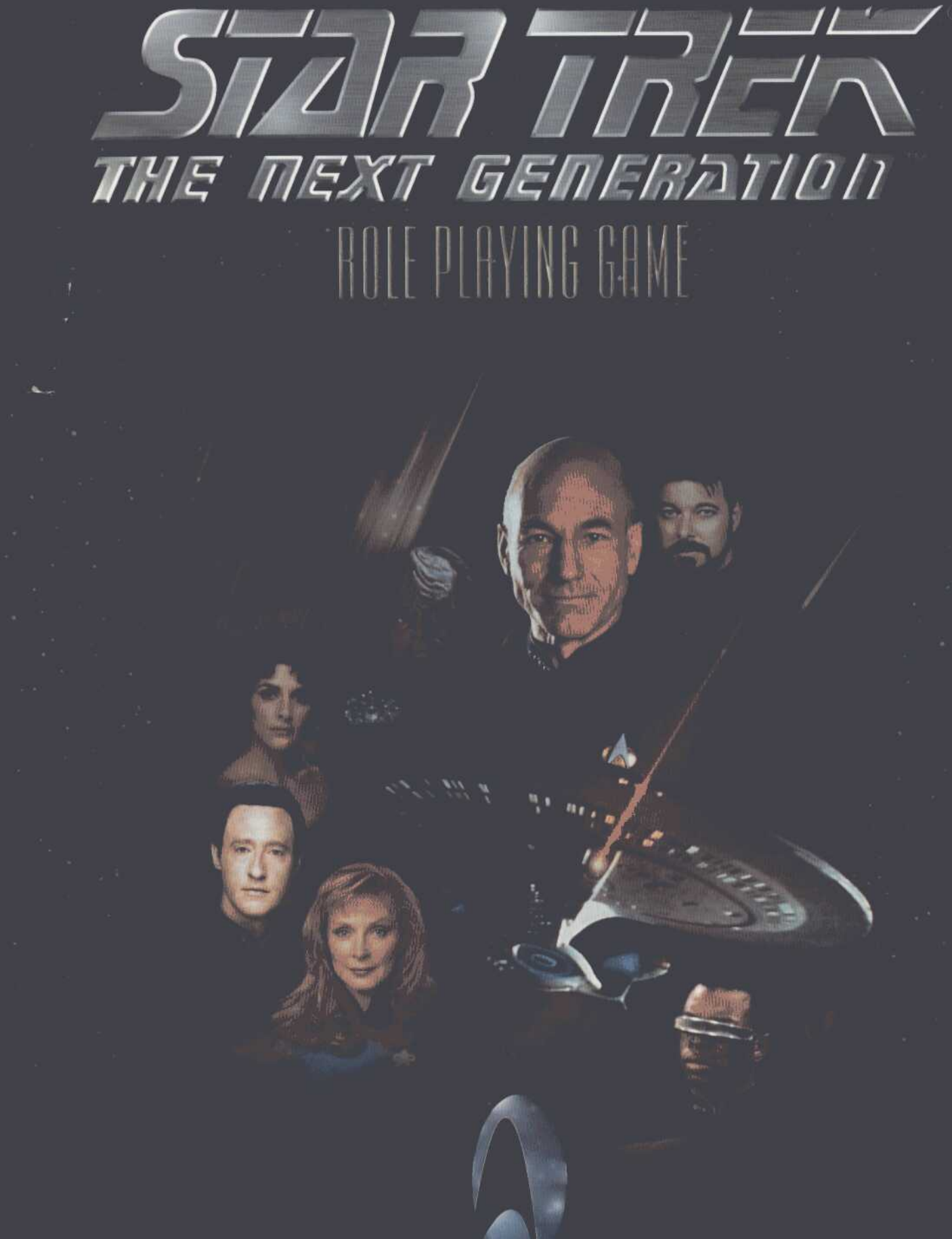
STAR TREK
THE NEXT GENERATION
ROLE PLAYING GAME




STAR TREK®
THE NEXT GENERATION™
ROLE PLAYING GAME

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And to those who didn't believe, and said it couldn't be done... *Here it is, folks.*

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Table of Contents

Benjamin Millard sat in the large auditorium and looked around with wonder. The Starfleet Academy seal hung over the podium on the stage before him. He couldn't believe he was finally here, after years of study and dreaming. Ben looked to his left, at a young Vulcan woman. To his right sat a Mendon. The rest of the theater was filled with hundreds of other people his own age, from across the Federation. Whereas he had been the best in his class back on Yodalla colony, here he was among people of equal accomplishment and dedication. It was a humbling thought.

They were all drawn here by the same thing — the drive to explore the unknown.

Ben's grandfather had served in Starfleet, aboard the U.S.S. Potemkin, exploring the T'shona Expanse. He filled Ben's head with visions of alien vistas, strange celestial phenomenon and stories of adventure. Ben was eager to follow in his footsteps. It wouldn't be easy, he thought. Starfleet demanded the best.

Gradually, the lights dimmed in the room, except for the stage. An older-looking man wearing a crisp Starfleet uniform strode to the podium. It was the Commandant of the Academy, here to welcome the new class of cadets..

I'm here, Ben thought, really here. Starfleet Academy.

As the Warbird decloaks off your starboard bow, you brace for the final impact. The bridge viewscreen appears miles away, floating in a blinking Red Alert haze. You look around the bridge at your crew, all working intently at their stations. This was supposed to be a routine patrol, you remind yourself. This wasn't supposed to happen.

You manage to rise to your feet just as the third torpedo broadsides your ship, throwing you to the deck once again. "They've targeted Main Engineering, Captain! Extensive damage to decks eight through fourteen. Forward shields at eleven percent and falling."

You stare grimly at the viewscreen as the Warbird vanishes. Soon, it will reappear, probably for the last time. You struggle into your chair under the expectant gazes of your bridge crew. As you lean forward to give the final word, a slight smile begins to play at the edges of your mouth.

After all, you're a Starfleet officer, among the best and brightest in the galaxy, and you've been in worse situations than this. Far worse...

Welcome to a grand adventure! If you're reading this introduction, you probably fall into one of two categories — either you're a *Star Trek* fan who's curious about this whole "roleplaying" thing, or you're a game fan who's been waiting years for a roleplaying game (RPG) set in the *Star Trek* universe. Either way, the book you now hold in your hands is what you've been looking for.

If you're a *Star Trek* fan who's new to roleplaying games, prepare to experience your favorite universe in new and exciting ways. Ever wonder what it would be like to command your own *Galaxy*-class starship? To lead Away Teams on remote and mysterious worlds? Using the guidelines found in this book, you'll be able to experience these things and more.

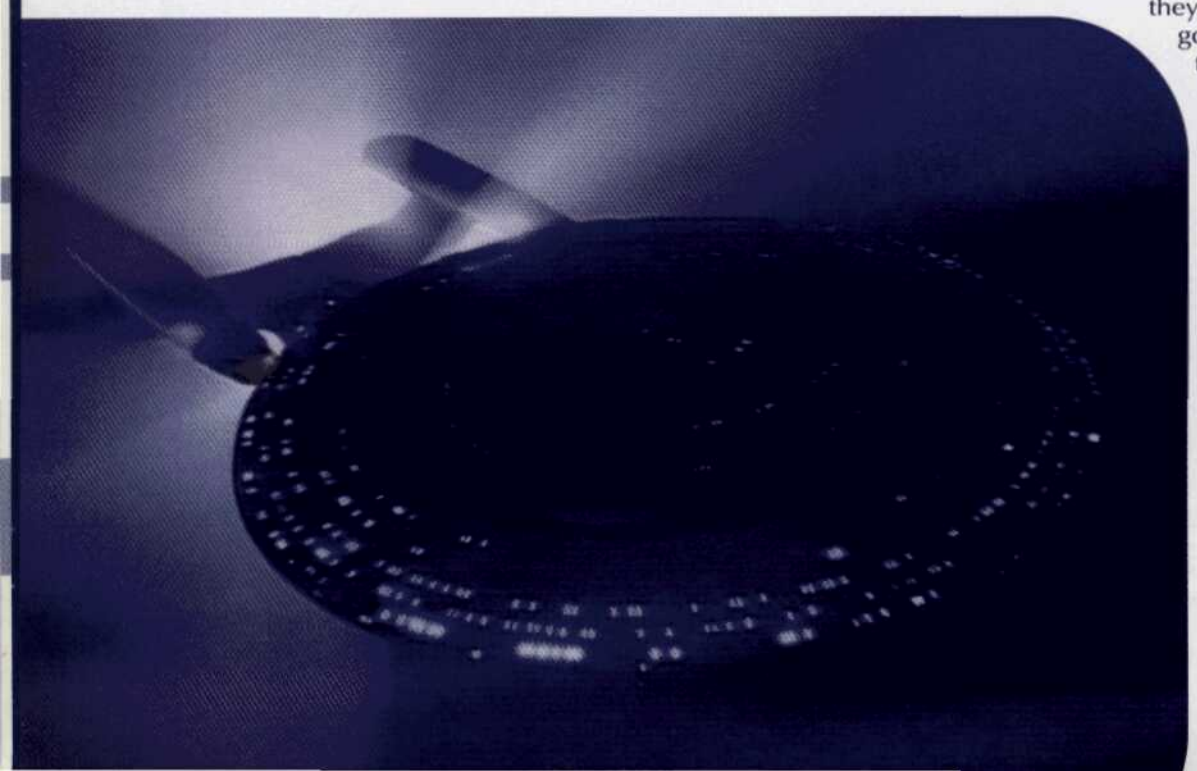
If you're a game fan who's been waiting for a *Star Trek* RPG for years, we hope this book (and those which will follow) is the answer to your prayers. In its pages, you'll find detailed rules for creating Starfleet characters and adventuring in one of the greatest science fiction universes ever created. As an experienced player, you can probably skip the remainder of this introduction and get right to business. Turn to the *Character Creation* chapter, pick a character archetype and prepare for your journey into the farthest reaches of the galaxy!

What Are Roleplaying Games?

The *Star Trek: The Next Generation Roleplaying Game* works a little differently from the games you're probably used to. There is no board, no playing pieces, no computer or video screen. The game is as rich and engaging as you care to make it; after all, everything you "see" and experience comes from your own imagination, and the imaginations of your friends. All you need is an open mind, a handful of six-sided dice and a healthy dose of creativity.

Roleplaying games resemble a television series in many ways. In the *Star Trek: TNG RPG*, each player creates a *character* — an alter ego they will play in the game. Characters are similar to the main cast members of a TV show; they appear in every episode, and their actions and exploits form the basis of the series. In the *Star Trek: TNG RPG*, your characters are the Picards, Rikers and Worfs of your own adventure series. You'll often come to know favorite characters as well as you know yourself.

Roleplaying games differ from TV series because they are interactive. In a good RPG adventure, the story is not linear. Your characters are not "locked" into a specific plot. Rather, the choices you make help to shape the story and change it. Stories in the *Star Trek: TNG RPG* are organic and interactive; their eventual outcomes depend almost exclusively on the actions of your characters and the decisions you make as a player. A few simple rules help you determine the consequences of your actions; does



your phaser blast hit the rampaging Tarkassian Razor Beast? Do you locate the missing ship in the Merkora Nebula? Does the Locrian ambassador agree to help you? The answers to these questions, and others like them, come from the rules.

If you are using this book alone, most player characters will be Starfleet officers. Future books and supplements will allow players to create all manner of characters, including Klingons, Romulans, merchants, diplomats, mercenaries and even pirates.

Players

Who are the players in the *Star Trek: The Next Generation RPG* ? Unless you've decided to take on the role of Narrator, you are! Using the simple guidelines presented in the *Character Creation* chapter, you and your friends can create any Starfleet characters you want, from Andorian Security Officers to Centauran Ship's Counselors. When you're finished, you'll be ready to embark on your first exciting adventure in the *Star Trek* universe.

When playing the *Star Trek: TNG RPG*, all of the characters are collectively known as the Crew. In some roleplaying games, it can be difficult to bring characters together at the beginning of a new series or adventure. In the *Star Trek: TNG RPG*, the Crew makes this easy. Normally, each character will be a member of the crew on a Starfleet vessel, assigned to a station according to his specialty. Civilians or diplomatic personnel could enjoy temporary or permanent assignments aboard the same ship. As you and your group become more experienced, Crews can be assigned to bigger and better starships, starbases, planetside facilities or anything else you and your Narrator can dream up!

This is your chance to explore the wonders of the *Star Trek: The Next Generation* universe on your own, in your own way. Although it can occasionally be fun to re-create favorite episodes or characters from the show, the fun of the game lies in creating your own adventures, going beyond what you've seen on television. Think of the *Star Trek* universe as a grand stage, with you and your friends as the actors. You're playing original characters, having adventures of your own. And you can tell the story you want.

Narrator

So you've assembled a Crew and you're ready to play your first game of *Star Trek: The Next Generation RPG*. First, you'll need to choose one player to be the Narrator. Think of the Narrator as the director, producer and writer of the games your group will play. It's his job to direct and pace the action in an episode, describing the story to the players as events unfold. In a sense, the Narrator "becomes" the universe, telling the players what their characters see, hear and feel.

It's also the Narrator's job to interpret the rules and use them wisely. Players don't want to spend all night rolling dice or arguing over rules. They want to have fun! Using the rules properly is a balancing act; while the game hinges on adventure and storytelling, interpreting the rules too loosely can lead to abuse. You need to retain some structure in order to maintain drama. Games where the characters are invincible lack any sort of tension or danger.

Finally, it's the Narrator's job to create engaging stories and adventures, and to "play" the roles of any supporting cast characters with whom the players interact. While challenging at times, it can be a lot of fun to roleplay a Klingon child one minute and a Vulcan priest the next. So practice those snarls and furrow those brows; you've got some acting ahead of you!

In many ways, the Narrator has the most demanding job in the game. He needs to be able to wear several hats at once, and keep each element of an episode—story, supporting cast, rules, descriptions—in constant motion. It's a big job, but once you get the hang of it, it can also be the most rewarding role in the game. We give Narrators plenty of advice in the chapter entitled *To Boldly Go*.

The Rules

There are no winners or losers in a roleplaying game. Although the *Star Trek: The Next Generation RPG*

may be unusual compared to the games you're used to (like chess or backgammon, for example), it does have something in common with these decidedly more traditional past-times: it has rules that govern what you can and cannot do. However, while traditional games are often shaped entirely by their rules, the *Star Trek: TNG RPG* is shaped by the stories players tell. The rules are present to enhance an episode or series and allow it to flow more smoothly, and hopefully to prevent any misunderstandings that might crop up along the way.

The *Star Trek: The Next Generation RPG* uses the Icon System, a basic rules system that attempts to explain and account for the random occurrences your characters will face during the course of an episode. The Icon System was designed to be simple, elegant and easy-to-use. It was also designed to be open-ended and flexible; we know that players enjoy tailoring systems to their own tastes and the tastes of their group, and the *Star Trek: TNG RPG* encourages such modification.

The guidelines presented in this book are yours to use or modify as you see fit. If you don't like something, change it. If you think we forgot something, make it up. This is your game now and the story, never the rules, should always remain the primary focus.

How to Use this Book

This book is divided into three distinct sections — Command, Operations and Sciences. Players should familiarize themselves with the chapters found in the Operations section of the book. These chapters show you how to create and play characters; they also tell you the rules of the game. While you don't need to familiarize yourself with all of the material in the Command and Sciences sections of the book, you may find some of this information interesting. Feel free to read it at your leisure.

Narrators need to become familiar with all three sections of the book. The chapters found in the Command section are of particular interest to the Narrator, since these chapters deal with the intricacies of running a good *Star Trek: TNG RPG* session. The Command section contains information on creating and running *Star Trek* episodes and series, Crew interactions and starship battles. In short, the meat of any good *Star Trek: The Next Generation* game probably originates in one of the Command chapters.

If the Command section gives you the canvas for your own *Star Trek:TNG RPG* series, the Sciences section provides the fine brushstrokes that give it life. Chapters in the Sciences section detail many of the wonders and anomalies found throughout the *Star Trek: The Next Generation* universe. If you need new worlds or aliens for your existing game, or if you want to create your own, check out the *Galaxy* and *Aliens* chapters. Creatures lurk in their own section, as do technology and starships.

Tools of the Trade

In addition to pencil and paper, you'll need some six-sided dice to play the *Star Trek: The Next Generation Roleplaying Game*. You can find dice in any good book or hobby store, or you can simply steal a few from a couple of those dusty old board games lurking in the back of your closet. Make sure that one die is a different color than the others.

It's a big universe...

If you like what you see in this book, guess what? There's plenty more on the way! Although this volume contains everything you need to play and enjoy the *Star Trek: TNG RPG* for years to come, Last Unicorn also produces many other *Star Trek* products. These include adventures, sourcebooks, miniatures and boxed supplements. While none of these products are required to play the game, each of them is designed to expand and enhance your *Star Trek* gaming experience. Look for them at a book, game or comic store near you.

GLOSSARY

The following game terms appear throughout the *Star Trek: The Next Generation Role Playing Game*. Each of the terms is described more completely in the appropriate section of the book; they are collected here for ease of reference.

Action: Almost anything a character does can be described by an action. Making an attack, dodging a blow and using a Skill are all actions. Actions are divided into Immediate Actions, which take no time in combat (for example, dropping a weapon), and Timed Actions (actions which take time in combat and must be declared; for example, making or dodging an attack).

Advantage: Special abilities, benefits or advantages that a character possesses. Examples include having a Contact in Starfleet Command, being especially adept at Engineering tasks or having a particularly acute sense. Advantages cost a number of Development Points equal to their value; for example, a +2 Advantage costs 2 Development Points.

Attribute: A character's innate capabilities, such as his agility or intelligence. There are five attributes: Fitness, Coordination, Intellect, Presence and Psi. Attributes range in value from 1 to 5 (and, rarely, higher).

Attribute Test: A Test (*q.v.*) made using only an attribute (no skill is involved).

c: The scientific notation for the speed of light. For example, a starship moving at .25c moves at one quarter the speed of light.

Combined Test: A Test made by several characters working together. The best Test Result acts as a base, and each additional successful result adds +1 to it; failures may subtract from the total or delay completion of the task.

Courage Points: Courage represents a character's bravery, ingenuity and fortitude in the face of adversity. Characters use Courage Points to improve rolls and increase Test Results. A character's overall Courage Point total is sometimes referred to as his Courage Pool.

d6: A six-sided die. Six-sided dice are used to make all Tests in the *Star Trek: The Next Generation RPG*.

Development Points: Points which characters use to buy Attributes, Edges and Advantages. Characters receive a certain number of Development Points at each stage of their Background History.

Difficulty: How easy or hard it is to accomplish a task. Each task is given a Difficulty (or Difficulty Number) indicating how hard it is — the higher the number, the harder the task. Difficulty Numbers are organized into *categories* (from lowest to highest, Routine [3-5], Moderate [6-8], Challenging [9-11], Difficult [12-14] and Nearly Impossible [15+]). When trying to accomplish a task, a character rolls a Test (*q.v.*); if his Test Result equals or exceeds the Difficulty, he succeeds.

Disadvantage: Limitations, hindrances or other problems which afflict a character. Examples include having a Sworn Enemy, being Physically Impaired (for example, blind) or hiding one's emotions.

Drama Die: When a player rolls a Test, one of the dice he rolls is a different color. This die is called the Drama Die. If the Drama Die rolls a 6, it indicates a great degree of success; if it rolls a 1, it may indicate a great failure.

Dramatic Failure: A failed Test which is six or more below the Difficulty Number (for example, a Test Result of 5 when the Difficulty is 12). This indicates a grievous failure which may have terrible consequences for the character.

Dramatic Success: A successful Test which is six or more above the Difficulty Number (for example, a Test Result of 12 when the Difficulty is 5). This indicates an amazing success which may have especially beneficial results for the character.

Edge: Aspects of attributes which represent a character's particular level of talent (or lack of talent) with some functions of an attribute. For example, the edges associated with Intellect are *Logic* and *Perception*. Edges range in value from +2 to -2, and act as modifiers to related Tests.

Extended Test: A Test that requires an extensive amount of time, or which is broken up into segments so that the Narrator can gauge the character's progress by requiring multiple Skill Tests.

Initiative: Determines who goes first in combat or similar situations. Characters must make Initiative Tests based on the Skill they are about to use, modified by their *Reaction* edge.

Level: A character's level of ability in a skill or attribute. For example, a character who buys a skill has a level of 1 in that skill; as his ability improves, the level increases to 2, 3, 4 and so on.

Opposed Test: A Test (*q.v.*) which is opposed or resisted by another character; for example, a character who uses his Stealth skill to sneak past a guard will engage in an Opposed Test with the guard, who uses his Search skill in an attempt to locate the character. The character who rolls the highest Test Result in an Opposed Test wins the Test.

Overlay: A character creation tool which represents the character's profession, such as Engineer or Doctor. Each Overlay includes the basic Skills and other abilities needed to perform the profession.

Renown: Renown measures how well-known a character is. Renown has five Aspects (Aggression, Discipline, Initiative, Openness and Skill), and can be positive or negative. Each character starts the game with 1 point of Renown in one Aspect (player's choice).

Resistance: A character's ability to withstand damage. Resistance equals a character's (Fitness + Vitality). If the character wears armor or other protection, it will add to his Resistance.

Result: Test Result. See *Test.*

Round: A measure of time in combat, equal to five seconds.

Skill: A character's learned abilities, aptitudes and knowledges. Examples include the ability to fire energy weapons, the ability to diagnose illness and perform surgery, and the ability to operate ship's sensors. Skills range in value from 1 to 5 (and, rarely, higher). Most skills have specializations (*q.v.*).

Skill Test: A Test (*q.v.*) in which a character rolls a number of dice equal to the attribute upon which a skill is based, and adds the highest result on any die to his skill level. If the total equals or exceeds the Difficulty Number for the task, the character succeeds.

Specialization: Areas of particular expertise and ability within a skill. Many skills require a character to specialize, since they are so broad that few characters will ever learn all aspects of the skill in-depth.

Template: A character creation tool which represents the character's race or species, such as Human or Vulcan. Each Template includes the basic attributes and other abilities common to an average member of the race.

Test: Tests are dice rolls used to determine whether a character succeeds with a particular action. Most Tests are based on a skill + attribute, but there are also Tests based solely on an attribute. Typically, the highest die rolled in a Test is added to the relevant skill level; if that total, or *Test Result,* equals or exceeds the Difficulty of a task, the character succeeds.

Test Modifier: Circumstances which modify a Test. These include edges, poor visibility, using the off hand, being wounded or trying to perform tasks in zero gravity.

Wound Level: An indication of a character's current injury status. There are seven Wound Levels: Healthy, Stunned, Injured, Wounded, Incapacitated, Near Death and Killed. A character can withstand a number of points of damage equal to his Resistance per Wound Level; when he takes more damage than that, he drops to the next level.

United Federation of Planets

The debate on the admission of Kerla II had once again become heated. Assembled here in this vaulted chamber sat the representatives of hundreds of planets, the most dignified body in the Federation. Right now, they behaved a little less august. The Speaker of the Federation Council rose at his podium, banging his gavel. "Order. Order in the chamber!" he shouted.

Once the council members settled down, Ambassador T'Pel of Vulcan stood at her seat, smoothed her clothes and asked for recognition. "If it please the assembly, the Vulcan government feels it is the historic impetus of the Federation to admit new members. It is through diversity that the Federation gains its strength. Kerla II fits the criteria set down in the Charter…"

"Is that your position, T'pel?!" the Tellarite Ambassador, Topa, shouted as he jumped to his feet. "The Kerla should be admitted because it is the mission of the Federation to admit new members? That strikes me as circular logic." Topa was baiting T'Pel, something he liked to do whenever he could. The other delegates sat back to watch the debate unfold.

