actively using it. Thus, the character has a +2 to his Perception roll when determining surprise.

**Diagnostics**

Discipline: Telepathy

Difficulty: Moderate

Prerequisites: *Empathy*

Time to Use: 1 minute

Effect: The user of this ability can diagnose intuitively a patient's problem and treat it with minimal medicine or equipment. With a medpac, a successful Powers roll indicates optimal use of the medpac, as indicated by the revised table below:

**Degree of Injury      First Aid or other/Technical roll**

Stunned                      Automatic

Unconscious                Automatic

Wounded                    Very Easy

Incapacitated              Easy

Mortally Wounded        Moderate

The remaining rules on pg. 67 of the *Star Wars* RPG rulebook remain in effect. Thus, a successful *Diagnostics* Power roll followed by a successful *First Aid* or Technical roll will revive unconscious characters, fully heal wounded characters, improve incapacitated characters to wounded, etc. Also, this Power allows the addition of 1D to the STR roll for character healing.

**Empathy**

Discipline: Telepathy

Difficulty: Easy

Prerequisites: none

Effect: By using this Power, a psionicist can sense the basic needs, drives, and/or emotions generated by an individual. The user need only observe or engage in conversation or other interaction to receive information.

**ESP:**

Discipline: Telepathy

Difficulty: Moderate

Prerequisites: *Empathy*

Effect: By using this Power, the psionicist can perceive the surface of active thoughts. He cannot access memories or the subconscious. Thus, the user can find out a target's next, immediate course of action, words to be spoken, or similar thoughts.

**Feign Death**

Discipline: Psychometabolic

Difficulty: Moderate

Prerequisites: none

Time to Use: approx. 4 minutes for complete effect.

Effect: This Power places the user in a cataleptic state almost indistinguishable from death. The character's sensory inputs are nullified, except for hearing, which is reduced. All respiration and other bodily functions are radically slowed. Thus, the Power can be used to slow poison until transportation to a proper facility can be arranged. Only detailed sensor scans will show the faintest sign of life, and tricorders can pick this life sign up only after a Difficult roll has successfully been made. The state lasts for as long as the user wishes, but after awakening, all scores are reduced by 1D for an hour afterward.

**Heightened Sense**

Discipline: Psychometabolic

Difficulty: Easy

Prerequisites: none

Effect: By touching another character or willing the Power on himself, the psionicist imbues the recipient with a heightened sense of awareness. All sensory organs (touch, hearing, smell, sight, taste) are increased beyond their normal level for 1D6 minutes. The recipient gains a 1D to his Perception roll for surprise checks.

**Mindlink**

Discipline: Telepathy

Difficulty: Same race- Easy

Alien- Difficult

Also modified by relationship, etc.

Prerequisite: *Send Thoughts, Empathy*

Effect: This very useful, but complex, Power allows the two-way transfer of relatively simple or basic conversation between the user and his target, regardless of language barriers.

Mindwipe

Discipline: Telepathy

Difficulty: Difficult, see below

Prerequisites: *Mindlink*Time to Use: *at least 2 minutes*

Effect: With the use of this Power, the telepath systematically seals off portions of the subject's mind, blocking whatever knowledge that was there. This ability suppresses facts, traumatic memories, and other "experienced" knowledge (a subject could not have his ability to breathe blocked.) The GM should determine the difficulty for each specific case.

Nerve Pinch

Discipline: Psychometabolic

Difficulty: Easy, see below

Prerequisite: none

Effect: The *Nerve Pinch* is applied by grasping the area just between the neck and shoulder and releasing a small amount of psychic energy down the arm to the hand, disrupting the target's nervous system. Thick hide or armor increases the difficulty. The victim must make a STR roll with a -1D. If this roll is greater than the psionicist's Power roll, then the victim suffers no effect. If the victim is surprised, no roll is needed.