"Quite the contrary," she replied. "Kerla II deserves admission because of what it has to offer the Federation." T'Pel didn't rise to the insult. She never did.

Topa continued. "Need I remind you of their historic ties with the Orions?" Some delegates murmured their agreement. "They have given safe harbor to Orion Raiders, their capital hosts a thriving black market, they sold… "

"It is precisely because of their ties to the Orions that they should be admitted." It was T'Pel's turn to interrupt. "It is because they are kept outside the Federation that they must turn to the Orions. There is an old Vulcan proverb…"

"They are a planet of thieves!" Topa railed. At that, the hall erupted in a new wave of argument.

History

Despite its birth in one of the most violent periods in galactic history, the United Federation of Planets (UFP) grew to become a beacon of hope. The wars which forged the UFP created a drive for peace which has not dimmed with the passage of time. Even as the UFP grew, adding races as contradictory as the Tellarites and Andorians or the Vulcans and Betazoids, it managed continuously to promote this goal.

While Earth and the UFP are inextricably linked, with humans playing key roles in its defense, politics and policies, no one can deny that other races have been instrumental in its survival. No matter how much friction the UFP's diversity creates, its benefits far outweigh its problems. Anyone hoping to understand the modern UFP would do well to study how the more than 150 worlds managed to align and work together.

An Era of Strife

In 1992, the Eugenics Wars began when genetically superior humans seized control of forty different countries. These supermen used their forces to wage war against one another and the other nations of the world. Massive biological and chemical bombing, unleashed primarily against civilians, annihilated populations and destroyed entire cultures. Finally, in 1996, an alliance of countries under the auspices of the United Nations beat back the forces of the supermen. One sect leader, Khan Noonian Singh, escaped in a sleeper spaceship, the *S.S. Botany Bay*, with several of his most fervent followers.

In the wake of these horrors, the New United Nations attempted to establish a single world government. A period of increased cooperation among nations lasted for a decade, but ultimately the movement toward world unity failed. Economic hardships imposed by the rebuilding efforts drained wealthier countries, leading to increased technological competition among nations. Each country linked advancements in science with military and economic strength. This period promoted interest in space flight, and several countries launched probes to the far ends of the galaxy. Medical research produced cures for many diseases and provided extreme longevity to those who could afford the treatments.

Human rights suffered horribly as the years passed. In 2020, the wealthiest and most powerful country in the world, the United States, established

AN ERA OF STRIFE **1992-2085**	
1992-1996	Eugenics Wars rage on Earth
2053	World War III
2063	Cochrane's *Phoenix* breaks the light barrier; first contact with the Vulcans
2066	First contact with Alpha Centauri
A TIME OF HOPE **2086-2160**	
2113	Founding of New Earth Republic
2150	Australia becomes final country to join New Earth Republic
2156-2160	Earth-Romulan War
2160	Terran Conventions held to draft Articles of Federation
A NEW AGE **2161-2244**	
2161	Incorporation of the United Federation of Planets
2218	Disastrous first contact with the Klingon Empire
AN AGE OF DISCOVERY **2245-2269**	
2245	Launch of the *U.S.S. Enterprise*
2253	The Axanar Rebellion
2264-2269	*Enterprise's* first five-year mission under Captain Kirk
2267	Organian Peace Treaty
A TIME OF CONSOLIDATION **2270-2362**	
2293	Khitomer Accords
A TIME OF CHALLENGES **2335-2370**	
2335	First contact with Cardassians
2363	Launch of the *Galaxy*-class *Enterprise*
2367	Battle of Wolf 359 with the Borg
2368	Klingon Civil War

to house its overwhelming numbers of homeless and jobless citizens. Originally intended to provide protected living space and humanitarian aid to these needy people, the Sanctuary Districts degenerated into internment camps, where human rights were all but forgotten. The horrors of the Sanctuary Districts erupted into the violence of the Bell Riots of 2024. Although the Bell Riots led to a renewed commitment to human rights in the United States, conditions throughout the rest of the world continued to deteriorate. Many nations persecuted their minorities, stripping them of their rights and jailing or executing them at the whim of politicians. This prompted the New United Nations to declare that no Earth citizen could be made to answer for the crimes of their race or forebears.

Since much of the historical record has been lost, the events leading to the outbreak of World War III remain largely unknown. Certainly national rivalries, overpopulation and a dying global economy helped fuel the conflict. All it took was one spark, and that catalyst appeared in the guise of an ambitious American soldier.

Colonel Green used his influence to stockpile nuclear and biological weapons illegally at secret locations. A proponent of exterminating the world's excess population, he staged a coup after losing a presidential election. At his command genocidal military operations began against underdeveloped nations in South America, Asia and Africa. Historians believe that Green launched the volley of nuclear weapons which sparked the war.

The use of atomic weapons resulted in an environmental disaster which killed millions. Nuclear winter lasted almost two decades, while the death toll from disease and starvation drastically surpassed the numbers slain in the fighting. In some areas, survivors huddled together under the protection of regional warlords, while a few outposts clung to elements of civilization. World War III brought humanity to the edge of a second Stone Age. Out of the wreckage of this war, Zefram Cochrane's *Phoenix* soared into space, making him the first human to break the light barrier. This success alone could have resurrected humanity's dreams, but when a Vulcan scout ship detected the *Phoenix's* warp signature, Earth's history was forever changed. The news that humans were not alone in the galaxy brought an end to the few remaining conflicts and ushered in a renaissance on Earth.

Although most of Earth did not recover from postwar anarchy until the mid-2080's, the rebuilding of civilization was truly remarkable. After World War III, Earth was in ruin. The air was polluted, the waters fouled, the soil irradiated. Everyone living had reasons to hate his fellow man. Nonetheless, inspired by Cochrane's flight, people rebuilt their cities, the Earth became livable, and humanity once again set their sights on the stars. The people of Earth vowed never to repeat the mistakes of the past.

A Time of Hope

With help from the Vulcans, further refinements to Cochrane's original design progressed rapidly. Despite the heavy cost of

rebuilding efforts Earth's governments faced, early interstellar ships, like the *S.S. Valiant*, ventured out into space. Soon after first contact with the Vulcans, in 2066 the Earth starship Cochrane made first contact with Alpha Centauri, where ship sensors detected radio transmissions from the fourth planet. When the crew investigated, they discovered satellites in orbit and spaceships flying between the planet's surface and a nearby moonbase. Landing on the planet, the explorers discovered their uncanny similarity to the Centaurans.

The two races forged a strong alliance, exchanging Earth's warp drives for the Centaurans' terraforming technology. Centauran scientists traveled to Earth and directed the Renewal Project to restore Earth's shattered ecosystem.

The Vulcans established permanent embassies on both Alpha Centauri and Earth, promoted trade and shared technology and information with both races. As Earth scientists improved their starship designs, they developed technology to offer the Vulcans in return. Additionally, Centauran art and environmental science fascinated both Vulcans and humans, and their alliance grew stronger.

Humans fully colonized Mars in 2103, while warp-capable starships discovered many other nearby worlds that could support colonies. Tensions began to mount as countries raced to colonize these worlds. The European Hegemony established a hold on the moons of Jupiter, while the United States focused on interstellar worlds. Vulcan and Centauran diplomats worked to prevent new hostilities, but a clash between European and South American starships near Alpha Centauri in 2107 angered the Centaurans. The Vulcans met with the Centaurans and both races agreed that tensions between the nations of Earth threatened the new interstellar alliance. They issued a joint statement saying they would gladly meet with a delegation representing the entire planet Earth.

Reactions on Earth varied wildly. Some leaders demanded that Earth teach the Vulcans and Centaurans a lesson. Others leaders called for a united world government, but most conferences broke down into petty politics. A new movement was born, calling itself One World and centered on the charismatic figure of Zephram Cochrane, still Earth's most prominent citizen; their goal — to work towards world unity. A few humans migrated to colonies or to Alpha Centauri rather than remain tied to a specific country and, in a dramatic move, the Martian Colonies declared their independence from any single Earth nation.

When Zefram Cochrane left Earth for Alpha Centauri rather than bear witness to a new world war, the world's governments were shocked into action. The One World Movement seized the opportunity and convened a world-wide conference between the most powerful countries on Earth. As a result, the European Hegemony merged with the United States of America to found a new world government in

2119, and relations with Vulcan and Alpha Centauri improved immediately. A Centauran delegation arrived in Paris, the new capital, with gifts for the New Earth Republic, and restarted the Renewal Project. Vulcan reopened its embassy. Most countries joined the New Earth Republic by 2130, but full ratification did not occur until 2150 when Australia, the last hold-out, joined.

The New Earth Republic spread to the stars, founding new colonies and encountering new races. Humans made first contact with Andoria and, after initial tensions, established cordial relations. A Centauran ship using a Terran warp drive made first contact with the Tellarites. Exchanges and trade with these new worlds ushered in an era of culture and scientific breakthroughs. A century after the outbreak of World War III, humanity found itself in a new golden age.

Romulan War

This period of peace ended when Earth encountered the Romulans. From 2156 to 2160, Earth found itself in its first interstellar conflict. Vessels armed with atomic weapons dueled in space and threatened each other's worlds. Earth's warp drives proved a decisive advantage and, Earth forces outmaneuvered the Romulans, decisively defeating them at the Battle of Cheron. After this humiliating defeat, both sides negotiated a peace via subspace radio, without ever seeing each other. The Romulans agreed to the Treaty of Cheron, which ended hostilities and established the Romulan Neutral Zone, violation of which both sides would consider an act of war.

The Romulan War worried not only Earth but also her allies. Alpha Centauri, Andoria, Tellar and Vulcan all considered providing Earth with military aid but settled on providing medical supplies and allowing refugees access to their home planets and colonies. This cooperation continued after the Romulan-Earth War, and all five planets agreed that a unified governing body would benefit each member. After several formal and informal meetings, including the Terran Conventions of 2160 (so named because the Terrans convened the conference), they drafted the Articles of Federation and ratified them shortly thereafter.

A New Age

The United Federation of Planets was incorporated in 2161 with a constitution devoted to the fundamental rights of the individual and dedicated to the promotion of peace. Its member planets formed an intergalactic Starfleet using technology and crews from each of the five member races. Starfleet would serve as the Federation's scientific, exploratory and defensive arm.

It did not take long for Federation membership to prove its worth. The free flow of information and technology led to rapid advances, like the *Daedalus*-class starship, built with technology and materials from all five worlds.

Daedalus-class starships enjoyed tremendous success during their operational lifetime. Their crews explored hundreds of new worlds, contacted many new civilizations and recruited several new races for Federation membership. These times were not without incident, however, and although some starships vanished and a few incidents occurred with newly encountered races, for the first fifty years the Federation enjoyed peace, prosperity and continued growth. Advances in science and technology improved the lives of billions of Federation citizens, while cultural exchanges solidified ties between worlds.

Not all first encounters ended positively. First contact with the Klingons occurred in 2218, followed shortly thereafter by the Klingon massacre of a Federation diplomatic team and the

seizure of their ship. This inauspicious encounter led to a century of conflict between the two cultures, and to the UFP's adoption of the Prime Directive forbidding contact with less-developed species. Tension turned to hostility and conflict in 2223, leading to the famous Battle of Donatu V (near Sherman's Planet) in 2242.

An Age of Discovery

The launch of the first *Constitution*-class starship, as exemplified by the *U.S.S. Enterprise*, ushered in a new era for the Federation. These starships could travel at greater speeds and for longer durations than earlier exploratory vessels. In 2245, the San Francisco Yards facility launched the starship *Enterprise* for its first five-year mission, commanded by Captain Robert April.

This era presented the Federation with incredible opportunities and challenges, starting with the Axanar Rebellion, which threatened to tear the UFP apart. A proud starfaring race with numerous colony worlds, the Axanarians applied for Federation membership despite their lack of relaible warp drives and advanced weaponry.

Misunderstanding the true goals of the Federation, the Axanarian fleet covertly conquered several nonmember worlds and presented their new "tribute" to the Federation ambassador stationed on Axanar. Outraged, he demanded Axanar's application for membership be denied. The Axanarian government protested, claiming the Federation was naive, and threatened military action against member worlds.

Debate raged in the Federation Council on what action to take; never before had it denied a potential member world. Neighboring systems demanded the Federation take action against Axanar, while several UFP members announced that if the Federation Council allowed Axanarian agression to stand, they would withdraw.

Captain Garth of Izar commanded a fleet of Starfleet ships sent to confront Axanar. A terrible battle ensued, during which Starfleet's forces fought the full might of Axanar's military. Captain Garth's brilliant tactics and the courage of countless Starfleet officers finally defeated the Axanarian fleet. Garth negotiated a disarmament treaty with Axanar and liberated Axanar's new "colonies." The treaty allowed the government of Axanar to remain in power, but barred them from Federation membership. Garth of Izar's tactics and diplomacy skills became required reading at Starfleet Academy.

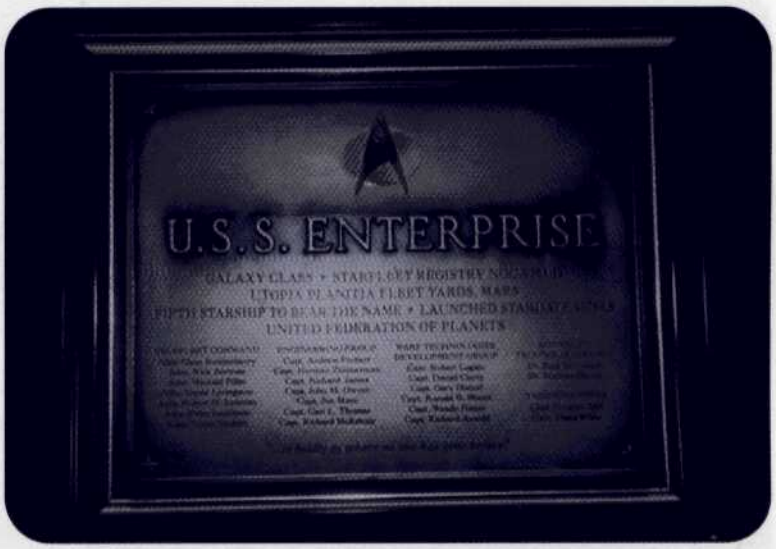
James T. Kirk, one of the cadets at Starfleet Academy who studied Garth tactics, took command of the *U.S.S. Enterprise* in 2264, following the starship's two successful five-year missions under Captain Christopher Pike. Captain Kirk and the crew of the Enterprise distinguished themselves in all areas of space exploration, charting many new planets and encountering many new civilizations, all while protecting the Federation and its citizens. No matter what the circumstances, the *Enterprise* never wavered in carrying the spirit of the Federation to the stars.

In 2266, the *Enterprise* detected a Romulan violation of the Neutral Zone, the first in a century, possibly in response to increased Federation activity along the border. In a tense confrontation, the *Enterprise* faced down Romulans who wished to test Federation resolve, thus discovering the most significant advance in Romulan technology — a cloaking device capable of rendering Romulan starships invisible.

In addition to encounters with the Romulans, the *Enterprise* found itself in frequent conflict with the Klingons. Despite Kirk's presence (or perhaps because of it), when the Organians — powerful energy entities posing as humanoids — averted war between the Federation and the Klingon Empire, he became notorious among Klingon military leaders.

Despite the hostilities, many worlds joined the UFP between 2264 and 2269. Coridan, a world rich in dilithium, a mineral essential to warp drive engines, proved the most controversial. Allegations of illegal mining activities on Coridan jeopardized its application for membership. Orion operatives, hoping to take advantage of Coridan's resources, attempted to sabotage the planet's petition. The Orions targeted the Babel Conference of 2267, where representatives from across the Federation met to consider Coridan's admission. It took the *Enterprise* crew to foil the Orions' plan and Vulcan Ambassador Sarek to speak on

behalf of Coridan to earn the planet's admission.



A Time of Consolidation

The following years saw great changes in Federation relations with external powers. Starfleet built on the discoveries made by the *Constitution*-class starships even as new experiments in improved warp drives, stronger starship hulls and more powerful computers made the class obsolete.

Peace finally arrived for the Federation and the Klingon Empire. The Organian Peace Treaty kept open war from erupting, but relations were strained at best. The relationship reached the breaking point when the Klingons demanded the extradition of Admiral James Kirk for crimes against them in 2286, a demand the Federation Council rebuffed. Then, in 2293, the Praxis moon orbiting the Klingon homeworld exploded. This led to the Khitomer Accords, which demilitarized the Klingon Neutral Zone. A gradual easing of tensions followed. The rescue of a Klingon outpost at Narenda III by the *U.S.S. Enterprise-C* in 2344 and the *Intrepid's* assistance after a Romulan attack on Khitomer two years later led to an alliance in 2352 between these adversaries.

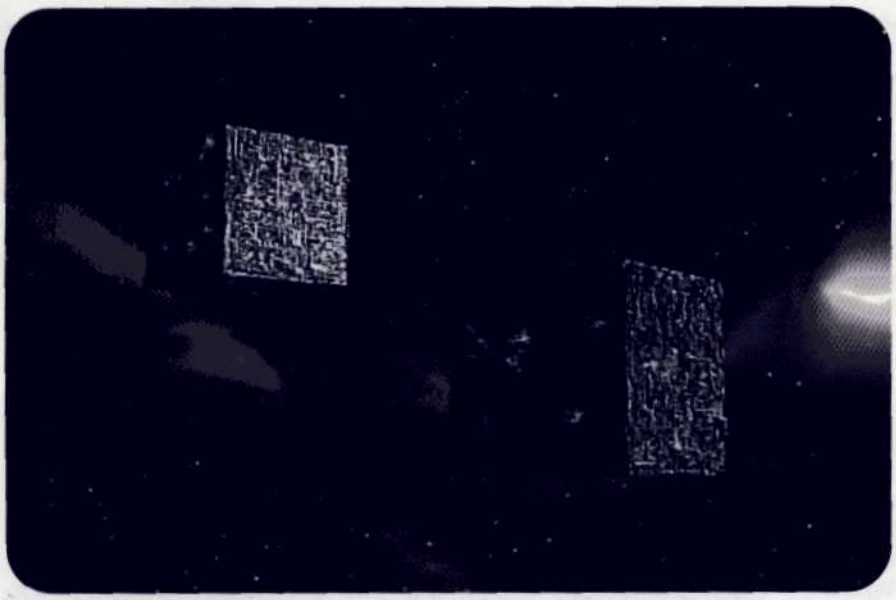
Relations with the Romulans fared far worse. Conflict with the Romulan Star Empire escalated, with both sides accusing the other of violating the Neutral Zone, until these tensions erupted in the Tomed Incident of 2311. This battle with the Romulans cost thousands of Federation lives. The two sides signed the Treaty of Algeron, which reaffirmed the Romulan Neutral Zone, in the aftermath of the conflict. As part of the treaty, the Federation also agreed not to pursue cloaking technology. For reasons still unclear to Federation observers, the Romulans went into a period of isolation following the Treaty of Algeron.

Threats to galactic peace did not disappear with the Romulans, however. In 2335, Federation advances across the Alpha Quadrant were halted by first contact with the Cardassians. Initially, the Cardassians remained ambivalent to the Federation's peaceful overtures. Then in 2347 the Cardassians, erroneously fearing a massive attack from the Federation outpost at Setlik III, launched a preemptive strike. For the next several years, hostilities continued between the Federation and the Cardassian Union as the governments contested colonies along their shared border.

Despite these conflicts, the Federation expanded significantly during these years, with Betazed and Bolarus IX as two of the most notable new member worlds. Growing numbers of colonies provided new resources for core worlds and most Federation citizens enjoyed increasing prosperity. Technological advances improved the quality of life for most Federation members, setting the stage for a new period of expansion and discovery.

A Time of Challenges

Breakthroughs in medicine, propulsion, weapons systems and matter-energy transference led to the development of the new *Galaxy*-class starship. In many ways, the *Galaxy*-class



project exemplified the ideals of the Federation more than the original *U.S.S.Enterprise*. Starship design emphasized a crew-friendly philosophy, allowing families to travel with ship crews. The addition of holodecks and ship counselors highlighted the importance that Starfleet placed on their crews' quality of life.

In 2363, Starfleet launched the *Galaxy*-class *U.S.S. Enterprise* (NCC-1701-D). Like the original Enterprise, this ship came to symbolize a new age for the Federation. Where the original *Enterprise* spent most of its time exploring space, the *U.S.S.Enterprise-D* became best known for its diplomatic encounters with alien races and its defense of the UFP. Captain Jean-Luc Picard and his crew took part in many major Federation events during this period.

For instance, the *U.S.S. Enterprise-D* encountered a powerful group of alien beings known as the Q Continuum in 2364. The Q Continuum's intentions remain a mystery, though Captain Jean-Luc Picard's reports suggest that the Continuum was testing the Federation, and humanity in particular. The *Enterprise* also made first contact with the Ferengi in the same year. The Ferengi's ruthless capitalism, coupled with the firepower of their *D'Kora*-class Marauder vessels, made them dangerous opponents.

Additionally, the *Enterprise* encountered the first Romulan ships seen since the Treaty of Algeron while investigating the disappearance of two starbases along the Romulan Neutral Zone. The Romulans ended their self-imposed isolation, and Federation intelligence reports began linking Romulan agents to clandestine activities throughout the Federation and the Klingon Empire.

In 2365, the entity known as Q transported the Enterprise 70,000 light years to the Delta Quadrant, where its crew made first contact with the Borg. Although the starship *Enterprise* suffered heavy damage, Q returned it to the Alpha Quadrant before the Borg could destroy the ship. Later analysis showed striking similarities between planets destroyed by the Borg and the remains of destroyed starbases along the Romulan Neutral Zone. Starfleet Command began developing plans to defeat the Borg, forecasting the arrival of a Borg ship in several years.

Federation officials underestimated Borg propulsion capabilities. The Borg arrived in Federation space in 2367, years ahead of projections. They destroyed the New Providence colony at Jouret IV, and may have destroyed the starship *Lalo* as well. All available Starfleet vessels gathered at Wolf 359 to make a stand against this powerful new threat. The *Enterprise* engaged the Borg ahead of the fleet in hopes of improvising tactics for the upcoming battle, only to lose Captain Picard to the Borg's dreaded assimilation process.

Wolf 359 was the greatest single defeat in Starfleet history. The Borg destroyed 39 of 40 ships, killing thousands of invaluable personnel in the process. Only the *Enterprise's* last-ditch assault on the Borg, during which its crew rescued Captain Picard, saved the UFP. Using information gained from Picard's cybernetic implants, the crew of the *Enterprise* activated a self-repair command that led to the destruction of the Borg ship before it could assimilate the citizens of Earth.

In 2366 and 2367, Klingon council leader Gowron and the powerful Duras family fought a vicious civil war. Although Starfleet resisted involvement in internal Klingon affairs at first, they could not remain impartial when they uncovered the shadowy hand of the Romulans in the conflict. The Klingon Civil War only ended after Starfleet forces prevented the Romulans from using a supply convoy to intervene on the side of the Duras family. Gowron's forces finally achieved victory, further affirming the close ties between the Federation and the Klingon Empire.

The Romulans remained a worry, and the *Enterprise* investigated the disappearance of Ambassador Spock in 2368. Spock believed that he had the opportunity to help reunite the Romulans and the Vulcans. However, members of the *Enterprise* crew discovered that the Romulans had staged the reunification gesture as part of a plan to conquer Vulcan. After foiling this scheme, Ambassador Spock remained with the Romulan underground on Romulus and continued his work to bring Vulcans and Romulans together.

Despite these efforts, dangerous incidents along the Romulan Neutral Zone continue to occur. Federation forces have had more encounters with the Borg and prepare for future Borg attacks. Although a treaty exists with the Cardassians, that border remains a "hot" zone; the Maquis, former Federation colonists threatened by Cardassian forces, sporadically disrupt the tenuous peace between the two powers.

The Federation now faces more challenges than at any other time in history. New regions of the galaxy await exploration. The interstellar powers along Federation borders could prove to be the greatest foes the UFP has faced. However, each one of those powers also holds the potential to become a Federation ally. The future of the Federation depends on the men and women of Starfleet. In the days ahead, the strength of the UFP's dedication to peace, diversity and the fundamental rights of all individuals may hold the key to determining if the Federation will continue to prosper, or if it will begin to decline in the face of overwhelming challenges.

Governing the Federation

The Federation represents the culmination of historic trends on many different worlds. All member species have contributed to this melange, and the fact that it continues to succeed with each new addition shows its strength and flexibility. No matter what the culture, no matter what differences exist, the Federation manages to add new members with little difficulty.

The Constitution

For more than 200 years, the Federation Constitution has guaranteed its citizens their rights and liberties, provided a framework for their governance and enshrined common goals and values. Framed in 2161, the Constitution emphasizes the objectives of mutual benefit and protection for each member world.

The Articles of Federation describe in detail each member planet's rights and responsibilities while setting limits on the authority the Federation has over each planet. Each planet may govern itself as its people desire as long as it adheres to the requirements of membership and does not violate the fundamental rights of individuals.

The Constitution outlines the entire organization of the Federation. It establishes the Federation Council, the office of the Federation President and the Federation Supreme Court. It also contains limits on the authority of these offices and limits the term of individuals serving in them. It establishes the Federation "credit" as the interstellar unit of exchange and lays out the requirements for membership in the UFP. For more details on the Constitution of the Federation, please see the **The Price of Freedom: The United Federation of Planets** supplement.

Federation Membership

The United Federation of Planets opens membership to those worlds which accept the obligations contained in the UFP Constitution, specifically to work for interstellar peace and cooperation, and to recognize the fundamental civil rights of its citizens and all sentient lifeforms. In practical terms, a planet must have a stable world government and no caste or slave system. The UFP will not extend membership to a world at war with any current member, nor one involved in a war of aggression against any sentient lifeform. At the very least, a world must have developed warp capability before being considered for membership; otherwise, it is not yet ready to join the interstellar family of planets. Indeed, such worlds are protected from interstellar contact by the Prime Directive.

Privileges of Membership

The United Federation of Planets recognizes the sovereign equality of all member worlds and the sovereign authority of each world in its own domestic affairs, subject to the fundamental civil rights of all life-forms. It protects its member worlds from outside interference, safeguards their trade routes and citizens on other planets, and coordinates research and technological development. In return for the privileges and benefits of membership, all member worlds of the Federation must fulfill the obligations they assumed by accepting the Articles of Federation.

Representation on the Federation Council

The Federation Council consists of representatives from all member worlds. Each world gets one vote, usually cast by a delegation's senior member, also referred to as that world's Ambassador. The Federation Council authorizes studies, makes policy recommendations to member worlds and

passes interstellar laws. In the event the Council cannot resolve an issue, the Federation President casts the deciding vote. Most issues require only a simple majority to pass.

Resources

The Federation Council disburses resources for disaster relief and economic aid, releasing them for a variety of reasons, including plagues, enemy attack or natural disasters. It may also use these resources if a planet needs them to aid with crucial technological upgrades, such as the repair of containment domes for a colony. The Federation sometimes sends experts (often from Starfleet) to help a world make the best use of these resources.

Legal Support

All UFP citizens may appeal to the Federation Judiciary on legal cases involving their fundamental civil rights, or a world may appeal for a ruling on interstellar law. Its legal experts advise and consult on controversial domestic laws, referencing case studies from other cultures and planets throughout the quadrant. Federation advisors have even reviewed legal proceedings and governmental operations on non-Federation planets.

Diplomatic Support

The UFP maintains a large and highly respected diplomatic corps, which any member world may request to perform negotiations on its behalf. The Federation also has access to prominent non-UFP diplomats if the situation calls for their involvement. The diplomatic agencies usually negotiate treaties or agreements between member worlds and nonmember planets in their sectors, but they sometimes intercede with rebels or dissidents on a member world. These diplomats work closely with Starfleet to arrange conferences on distant worlds and ensure the safety of all attendees.

Defense

Starfleet provides protection for all member worlds. Any attack on a Federation member world is treated as an attack upon the entire UFP. Indeed, the military support and mutual defense provided by the Federation leads many worlds to seek membership. Starfleet takes any action necessary, within the limits of its authority and ability, to defend Federation member planets, bases and recognized colonies.

Federation Responsibilities

The Articles of Federation deal as much with responsibilities as with benefits. As a social contract, it calls on its adherents to support one another in many ways. Any planet that seeks the rewards without doing the work quickly discovers the error of its ways.

Mutual Support

Every member world is asked to provide resources for the mutual benefit of the Federation. This can range from allocating natural resources for use by Starfleet Command (for the construction of starships and starbases) to assistance in an emergency. The Federation Council may ask members to house refugees, assist in a planetary evacuation or lend technological support to struggling worlds. In this way, everyone shares in the benefits of belonging to the Federation.

In addition, all UFP member worlds agree to recognize UFP exchange rates and the value of the Federation credit. Some worlds, including Alpha Centauri, Earth and Tellar, use only the Federation credit for exchange.

Personnel Support

When many citizens think of the Federation, they think of Starfleet, although the bulk of positions lie in the many offices of the UFP. Citizens from any member world can serve in any capacity; species and gender are no hindrance. Such service carries with it a great deal of respect, and the Federation has rarely lacked the trained personnel it needs, even with the high standards expected by Starfleet. Although a potential wartime situation, such as the attack of several Borg ships, might tax the current number of defensive personnel, Starfleet has proven more than capable of coming through in times of trouble. Starfleet Command reports directly to the Federation President, though the Federation Council controls its budget.

The Federation Council

The Federation Council governs the Federation. Each member world sends a delegation to the Council, which elects the Federation President from among its membership. The Council also passes interstellar laws, ratifies all treaties and passes the annual Federation budget. Finally, it appoints oversight committees to review different sections of the Federation bureaucracy, including Starfleet.

The Federation Council meets year-round in Earth's San Francisco, though most of the voting occurs between the spring and fall sessions. The Federation Council sometimes conducts meetings elsewhere. Its special fact-finding committees often travel to different sectors and enlist the aid of Starfleet experts to deal with unexpected or novel situations concerning a particular area of space.

The Federation President

Every six years the Federation Council elects one of its members Federation President, to serve as chief administrative officer, chief negotiator and commander-in-chief. His office is in Paris, France.

Federation Presidents

Numerous individuals have served with distinction during the history of the Federation. The current President, Jaresh-Inyo, a Grazerite, only recently began his term of office, but he follows in a long line of distinguished statesmen. President Mark Wells of Earth served as the Federation's first president and helped hold the UFP together during its earliest years. President Thims promoted the famous Khitomer Accords, which many credit for the current Klingon-Federation alliance. T'Pavis was the only Vulcan to serve as President of the Federation. The Axanar Rebellion broke out during her tenure, but her efficient skills helped the Federation survive.

The office's duties continue to evolve, and the position has ranged from ceremonial to critical. During times of crisis, the President retains final say in military matters, though the Federation Council may review his actions after the fact to ensure that they did not violate the Constitution.

The Secretariat

Traditionally, the Federation Council President appoints a Secretary of Commerce, a Chief Science Advisor, a Secretary of Defense, a Chief Diplomat, an Attorney General and other positions as the Council allows. In the past, the Secretariat has included a Klingon Affairs Advisor, a Secretary of Culture and a Secretary of Planetary Affairs. Each member of the Secretariat is empowered by the authority of the Federation Council President to carry out whatever duties they require and use Federation resources as needed.

Leading Members of the Secretariat

Kolrak of Tellar serves as Secretary of Commerce. He has suffered criticism for allowing Ferengi to trade in Federation space, but believes that any action which expands the economy benefits the UFP.

Lovak, a Vulcan, holds the position of Chief Science Advisor, but President Jaresh-Inyo turns to him for advice on other matters as well.

Morsha of Andoria serves as the current Secretary of Defense. She has made dealing with the Borg threat her top priority, but some members of the Federation Council believe that she should spend more time worrying about the Romulans and Cardassians.

Damra of Betazed serves as Chief Diplomat. The most popular member of the Secretariat, her work has won praise from the Federation Council.

Lyzar, a Bolian, works as Attorney General. While his performance in office has not drawn great praise, most observers consider him reliable and dedicated.

Federation Science Council

The Federation Science Council, one of the most respected institutions in the UFP, serves as an advisory committee to the Federation Council on all scientific matters. Based in Geneva, Switzerland, it examines issues such as the nature of sentience or whether long-term use of warp drive affects the space-time continuum. It also maintains the scientific records at Memory Alpha.

Most of the Federation's greatest scientific minds have served as members of the Science Council at some point in their careers. Starfleet consults with the Science Council and shares all scientific findings with the organization. On rare occasions, members or associate members of the Federation Science Council may direct a scientific mission in conjunction with Starfleet. The Federation Science Council gives grants and awards for scientific achievements that have the potential to better the lives of Federation citizens. The most famous scientific award it presents is the Daystrom Award.

Federation Supreme Court

As the principal judicial authority of the United Federation of Planets, the Federation Supreme Court in the Netherlands serves as the court of last resort. All Federation members are bound by the court's decisions, and the court frequently rules on matters of interstellar law. Citizens of nonmember planets may become party to a case at the request of the Federation Council. If a party to a case fails to perform the obligations ordered by the Court, the other party has recourse to the Federation Council, which may call in Starfleet to enforce the decision or to find alternative measures to affect the judgment. Most cases make their way through regional courts and sector appellate courts before going to the Federation Supreme Court.

The Federation Council sometimes requests advisory opinions on legal issues from the nine justices of the Court. In addition, Starfleet and other Federation agencies often consult the Federation Supreme Court when questions arise regarding the legal extent of their authority. The Federation Supreme Court has the authority to declare laws,

regulations, general orders or actions illegal or in violation of the Constitution.

The Federation Economy

The economy of the 24th century is vastly different from that of the 20th. The Federation meets the basic needs of the majority of its citizens, and few want for anything. Homelessness and starvation are horrors of the past.

Greed is only a memory, thanks in large part to the invention of the replicator. When you can have whatever your heart desires, at any time, there is little need to grasp after material wealth. Power is the only limitation to replicators, which convert energy to matter. On starships, this energy comes from the warp core; on most planets, fusion reactors produce energy cheaply enough so that money no longer matters.

No longer bound by market forces, most Federation citizens are free to pursue livelihoods of their own choosing, rather than working because they must. Certainly, people still receive payment for their labor, but this is no longer the primary motivating factor. This atmosphere of freedom has created an appreciation for the labor of others. Although replicators represent the ultimate in mass production, people still desire the unique "signatures" of hand-made, luxury items. A replicator could produce a Vulcan lute, but only a lute made by the great master Sten would have the unique, vibrant tones indicative of his work. In a similar vein, you can replicate gumbo on any starship, but will it have the subtleties of flavor that you find planetside at Sisko's in New Orleans? Probably not.

Even in the 24th century, traders ply the trade routes, selling wares from across the galaxy. Colonies produce the raw materials and agricultural goods the Federation needs. Merchants throughout the Federation — from Vulcan shopkeepers to Terran restauranteurs — provide their unique services to the general public.

To handle interstellar trade, the Federation Charter established the credit as the unit of exchange within the UFP. Although most planets maintained their own, local currency, the question of regulating trade between Federation members quickly became apparent. How many Vulcan *rials* would equal the Tellarite *bem*? What if a trader refused to accept money — Andorian *kossos*, for example — in favor of a currency he deemed more valuable? These questions recalled the days of economic rivalry and warfare, and the credit provided a logical solution.

The Federation Credit

The Federation Credit is not a currency in itself, but rather a way for individual UFP members to relate their own currencies to one another on an interstellar scale. If a civilian travels from Earth to Vulcan, how does he purchase an ancient statuette in the bazaar of Vulcana Regar? The credit facilitates such transfers, providing a standard method for interstellar travellers to make such exchanges. Credits normally have a value tied to the local currency, set by the Federation Council. Continuing the previous example, on Vulcan the credit is worth 100 Vulcan *rials*.

Although most worlds still use some form of local or regional currency, some have abandoned coinage entirely in favor of the credit. Federation computers keep track of credits electronically, making fraud and counterfeiting extremely difficult on anything but the most limited basis. Transactions typically require thumbprint and/or retina authorization (often recorded on PADDs). At any time, local inhabitants can convert their credits into the local currency, or convert their money into credits. Because currency speculation does not exist in the Federation, such transactions are simple and generally error-free.

Most starfaring races recognize the credit as the most stable and viable form of exchange in the quadrant (largely because it is not really a "currency"). Klingon currency compares poorly against the credit, primarily due to the instability of the Klingon Empire. The Orions have all but given up their own currency in favor of the Federation credit. While the Ferengi love their own money, outsiders view it as too prone to speculation and manipulation and prefer to use credits. Intergalactic merchants can choose to accept the

local currency or Federation credits; the Federation credit, being more widespread, tends to be more popular among reputable traders. Pirates and smugglers prefer not to use credits, because of its ties to the Federation — they can easily be tracked. In this case, they prefer to use something with intrinsic value, such as jewels, latinum or dilithium crystals.

Starfleet

Starfleet, the UFP's best known branch, embodies the concepts of the Constitution more wholly than any other organization. Starfleet manages interstellar science, exploration and defense, and its ranks include some of the Federation's greatest minds. Serving in Starfleet ranks as one of the highest aspirations for citizens throughout the UFP.

Starfleet Command

Based in San Francisco, Starfleet Command has facilities located on major worlds and starbases throughout Federation space. The Chief of Starfleet Operations oversees a staff of admirals, each responsible for either a specific region of space or a related set of operations. The vast expanses of space between Starfleet Command and the captain of a starship necessitates captains be granted broad discretionary powers.

The Prime Directive

The Federation Council and Starfleet Command have established many general orders and regulations to ensure Starfleet's smooth operation and its members' pledge to uphold the ideals of peace, exploration and defense. Of the many general orders and hundreds of regulations, a certain few have crucial impact on crews.

The best known General Order—the Prime Directive—prohibits all Starfleet personnel and spacecraft from interfering in the normal development of any society, and stresses that the survival of Starfleet vessels or crews is secondary to this rule. Despite the emphasis Starfleet Command and the professors at Starfleet Academy place on this General Order, the Prime Directive has proved the most difficult of all general orders to administer. Accidental violations occur, and Starfleet relies on the good judgment and discretion of its captains to prevent as much damage as possible. For further information on the Prime Directive and other orders and regulations, refer to the *Starfleet* Chapter.

Starfleet Academy

The Federation Charter established Starfleet Academy in the same year as the United Federation of Planets. Located in San Francisco on Earth, the campus combines aesthetics with functionality. Many learning centers throughout the galaxy use Starfleet Academy as their model. The challenging four-year curriculum prepares future Starfleet officers for their careers in space. The Academy takes as its motto *Ex astris, scientia*, meaning "From the stars, knowledge."

Potential applicants from across the Federation compete for the small number of positions available each year. Non-Federation citizens can apply if they receive a recommendation from a command-level Starfleet officer. All applicants face a rigorous entrance exam and a battery of academic, physical and psychological tests. Those denied admission may reapply in the future.

Once accepted, a cadet faces a regimented, grueling curriculum. Many cadets wash out during their first year. The Academy pushes cadets to their limits, exposing them to the many dangers they may face in the future. By the third year, a cadet must apply to a specific division of Starfleet. Third- and fourth-year training provides cadets with the skills required to fulfill their future duties. Some Starfleet divisions, such as Medical, Engineering and Science may require more advanced training. When a cadet graduates from Starfleet Academy, he receives his assignment and a commission as an ensign.

Federation Space

The UFP spans a vast region of space, consisting of hundreds of sectors, each with many inhabited worlds. Spreading throughout the Alpha Quadrant, the Federation continually seeks to admit newly discovered worlds into its alliance. Uncountable systems still remain unexplored, however, providing endless frontiers for the intrepid members of Starfleet.

these services. Most major trade routes go between the core worlds and the colonies.

Federation Commerce

While the promise of peace and protection attracts many new members, the advantages of Federation trade and commerce also make strong arguments for inclusion. Federation citizens trade freely and openly with each other. The UFP usually imposes no internal tariffs or duties, although some planets restrict the sale of certain goods. Most commerce utilizes the Federation credit, making transactions between different races an easy matter.

Among the most famous Federation planets are Vulcan, Betazed, Andoria, Tellar and Alpha Centauri. The contributions of these worlds, both material and cultural, have vastly improved the lives of billions of sentients, and provide examples for all planets — members and prospective members alike — to follow in their own endeavors.

Plying the Spacelanes

Although most children grow up admiring the beautiful ships of Starfleet, merchant ships and freighters make up the bulk of shipping in Federation space. Both interstellar companies and free traders ply the spacelanes equally. These ships help hold the Federation together, typically providing supplies to outlying regions and frontier colonies. Without merchant ships, the Federation would have stopped growing ages ago.

All traders must have a homeworld of record, and planets in the Rigel system are a favorite for most free traders. Most traders work with a variety of cargo, from foods to industrial equipment to rare and valuable artifacts. These men and women work exceedingly hard to maintain their ships, keep their crews in line and develop good contacts in the sectors they frequent. Due to the dangers of piracy, as well as the various enemies of the Federation, most of these ships carry light phasers, and all legitimate traders register with the Federation.

All Starfleet vessels recognize a registered merchant trader as a Federation starship, and provide any necessary aid or protection. In addition, the Federation keeps track of the flight plans for registered traders. If a ship fails to reach port in a reasonable period of time, search patrols look for the vessel.

The Federation's core worlds depend on raw materials shipped in from distant colonies. Likewise, most colonies depend on core worlds for manufactured goods and technology. Starbases need supplies from both. Free traders provide the bulk of

Mercantile Relationships

The two major Bolarus trade routes go between Bolarus IX and Tellar and Bolarus IX and Earth, as rare minerals found in the Bolarus system travel to the spacedocks at both of those worlds for the manufacture of Starfleet vessels.

Traders also favor the Rigel system with its multiple worlds. The Rigel-Andoria route guarantees the livelihood of many merchants. The numbers of starships traveling the route also provide a measure of protection.

The newly established Tagra Passage connects *Qo'noS*, the Klingon capital, to the Federation. Although many dangers lie on this route, Klingon goods are a novelty, high in demand across many Federation sectors.

The Ferengi began establishing trade routes between themselves and the Federation shortly after first contact. They rapidly insinuated themselves in Federation space, looking for new markets to conquer. While the actions of individual Ferengi caused problems, allowing Ferengi to trade freely in the UFP created peaceful relations with the Ferengi Alliance.

The Orions depend on interstellar trade to support their economies. Although not members of the Federation, Orions do considerable business with its member worlds. Orion criminal organizations also engage in lucrative black market operations throughout the Federation. Due to these illegal activities, Federation citizens should exercise caution when dealing with Orion traders. Rumors abound of new Orion-Ferengi trade alliances, a concern for many UFP merchants.

Neighboring Powers

The Federation is not the only galactic power. Instead it shares the galaxy with a number of other interstellar groups. Though it strives to maintain peaceful relations with its neighbors, many remain hostile. The Klingons, for example, only recently forged an alliance with the Federation, ending a

century of unremitting hostility. Others, such as the Romulans and Tholians, remain potential threats.

The Klingons

The United Federation of Planets has a long history of conflict with the Klingon Empire, starting with their very first contact. However, the Khitomer Accords of 2293 provided a solid foundation for peace. Both the Federation and the Klingon Empire have worked to further relations, and their current alliance gives testimony to these continuing efforts.

Nonetheless, some factions in the Empire still oppose the Chancellor and would gladly provoke war with the Federation. The current Klingon government may soon face uprisings or even rebellion. Domestic pressures could push the Klingons away from the alliance. Also, tensions between the Klingons and other powers could strain relations with the Federation. Still, the outlook among the Federation Diplomatic Corps remains positive that the Klingons will stay lasting allies of the UFP.

The Cardassians

Unlike the founding races of the UFP, all of whom survived disaster to become stronger, the Cardassians began as a peaceful, advanced people who suffered through dark times as their resources dwindled. Cardassia survived by dedicating itself to military might and war. This has made the Cardassian outlook decidedly different from that of Federation member worlds.

In 2347, the Cardassians, fearing a military build-up along their border, attacked the Federation's Setlik III colony. This provoked several years of armed hostilities over disputed colonies. Though they negotiated a truce in 2366, it lasted only a year. Incidents continued between the Federation and the Cardassian Union despite a new peace treaty signed in 2367.

In 2370, the Federation-Cardassian Treaty established a mutually acceptable border between the UFP and the Cardassian Union, and several Federation colonies came under Cardassian rule. With the end of the evacuation period in 2372, all former Federation citizens still residing in Cardassian space officially became subjects of the Cardassian Union. Some colonists who refused to evacuate their homes formed the Maquis, a paramilitary resistance force, to fight the Cardassians. The Maquis resistance has allies in Starfleet, and remains one of the greatest barriers to a lasting peace between the Cardassians and the Federation.

The Romulans

An off-shoot of the Vulcan race, the Romulans remain wary adversaries of the Federation. Seen as an opportunistic people, the Romulans keep closely aware of weaknesses in their enemies and stay ready to exploit them. Romulan cloaking technology gives them a decided edge over their opponents. Romulan intelligence networks run deep within the Federation and, due to the recent destruction of starbases along the Romulan Neutral Zone, the Romulan threat will likely increase.

On the other hand, Federation officials have noted internal dissatisfaction with the current Romulan government. This could lead to full rebellion, particularly in response to harsh treatment of the citizens by the *Tal Shiar*, the Romulan secret police. If these dissatisfied elements should come to power in the Romulan Star Empire, the way may open for negotiations with the Romulans or even an alliance, much along the same lines as the Klingon alliance.

The Ferengi

The *U.S.S. Enterprise-D* made first contact with the Ferengi at Delphi Ardu in 2364. Despite initial difficulties, the Ferengi quickly integrated themselves into Federation culture and commerce, but did not seek membership in the Federation. Federation captains should approach Ferengi starships, particularly the *D'kora*-class Marauder, with extreme care. Their plasma weaponry can disable even a *Galaxy*-class starship.

Ferengi behavior is governed by a ruthless sense of capitalism, and Ferengi can justify almost any action as long as it leads to material gain. The Ferengi grant few rights to their females, not even allowing them the luxury of clothing. They do not always understand or accept Federation laws. Many Ferengi merchants who enter Federation space establish ties to organized crime. In addition, Ferengi have smuggled illegal substances

onto UFP bases and starships. These creative capitalists perform "con" jobs on Federation customers, and several have attempted to bribe Federation officials.