Post-Hypnotic Suggestion

Discipline: Telepathy

Difficulty: Moderate, see below

Prerequisite: *Probe*Time to Use:  $\geq 2$  minutes

Effect: The use of this Power allows the psionicist to plant a suggestion of some reasonable course of action into the subconscious of the subject, along with the situation that will trigger this reaction. The more detailed the suggestion or trigger, the more difficult the Power roll. In addition, the subject is allowed a Difficult Willpower roll when the trigger occurs to resist the suggestion if <sup>it</sup> [the suggestion] is outrageous or dangerous (killing his boss with people around, walking into a warp core without protection, etc.) Also, the Willpower roll is made with a +1 for every 3 days the trigger has not occurred. The psionicist can implant likes and dislikes, and other simple ideas that last longer than a suggestion ("You like me, I'm not your enemy"; "You despise Andorians", etc.) The length these implants stay in the subjects mind <sup>varies</sup> vary with each case.

varies

**Probe**

Discipline: Telepathy

Difficulty: Difficult

Prerequisite: *Mindlink*Time to use:  $\geq 3$  minutes

Effect: With a successful Power roll, the prober delves into the deepest corners of the subject's mind. All of the subject's memories and knowledge are accessible. The information gained is not necessarily true, but it is true as far as the subject knows. The telepath can learn the answer to one question per 6 rounds (30 seconds.) The psionist also has the option of sharing his own subconscious.

**Psionic Sense**

Discipline: Metapsionic

Difficulty: Very Easy

Prerequisite: none

Effect: With this ability, the character can detect psionic activity within 200 yards. After detection, the character, assuming another successful Power check, can pinpoint the activity to a room, individual, direction, or other applicable detail.

**Psychic Surgery**

Discipline: Metapsionic

Difficulty: Moderate to Heroic, see below

Prerequisites: *Probe*

Time to Use: see below

Effect: *Psychic Surgery* is a powerful Power in which the psionist attempts to repair damage done by psionic meddling to the mind (*Mindwipe*, or other similar mind-affecting Power.)

The user and the subject must be in a tranquil setting with no interruptions. If for some reason, the subject resists, then the Power's difficulty increases. Also, the degree of the damage or effect and the health of the individual influences the difficulty (more damage/weaker health- more difficulty for roll.)

This Power can be used to withdraw a suggestion and trigger implanted by *Post-Hypnotic Suggestion* as well as reduce or completely nullify natural conditions such as phobias, seizures, aversions, comas, etc.

**Quietus**

Discipline: Psychometabolic

Difficulty: Very Easy

Prerequisite: none

Time to Use: 5 minutes for completion

Effect: The user of this Power literally wills himself into death. Respiration halts and within 5 minutes, death occurs. Deltans are the only race known to have this ability.

**Send Emotion**

Discipline: Telepathy

Difficulty: Easy

Prerequisites: none

Effect: This is a one-way transfer of emotion. The psionicist is able to project his emotions to close companions. The range in Deltans has been known to extend a thousand kilometers or more. The recipient may be able to recognize individuals, places, and events simply by the emotional reaction given by the sender.

**Send Thoughts**

Discipline: Telepathy

Difficulty: Easy

Prerequisites: none

Effect: This is a one-way transfer of thoughts. The psionicist is able to send his thoughts, wanted or unwanted, into the minds of others. The telepath can send information or simply distract the target.

## Appendix 1

### I. Notes

#### Section [1.1]

The FASA Attributes translated very well into the *D6* system. At the time of initial development, I was working with only West End Games' *Star Wars* RPG rules. With the publishing of West End Games' *The D6 System*, I was not only justified in my quest for conversion, but also given new options- one of which was the Charisma Attribute. Charisma is not used in *Star Wars*, yet is an optional Attribute in *D6* and was used in FASA's *ST:RPG*. I decided not to use the Charisma attribute for two reasons: 1.) I liked the smoothness of having 6 attributes and 2.) ~~that~~ Charisma in an interstellar setting is relative, to say the least. With such a plethora of alien life in the *Star Trek* universe, physical Charisma becomes less important. Much more important are the charismatic skills that are developed and used under the Attribute Perception. I believe this is a major reason the *Star Wars* RPG left Charisma out, for the statements above most definitely apply to that universe.

#### Section [1.2]

Racial templates: The minimum and maximum attribute limits for the different races of *Star Trek* listed in Table [1.21] are based on Human minimums and maximums (2D and 4D respectively). Using this as a guide, I then compared the range of possible ability scores from FASA's method of generation (based on a D10 system). From this, I was able to compare whether a race's attributes were above, below or equal to a Human's. Also, careful reading of the text describing a race was undertaken. This sometimes helped provide the subtle differences between attribute minimums and maximums between races.