The Tholians

The *U.S.S. Enterprise*, then under the command of Captain James T. Kirk, first encountered the Tholians in 2268 while investigating the disappearance of the *U.S.S. Defiant*. Prior to that time, the Tholians only existed in myths, the "Flying Dutchmen" of space. Experts think their homeworld is not a Class M planet, but rather an exceedingly hot world. They possess high levels of mathematical and transdimensional technology, and are capable of creating a phenomenon known as interphase, which frays interdimensional barriers. Extremely territorial, they quickly destroy trespassers in their space. Rumors abound that their protective nature comes from past encounters with the Klingons.

After many years without contact, incidents of disappearing starships cropped up near the borders of Tholian space during a period of increased contact between the UFP and the Klingon Empire. Despite frequent patrols, Starfleet failed to detect any unusual activity and civilian craft continued to disappear. In 2352, Starfleet Command moved Starbase 277 near Tholian territory to coordinate patrols and protect civilian craft. In 2353, the Tholians attacked Starbase 277, killing all aboard except for a civilian advisor, Kyle Riker. The *U.S.S. Lor'vela* and the *U.S.S. Fearless* clashed regularly with the Tholians until 2360, when Betazoid diplomats negotiated a truce. Since that time, Federation diplomatic teams have worked to normalize relations with the Tholians. They still know little more about their behavior than their reputation for punctuality, and Federation citizens should exercise caution in encounters with Tholians.

The Borg

This alien collective from the Delta Quadrant represents the greatest known threat to the United Federation of Planets. As machine-organic combinations, the Borg possess an extremely advanced technology. Exceedingly adaptable, they can analyze attacks and defenses and adjust their ships accordingly within a matter of seconds. At this time, negotiation with the Borg appears impossible. The race has stated its purpose — to assimilate all living beings into the Borg collective. Starfleet insists that its personnel immediately report any encounter with the Borg to Starfleet Command.

The Borg's technological capabilities allow its massive ships to outdistance even the most advanced Starfleet vessels. Although Starfleet Command had warning of a Borg ship heading toward the Alpha Quadrant, Federation strategists and tacticians underestimated its speed. This resulted in the disastrous Battle of Wolf 359. Although the ingenuity of the crew of the *Enterprise* led to the Borg's defeat, Federation officials believe that in future encounters the Borg will have adapted to previous tactics. The Borg acknowledge neither honor nor emotion, but expand like a cancer, absorbing everything in their path. Strategists and scientists alike are desperately preparing new ships, new weapons and new tactics for future encounters with the Borg.

Key UFP Members

Many diverse species enjoy membership in the Federation. While each member world contributes something unique to the UFP, several have played key roles throughout its existence. Each race has overcome its own difficulties, much as the Earth struggled out of the barbarism of the 20th and 21st centuries, to forge an alliance of peace and prosperity. Additional background material on each of these members appears in the **The Price of Freedom: The United Federation of Planets** supplement.

Alpha Centaurans

Homeworld: Alpha Centauri IV

The Centaurans appear similar to humans in most respects, although their internal structure differs slightly. Some archeologists suspect that Centaurans are an offshoot of the human race (much like the Romulans are to the Vulcans) settled on Alpha Centauri IV by an early interstellar civilization such as Sargon's race or the Sky Spirits. They tend less

toward rashness than do their human counterparts, and others sometimes accuse them of complacency and intellectualism.

Despite this, the Centaurans maintain close relationships with humans, perhaps owing to their similar appearances. Zefram Cochrane, the first human to develop a warp drive, retired to Alpha Centauri, where he explored its culture and sciences. Humans encountered the people of Alpha Centauri shortly after meeting the Vulcans, and Alpha Centauri helped found the United Federation of Planets. Their knowledge of biosystems and terraforming helped the Federation establish colonies throughout Alpha Quadrant. Many consider Alpha Centauri one of the most beautiful planets in the galaxy, and its people gladly helped the citizens of Earth restore their planet after the devastation of World War III. The fertile home of the Federation Council stands as a testament to the Alpha Centaurans' skills.

The Centaurans remain a steady member of the UFP. They rarely assume leadership roles on the Federation Council, but always remain heavily involved in the Council's decisions. Centaurans have a long-term view of actions and like to weigh thoroughly important matters. This sometimes leads to accusations of foot-dragging and excessive debate, particularly in times of crisis.

Centauran Characters

Alpha Centaurian culture puts great emphasis on artistry, spirituality and the interrelationship of all living things. Not as aggressive as humans, Centaurans believe humans lack perspective. This leads to a love-hate relationship with humanity. While they enjoy strong ties to Earth and its people, they also disapprove of many of humanity's actions and beliefs. Centaurans tend toward caution and pacifism, and believe humans act without thinking. Centaurans look down on Klingons, believing them a primitive people with little foresight. They have close ties to and great admiration for the Vulcans, and even Centauran citizens sometimes feel their politicians follow the lead of Vulcan instead of analyzing the benefits of a situation for Alpha Centauri.

Centauran Accomplishments

Alpha Centauri takes great pride in its terraforming technology. The Centaurans helped restore Earth's environment after World War III with the Renewal Project and enabled the Federation to colonize dozens of worlds while also making core worlds more livable.

The Centauran dedication to individual rights and peace stems from their experiences during the Plague Years. Occurring approximately 100 years prior to manned spaceflight on Earth, disease ran rampant among the population. Plague carriers were confined to internment camps, while individuals fought over supposed cures. When a cure finally surfaced and the threat of annihilation passed, the Centauran people pledged to never again allow fear to overcome higher moral principles.

While Humans had primitive holographic technology for centuries, it was a Centauran scienist who pioneered true holodeck technology. Though holodecks have come a long way from the first holographic projectors used on Alpha Centauri, the applications for science, medicine and entertainment remain a source of great pride for Centaurans. Some fellow crew members even complain that when a Centauran is off duty, there is no chance for anyone else to use a holodeck.

Alpha Centauri boasts some of the finest athletic facilities in the galaxy. The Centauri Championships attract competitors from across the Federation, and every five years Alpha Centauri hosts several events as part of the UFP Games. The Centaurans believe that by promoting fair athletic competition they increase the sense of unity among member worlds.

Historic Figures

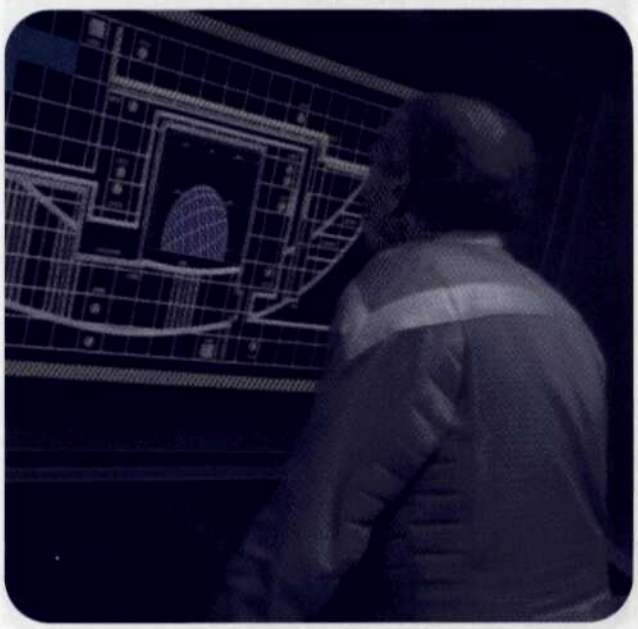
Centaurans regard Arinda Skaelas as the greatest artist in their history. She created vivid and beautiful holo-images, as well as scenes enjoyed by millions today. Many of her ideas continue to stimulate developments in holotechnology. Her wide range of subjects and moods gives everyone some element of her work they can appreciate.

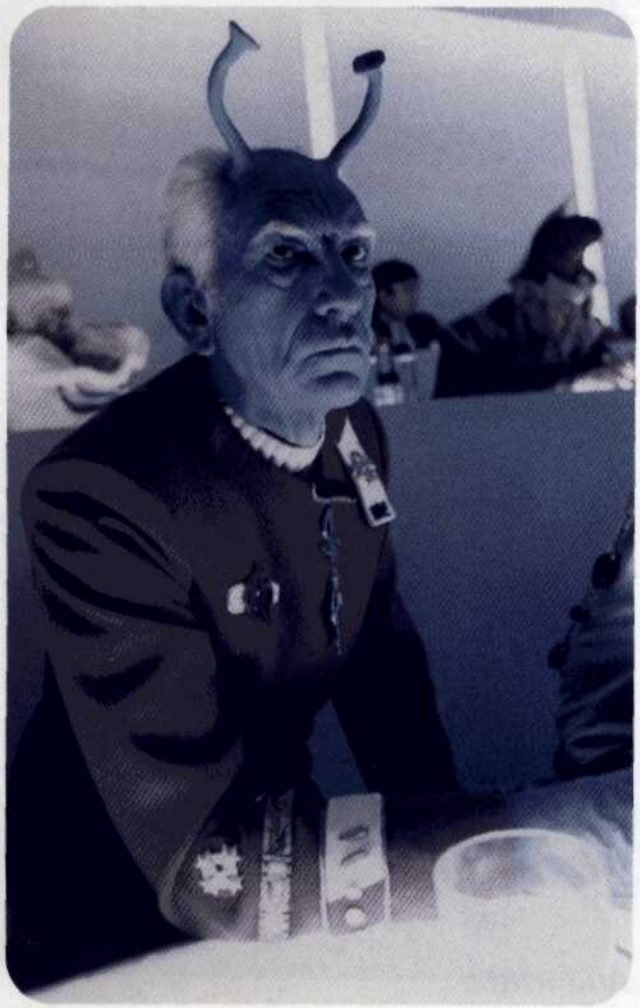
Captain Gan Laikan remains one of the greatest explorers in Starfleet history. In the 23rd century, Laikan and the crew of the *U.S.S. Asimov* discovered more Class M planets than any other starship, including the *U.S.S. Enterprise*. After retiring from Starfleet, he served on the Federation Council and became the first Centauran to hold the office of Federation President. Following his tenure as President, he served on the Federation Supreme Court. His biography is required reading among the youth of Alpha Centauri, and many see him as a role model for civil service.

Andorians

Homeworld: Andoria

Andorians, natives of a cold, Class M planet, have beautiful blue skin as a result of high cobalt levels in their bloodstream, white hair and a pair of small antennae on their heads, which give them an





extra sense that most races lack. These antennae, which allow them to sense various environmental changes and audio vibrations, help make Andorian communication specialists some of the Federation's most respected. Andorians accept their violent and passionate nature. They always demand satisfaction if they feel another Andorian has wronged them, but they do not always hold other races to these same standards.

Experts at organization, Andorian bureaucracies work with remarkable efficiency. One of the founding species of the United Federation of Planets, the Andorians gained a reputation for valor at least partially through their service in Starfleet.

The Andorians currently want one of their own to become Federation President. Active on the Federation Council, they now push to strengthen Starfleet's military might. While they despise both the Cardassians and the Romulans, the Andorians favor improved relations with the Klingons. They hope that civilizing influences will make the Klingons worthwhile allies.

Andorian Characters

Andorians regard themselves as the UFP's preeminent warriors, with battle skills admired and respected by all. Additionally, they have a strong sense of fairness and right. When Andorians come to a decision, they stand by it regardless of the consequences. Many legitimate free traders register their ships on Andoria because of the efficient government and the knowledge that Andoria protects its own.

Andorians maintain an outlook different from that of most Federation members. Concerned with rules, whether Starfleet regulations or Andorian rituals, they will not violate any type of order or law, though they find creative ways around restrictions. For example, if a Ferengi trader cheats an Andorian in a business deal and no legal recourse is available, the Andorian might follow the Ferengi around, spreading word of his double-dealing to all the Ferengi's customers. The Andorian would also probably watch the Ferengi for any violation of Federation law and promptly report the Ferengi to authorities.

When roleplaying an Andorian, players should focus on the character's passion. Andorians have intense emotions and especially violent tempers. Unlike Klingons, Andorians will wait to express their anger. If insulted, they may wait months, or even years, to avenge their honor. Andorians have a long memory for insults.

Andorian society focuses on clan structure. Each Andorian has specific obligations to his clan, ranging from mentoring younger relatives to serving as a clan champion in ritual duels. The clans fought violent wars ages ago, but today they compete primarily in the political arena.

Andorian Accomplishments

A passionate, warlike people, the Andorians nearly destroyed themselves in a series of clan wars in a time known as the Age of Lament. It was the great clan leader, Lor'Vela, who established the dueling rituals by which Andorians settle their disputes and channel their aggression to the present day. This accomplishment allowed the Andorian people to live in peace with one another, and paved the way towards an eventual world wide government.

Andorians also share a common interest in music and song. Andoria's musicians compose emotional songs popular across the Alpha Quadrant. Andorian blues music has inspired countless composers of many different races throughout the UFP.

Historic Figures

In the last century, Dr. Sharas Vetra of Andoria found a cure to a series of so-called "Orion plagues" which threatened millions of lives in systems near the Orion border. His medical techniques improved all pathology and brought about a greater understanding of interstellar viruses.

The greatest of all Andorian heroes is Lor'Vela, a scholar-warrior who created the dueling rituals that preserved Andorian society. She institutionalized the governing council of clan leaders which continues to hold power on Andoria. Andorians still swear oaths by her name.

Betazoids

Homeworld: Betazed

Physically resembling humans, Betazoids have a ten-month gestation period. Betazoids possess a form of telepathy/empathy, enabling them to read the minds of most life-forms. Ferengi are a notable exception, possibly due to their four-lobed brains. Betazoid telepathy distinguishes them from other Federation members.

Their psychic abilities help explain why the service records of Betazoids in the UFP Diplomatic Corps stand out, with Betazoid negotiators sought throughout Federation space. Starfleet created the position of ship's counselor with Betazoids in mind. By using their gifts skillfully, Betazoids can help others overcome their fears, cope with stress and live happier lives.

Betazoids also have strong ethics. During the early years of Betazoid space flight, they encountered a nearby species known as the Terabian. Although relations between the two were initially friendly, the Terabian came to resent, then fear, Betazoid telepathy. The Terabian attacked Betazed, and herded captured Betazoids into concentration camps. Betazoids have not forgotten the lessons of those times, and only use their gifts with extreme discretion. Despite other races' fears, a Betazoid would never use telepathy to invade another's private thoughts. They also demonstrate exceptional honesty — in a culture where everyone has telepathy, lying serves little purpose.

Betazed hosts biennial Trade Agreements Conferences, weighing the value of currencies and setting up trade agreements between UFP and nonmember worlds. The telepathic skills of the Betazoids, coupled with their honesty, make them perfect negotiators. All sides trust their ability to come to fair decisions, and the conferences provide a forum for Betazoid politicians to make allies and show off the planet. Although the citizens of Betazed still face strong prejudice among non-aligned worlds, they have far more friends than enemies among the member worlds.

Betazoid Characters

Betazoids have a slightly different culture than humans. They have a decided edge in any social situation, as long as it does not involve lying. Outgoing and friendly, they find a genuine satisfaction in helping others. Betazoids often aid their ship's captain during negotiations or first contact with alien life-forms. Counselors interact extensively with the crew of their ship and are generally well liked.

Betazoids have few prejudices. However, they do not like any race whose minds they cannot understand. Although they do not abuse their abilities, Betazoids feel helpless when confronted by beings whose minds they cannot read, not knowing what to say or how to react. They also dislike liars, due to their strong sense of honesty.

Betazoids have a strong culture with many established traditions. Their society is matriarchal, though they do not discriminate based on gender. Betazoids perform weddings without clothes, since they feel that procreation is the purpose of marriage. Gift boxes with talking faces are used for exchanging presents. The Betazoids also practice a unique martial art style, using the *akai*, a collapsible stick weapon. They rarely practice their martial arts forms with other races, since the combat style relies heavily on anticipating an opponent's thoughts and actions.

Betazoid Accomplishments

When the Betazoids first ventured into space, they made contact with the society of the nearest planet, a people known as the Terabian. At first, relations remained friendly, the Terabian welcomed their neighbors and the Betazoids quickly established ties. As more and more the two cultures came together, the Terabian came to mistrust Betazoid telepathic abilities. The Terabian rounded up Betazoids living amongst them, herding them into internment camps. It was only after a brief war and protracted negotiations that the Terabian and Betazoids negotiated an armistice. Presently, Terabia and Betazed both sit on the Federation Council in peace, a testament to the Federation's ability to bring old enemies together.

Most Betazoids see the improving relations between the Federation and its enemies as a reflection of their diplomatic abilities. Opening relations with the Tholians continues to provide the greatest challenge to Betazoid diplomats; hope remains high for peace between the Tholians and the Federation. As relations continue to improve between the two powers, the Betazoids see that their work has turned an implacable enemy into a potential friend.

Betazoid psychologists and counselors have treated thousands of mental illnesses and virtually emptied the mental wards of the galaxy. Their skill comes from both their telepathy/empathy and from Betazoid experience in dealing with children whose abilities develop too early, driving them toward insanity. The people of Betazed take pride in the

knowledge that they have improved lives on thousands of worlds.

Historic Figures

Khrysaros, a mythical telepath who used his vast abilities for truth and justice, has inspired innumerable tales. When he left his followers, he gave them a set of rings. The Holy Rings of Betazed supposedly have the power to summon Khrysaros during Betazed's time of greatest need.

Bolians

Homeworld: Bolarus IX

Blue-skinned humanoids with a bilateral ridge running down their head, the Bolians joined the UFP relatively recently. They find Vulcan blood toxic but can receive transfusions from Andorians. While Bolians have hair, all males shave their heads upon reaching adulthood. Since they associate baldness with physical prowess and dedication, many female Bolians also shave their heads.

Bolians are perhaps the most social members of the UFP, moreso than the Centaurans and the Betazoids. Their culture is strongly weighted towards group interactions, though tensions between the ancient Bolian nation-states continue to simmer. They make earnest members of the Federation, as they try to prove their value and commitment to the UFP. Bolian scientists, diplomts and Starfleet officers seem to excel when woking in groups.

Bolians have since distinguished themselves in Federation service. In Starfleet, Bolian captains proved resourceful and reliable. Bolian scientists developed a new recrystalization process for dilithium. A strong Bolian economy and vast natural resources promoted trade and growth in their sector. The Bolians work to maintain a good relationship with the Federation Council, but nationalist groups on Bolarus IX have raised questions about the stability of the Bolian government. Although a single council governs Bolarus IX, prejudices remain between the people of the planet's three continents. Bolians also believe in assisted suicide as long as it relieves suffering, and this belief has drawn criticism from some worlds concerned with civil rights. Acutely conscious of any event that might raise questions about their membership, the Bolians work even more diligently to contribute to the UFP.

Bolian Characters

Bolians are gregarious and eager to work well with other Federation members. They interact well with others, and are more efficient working in groups. Whenever Bolians work in teams, participating in a Combined Test (see the *Tactical* Chapter), they receive a +2 bonus for their successes, rather than the standard +1.

Bolians regard accomplishing their duties as a matter of honor. They feel great satisfaction from a job well done; however, they do not suffer the level of shame and guilt that some other honor-driven races do when they fail. If a Bolian fails at a task, he makes a point of improving himself, so that given another chance he will succeed.

Bolian Accomplishments

Upon joining the Federation, the Bolians provided invaluable insights into the invention of anti-gravity technology. Working with Starfleet engineers, they helped improve upon technology such as freight lifters and tractor beams. The Federation Science Council recognizes the scholars of Bolarus IX as the UFP's greatest experts on the antigraviton.

Bolian Admiral Taneko directed Federation forces during the Mizar Incident of 2351 with the Tholians. During the battle, the admiral sacrificed his life by single-handedly flying his fatally damaged ship into the heart of the Tholian forces. When the warp core of his vessel detonated, it destroyed several Tholian ships. This sacrifice preserved a Federation victory, and his heroism inspires all Bolians.

The Bolians did not develop a one-world government until the last century, even though the three continents of Bolarus IX maintained peaceful relations. When they learned of the Federation, the Bolians forged a single world government so they could join. Membership eluded the Bolians, however, as Federation review committees wanted to see the new government in action before extending an invitation. The Federation Council finally recognized the Bolian government in 2320, after their actions at the nearby star of Uzor. Uzor, a heavily populated non-Federation planet, faced utter destruction when its star began a sudden and rapid

collapse. The Bolians seized the initiative and, using their entire planetary fleet, evacuated 80% of the Uzorites to a newly discovered Class M planet near the Federation frontier.

Historic Figures

Vaxx, the father of Bolian unity, carefully negotiated the formation of the world government and made it possible for the Bolians to join the UFP. His notes on the importance of preparation for diplomacy are required reading in Starfleet diplomatic training.

A mathematical genius, Darzana did work on multidimensional physics that drew praise from all corners of the Federation. The premier scientist in Bolian history, she founded the Bolian Interstellar Research Institute. On Bolarus IX, she enjoys a type of celebrity usually reserved for politicians, entertainers and military heroes.

Tellarites

Homeworld: Tellar

Tellarites have a unique mechanical understanding of the galaxy — an almost clockwork view. They almost instinctively understand how objects work together, fostering the Tellarite reputation for being expert engineers, mathematicians and merchants. Although seen by many other Federation members as gruff and argumentative, their sense of caution and willingness to take a stand for what they believe earns them respect.

One of the founding species of the Federation, they quickly embraced the idea of a union with the Andorians, Vulcans and Terrans, seeing the potential benefits at once. No one should underestimate the value of Tellarite engineers to the Federation. The Tellarites helped develop the hull designs of nearly every Starfleet vessel and took the lead in many Federation mining and trade projects. As a result, Tellar profited immensely from its membership in the UFP.

The Tellarites enjoy the political processes of Federation government. They take great satisfaction in debating issues on the floor of the Federation Council. Tellarite bureaucrats create numerous forms so they can track the process of government. Although the Tellarites annoy many other members with their constant quest to make large bureaucracies work, no one denies that they also have improved government efficiency.

Tellarite Characters

Tellarites' looks do not lend themselves to human beauty contests. They appear short and furred, and have a porcine-type snout. However, their gruff attitude and unwavering determination to make things work causes most beings to ignore their looks.

Tellarites have a good sense of engineering and mechanics, and the universe's workings fascinate them. Most Tellarites like to tinker with technology, constantly trying to make devices more efficient. Many Tellarites make a hobby out of building clockwork devices.

Expert debaters and merchants, Tellarites know how to handle money almost as well as Ferengi, and they love arguments. Some Tellarites spend their lives perfecting the ability to argue. They are not shy about voicing their opinions.

Tellarites do not like the unexplained. If something does not have a plausible scientific explanation, a Tellarite's curiosity drives them to find an answer. Spirituality does not impress them, and they tend to disdain any tradition which lacks a practical side.

Tellarite Accomplishments

In concert with Vulcan and Human scientists, Tellarite engineers developed a "cracking" process which enabled the practical mining of dilithium crystals. Before this development, dilithium was exceedingly rare. Afterward, planets like Coridan could be safely mined for vast amounts of dilithium.

The Tellar Space Elevator, the highest free-standing structure in the Federation, stretches to the limit of Tellar's atmosphere. Multiple lifts and transport tubes make it possible to dock a starship at the top of the elevator and travel from space to the ground without a shuttle. Transporter technology made the space elevator obsolete, but it remains an important monument to Tellarite engineering. Tourists from across the UFP visit the Space Elevator every year, and several gift shops and restaurants lie on its multiple levels.

Just as the other major founding partners of the UFP went through a dark period in their history, the Tellarites waged a world war of their own, at approximately the same time as Earth fought World

War I. The differences between Tellarite nations remain convoluted and obscure to outsiders. It was not until Cherok, leader of the Ukora Segment, argued for peace and unity that the war ended. The Tellarite people remember this time, and are careful not to allow their argumentative natures to lead to outright conflict.

Historical Figures

Gnarr, a famous Tellarite engineer, working from early Human spaceframe designs, developed the basic ship design for the *Horizon*-class starships. these became the basis for most large modern Starfleet ships. Tellarites still praise his theories of design above all others.

The Tellarites regard Tarnoc as their greatest politician. He rose to prominence during the Terran Conventions of 2160, when the Articles of Federation were drafted. The Tellarites place such emphasis on Tarnoc's role in founding the Federation that they have earned criticism from other races. Several museums exist on Tellar dedicated to the life of this figure, who later served as the UFP's first Secretary of Commerce.

Vulcans

Homeworld: Vulcan

The Vulcans, best known for their philosophy of logic, make excellent judges due to their impartiality. They make equally excellent scientists because of their ability to observe phenomena without risking either emotional attachment or the trap of assuming an outcome, giving them a better understanding of science than any other Federation members. Vulcans also enjoy a remarkable level of intelligence and some degree of psychic power.

Vulcan itself is a harsh world with high temperatures and a gravity stronger than Earth's. This gives the Vulcan people greater strength and endurance than humans. Although Vulcans do not flaunt these attributes, some Vulcans find fulfilling careers in Security, where their physical capabilities give them a significant advantage.

The Vulcans provided much of the impetus to form the United Federation of Planets. Their encounter with the *Phoenix* stimulated humanity's recovery from the horrors of World War III and, as humans expanded into the frontiers of space, the Vulcans kept a watchful eye upon their new allies. When humans made contact with other species, the Vulcans provided advice and helped to ease tensions. They continued to explore on their own and formed treaties and alliances with the Tellarites and Andorians. After the Earth-Romulan War, the Vulcans subtly suggested the creation of an interstellar government. Humans proposed the Constitution of the Federation and the Vulcans found signing a logical idea.

Vulcans wield tremendous influence in the Federation Council. Their consistently logical approach to issues makes them strong debaters and respected politicians. Vulcan makes significant contributions to the Federation, especially in terms of manpower and scientific inquiry.

Vulcan Characters

Physically, Vulcans are stronger and more resilient than humans. They have a different body chemistry featuring green, copper-based blood. Vulcans also have a protective second eyelid. Their distinctive pointed ears are recognized throughout the Federation.

Logical and highly analytical, Vulcans excel at any tasks involving intelligence, such as science. Vulcans also possess a high degree of prowess in personal combat. The Vulcan nerve pinch has a well-earned reputation among members of the UFP.

Their most potent psychic ability, the Vulcan mind meld, causes two people to share their consciousnesses. A deeply personal and intimate ability, it rarely leaves either party unscathed. The Vulcan mind meld works on a variety of life-forms, including artificial life.

Vulcan philosophy developed as a means of controlling their powerful emotions. The only time they cannot control these emotions is during *Pon farr*, the time of mating. During this period, which occurs once every seven years, Vulcans return to their homeworld to mate. Vulcans go through elaborate mating rituals and males may have to fight to prove their right to mate. Vulcans do not like to discuss this time with outsiders. The struggle felt by Vulcan characters as they fight to suppress emotions makes for challenging and enjoyable roleplaying.

Vulcan Accomplishments

The development of Vulcan philosophy ended centuries of bloody conflict. The Vulcans refer to this period as the Time of Awakening, and credit Surak as the father of the Vulcan people. Without the suppression of emotions, most scholars believe the Vulcans would have destroyed themselves. Vulcans not only credit their philosophy with saving their

race, but they also believe it has made them more successful than emotional races.

As part of an early joint venture between Earth and Vulcan, soon after the Federation's founding, scientists from both worlds worked to develop transporter technology. Transporters have not only made embarking and disembarking from starships easier, but they have thousands of practical applications in the lives of Federation citizens. Transporters help in commerce, construction, entertainment and other areas.

The dilithium recrystalization process, developed by Spock, allowed starships to become less reliant on sparse supplies of natural dilithium. This led to the expansion of the Federation and the strengthening of Starfleet.

Historical Figures

Surak, the father of Vulcan philosophy, developed the strict adherence to logic which brought peace to Vulcan. Vulcans credit him with saving their race from self-destruction.

The Vulcan priestess T'Pau had a legendary dedication to her homeworld. The only person to turn down membership on the Federation Council, she preferred to remain on Vulcan. Her writings on logic and on the Vulcan place in the UFP define modern Vulcan interactions with outsiders.

Somewhat more contemporary examples, already legendary during their own lifetimes, are Spock and his father, Ambassador Sarek. As First Officer under Captain James T. Kirk on the first starship *Enterprise*, Spock's exploits are studied by all Starfleet Academy students; the long-lived Vulcan currently aids the covert Romulan-Vulcan reunification movement. Sarek was long one of the Federation's most revered ambassadors before his death in 2368.

Starfleet

The U.S.S. Lexington cruised through the Vimbreni system at impulse power. Their mission: to transport Ambassador Avras Utral to Vimbreni IV, for first contact with the inhabitants.

Lieutenant Commander Maxwell, First Officer for the starship Lexington, sat at his station, supervising the approach. Maxwell envied the Starfleet observation team sent to monitor and evaluate the Vimbreni. Although they had achieved warp speed several years ago, the Federation always carefully evaluated a culture's readiness to learn about other space-faring people. The job could be dangerous, but at times Maxwell thought it might be more rewarding than serving on a starship.

The observers had reported that the Vimbreni were ready for first contact, and the Federation Council sent Ambassador Utral to handle the negotiations. Captain Adams' orders were to assist the Ambassador to the best of his ability.

The blue-green orb of Vimbreni IV grew to fill the main viewscreen. "Standard orbit, Mr. Sevek," Maxwell ordered. The Conn confirmed the order, and the ship settled into a gentle arc around the planet.

Ambassador Utral stepped from the ready room and stood next to the captain. That was a job the young officer wouldn't want. Certainly, the Federation diplomatic corps was a distinguished posting, but it lacked the adventure Maxwell sought. Compared to exploration, sitting in meetings, exchanging pleasantries and drafting treaties seemed dull.

"The Vimbreni orbital satellites have no doubt picked us up by now." Lieutenant Rodgers advised from his science station.

"Well then," the ambassador said, "perhaps it's time we make first contact."

Life in Starfleet

As an instrument of policy for the United Federation of Planets, Starfleet has proven itself a remarkable organization. Though not a military organization, Starfleet draws upon the rich history and traditions of Earth's maritime navies. Unlike military organizations of old, it's primary missions are diplomatic and exploratory — Starfleet personnel seek out new civilizations, discover new planets, investigate the unknown and pursue peace and understanding between the sentient species they encounter. Starfleet leaders are especially proud of their successes in advancing science, especially the fields of exobiology, warp propulsion and interstellar navigation, among others.

While starship posts generally carry the most prestige and admiration, at least among the general public, only a minority of Starfleet's men and women earn such plum assignments. Most get stationed on planets and starbases, carrying out the duties necessary to keep such a huge organization operating. Some have roving posts, traveling wherever Starfleet needs them at any given time.

Starfleet tries to assign personnel to duties according to their desires and tries to fulfill as many of these requests as possible, but the most popular assignments require either years of experience or a great deal of skill. Starfleet takes great care to ensure that factors unrelated to someone's abilities have little impact on their appointments. Ability and temperament are the keys to all posts.

Character Example: Ensign Alessara

Sheila wants to play a hot-shot pilot with a special interest in Romulans and a knack for getting into trouble. These character examples will follow her career as well as some of her scrapes with Starfleet rules and regulations.

Ensign Alessara, a recent Starfleet Academy graduate, receives the assignment of her dreams — a post as a Flight Control Officer on the *U.S.S. Discovery*, a *Nebula*-class starship assigned primarily to exploration duties. Despite her exemplary skills as a pilot, Alessara began her career with a one-year stint on Starbase 84, near the Romulan Neutral Zone. While this was not her first assignment choice, it gave her the chance to learn a great deal about the Romulans, a race that has always fascinated her, and to fly a wide variety of craft on short missions.

Still, she has long dreamed of flying a starship into unexplored space, and the *Discovery* offers that chance. Additionally, serving well on such a ship often provides numerous opportunities for promotions, though she knows it is not unusual to spend three or more years as an ensign. So, with dreams of fascinating discoveries and limitless advancement, she flies off to where no one has gone before.

Most Starfleet personnel receive several different postings during their career, traveling from planet to starbase or from starship to starship. These postings generally last for a predetermined amount of time, as with the once-common five-year missions, though Starfleet does assign people to duty-specific missions, like serving on a starbase near the Neutral Zone during periods of heightened tensions.

A Career Among the Stars

Life for most people living in the United Federation of Planets is safe and unthreatening. While they have much to occupy their lives, they rarely have to fear danger or the unknown. Starfleet personnel, on the other hand, seek out and embrace the least understood aspects of space. New races, stellar anomalies, cutting-edge science and unexplored solar systems attract them to their jobs and provide innumerable opportunities for adventure.

These factors make starship postings the most popular and glamorous jobs in Starfleet, despite their comparative danger. Even starships which travel popular routes in the heart of Federation space have to worry about pirates, navigational hazards, fatal malfunctions and occasional alien incursions. Starships traveling the more distant areas of Federation space, especially those assigned to exploration missions, face even greater dangers (which in turn attracts many of Starfleet's best and brightest officers).

Of course, much of what Starfleet does is still routine. Even a *Galaxy*-class starship venturing deep into unexplored space has to maintain its equipment, take care of the health and welfare of the crew, report to Starfleet, monitor the status of nearby Federation installations and their transmissions, and carry out scientific experiments.

> *As a Flight Control Officer, Ensign Alessara spends most of her working time on the bridge, keeping the ship on course, making small adjustments to its speed and heading, studying sensor sweeps of nearby space, plotting future courses and devising contingency plans for anticipated difficulties. Off duty she continues to expand her knowledge of Romulan culture and languages and has begun studying advanced combat techniques with one of the* Discovery's *security specialists, Lieutenant Sark.*

Positions by Branch

While Starfleet offers its personnel a wide variety of branches from which to choose, the Command, Operations and Science branches have the most members. Starfleet reassigns some as needed, or as their talents and aptitudes become clear. Others ask for transfers from branch to branch, but most choose a branch at the start of their careers and stay with it. What follow are short descriptions of these branches as well as some of the positions characters fill. Most of these are bridge positions; many of the other

positions which exist throughout a ship can be found under *Shipboard Positions*, below.

Command

Command probably sees a higher percentage of people transfer into it than any other branch, but a fair number of officers begin and end their careers in its ranks. Most spaceship and starbase commanders come from this branch, as do many diplomats and instructors. Those in the command branch train to handle a variety of situations, including many types of crisis resolution.

- ***Commanding Officer*** Every Starfleet facility has a single commanding officer responsible for the safety of her crew and the success of their missions. She has final accountability for any actions taken by her facility or her crew, and Starfleet goes to great lengths to prepare a CO for the job she must handle, including the interpretation and execution of Starfleet rules and regulations. All commanding officers are rigorously screened and tested, undergoing a battery of psychological, physical and ability exams. A superlative example of a starship CO is Captain Picard of the *U.S.S. Enterprise-D*, while Commander Benjamin Sisko of *Deep Space 9* represents an excellent starbase CO.

- ***Executive Officer*** Besides leading a facility when the Commanding Officer is unable to, the XO (sometimes called the first officer) often assists the CO and serves as liason with the crew. He oversees a ship or base's day-to-day operations and advises the CO on important matters. While Starfleet expects XO's to anticipate and resolve confrontations in a nonviolent manner, it provides them extensive training in battle maneuvers. The role of XO on the *U.S.S. Enterprise-D* is filled by Commander William Riker.

Operations

The Operations branch covers the widest variety of duties, handling everything from engineering to security to maintenance. It has a large number of departments and subcategories like Advanced Tactical, Environmental Systems and Communications. Talented members of Operations often go into Command, taking control of ships after proving themselves. Sometimes, Command personnel transfer to Operations, as well.

- ***Flight Control Officer*** Also known as the Conn, a Flight Control Officer must always be present on the bridge of a starship. She plots courses, supervises the computer's piloting, corrects any flight deviations and pilots the ship manually when needed. On starbases and planetary bases Flight Control Officers have far less to do but are still present. All Starfleet bases have some spaceship capabilities, and their Conn officers pilot these ships as needed. This is often a proving ground for new Conn officers until they earn a berth on a starship. Geordi La Forge once held the Conn on the *Enterprise-D* before being promoted to full lieutenant and chief engineer.

- ***Chief Engineer*** The Chief Engineer is responsible for the condition of all equipment on a Starfleet facility or ship. He oversees maintenance, handles repairs and requisitions needed equipment. He also commands repair teams during crisis situations. Unlike most other starship offices, his primary post is not on the bridge but in the engineering section. Geordi La Forge assumed the duties of chief engineer of the *U.S.S. Enterprise-D* for most of its voyages.

- ***Operations Management Officer*** The Operations Manager, also known as the Ops, has the primary responsibility of ensuring that ship functions — such as use of the lateral sensor arrays — do not interfere with one another. She must prioritize resource allocations (including physical resources like phasers, technical resources like energy and personnel resources like Away Teams) so that the most critical activities can have every chance of success. She can curtail any shipboard functions if she thinks they will interfere with the ship's current mission or routine operations. Lt. Commander Data performs Ops duties on the *Enterprise's* bridge.

- ***Mission Operations Officer:*** The Mission Ops primarily serves as a backup to Ops, but also serves as a starship or base's main link to any Away Teams. He monitors all Away Team communications and advises Ops accordingly.

- ***Environmental Systems Officer*** This position, though technically under the chief engineer, mainly works as a deputy Operations Manager, advising the current Ops as to the status of life support. Environmental Services posts often assume critical importance during yellow and red alerts.

- ***Tactical Officer*** The Tactical Officer is responsible for handling both internal and external threats, and usually has the additional role of senior tactical officer. He commands security teams throughout the facility or ship and oversees the handling of any prisoners and ship defense. He often has a second tactical officer to assist him and take his post if he is incapacitated. Worf administers security details on the *Enterprise-D*.

SCIENCE

Science handles most of Starfleet's research and development, though Starfleet encourages all its personnel to experiment and make scientific inquiries. Scientists on board Starfleet vessels sometimes see new phenomena before any other people, encountering new forms of matter and energy and making breakthrough discoveries. In the past starships often had science officers to coordinate their experiments and advise the captain on such matters; since then Starfleet has found that a wide variety of experts can provide better advice. Specialists have taken over these roles, and most commanding officers meet with an entire staff to hear all their recommendations. In many cases CO's will have one or two experts who consolidate technical information and give clear and concise advice.

MEDICAL

Starfleet Medical is grouped alongside the Science division. It includes all personnel in Starfleet specializing in the physical treatment and care of lifeforms. Equipped with state-of-the-art equipment, Starfleet's doctors can handle a variety of alien plagues and viruses, treat previously unknown lifeforms and perform valuable medical research.

- ***Chief Medical Officer*** A chief medical officer does more than patch up injured crew members. His main function is to ensure that they don't get sick or injured to begin with, and to this end monitors their health and conditioning. If necessary, the Chief Medical Officer can remove anyone from duty, even a commanding officer. The chief medical officer also oversees all sick bay activities. Doctor Beverly Crusher serves as CMO on the *U.S.S. Enterprise-D* on the majority of its missions.

- ***Counselor*** Because of their training in psychology, technically the ship's Counselor is considered part of Starfleet Medical. Found generally on starships which undertake frequent diplomatic missions or have large crews, the counselor is responsible both for advising the commanding officer in dealing with other people and races, and in helping crew members with personal, psychological and emotional problems. Deanna Troi, the Betazoid Counselor of the *U.S.S. Enterprise*, uses her empathic abilities to aid in her duties. While Starfleet has enjoyed remarkable success with such empathic and telepathic counselors, many counselors without these talents do their jobs admirably.

Shipboard Positions

It takes hundreds of personnel to staff a starship or starbase. For every Chief Engineer and Chief Tactical Officer, hundreds of additional personnel see to the daily operations associated with their departments — Computer Systems Analysts, Botanists and Phaser technicians. Although players will most often portray characters vital to the operation of a starship — glamorous positions like Flight Control, Chief Medical Officer or Security Chief — they might also portray characters assigned to other duties. Below are listed several shipboard positions.

Engineering

Engineering is in charge of maintaining every ship system at optimal efficiency. It requires hard work and dedication for a career below deck, but every time a system runs without a hitch, it's a personal affirmation to the technician who last repaired it. An engineering technician often becomes quite attached to his part of a ship, taking it personally anytime it suffers a disparaging comment.

Sensor Maintenance — Main deflector array, probes.

Shuttlecraft Maintenance — All shuttlecraft (shipboard and visiting) and hangar bays.

Structural Engineer — Space frame, superstructure, materials.

Warp Drive Engineer — Dilithium crystals, warp field theory.

Matter/Energy Engineer — Transporters, replicators.

Environmental Engineer — Inertial dampeners, gravity systems, life support.

Operations

A number of tasks ensure the efficiency of starship operations. Without a well trained transporter technician, mishaps during beam-up can go terribly wrong, and a Sensor Specialist is quite handy in reading even the

most minute signals received by the deflector dish.

Computer Technician — Operates computer, maintains computer core.

Transporter Technician — Beams individuals and teams to and from ship.

Sensor Specialist — Assures sensors are at optimal efficiency and oversees computer recalibrations for specialty tasks.

Medical Technician — Assists the Chief Medical Officer in sick bay.

Duty Officer — Each department has an officer charged with assigning the duty rosters of that department. On smaller ships, this task is usually performed by one of the officers, such as the Chief Engineer for engineering and the Security Chief for security.

Sciences

Starships and bases often host a wide variety of scientific experiments, and thus usually berth a number of Starfleet scientists in many fields of study. These fields are more unified in 2370 than in our present age; Starfleet members generally have broad knowledge of many endeavors. Nonetheless, it is still often necessary to specialize, considering the vast lore each field contains. Listed here is a mere sampling of the possible science positions a character can assume.

Life Sciences: Agronomist, Anatomist, Biologist, Botanist, Ecologist, Embryologist, Horticulturist, Marine Biologist, Microbiologist, Zoologist

Physical Sciences: Chemist, Climatologist, Geochemist, Meteorologist, Mineralogist, Oceanographer, Organic Chemist, Paleontologist, Seismologist, Soil Scientist, Volcanologist

Social Sciences: Anthropologist, Archaeologist, Geographer, Political Scientist, Sociologist

Space Sciences: Astronomer, Astrophysicist, Stellar Cartographer, Particle Physicist

Other Divisions

Corps of Engineers

This specialized division handles all Starfleet construction projects in Federation space. Federation shipyards, such as those at San Francisco and Utopia Planitia, fall under its purview. Members of the Corps of Engineers spend most of their assignments planetside or on starbases working on important projects.

Colonization

Starfleet oversees the colonization of new worlds. Its vessels protect new colonies, watch over merchants and freighters delivering valuable raw materials and help out in emergencies. During the initial period of colonization, before a colony government is established, Starfleet may actually run the colony. The colonization division also maintains frontier colonies and regularly patrols these areas.

Diplomatic

Starfleet's Diplomatic Corps, one of its most prestigious divisions, often makes first contact with new races and frequently provides the only UFP representative living on a non-member world. They typically settle disputes between member and non-member worlds, supervise the Federation admissions process and serve as liaisons with allied planets, making them the focus of attention throughout the Federation. This front-line work can often be both physically and emotionally demanding. Successful officers in Starfleet's Diplomatic Corps sometimes become members of the Federation Council.

JAG Corps

Circumstances sometimes require Starfleet officials to serve as judges on distant colony worlds and their own vessels. Normally, a ship captain handles this role along with two other senior officers, but Starfleet also maintains its own military justice system. Each starbase has a Starfleet court, which can administer civilian or military justice.

The Judge Advocate General's Office investigates alleged crimes and wrong-doings within Starfleet, and represents the accused before a military court. The offenses may range from mutiny or violation of the Prime Directive to conduct unbecoming an officer.

Intelligence

Starfleet Intelligence is responsible for monitoring various threats to the peace and stability of the Federation, drawing its members from Starfleet's main branches. Since much of what it does must remain classified, its operatives do not necessarily mix freely with other officers. After all, they have secrets to protect and operations to manage. Despite the stereotype of spies rendezvousing on distant planets, most of Intelligence's personnel handle standard data collection and analysis, monitoring communications, sensors, satellites and distant probes.

Intelligence does not have operatives in all the places it wishes it could, so it often calls on other branches to help it out. For instance, it may petition Ensign Alessara's commanding officer to assign her to a small shuttlecraft flying near the Neutral Zone in order to watch Romulan military exercises.

Peacetime Positions

Starfleet also offers a number of positions that are not tied to any base or ship. Officers assigned these posts generally also receive a staff, which usually includes a security officer, operations manager and anyone else Starfleet deems necessary to aid the officer in his duties.

Planetary Governor

While most Federation planets have their own elected officials, Starfleet is occasionally called upon to provide leadership on worlds which lack such a structure. This may include newly founded colonies, planets recovering from disasters, planets captured during hostilities or established Federation planets that request such a governor. On a newly founded colony the governor might not even have any staff except for a single advisor, while on a recently liberated planet he might have a battalion of officers and advisors at his command. A character may take the role of a recently appointed governor or a member of his staff.

Cultural Attaché

Starfleet often sends representatives to other cultures for a variety of purposes. Their official duties include exchanging cultural information, studying cultural mores and advising Starfleet accordingly, updating Starfleet about important cultural changes and assisting Federation representatives in the completion of their duties. While a member of the Starfleet Diplomatic Corps would be assigned to handle delicate negotiations, Cultural Attachés provide more comprehensive information on a particular culture.

Science Attaché

In its attempts to remain on the cutting edge of science and technology, Starfleet often sends attachés to promising science labs and outposts. Here they both learn and advise, offering whatever assistance they can and keeping Starfleet up to date on any developments. The science attaché also determines the level of secrecy a scientific operation needs to maintain in order to keep dangerous information from falling into the wrong hands.

Academy Instructor

In addition to the main campus on Earth, Starfleet Academy maintains facilities throughout the Federation to carry out instruction in a wide variety of areas, including engineering, tactical, medicine, exobiology and more. Starfleet personnel often attend these institutions to update their skills — or to teach new techniques they have developed in the field. An assignment to Starfleet Academy carries a great deal of prestige, but it also requires a great deal of work. Cadets are the most promising people Starfleet can find, requiring the abilities of the finest instructors to teach.

Ambassadorial Aide

While the Federation assigns its ambassadors to other races and planets, Starfleet will often include at least one aide to act as an advisor for both the ambassador and Starfleet. These aides advise ambassadors regarding military and scientific capabilities, update them as to recent discoveries and notify Starfleet in case of trouble. Some serve as bodyguards or as an ambassador's liaison to the host population. Starfleet does its best to prepare ambassadorial aides, but since they usually operate in alien cultures, it cannot anticipate every circumstance.

Handling Starfleet Conspiracies

Starfleet's fabled screening process does much to weed out those who would abuse their positions, but some miscreants still slip through. Most of its personnel remain dedicated to their jobs and their oaths through thick and thin, but exceptions have occurred. The most insidious of these have been conspiracies aimed at nothing less than the overthrow of the UFP itself.

That Starfleet has survived these intrigues is a testament to the quality of its officers and troops. Most dangerous plots have been dealt with quickly, quietly and relatively painlessly, as when alien beings infected numerous Starfleet officers in 2364 and attempted to subvert portions of the Federation.