During this process, it was discovered that some races were lacking in comparison to others. Since, evidently, all races are not necessarily created equal when taken off their home planet (a lot of the discrepancy had to do with races in environments alien to them), I felt it necessary to compensate the player who chose to play one of these races. The compensation was achieved using Bonus Character Points. The determination of these points was achieved as follows:

- 1.) the minimum and maximum Attribute potentials were averaged for each Attribute.
- 2.) the 6 resulting values were added together.
- 3.) for each "D" less than the Human average (18D), 10 points were given.
- 4.) consideration was also given if a race had disadvantages.

Luck Points were done in a similar manner, although much less involved ~~was the process~~ ✓ Humans were once again used as the guide. They are considered by FASA's RPG as the most lucky of races, thus a maximum allowance of 10 Luck Points were given to that race (based somewhat on the *Star Wars* allocation of Force Points to Jedi PCs). From there, allocation was done on an odd-numbered scale from 1 to 7. FASA's method for generating the Luck Attribute score was consulted for each race. The less luck potential, the less the maximum number of Luck Points, and vice versa. Although not totally



adhered to, the more human a race, the more the maximum was raised, and if a race had high Psionic potentials, the maximum was lowered.

Note that if a campaign revolves around a race other than Human (like a Klingon campaign), then the maximum number of Luck Points should be applied to that race and the other races' number of Luck Points altered accordingly. In addition, the term luck could be replaced by another, more appropriate term (Honor Points for Klingons).

In some instances, certain racial nuances were difficult to translate into game mechanics. For instance, in some sources, Imperial Klingons experience severe bleeding when damaged by a melee weapon because of large amounts of blood vessels near the surface of the skin. Since in this system, Endurance is combined with the Strength Attribute, it is difficult to allow for this detail. Other examples, such as a better potential for Alpha Centaurians to be psionic-sensitive was overlooked since Psionics is treated a bit differently in this *D6* version. The "second eyelid" of Vulcans does indeed exist in the *Star Trek* universe, but no mechanical value has been applied to it. The big catch all is, "If it's not covered, then it's meant to be covered when the situation occurs in a game!"

#### Section [1.5]

One of the biggest flaws in ~~the~~ FASA character generation is that training under the system is somewhat lacking. If one is not careful, one can create a medical doctor that can't perform half of what he is expected to, and if care is taken to "cover the bases", the character ends up with less than professional skill level in those skills! This seemed unrealistic, and so care was used to address character training.

During initial development, scores of 20-30 under FASA's system gained a value of +1 or +2 in the *D6* translation. Since 40 is considered professional level in FASA's system, any score of 40 or so received 1D in translation. This assured that almost every character, regardless of a minimum score in an attribute, would receive a "trained" skill level in a pertinent ability. (For example, a Human going through Helm branch school with a Mechanical Attribute score of 2D would receive an extra 1D for Capital Ship Piloting, a very pertinent Helm skill! Thus, he would have a rating of 3D- trained level- before any other character points were applied later in the creation process).

At this point, things somewhat depart from the FASA system. As a general rule (and not to belabor the reader with endless scenarios and examples), the player benefits from this departure. It only makes sense that an engineer learns Mathematics in Engineering branch school, but this seems to have been neglected in FASA's system. Several such "tweakings" were done to the creation process. However, the finished product can be considered concise.

It is also important to note that each branch school, when compared, did not equal one another in generosity during initial development. This may be true in real life (Science branch school may be more involved than, say, Navigation), but I wanted to make sure that the PCs were fairly equal in total character points. This was accomplished by assigning each "D" a value of 3, "+2" a value of 2, and "+1" a value of 1. The resulting numbers were totalled for each branch school and compared. The vast majority of the time, the

branch schools with the highest totals were those with more years of schooling involved. However, sometimes the difference between two branch schools equaled 30 character points. I found this unacceptable, so to make the branch schools more equal, I assigned the "weaker" branch schools more character points under "Electives". This helped cut the range between branch schools.

The concept of branch-related training with its specific skill awards was accepted over a "bulk" character point allocation. It has been suggested that a flat character point "dump" be given to PCs to allot to skills as they saw fit. However, without skill-specific awards, GMs could easily find that their PCs have inadequate skill levels to be of use in their positions.

### Section [3.1]

The *D6* combat system is simple, straight forward, and- if I may- exciting! Combat runs so smoothly using this system. All variety of combat situations can be adjudicated quickly and realistically using these rules.