Part of the reason Starfleet takes such extraordinary efforts to ensure the loyalty and ability of its people is the amount of power at their disposal. A rogue starship officer has the capability to lay waste to planets and other ships. There have also been instances where ship's captains have grossly affected less highly developed cultures, one of the most famous cases being that of the *U.S.S. Exeter*, whose captain interfered in the development of Omega IV by supplying phasers to a faction known as the *Kohms* in their war against the *Yangs*.

Narrators can add such conspiracies to their game with great effect, but should remember that Starfleet keeps a very close eye out for any signs of them. It has devised numerous rules to prevent their occurrence, and it takes a masterful conspirator to bring such a plan to fruition. Then again, if the player characters fail to justify some of their odder actions, they might find themselves the targets of an investigation for possible conspiratorial acts.

Chain of Command

While Starfleet promotes the best commanding officers it can, these men and women cannot always be in charge. They may be called away on assignment, be injured or otherwise indisposed, or be too distracted due to other events. In these events it is necessary to have a qualified substitute take the CO's place. This will usually be the First Officer, but if he is unable to do so, then a ship or base will

follow its established chain of command down the ranks.

Command generally follows rank or seniority. Most ships and bases have a single captain who serves as commanding officer, though in times of crisis officers with the rank of commander might get a commanding officer post. The first officer usually is a commander, though there have been instances of lieutenant commanders taking that role. If he cannot take the bridge, then the most senior commander takes over. If no officer of the rank of commander is available, then it falls to lieutenant commanders. If no lieutenant commanders are available, it falls to full lieutenants. If there are no full lieutenants the helm goes to a junior lieutenant, and then to the ensigns. Only if no officers are available will command go to the senior warrant officer.

Ranks

Flag Officers

The highest-ranking officers in Starfleet are the flag officers, a designation which comes from the Earth navy tradition of allowing such officers to fly their own flags on their ships. These ranks include fleet admirals, admirals (also known as full admirals), and rear admirals.

Admirals rarely command bases or ships, instead taking control of a variety of functions and facilities. For instance, most Federation sectors designate a flag officer as commander-in-chief of its starships (and flag officers might command ships in multiple sectors), while other flag officers command such areas as intelligence functions, scientific missions of a related nature, medical facilities, Starfleet justice or other broad areas. Their actual rank generally has little to do with their assignments. Starfleet is as happy to have a rear admiral command its intelligence operations as it is to have a full admiral handle those duties. It all depends on the flag officer's skills and experience.

It is rarely a good idea to let a player take the role of a flag officer, as his responsibilities will preclude him from taking part in individual missions. There have been very rare instances of admirals accepting demotions in order to get into the field again.

Line Officers

These are the Starfleet men and women who carry out most of the missions and actually serve "on the line." Most department heads are line officers.

It is rare that anyone under the rank of commander becomes a commanding officer. It is only a little less rare that anyone under the rank of full lieutenant becomes a Chief Engineer or Chief Medical Officer.

Provisional Officers

Starfleet recognizes the fact that not all promotions can be well deliberated affairs. Sometimes someone must be promoted in order to handle certain duties, especially during times of crisis or hostility. In these cases, any flag officer, captain or commander can make a provisional promotion, which remains in effect until Starfleet's regular promotion board can review it. At that point they will either confirm or reverse the promotion, returning the officer to his previous rank in the event of a reversal.

Provisional officers generally come from the cadets and other personnel assigned to a ship or base. An officer will make such an assignment when the officers in charge of key areas have been left unable to carry out their duties. At these times it must be made very clear who is in charge of important areas like engineering or tactical. Thus a captain may promote a warrant officer to lieutenant so that he can oversee repairs without anyone questioning his authority.

> *As a recent Academy graduate, Ensign Alessara knows it will take some time to earn a promotion to Lieutenant (JG). Still, an exploration vessel offers many opportunities for a new ensign to prove herself (for more information, see the* Rewards Chapter*).*

Ranks

- Captain
- Commander
- Lieutenant Commander
- Full Lieutenant
- Lieutenant (Junior Grade)
- Ensign

Handling Chain of Command

Some players do not react well to finding their characters subordinate to one another. Players and narrators should keep this in mind when determining what they (and their ship or base) need to do. Most major game decisions should come after all the players discuss what to do, either in-game, with their characters meeting in a ready room, or out-of-game, with the players getting a chance to provide input which reflects what a commanding officer should already know.

Players should take care to treat one another with respect in these situations. Starfleet frowns on officers who abuse their rank, ignore their juniors or send Starfleet personnel to their doom. Narrators might want to avoid this by starting all the characters off at the same rank and taking the role of commanding officer for themselves. Both players and narrators should make sure that everyone is having fun. If a character's actions or commands work against that, then Starfleet might need to reassign him.

Civilian Personnel

Starbases and starships on extended missions often include non-Starfleet passengers, be they needed specialists or the families of crew members. They provide the comfort of family and home for crew members, as well as needed skills. As a result, most ships have detailed evacuation plans in case of trouble. These plans ensure that civilians have first claim to lifeboats and other escape equipment. Once they are taken care of, then the crew can abandon ship. Starfleet has no regulation requiring captains to go down with their ships, and in fact actively discourages the practice, but it has been known to happen.

Integrating New Species

Starfleet has no official policy of either integrating or separating the many species who serve in its fleet, though it is dedicated to making such integration as harmonious as possible. In fact, species is rarely a consideration in its assignments. If a person has the necessary skills for a job, then she can do that job regardless of her ancestry. The only exceptions to this policy are those races with special features that interfere with their ability to deal with other species, like Deltans who have not taken the Oath of Celibacy.

However, Starfleet does recognize that some people still feel uncomfortable around members of races they have not dealt with before. As a result, it keeps track of reports on how its personnel get along with others, and makes assignments accordingly. Thus, if Lieutenant Sark gets into a fight with an Andorian civilian, Starfleet will recommend counseling and, if the counselor determines that he has trouble dealing with that race, will limit his encounters with other Andorians until he deals with this problem. Since so many races inhabit Starfleet, a character with such problems will find it hard to get the assignments he wants and may even be forced to leave the service.

Promotion and Advancement

Starfleet takes promotion very seriously, weighing many factors before accepting or rejecting such advancement. Requests for promotions generally come from one's superior officers, who submit them to Starfleet headquarters on Earth. There Starfleet's promotions board analyzes and assesses the career of the officer in question and the new duties he would fulfill. If the promotion seems warranted the board will approve it, and it takes effect immediately. If it rejects it, a board member may or may not write a note explaining its decision.

The board can also promote people without being asked. Starfleet computers keep track of the careers of all its personnel and will flag individuals who have provided meritorious service without receiving commensurate recognition. These kinds of promotions are far rarer than those recommended by superior officers.

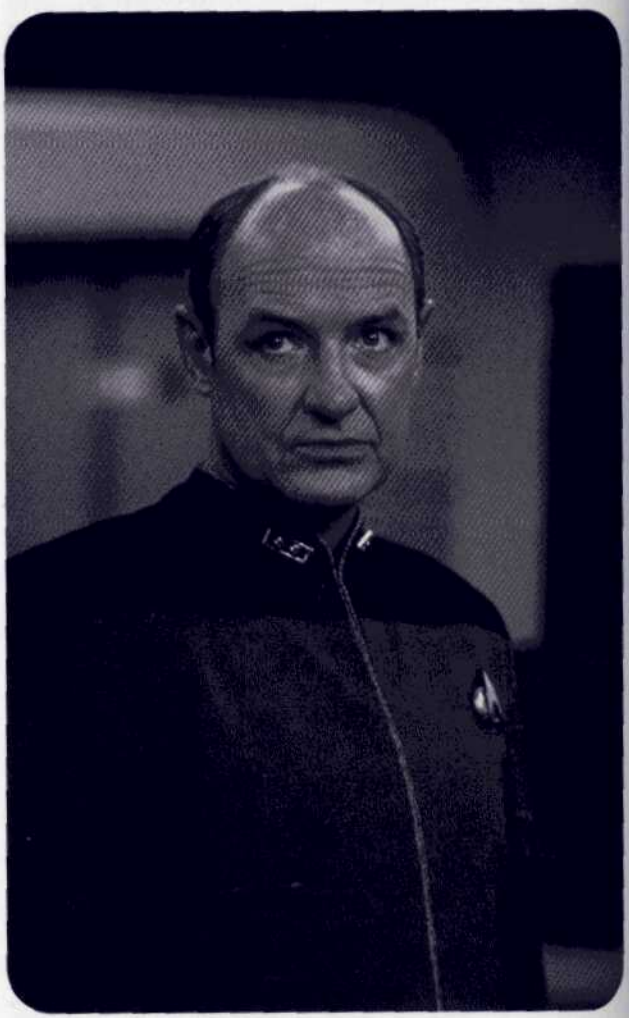
Uniforms

Starfleet uses a wide variety of uniforms to help identify people by duty and rank. The common officer's uniform is a comfortable two-piece outfit utilizing seamless clothes fasteners instead of zippers or buttons. Starfleet personnel also have dress uniforms that add a touch of elegance to official functions, meetings with dignitaries and celebrations.

Additionally, Starfleet often allows officers some leeway in their uniforms. After all, the ship or base is their home. As long as the uniform clearly denotes an officer's status and responsibilities, is in good taste, and does not reflect poorly on his position, superior officers can approve whatever personal touches their subordinates desire. For instance, some ship counselors prefer a more informal uniform designed to relax those who come to them for help, and Lt. Worf wears a sash adorned with symbols of his Klingon heritage over his uniform.

Money in Starfleet

Starfleet personnel do what they do not for financial gain, but for the thrill of discovery. Captain Picard, Lieutenant Commander Worf and Deanna Troi do not serve in Starfleet for the money. The quest to know the unknown, to answer all questions, is its own



reward. Starfleet personnel receive all they need to perform their duties, and live comfortably. While on Starfleet facilities, an officer can always use a replicator to obtain what he needs.

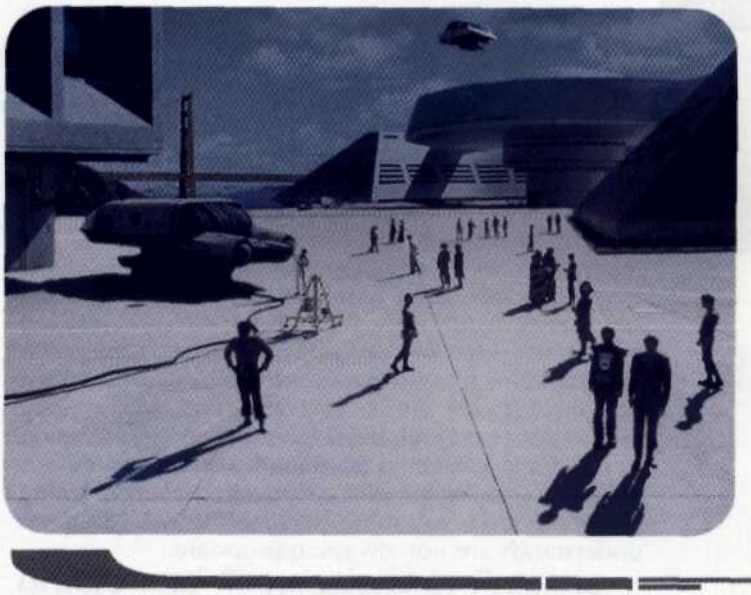
There are times, however, when Starfleet officers find themselves in situations where currency is required, typically while planetside, dealing with non-aligned planets or while on shore-leave. Starfleet assigns each ship an amount of credits to be used at the captain's discretion, such as for use during trade negotiations. In addition, an officer might like to purchase a momento of their visit, such as a *Horga'hn* or Vulcan lute, or sample some of the local cuisine, like *hasperat* or *plomeek* soup, and local proprietors certainly expect payment for their work. For these times, Starfleet provides their personnel with Federation credits.

> *Example: Ensign Alessara, after several months in space, enjoys a few days of rest and relaxation at the starbase on Dessica II. As she peruses the narrow streets of the marketplace, she spies a bolt of fabric that catches her fancy. Although she could attempt to program the replicator to create a facsimile, she decides she'd rather have the hand-made cloth. After negotiating a price with the shopkeeper, she agrees to a price. He presents her with a PADD on which he records the transaction, and Alessara provides a thumbprint authorization. Later in the day, a number of credits are transferred out of the starship's account.*

Sometimes, the use of Federation credits would be inappropriate, such as during a surruptitious survey mission or when it would violate the Prime Directive. In these cases, Starfleet assigns local currency to crew members, much like any other necessary equipment. Great care is taken not to potentially destablize the local economy by devaluing the local currency with a flood of 'counterfeit' money. When the Federation plans to make contact with a new planet, for example, Starfleet protocol allows for a small amount of money for undercover observers. On non-aligned or pre-warp planets, however, Starfleet personnel must barter goods to acquire local currency.

> *Example: Ensign Alessara is chosen to accompany a Starfleet observation team to Celo III, to study their pre-warp society. Alessara ventures down to sickbay for a surgical disguise and replicates a typical Cellosian outfit. She also replicates some trinkets to trade, just in case she needs to purchase goods or services during the mission.*

Finally, the economics of constructing Starfleet facilities — starships and starbases — depend less on financial considerations. Industrial replicators produce components as needed, and on a large scale. Starfleet's Corps of Engineers, like any other



Starfleet personnel, build spaceships because that's their job.

Regulations and General Orders

To keep the men and women of Starfleet working at peak efficiency and in maximum harmony, Starfleet created a wide variety of orders, regulations, policies and suggestions for them to follow. What began as a loose collection of guidelines drawn from Starfleet's predecessors like Earth's maritime navies, these guidelines changed and grew with Starfleet. During the centuries since the UFP established Starfleet, its official rules and regulations have grown to fill volumes of books and kiloquads of computer memory.

Despite the prodigious quantity of guidelines Starfleet's leaders have created, they know they cannot begin to anticipate every event or conflict their crews will face. As a result, their objective in creating guidelines has always been to leave them open enough to provide officers room to maneuver while definite enough to give them some direction. After all, Starfleet is not a collection of laws and dictums but an organization of highly talented, well-trained sentient beings. Starfleet spent years developing tests to identify the best and brightest the UFP has to offer, and even more effort went into preparing them for their careers. After this much effort has gone into getting its officers ready, Starfleet Command knows that it must trust them. They must operate far from home, handling unanticipated problems without relying on their superiors.

This does not mean that Starfleet allows its representatives to go about unsupervised. Commanding officers bear responsibility for their subordinates, and any mistake on their parts reflects on their own superiors. Thus Starfleet has created a chain of command where each link supports every other link. It also means that Starfleet expects every

link to be able to think for itself and to handle almost any situation.

Types of Rules and Regulations

Starfleet divides its rules and regulations into several different categories. The most important ones — those that apply to everyone in Starfleet and often have parallels in Federation law — are the "general orders." Regulations cover most Starfleet operations, but most officers only memorize those regulations that affect their jobs or orders. For instance, while most engineers know Regulation 42/15 regarding impulse engines, few security officers are even aware of its existence. Directives are short-term orders from superior officers regarding conduct during specific circumstances. Once those circumstances end, so do the directives. Finally, Starfleet has many guidelines — codes of conduct which its personnel are strongly recommended to abide by, but which Starfleet understands are not always appropriate.

Stardates

A standard system of timekeeping used to provide galactic temporal reference, stardates take into account such things as relativistic time dilation, warp-speed displacement, and other peculiarities of interstellar travel. In short, make them up as you go. For reference, over the seven years (from 2364 to 2370) that the *Enterprise-D* operated during *Star Trek: The Next Generation*, the stardate advanced from 41148 to 47988.1.

General Orders

Perhaps the most famous general order is General Order 1: The Prime Directive. It prohibits interference in the affairs of nonstarfaring cultures and applies to civilians as well as Starfleet personnel. Starfleet personnel, however, are expected to surrender their own lives before permitting a violation of this general order. Other general orders cover such areas as appropriate responses to danger, interdicted planets and the carrying out of specific missions.

Regulations

Regulations generally cover specific jobs and operations. For instance, regulations require that a starship undergoing a yellow alert take its deflector shields to standby status. Though a computer usually handles this, it is up to Tactical to ensure compliance. By the same token, Engineering needs to make sure the warp and impulse engines are operational. Regulations also cover many of the most routine aspects of Starfleet life — who has access to what areas of a ship or starbase, what times shifts change, how often people get vacations and even how people can wear their hair.

Breach of a regulation is usually handled with disciplinary action determined by one's superior officer. This can be a verbal warning, a written reprimand, a temporary reduction in rank or even a full court martial. For instance, failure to check on the deflector shields during an alert is a far more serious violation than is improperly filing a maintenance report — unless that improperly filed report causes damage to the ship's equipment or personnel.

Directives

While directives do not carry the full weight of a regulation or general order, they still have the full backing of Starfleet — unless Starfleet later determines them to have been ill considered or made in bad faith. Directives usually come from one's superior officers and provide orders and specific ways to handle missions.

> *Ensign Alessara joins an Away Team to the newly discovered planet Celo III, for an observation mission to evaluate their pre-warp society. Prior to transporting down to the surface, the captain directs the group to maintain strict communicator silence, because the Celosians have primitive radio technology and might intercept the message. While on the planet, Ensign Alessara sees a Romulan on a crowded Celosian street. Sheila, playing Alessara, forgets the captain's directive and has her character contact the ship.*

Violating a directive is generally handled like breaching a regulation, but it rarely ends in a court martial. Still, if such a violation leads to injury or damage to property, a court martial might be necessary.

Guidelines

Since Starfleet cannot anticipate every eventuality, it often finds it useful to create guidelines instead of regulations. This way its personnel know what is expected of them and will act accordingly in unexpected circumstances. The most important

guideline Starfleet gives its starship officers is that they only use violence as a last resort, and only when there is no other solution to a problem. Starfleet expects its people to be the type who don't get into bar brawls. Starfleet personnel should manage to defuse the situation before it ever happens, or else leave the bar. They should carry this attitude into any encounter they have.

Away Teams need guidelines more than they do regulations. Away Teams encounter the widest variety of circumstances, and no regulation is right for every situation. The most common form of Away Team involves trained officers sent to a planet's surface to explore or carry out special operations. Since these functions often place its people in dangerous situations, Starfleet has come up with a host of guidelines designed to keep them safe and help them carry out their duties. All Away Team preparations, procedures and activities are supervised from the vessel or base by the Mission Operations Officer, also known as Mission Ops.

What follows is an excerpt taken from the Starfleet Away Team Guidelines:

- Away Team personnel should maintain accurate records of their actions and observations.
- Away Team members should always strive to stay within eyesight of one another and in communication with the Mission Ops.
- Away Teams should only take away what they must and leave behind as little as possible.
- Away Teams are to do everything in their power to avoid entering hostilities.
- Encountered beings are to be treated with respect and dignity.
- If hostilities prove unavoidable or if the Away Team is attacked, the Away Team is to end the combat with as little damage to themselves or their opponents as possible. Lethal damage is to be avoided at all costs.
- Away Teams must establish containment and eradication protocols before transporting potentially infectious agents onto a starship or base.

Of course, all general orders and regulations remain in effect for an Away Team. Thus an Away Team must do everything in its power to avoid contact with a non starfaring race, and must not leave any trace that it visited that race's world.

The Uniform Code of Justice

Punishments for violating regulations range from an unwritten warning to lifetime imprisonment. Starfleet understands that there are times when the regulations do not apply, however, so they try to make up for lapses in the regulations through exhaustive training programs.

The Uniform Code of Justice is the foundation of the Federation's legal system and ensures the rights of the accused, the accuser and any witnesses. Even court martials are handled under its guidelines, and judges go to great lengths to ensure that its premises are not violated. For instance, a witness has the right to make a statement before being questioned in a hearing or trial, and judges have been known to give them great leeway in what they are allowed to say — up until the point it might adversely affect the trial.

Creating Rules and Regulations

Narrators can use rules and regulations to great effect. They establish the parameters within which the characters must act, and their very existence helps players use their creativity to fulfill them — or get around them. Since Starfleet does not create these without reason, Narrators should make sure that they serve some purpose. Forbidding the transport of phasers down to a planet's surface only makes sense if their existence offends the planet's population or the atmosphere causes phasers to explode when fired.

Orders and Regulations in Practice

Realities of Field Command and Duty

Orders in *Star Trek* often tend to be a bit "flexible." Remember that the game is about personal courage and personal skill. If a player has good reason (one tied to the development of the story) to "interpret" an order he is given, the Narrator should allow it to a degree. Of course, such actions may have an impact (good or bad) on the character's Renown. Rules and regulations are a way for Narrators to remind players of the responsibilities of being in Starfleet. For instance:

> *During this week's adventure, Ensign Alessara and Lieutenant Sark uncover a disguised Romulan agent on Celo III, and investigate matters further. They discover that the Romulan is using the planet as a rendezvous with a Romulan warbird. Lieutenant Sark's player decides to take matters into his own hands, and foil the spy's plans.*

Sark dresses Ensign Alessara up like a local constable and sends her into the neighborhood where he suspects the Romulan is hiding. Meanwhile, Sark hides and waits for the spy to try to escape this police intrusion. When he does, Sark stuns him with his phaser, and discovers the plans to Starbase 84 hidden on the Romulan. Then he transports him up to the Discovery. *Alessara follows a little later, explaining that she was delayed when one of the natives in the neighborhood called on her to stop a robbery. Overall, a good adventure.*

When the Alessara and Sark return, the Narrator, playing the role of the captain, asks them for a report on what happened on the planet. Concerning the character most are:

- *Alessara's violation of the directive regarding communications;*
- *Alessara's posing as an official of a planetary government; and*
- *Sark's phaser use to capture the spy, potentially calling attention to himself among the locals (a non-spacefaring species).*

After Sark and Alessara explain their actions (and present the plans for Starbase 84), the Narrator (in the voice of the captain) reminds the players that:

- *Alessara should not have communicated with the* Discovery, *as per his directive;*
- *Alessara took adequate precautions to avoid contaminating the planet, and in fact her efforts to stop the robbery helped maintain her cover; and*
- *Sark took adequate precautions to prevent anyone from seeing his phaser use.*

The captain lets the two off with a verbal warning about following orders and a commendation for recovering the plans.

Following Orders

Although Starfleet understands that every rule cannot be obeyed all the time, it takes a harsh look at anyone who violates them without very good reason. Player characters will have to come up with very good rationales for their actions if they do violate Starfleet policies, and they should expect investigators to pick apart their stories. Although such "interpretations" can be a fun and challenging aspect of the game when used sparingly, the Narrator must be careful that players don't begin to abuse the privilege.

Mission Types

Starfleet has long emphasized the ability of its ships, bases and people to handle a wide variety of missions and assignments successfully. While its specialists are among the Federation's best, most of its personnel can carry out a range of duties. Thus

many of its starships, especially those on the frontiers, are given a variety of responsibilities.

Exploration

In the past 300 years, Starfleet has only charted a small percentage of the galaxy. Even charted areas still house surprises. Continued exploration is essential to discover both unknown threats and opportunities. For instance, the *U.S.S. Enterprise-D*, exploring the galaxy, first encountered and began gathering information on the Borg. Without its advance knowledge of the threat, it could have gone much worse for the Federation when the Collective finally arrived in the Alpha Quadrant.

Deep Space

Exploring starships utilize a wide variety of sensors to map space, chart new solar systems, mark navigational hazards and chart the vast void between systems. Generally, Starfleet Command assigns ships to specific areas to which they travel at warp speed and then begin exploring at impulse speed. While sensors and the main deflector array provide much information, they require constant monitoring for new phenomena, such as astronomical anomalies, derelict ships or more immediate dangers.

Planetary

While some people feel deep space exploration is the least rewarding assignment, almost no one has that opinion of planetary exploration. Every planet is different, and even uninhabited chunks of rock offer the opportunity to encounter new minerals, anomalies and signs of past life. More importantly, they also offer the chance to meet new lifeforms — especially the sentient life forms which our galaxy seems to have in such abundance.

Defense

The Federation has found itself faced with a variety of serious military threats over the past decade, including the Borg, Tholians, Cardassians and pirate marauders. Some people have begun calling for Starfleet to make defense its primary duty. Starfleet Command has resisted this kind of specialization, noting that if it does not fulfill its other missions, its abilities to handle surprise threats will drop off severely.

Patrol

Most armed starships find themselves assigned to basic patrol duties at one point or another. These can include keeping an eye out for pirates, monitoring the edge of the Neutral Zone, investigating a sector of space where unknown forces were sighted or just ensuring that nothing untoward happens. In the event of trouble, crews need to assess the danger levels both of dealing with that trouble and of avoiding it. Starfleet does not want its commanders risking themselves or their crews unnecessarily, but its most legendary members often dealt with extremely dangerous situations they discovered on patrol, facing overwhelming odds because of the dangers these threats posed.

Threat Alert

Starfleet's many Starbases monitor their sectors for any sign of trouble and alert nearby ships if they uncover any. Examples of threat alerts include increased Romulan activity around the Neutral Zone, multiple reports of unknown ships, Cardassian hostility, ship disappearance or the rare destruction of a starbase or colony. Ships responding to these alerts need to take a great deal of care to ready themselves for trouble but not to overreact to unfortunate misunderstandings or diversions.

Tactical

The Federation faces continuing hostilities with the Romulan Empire. Hostilities with the Klingons lasted a century. On at least two different occasions in the late 23rd century, highly advanced probes heading directly for Earth destroyed a number of starbases and killed scores of people, only to be turned back at the last minute. The Cardassians battled the Federation for a long time in the 24th century. In 2367 the Borg invaded deep into Federation space, destroying many vessels along the way.

Starships have to remain ready for the very real threat of battle. When Starfleet calls on them for tactical operations, their crews must react at once. Few relish the need to fight, kill and perhaps be killed, but they prepare themselves all the same, for they are the Federation's main line of defense. Narrators and players should get many episodes out of any hostilities that might arise, but should always keep their eye on the Federation's overriding goal — ending the hostilities and preventing more.

Convoy and Escort

Generally considered the least active of defensive missions, these are still of great importance. Starfleet assigns its starships to convoys during hostilities, when a sector has reported an increased number of attacks on shipping, when the cargoes are especially valuable or when they are traveling near dangerous areas like the Romulan Neutral Zone. Escort duties generally have a more

diplomatic function but still must defend the starship's charges. The primary duty of starships on these missions is to avoid danger and get their cargoes through, fighting only if it is unavoidable.

Diplomatic

Since starships project diplomatic as well as military power, their crews need to know how to handle encounters with non-Federation species. Starfleet sends starships as its representatives to important functions (inauguration of new leaders, the signing of a treaty) or to escort diplomats. Starfleet fears little more than one of its people inadvertently stirring up trouble where no trouble was before, so it drills its people on the intricacies of diplomacy.

First Contact

As the Federation's leading explorers, Starfleet officers conduct most of the Federation's initial encounters with new races. While the Federation can later send out more capable envoys, a race's first impression will always be marked by this first contact. While Starfleet officials have labored long and hard over the Starfleet Life Contact Policy Directive, they know that they can never anticipate all the difficulties that can occur when meeting undocumented sentient beings. As a result, they continue to stress the fundamentals to their representatives — always act to prevent danger, prepare to back out if hostilities arise, and never risk contamination of nonstarfaring cultures. They prefer that trained exobiologists and cultural sociologists carry out these contacts, but that is not always possible.

Indeed, Starfleet prefers to delay contact with new races until they have achieved significant spaceflight capabilities. Until that time, it assigns trained observers to watch a culture, prevent outside influence and notify Starfleet when the time has come to make a first contact. Starfleet would also prefer to observe starfaring races before making contact, but this is rarely possible.

Crews often find themselves in the role of observers, assessing whether a species has space-flight capacity or not and evaluating its potential as friend or foe. Away Teams often find themselves sent to such planets to recover needed items or gather more information. Ship crews might also find themselves surprised when a previously planet-bound race suddenly acquires advanced technology. These operations give Narrators the chance to spring all sorts of surprises on the players, for there is no limit to the diversity of life in the galaxy.

Envoy

While the Federation can handle many diplomatic missions via long-range communications or established representatives, starships must often take the role of envoys, traveling at warp speed to deal with many issues that arise without warning. Starfleet goes to great lengths to ensure that its envoys have all the information they need to handle such an assignment, but this is not always possible. Thus envoy duties often show Starfleet at its most unwavering in regard to rules and regulations. Envoys must not make promises that would require the Federation to violate its policies, and should look to these for guidance. Starfleet stresses the need for its envoys to engage in nonlinear thinking, looking for new ways to avoid bad situations. Whenever possible, envoys should find solutions and compromises that help both sides. They should never be afraid to give a little in order to get a little.

Law Enforcement

Starships and starbases are often called upon to enforce Starfleet's rules and regulations. Indeed, they are often the only mechanisms to carry out Federation policy and need to represent themselves accordingly. If someone has violated the Prime Directive, it is up to the next Starfleet personnel who come along to try to isolate and minimize the damage done. If other laws are broken, Starfleet has to enforce them. Starfleet does not want its personnel turned into glorified policemen, but it understands the need for its people to carry out such missions.

Arbitration

Similar to envoy missions, arbitration is often more spur-of-the-moment and less dictated by Starfleet regulation. In these cases, Starfleet representatives hear complaints and difficulties arising between non-Starfleet parties and try to resolve them to best effect. Any hints of the arbitrators succumbing to prejudice or outside pressure are investigated and punished if found to be accurate. Characters often find themselves between competing factions, serving as the only possible mediators.

Again, Starfleet urges its people always to seek out win-win solutions. Starfleet has often found that the main complaints of the parties seeking arbitration are often not their real problems. If two races claim

the same territory, it may be because one needs a new place to live while another needs its resources. Finding a way for both parties to get what they want is the best result.

Emergencies and Natural Disasters

When dangerous situations arise rapidly and require prompt action, the Federation calls on Starfleet. If a planet begins suffering cataclysmic seismic upheavals, a ship receives a distress signal, a star begins turning unstable or an epidemic sweeps a world, Starfleet needs to react quickly and effectively.

Rescue

Rescue can take several forms. If a starbase or ship in space encounters trouble beyond its capabilities, it will send out an immediate distress signal. Almost every ship which picks up a distress signal will respond (since it might have to send one out itself one day), but Starfleet's ships are often best-equipped to deal with this kind of emergency. Starfleet policy requires its starships to render aid in such situations, even if it appears that rescuing someone might put a ship at risk.

Aid and Relief

Planets, colonies or outposts whose continued operation and occupation is threatened often petition Starfleet for aid. When Starfleet receives a planetary distress signal, it immediately seeks out the nearest spaceship with the personnel and equipment it believes necessary to handle the problem. Unfortunately, if an entire planet did not have the resources to handle such a situation, the starship might not be able to do any better. Starfleet expects its people to do the best they can to render aid, but when worst comes to worst, they need to prepare for evacuations.

Evacuation

All of Starfleet's more sizable starships can carry far more people than their normal crew, if only for a limited time. They also have contingency plans for taking civilians on board as fast as they possibly can and getting them situated as comfortably as possible. The largest spaceships can take on thousands of people when the need arises.

Quarantine/Interdict

While Starfleet prefers quarantines and interdictions be used only as a last resort, they do occur. Even the noteworthy interdiction of Talos IV is done only grudgingly and because Starfleet has found no other way to deal with the subtle threat the planet poses. Commanding officers of starbases and starships have the authority to declare quarantines and interdictions as needed, but Starfleet will review such actions as soon as possible and reprimand those who did not exhaust every other possibility first. Once a quarantine or interdiction is in place, Starfleet enforces it to the best of its ability.

Scientific

Starfleet often views its scientific missions in the same way it sees its exploration missions — a chance to do or see something no one else has before. It encourages all its personnel to engage in scientific research and speculation whenever possible, and starships feature cutting-edge research equipment. Even those crew members whose regular duties prevent them from conducting experiments during their shifts have access to Starfleet equipment for pet projects while off duty.

Experimentation and Investigation

Most Starfleet personnel, be they on starships, starbases or ground posts, have access to some of the best laboratory facilities in the Federation. They can study warp propulsion, deflector technology, chemistry, exobiology or anything else they please, though the Operations Manager will prioritize projects if two or more require the same resources. Since starships often encounter never-before-seen compounds and beings, they have strict regulations to ensure that if anything goes wrong with an experiment, it can be contained. Still, Starfleet cannot predict every eventuality, and even with shields around new substances, things can go horribly awry.

Cataloging/Charting

Starfleet makes extremely accurate maps and charts of space, and its personnel must be exact in ensuring that what the sensors see and record is really what's out there. Starfleet prefers using sensors and unmanned probes to handle as much of this as possible, but nothing can take the place of trained crews to resolve discrepancies and investigate new phenomena.

Communications

The Federation's many communications systems, including Starfleet's own Comnet, regularly carry the

details of countless scientific investigations. Characters can regularly check for needed information, and Narrators can use these systems to drop important clues. For instance, Data once monitored Comnet to determine that a conspiracy against Starfleet was underway.

Training

No matter the length of someone's distant assignment or involvement in critical events, Starfleet insists that he maintain and advance his skills. Training is a regular part of Starfleet life, and one all commanders insist upon for themselves and their subordinates. Most training involves study sessions with more talented colleagues or exercises in pregenerated holodeck programs. This does not just cover physical training. Starfleet personnel also receive training in languages, sciences, alien cultures and various liberal arts. Players can use these training regimens to justify experience increases in new areas, though Narrators should insist that enough time has passed for them to learn what their players say they have learned.

> *Since Ensign Alessara's player specified early on that she regularly studies Romulan languages and customs, the Narrator does not object when she advances in these skills.*

Diagnostic Modes

A ship or base's computers are capable of running preprogrammed software diagnostics. Along with procedures performed by crew members, these diagnostics inform the crew on the exact status of a ship's systems. There are various degrees used depending on the circumstance.

Level 1: The most comprehensive systems check, a Level 1 involves manual verification by crew members, in case the system's computer diagnostics are untrustworthy. This can take many hours and may even require a system or two to go off-line during the diagnostic check.

Level 2: A swifter procedure than Level 1, this level still involves crew members manually verifying certain systems, although not necessarily all aspects of them.

Level 3: A short procedure (ten minutes or less) with manual check of only key systems.

Level 4: An automated procedure whereby the computer checks for malfunctions or other anomalies in a system's performance or operation.

Level 5: A routine automated procedure taking less than three seconds. Used when time is of the essence or when the computer is too busy with more important, timely functions.

Operating Modes and Procedures

Though most Starfleet facilities carry out their duties without difficulty, Starfleet regulations detail a variety of operating modes for dealing with special situations, as well as the procedures to follow in each.

Alert modes

Cruise Mode

Approximately 95 percent of any voyage is spent in Cruise Mode, and crew members think of this as the standard operating procedure. The crew works in three shifts, but only a minimal number of the crew have to be at operating stations at any one time. On a *Galaxy*-class ship, only a Commanding Officer, Flight Control Officer, Operations Manager and one other officer have to man the bridge during this time, and other crew members generally carry out research projects, training or recreation. A Starbase's equivalent of Cruise Mode is often just called Operational Mode. Smaller ships might have even fewer crew members on the bridge while operating in Cruise Mode.

> *Ensign Alessara, as a trained pilot and navigator, usually takes one shift as Flight Control Officer, and is therefore one of only four crew members on the bridge of the* U.S.S. Discovery *when the ship encounters a damaged Ferengi shuttle.*

A number of procedures are automatic in cruise mode, and characters can generally assume that these are in effect. The navigational deflector shields remain up at all times. Forty percent of the phaser banks and one photon torpedo launcher (if a ship has these weapons) stay at cold standby status, ready for power-up in two minutes. One shuttle can launch within five minutes. A Level 4 automatic diagnostic series must be run on all primary and tactical systems at the start of each shift. One major power system must be at operational status while another is at standby. If the ship is flying at warp, then long-range navigational sensors need to operate.

Yellow Alert Mode

Commanding Officers can implement a Yellow Alert when they suspect that their ship will soon encounter a crisis situation such as combat, ship malfunction or dangerous navigational hazards.

Starfleet strongly recommends that ships go to Yellow Alert before hitting Red Alert (see below), but understands that this is not always possible. During a Yellow Alert, the Operations Manager checks all ship activities and operations, curtailing any that might hinder the ship's ability to deal with the situation, and all active bridge stations go to Full Enable.

Warp power and main impulse systems become fully operational. All phaser banks and photon torpedo launchers energize to partial standby; one

photon torpedo arms, though Tactical or Operations can cancel this. Deflector shields go to standby. Sensors check all shipboard activity and notify security of anything out of the ordinary. The ship's computer runs Level 4 diagnostics on all primary and tactical systems and Level 5 diagnostics on survival systems and lifeboats. Long-range and tactical sensors become operational.

Red Alert Mode

Red Alert is the highest level of activity most ships can reach. It is only declared when the ship or its personnel are immediately threatened. Almost the entire crew takes its primary or secondary stations. Warp power and main impulse systems become fully operational. All phaser banks and photon torpedo launchers energize to partial standby; one photon torpedo arms, though Tactical or Operations can cancel this. Deflector shields go up. Sensors check all ship-board activity and notify security of anything out of the ordinary. The ship's computer runs Level 4 diagnostics on all primary and tactical systems every five minutes. Long-range and tactical sensors become operational and all other uses of the sensors are canceled (barring override from Ops). All shuttlebays get ready to launch their vessels. Barriers and force fields go up between compartments to isolate any damage or danger that may occur.

External Support Mode

Starships are at their most vulnerable during External Support Mode, so it is only allowed when they have docked at a support facility. Much of the ship shuts down while it undergoes repairs, maintenance and upgrades. It takes most ships some time (days in some cases) to re-achieve Cruise Mode after this. The *Enterprise-D's* visit to the Remmler array for a baryon sweep is an example.

Most ships have additional modes based on their needs and abilities. For instance, *Galaxy*-class ships also have Separated Flight Mode for when the saucer section separates, and a Reduced Power Mode for crisis situations.

An Honorable Burden

Despite what may seem numerous restrictions and limitations placed upon Starfleet crew members, they have the power to influence galactic affairs greatly. That power must be exercised with wisdom, tempered by time and courage. Regardless of the endless reports one must file and the occasional "dressing down" of a superior officer, Starfleet offers its members endless opportunities for growth and adventure. After a hectic Away Team mission on a world in chaos or an emergency warp core containment action, all the rules and regs can come to seem like safe havens in a storm. Any crew member with enough experience knows the vital necessity — and honor — that comes with enforcing Starfleet procedures.

character creation

Ben joined his friends at their table in the cafeteria. Conversation, as usual, involved the same subject they'd been discussing for the past three weeks. After two years of basic education, it was time to declare their assignment preferences.

"... at Operations, probably flight control." Raxa said as Millard sat down.

"I wish I could make up my mind." Erika Tolorn interjected. "There are so many options, Engineering... Science... Command..." The sentiment resonated with Ben; he was finding it hard to make a decision, too.

"I don't think you have to worry about command. Not after the K'tara test." Tom Bridges said, smiling. Everyone at the table laughed. The K'tara test had wreaked havoc with the entire class. A variation of the old Kobayashi Maru scenario, it was meant to test the cadets' reaction to surprises. As the class assisted a Varillian freighter — the K'tara — as part of a routine simulation of bridge operations, a Romulan warbird suddenly appeared on the screen. Erika had been in command at the time and it hadn't been pretty. It was good they could laugh about it, especially Erika.

"What about you, Ben? Any ideas?" Tom asked.

When Ben originally applied to the Academy, he thought he would go into science. He'd always been good at the subject in school, had even been accepted to the Daystrom Institute before receiving his acceptance to the Academy. But now, having seen all the options available, he wasn't so sure. During the K'tara test, the bridge in flames, Erika and Tom "dead," Ben took the center seat and managed to get the ship out of danger.

"Command," he replied. "What else?"

Creating A Character

In the *Star Trek: The Next Generation Roleplaying Game*, players take on the role of Starfleet officers, in much the same way as an actor portrays a role in a television episode. Rather than speaking lines or performing actions written by a scriptwriter, the player makes up his character's dialog and determines his character's actions. The player character, over the course of play, becomes an alter ego, with his own desires and personality. Before you can begin to play the *Star Trek: The Next Generation Roleplaying Game*, you must create a character.

Creating a character takes a certain amount of effort. Your characters should be fully realized individuals, with detailed backgrounds, motivations and behavior. This chapter provides players with all the guidelines they need to create a beginning character. The *ST:TNG RPG* is designed to allow players to create a character and begin playing in only a few minutes. First you start with an initial concept. Then, using the steps explained here, you translate your rough idea into a character with innate capabilities, skills, talents and abilities. These abilities are expressed in game terms with numbers and rules.

Initially, these statistics may seem dry. When an author begins to think about a novel, he creates a detailed description of his main characters — their likes and dislikes, past histories, concerns and motivations. He does not typically describe his characters as Fitness 2 and Tricorder 3. These ratings, however, are a sort of shorthand which quantifies a character's skills and abilities — a way for the character to interact with the rules system.

Developing The Initial Concept

Creating a character begins with an initial conception. This doesn't have to be specific; you only need a general idea of who your character will be. Think about what you want to play. Will you be a capable Vulcan science officer or a brash engineer from Earth? Typically, a player will have only a vague idea for his character based on the character's race — Vulcan, human, Andorian — and what he does — ambassador, engineer, merchant. Consider the characters you see in *Star Trek: The Next Generation*. Each can be described by his species and position. Jean-Luc Picard is a human captain. Geordi La Forge is a human engineer. Deanna Troi is a Betazoid ship's counselor.

Notice, however, how this basic idea doesn't even begin to describe the complexity and subtle nuances of those characters. Where is Deanna's love of chocolate, or Captain Picard's interest in archaeology? At this stage, the characters are reduced

What Do I Play?

Part of the fun of roleplaying games lies in creating an original character of your own design. While it may be fun to play Captain Picard or Commander Riker, they've had their adventures (and continue to have them in the *Star Trek* motion picutres); their fates lie in the hands of the scriptwriters. Now it is time for you to tell your own stories, perhaps as spectacular and momentous as those of the *U.S.S. Enterprise-D*, and for your characters to enter the annals of Starfleet history.

Before sitting down to play a game of *Star Trek: The Next Generation*, the Narrator should sit down with her players to discuss what they want to play. One player might like to play the Chief Medical Officer, while another might like to portray a geologist down in his lab. The goal is to find out how the members of the Crew fit together, and the kinds of stories everyone wants to tell. The thing to remember is the player charcters are the focus of the story. They are the heroes. No matter where they are or what they're doing, adventure seems to find them. Of course, it may be difficult for the Narrator to concoct reasons for the transporter operator, sensor technician and shuttlecraft pilot to beam down into danger week after week. The player characters should be mid-level or senior officers, so they have some say in the decisions made on board their ship, or they should be of the same rank (all ensigns fresh out of Starfleet Academy, for instance).

Some players will want to be the ship's Department Heads — Chief Engineer, Chief Medical Officer, Chief of Security, Chief of Operations, Chief Science Officer and so on. They are in charge of their departments, responsible for the officers under them, and have a major say in the fate of the ship. This also includes being the chief of lesser-known departments, such as Stellar Cartography and Environmental Systems. In order to hold the positions of Chief Medical Officer, Chief Engineer and the like, players must purchase the *Department Head* advantage. Narrators should not normally allow players to hold the post of Captain or First Officer, at least at the start.

Of course, this begs the question "what kind of organization allows the Captain, First Officer, Chief Medical Officer, Chief Engineer and Chief of Security to venture into danger week in and week out?" A character does not have to be a Department Head to hold a position on the bridge. It is not necessary to be the Chief Flight Control officer to staff the flight control station, for example. Starfleet captains routinely choose qualified individuals to perform important missions, irrespective of their rank and position. Typically, player character groups will portray a mixture of positions — some Department Heads, some regular officers.

Finally, assignments in Starfleet are flexible. As new situations pop up, officers are expected to serve a variety of duties. Job distinctions are not rigid. One week, your doctor might beam down to help explore a new planet. The next, she could be assigned to find a vaccine to a deadly disease. It is Starfleet's current operating procedure to establish Mission Teams, whose job it is to achieve a particular objective. Even though a character might not hold a position of influence, she is still important. For example, upon discovering a new black hole, the ship's captain would assign a team to head up the investigation — the player characters. You would need scientists to analyze the scientific data, Operations personnel to operate and maintain the equipment and Command staff to supervise or serve as administrative support. Each week, the Crew stumbles upon a new adventure, and each week the player characters are the people chosen for the job.

to their most basic components. They are simply cardboard cut-outs, not fully fleshed-out individuals. The player should next come up with a personality for his character. This can involve how the character looks — slightly overweight and earnest — or the attitude or demeanor the character conveys to others — straight-laced, gruff and so on. Think about how people might perceive your character and determine if he meets these expectations. This is generally a first impression; a gruff, detail-minded engineer might actually be kind-hearted once you get to know him.

As you create your character, try to get more and more specific, fleshing out your initial concept. The word "why" is a player's best friend. No matter where you begin or how far you go, asking "Why?" adds additional depth to the character. For example, suppose a player wants to play a character that chafes at rules and regulations. Why is the character like this? Perhaps he grew up in a strict environment and rebels against authority, or maybe he was raised with few rules and is unfamiliar with responsibility. The way you answer leads to completely different conceptions of the character. Why, then, did he join Starfleet, an organization with a lot of rules and regulations? Maybe a parent pushed him into it, the character is seeking something he feels is missing from his life or he only wanted to explore the galaxy and didn't think about the particulars. Asking yourself why you chose the character you did is always a good place to start.

In some cases, the Narrator might have suggestions for characters, based on the type of series he has in mind.

> *Example: Danny wants to create a Vulcan security officer for an upcoming game. That is his starting point. Then he thinks about this officer. Why is he a security officer? Danny sees his character as a Sherlock Holmes, using logic to solve crimes and maintain order. Why, Danny wonders, is his character concerned with crime and security matters? The answer comes easily — Vulcans are a peaceful people, but other forces work to bring disorder and conflict, so only through strength can there be peace. His character joined Starfleet because there were few opportunities for him on Vulcan. Putting this all together, Danny conceives of his Vulcan security officer as more of a detective, concerned with the Federation's peace and well-being.*
>
> *While thinking about his character conception, Danny decides his Vulcan security officer is a no-nonsense person, getting to the heart of matters and not putting up with a lot of beating around the bush.*

Certain concepts might not be appropriate for life in Starfleet, such as escaped criminals or underhanded con men. One possibility, if a player wants to play a character that doesn't fit the Starfleet ideal, is to talk with the Narrator about finding a way to fit such a character into the *Star Trek* milieu. Characters who strive to go beyond their past or their nature — like Tasha Yar — are one of the themes of *Star Trek: The Next Generation*. Perhaps the criminal was wrongly accused, or the con man could be toned down to a rakish Casanova.