The conversion of *Star Trek* weaponry from FASA stats was a <sup>relatively</sup> simple task. For damage, a weighted approach was used when converting FASA's point-based damage system to a die-code damage system. In general, 4D10 ( a common, relatively lethal damage roll in FASA for "today's" weaponry) was interpreted as 4D. Most Humans, no matter how strong, are very susceptible to a gun shot (4D damage). Since maximum Strength for a human is 4D, a gun shot has an excellent chance of wounding a character most of the time.

For futuristic weapons, a slightly different approach was used to determine the damage range. The stun setting was used as a base. Stun damage was set at 4D, which reflects that a stun shot has a good chance (although not a guaranteed chance) of stunning the strongest Human. This slight uncertainty that a stun may not completely stun a character has been observed on *Star Trek* numerous times. From there, settings were adjusted up or down.

Ranges for weapons translated easily. FASA uses a square system- 1 square equals a maximum of 3 meters. Since *D6* uses a meter-based range system, 3 was multiplied to the ranges given by FASA to produce the range in meters (1 square x 3 meters/square= 3 meters).

There are some weapon statistics that are my opinion and that have been deduced from literature and episode/movie viewing. Players and GMs are encouraged and advised to take this into consideration- and do the same when the situation calls.

### Section [4.1]

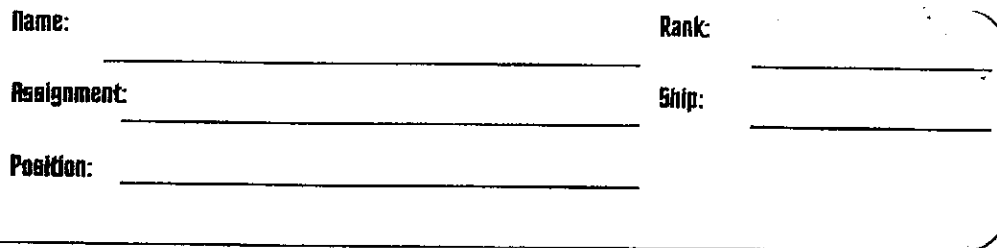
FASA's system of psionics is woefully underdeveloped and not well explained. The psionics system for this *D6* translation was borrowed heavily from TSR's *Advanced Dungeons and Dragons*, 2nd Ed., and West End Games' *Star Wars* RPG, 2nd Ed. With that said, however, the system and Powers are totally adapted for use in a *Star Trek*

campaign and are accurate representations of observed and documented psionic powers within the *Star Trek* universe.

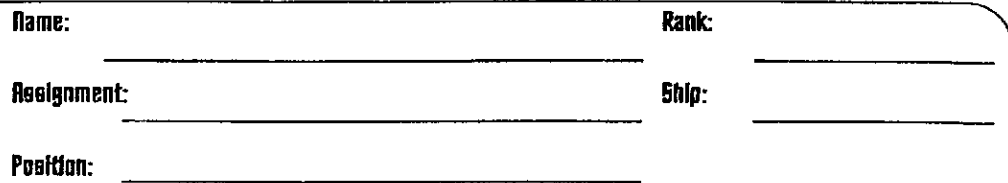
## II. Options and Ideas

*The D6 System* guide gives a lot of variety. One aspect I find particularly interesting is the use of Advantages and Disadvantages (not to be confused with Racial Advantages and Disadvantages already incorporated into the game). The rules for this feature begin on pg. 21 of *The D6 System*. With this option, one may create more roleplaying opportunities for one's character. A character may suffer from nightmares, or be blessed with uncanny hearing. Care must be exercised in allowing these however. It is doubtful, for example, that a Starfleet officer could have made it very far being a pathological liar. However, to have a Klingon character marked for assassination would be particularly interesting (and fun!).

FASA published other supplements that contained character generation other than the Starfleet and Klingon characters available here. Orion, Romulan, and free trader campaigns are possible with these supplements, which contain training and development for these characters. These ideas were not pursued here simply because this work is not intended to be *that* complete. If the need arises for such information, by all means pursue it.

[illegible]

Weapon	Dmg	Difficulty	S	M	L



**A Quote:**

Move: Pelonica:  
Luck Points: Character Points:  
Connections w/ other characters:

Weapon	Dmg	Difficulty	S	M	I