Players should create characters that fit in well with the rest of the Crew (the group of player characters). Things can become a bit difficult if the Crew has two science officers or three security officers. Talk with the other players to figure out how your character fits in with theirs. If two players want to play officers holding the same position on a ship (both want to play Flight Control officers, for example), one might work different shifts or have different duties. One Conn could sit at the station on the bridge, while the other stands ready as his relief. Or one character might man the bridge station while the other works down in Stellar Cartography.

Finally, characters should generally get along with each other. It's all right if characters engage in friendly rivalry, good-natured kidding around or mild friction, but a character that constantly argues with the rest of his Crew ruins the fun for everyone.

> *Example: During character creation, Bill thinks it would be interesting if his human Flight Control Officer were intolerant of Vulcans. He envisions a strong dislike for their cold logic and dedicated manner. In talking with the Narrator, Bill describes a character that avoids Vulcans as much as possible, and chafes visibly in their presence. The Narrator thinks this is too strong — after all, their characters must work together and Starfleet doesn't tolerate bigotry — and suggests Bill tone it down a bit.*

Character Archetypes

Players who want to start playing immediately can choose one of the pregenerated characters detailed on the following pages. These are referred to as

Andorian Security Officer

Attributes
- Fitness 4
  - Strength +1
  - Vitality +2 (1)
- Coordination 2
  - Reaction +1
- Intellect 3
  - Logic -1
  - Perception +1
- Presence 2
  - Willpower +1
- Psi 0

Skills
- Athletics (Lifting) 1 (2)
- Computer (Programming) 1 (2)
- Culture (Andorian) 2 (3)
- Dodge 2
- Energy Weapon (Phaser) 3 (4)
- History (Andorian) 1 (2)
  - (Federation) (2)
- Language
  - Andorian 2
  - Federation Standard 1
- Law (Starfleet Regulations) 1 (2)
- Personal Equipment (Tricorder) 1 (2)
- Planetside Survival (Arctic) 1 (2)
- Primitive Weaponry (Chaka) 2 (3)
- Security (Security Systems) 2 (3)
- Shipboard Systems (Tactical) 2 (3)
- Social Science (Sociology) 1 (2)
- Systems Engineering (Security Systems) 1 (2)
- Unarmed Combat (Starfleet Martial Arts) 3 (4)
- Vehicle Operations (Shuttlecraft) 1 (2)
- World Knowledge (Andoria) 1 (2)

Advantages/Disadvantages
- Alertness +2
- Athletic Ability +2
- Excellent Hearing +2
- High Pain Threshold +2
- Promotion (Lieutenant) +3
- Strong Will +2
- Toughness +2
- Code of Honor (Starfleet) -4

Courage 3
Renown 1
- Discipline 1

Vulcan Science Officer

Attributes
- Fitness 2
  - Strength +1
- Coordination 2
- Intellect 4
  - Logic +2
- Presence 2
  - Willpower +2
  - Empathy -1
- Psi 3
  - Range -1

Skills
- Computer (Research) 2 (3)
- Culture (Vulcan) 2 (3)
- Dodge 1
- Energy Weapon (Phaser) 1 (2)
- History (Federation) 1 (2)
  - (Vulcan) (2)
- Language
  - Federation Standard 1
  - Vulcan 2
- Law (Starfleet Regulations) 1 (2)
- Life Science (Microbiology) 1 (2)
- Material Engineering (Metallurgical) 1 (2)
- Mind Meld 2
- Personal Equipment (Tricorder) 2 (3)
- Physical Science (Chemistry) 2 (4)
  - (Mathematics) (4)
  - (Physics) (4)
- Planetside Survival (Desert) 1 (2)
- Receptive Telepathy 1
- Shipboard Systems (Science Station) 2 (3)
  - (Sensors) (3)
- Space Science (Astronomy) 3 (4)
- Unarmed Combat (Nerve Pinch) 2 (3)
- Vehicle Operations (Shuttlecraft) 1 (2)
- World Knowledge (Vulcan) 1 (2)

Advantages/Disadvantages
- Curious +1
- Mathematical Ability +3
- Promotion (Lieutenant) +3
- Code of Honor (Vulcan) -2
- Hides Emotions -2
- Pacifism (Cannot Kill) -1

Courage 3
Renown 1
- Skill 1

Betazoid Medical Officer

Attributes
Fitness 2
Coordination 2
Dexterity +1
Intellect 3
Perception +1
Presence 3
Empathy +2
Psi 2
Focus +1

Skills
Athletics (Jumping) 1 (2)
Charm (Influence) 2 (3)
Computer (Research) 1 (2)
Culture (Betazoid) 2 (3)
Dodge 1
Energy Weapon (Phaser) 1 (2)
First Aid (Combat/Trauma) 4 (5)
(Vulcan) (5)
History (Betazoid) 1 (2)
(Federation) (2)
Language
Betazoid 2
Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Life Science (Exobiology) 1 (2)
(Genetics) (2)
Medical Science (General Medicine) 3 (4)
(Surgical (Cardiology)) (4)
Personal Equipment (Medical Tricorder) 2 (3)
Planetside Survival (Forest) 1 (2)
Projective Telepathy 1
Receptive Telepathy 2
Shipboard Systems (Medical Systems) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Betazed) 1 (2)

Advantages/Disadvantages
Promotion (Lieutenant) +3
Pacifism (Self-defense) -3

Courage 3
Renown 1
Openness 1

Tellarite Engineer

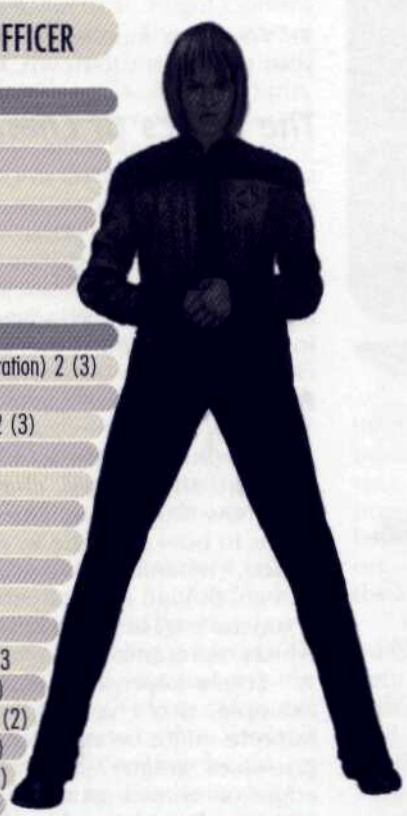
Attributes
Fitness 3
Coordination 3
Dexterity +1
Reaction +1
Intellect 3
Logic +1
Presence 2
Empathy -1
Psi 0

Skills
Athletics (Lifting) 1 (2)
Computer (Computer Simulation/Modeling) 2 (3)
Culture (Tellarite) 2 (3)
Dodge 1
Energy Weapon (Phaser) 1 (2)
History (Federation) 1 (2)
(Tellarite) (2)
Language
Federation Standard 1
Tellarite 2
Law (Starfleet Regulations) 1 (2)
Material Engineering (Structural/Spaceframe) 2 (3)
Personal Equipment (Tricorder) 1 (2)
Persuasion (Debate) 2 (3)
Physical Science (Physics) 1 (2)
Planetside Survival (Mountains) 1 (2)
Propulsion Engineering (Warp Drive) 3 (4)
(Impulse) (4)
Shipboard Systems (Engineering) 2 (3)
(Transporter) (3)
Systems Engineering (Computer Systems) 2 (4)
(Transporter/Replicator) (4)
Vehicle Operations (Ground Craft) 1 (2)
(Shuttlecraft) (2)

Advantages/Disadvantages
Engineering Aptitude +3
Infrared Vision +2
Promotion (Lieutenant) +3
Sense of Direction +1
Sense of Time +1
Zero-G Trained +2
Argumentative -1
Code of Honor (Honesty) -2
Impulsive -1
Intolerant (Klingons) -1

Courage 4
Renown 1
Initiative 1

Human Command Officer



Attributes
Fitness 2
Coordination 2
Intellect 3
Presence 3
Willpower +1
Psi 0

Skills
Administration (Starship Administration) 2 (3)
Athletics (Throwing) 2 (4)
Command (Starship Command) 2 (3)
Computer (Programming) 1 (2)
Culture (Rigel IV) 2 (3)
Dodge 2
Energy Weapon (Phaser) 1 (2)
History (Human) 1 (2)
(Federation) (2)
Language
Federation Standard 3
Law (Starfleet Regulations) 2 (3)
Personal Equipment (Tricorder) 1 (2)
Planetside Survival (Urban) 2 (3)
Primitive Weaponry (Saber) 1 (2)
Shipboard Systems (Operations Management) 1 (2)
(Tactical) (2)
Starship Tactics (Romulan Tactics) 2 (3)
Social Science (Political Science) 1 (2)
Streetwise (Locate Contraband) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Rigel IV) 1 (2)

Advantages/Disadvantages
Athletic Ability +2
Bold +1
Promotion (Lieutenant) +3
Strong Will +2
Code of Honor (Defender) -3

Courage 5
Renown 1
Initiative 1

Bolian Conn/Operations Manager Officer

Attributes
Fitness 3
Strength -1
Vitality +1
Coordination 3
Dexterity +1
Intellect 4
Logic +1
Presence 3
Psi 0

Skills
Administration (Starship Administration) 2 (4)
Athletics (Running) 1 (2)
Computer (Programming) 1 (2)
Culture (Bolian) 2 (3)
Dodge 1
Energy Weapon (Phaser) 2 (3)
History (Bolian) 1 (2)
(Federation) (2)
Language
Bolian 2
Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (Communicator) 1 (2)
Physical Science (Computer Science) 1 (2)
Planetside Survival (Forest) 1 (2)
Shipboard Systems (Flight Control) 4 (5)
(Management) (5)
Social Science (Anthropology) 2 (3)
Space Science (Astronomy) 1 (2)
Systems Engineering (Sensor Systems) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 1 (2)
Vehicle Operation (Shuttlecraft) 2 (3)
World Knowledge (Bolarus IX) 1 (2)

Advantages/Disadvantages
Ally +2 (Bolian fellow officer)
Innovative +1
Synergy +3
Promotion (Lieutenant) +3
Code of Honor (Starfleet) -4

Courage 3
Renown 1
Skill 1

Centauran Ship's Counselor

Attributes

Fitness 3
- Vitality +1

Coordination 3
- Reaction +1

Intellect 3
- Logic +1
- Perception +1

Presence 3
- Empathy +1

Psi 0

Skills

Administration (Starship Personnel) 2 (3)
Artistic Expression (Drawing) 2 (3)
Athletics (Parrises Squares) 1 (2)
Computer (Computer Simulation/Modeling) 1 (2)
Culture (Centauran) 2 (3)
Dodge 1
Energy Weapon (Phaser) 2 (3)
First Aid (Wound/Combat Trauma) 1 (2)
History (Centauran) 1 (2) (Federation) (2)
Language
- Centauran Prime 2
- Federation Standard 1

Law (Starfleet Regulations) 1 (2)
Medical Science (Psychology) 2 (3) (Medicine) (3)
Personal Equipment (Medical Tricorder) 1 (2)
Persuasion (Counseling) 3 (4)
Planetside Survival (Oceanic) 1 (2)
Shipboard Systems (Medical Systems) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Alpha Centauri) 1 (2)

Advantages/Disadvantages

Curious +1
Eidetic Memory +3
Promotion (Lieutenant) +3
Rapid Healing +1
Sexy +2
Code of Honor (Starfleet) -4

Courage 3
Renown 1
- Openness 1

up to his career in Starfleet. At each stage along the History, you can use a number of Development Points to spend to improve your character's attributes, edges and current skills, or buy new edges and skills.

4) *Finishing touches:* Last but not least, figure out your character's Renown, Courage Points and rank.

The Basics Of Character Creation

Characters in *ST:TNG RPG* are built using three basic elements: Attributes and edges, advantages and disadvantages and skills. Each of these elements is discussed later in the *Traits* Chapter. When constructing your character, you will receive some attributes, skills and advantages and disadvantages for free, taken from the Template and Overlay you choose. You can purchase others with Development Points, which are discussed below.

Attributes represent the character's innate physical and mental characteristics — everything from how much weight he can lift, to how quickly he reacts to how smart he is. Attribute scores are "open-ended," meaning there is no limit to how high they can go, though normally they range from 1 to 5. Your character's base attributes come from the Template, which represents your character's species.

Edges represent facets of an attribute. For example, two characters may both have Fitness 2, but one might be stronger, while the other character possesses greater stamina. Each attribute has two edges (as shown on the accompanying chart) which are expressed in terms of "+" or "-" values. Edges make the core attributes a bit more flexible. For characters, edges can only range from -2 to +2.

Skills represent a character's learned abilities and knowledge — everything from how to shoot a phaser or use a computer, to speaking strange alien languages. Skills are rated from 1 to 5, representing how much your character knows about that skill. A Flight Control officer with Shipboard Systems (Flight Control) 2 (3) knows more about navigating in space than a Science Officer with (Flight Control) 1.

Attribute Scale

Here are some rough guidelines as to what the different levels of Attributes mean:

Value	Meaning
0	Nonexistent
1	Weak
2	Average (for humans)
3	Good
4	Excellent
5	Legendary

Although Attributes normally can only go as high as 5, some races can go even higher.

Many skills require a character to choose a *Specialization* which indicates his area of particular expertise in a broad and complex subject. For example, a character who knows the Shipboard Systems skill could choose to specialize in such areas as Communications, Sensors, Tactical, Flight Control or some other shipboard system. The character understands the basics of the field, and can still attempt a Skill Test in related areas. For example, even though a character specializes in Shipboard Systems (Flight Control), she understands the basics for operating all starship control panels; in a pinch, she could man the Tactical station. An Engineer who specializes in Propulsion Engineering (Warp Drive) attended general engineering courses at the Academy, and can apply those basic principles to a variety of tasks; if necessary, he could attempt to repair the impulse drive or transporters.

A character's *advantages* represent his "special" abilities — the things he has a knack for and is best at (and usually enjoys the most)–or some benefit or advantage the character has over other characters (like an Ally or Excellent Sight). Most player characters should have at least one or two advantages.

At the same time, most characters have *disadvantages*, which represent things like bad habits or cruel twists of fate that have afflicted the character. No one's perfect, and sometimes being a hero is all about overcoming one's limitations, not just solving some problem or saving the day. Most character conceptions should have at least one or two flaws to them, flaws which the player can simulate by taking disadvantages. That's the purpose of disadvantages — to represent flaws that a character can struggle against during the course of play. Taking a disadvantage for your character gives you more Development Points to spend in other areas.

Players allocate *Development Points* to gain higher skill levels, new skills, better attributes and edges. Every character element in the *Star Trek: The Next Generation RPG* costs a number of points, based on how useful they are in play. Increasing your Fitness from 2 to 3, for example, would require three Development Points. Later on in character creation, you will receive a number of these points to spend to individualize your character.

Step One: The Template

Now that you have a character concept, it is time to choose a Template. The Template represents the character's species — human or Tellarite, for example. It provides the character's innate qualities, inherited characteristics and cultural aspects. Each Template provides you with the attributes and skills for an average specimen of a particular species.

On pages 64-65, you will find several Templates for various members of the Federation. After considering the type of character you want to play, choose one that fits your concept. Templates are free; they do not cost Development Points.

The first thing the Template tells you are the character's basic attributes. They define who the character is: How strong is she? How fast are her reflexes? How intelligent? Every character possesses five basic attributes — Fitness, Coordination,

Intellect, Presence and Psi. The numbers appearing in brackets are the maxiumum levels a character of that race can possess. For example, Humans cannot possess a Fitness greater than 5. Record the numbers listed on the Template on your character sheet. Later on, you will be able to assign additional points to these attributes, to personalize your character further.

Second, the Template provides you with a number of background skills and abilities. They define what your character knows; an Andorian character, for example, knows the history, customs and language of his people. Record the skills and skill levels listed on the Template on your character sheet.

Some Templates list advantages or disadvantages common to the species. All Andorians, for example, have Excellent Hearing. Record any advantages or disadvantages on your character sheet.

Additional information on each species can be found in the Member Species section (pages 28-35) in *The United Federation of Planets* Chapter.

> *Example: Now it's time for Danny to start creating his character, Suvok. He choses the Vulcan Template and notes down his attributes, skills and advantages and disadvantages on his character sheet. Danny gets his choice of Science skills, and decides that as a child, his Vulcan studied space science, with a specialization in Subspace Field Dynamics.*

Step Two: Overlays

After deciding upon a Template, choose an Overlay. The Overlay represents your character's profession. If the Template represents who you are, the Overlay represents what you do. It defines what your character has learned, rather than his innate abilities. Every profession in the *Star Trek: The Next Generation RPG* has its own Overlay.

On the following pages, you will find Overlays for several positions on board a Federation starship. You should choose the appropriate Overlay for your character's conception. It is possible to play characters who do not belong to Starfleet. These are the various other professions which people fulfill,

ANDORIAN

Hailing from the frigid planet Andoria, Andorians are characterized by their blue skin, snowy white hair and antennae. They tend to be violent and warlike, though they channel their aggressive tendencies into ritualized dueling.

Attributes

Fitness 3 [6]
- Vitality +1

Coordination 2 [5]
Intellect 2 [5]
- Logic -1
- Perception +1

Presence 2 [5]
Psi 0 [5]

Skills

Any Science (choose Specialization) 1 (2)
Culture (Andorian) 2 (3)
History (Andorian) 1 (2)
Language
- Andorian 2

Primitive Weaponry (*Chaka*) 2 (3)
World Knowledge (Andoria) 1 (2)

Typical Advantages/Disadvantages

Excellent Hearing +2 (due to antennae), High Pain Threshold +2

BETAZOID

Betazoids are characterized by their telepathic abilities, enabling them to read most minds. Their strong ethics, however, prevent them from abusing their powers. Peaceful and altruistic, Betazoids typically become ship's counselors, doctors or ambassadors.

Attributes

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
- Empathy +1

Psi 2 [6]

Skills

Charm (Influence) 2 (3)
Culture (Betazoid) 2 (3)
History (Betazoid) 1 (2)
Language
- Betazoid 2

Receptive Telepathy 2
World Knowledge (Betazed) 1 (2)

BOLIAN

Native to the planet Bolarus IX, Bolians are distinguished by their light blue skin and a bifurcated ridge running down the center of their face. They tend to be dedicated to duty, working hard to prove their commitment to the Federation and Starfleet. Their affinity for organization and group dynamics makes them well-suited to almost any position in Starfleet.

Attributes

Fitness 2 [5]
- Strength -1

Coordination 2 [5]
- Dexterity +1

Intellect 2 [5]
Presence 2 [5]
Psi 0 [5]

Skills

Administration (choose Specialization) 2 (3)
Culture (Bolian) 2 (3)
History (Bolian) 1 (2)
Language
- Bolian 2

Social Science (choose Specialization) 2 (3)
World Knowledge (Bolarus IX) 1 (2)

Typical Advantages/Disadvantages

Synergy +3, Ally +2

CENTAURAN

The natives of Alpha Centauri appear vitually identical to Humans, though the placement of their internal organs differs significantly. A highly spiritual people, they subscribe to a holistic approach, making them excellent scientists and artists. Quite often, people mistake Centaurans for Humans.

Attributes

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
- Logic +1

Presence 2 [5]
- Empathy +1

Psi 0 [5]

Skills

Any Science (choose Specialization) 2 (3)
Artistic Expression (choose Specialization) 2 (3)
Culture (Centauran) 2 (3)
History (Centauran) 1 (2)
Language
- Centauran Prime 2

World Knowledge (Alpha Centauri) 1 (2)

Typical Advantages/Disadvantages

Sexy +2

HUMAN

Humans come from Earth or one of the many colony worlds in Federation space. Transcending their warlike natures, they grew to venture out into space to explore the unknown, and helped to found the United Federation of Planets.

Attributes

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
    Willpower +1
Psi 0 [5]

Skills

Any Science (choose Specialization) 1 (2)
Athletics (choose Specialization) 2 (3)
Culture (Human) 2 (3)
History (Human) 1 (2)
Language
    Federation Standard 2
World Knowledge (Earth or other homeworld) 1 (2)

Typical Advantages/Disadvantages

2 extra Courage Points

TELLARITE

Stocky and vaguely porcine, Tellarites are known for their engineering skill and argumentative natures. A Tellarite will debate simply for the enjoyment it gives him (though they do not, as a rule, question the orders of their commanding officers). They can typically be found serving throughout Starfleet, most often as engineers and scientists.

Attributes

Fitness 3 [6]
Coordination 2 [5]
    Reaction +1
Intellect 2 [5]
Presence 2 [5]
    Empathy -1
Psi 0 [5]

Skills

Any Engineering (choose two Specializations) 2 (3)
Culture (Tellarite) 2 (3)
History (Tellarite) 1 (2)
Language
    Tellarite 2
Persuasion (Debate) 2 (3)
World Knowledge (Tellar) 1 (2)

Typical Advantages/Disadvantages

Argumentative -1, Infrared Vision +2

VULCAN

Famous for their logic and lack of emotion, Vulcans form one of the pillars of the Federation. Like the Betazoids, most Vulcans exhibit some form of telepathic ability, though they are better known for their curious natures and scientific achievements. Vulcans can be found serving in a variety of postings in Starfleet — from science to security.

Attributes

Fitness 2 [6]
    Strength +1
Coordination 2 [5]
Intellect 2 [6]
    Logic +1
Presence 2 [5]
    Empathy -1
Psi 1 [6]
    Range -1

Skills

Any Science (choose Specialization) 2 (3)
Culture (Vulcan) 2 (3)
History (Vulcan) 1 (2)
Language
    Vulcan 2
Mind Meld 2
Unarmed Combat (Nerve Pinch) 2 (3)
World Knowledge (Vulcan) 1 (2)

Typical Advantages/Disadvantages

Hides Emotions -2, Code of Honor (Vulcan) -3, Curious +1

Command

Members of the Command Branch can be found serving as administrative personnel detailed to various departments throughout Starfleet. They ensure compliance with all Starfleet regulations, assist operations and science personnel and report to the commanding officer. Command personnel train in a variety of conflict resolution techniques.
A First Officer or Captain requires the purchase of both the Department Head and Rank Advantages, as well as knowledge of other shipboard duties (such as Flight Control and Tactical).

Administration (Starship Administration) 2 (3)
Command (Starship Command) 2 (3)
Law (Starfleet Regulations) 2 (3)
Planetary or Starship Tactics (choose Specialization) 2 (3)
Shipboard Systems (choose Specialization) 1 (2)

Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Phaser) 1 (2)
History (Federation) 1 (2)
Language
Federation Standard 1
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)

Operations Officer (Flight Control, Operations Manager, Transporter, etc.)

The largest branch in Starfleet, Operations personnel see to the day-to-day operations of Starfleet facilities. They work in numerous positions, from Flight Control and Operations Management to transporter operation. Players should choose which aspect of Operations their character performs.

Administration (choose Specialization) 2 (3)
Science (choose related Specialization) 1 (2)
Shipboard Systems (choose Specialization) 2 (3)
Systems Engineering (choose Specialization) 1 (2)
Vehicle Operation (Shuttlecraft) 2 (3)

Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Phaser) 1 (2)
History (Federation) 1 (2)
Language
Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 1 (2)

Engineer

Engineers keep Starfleet equipment running at peak efficiency. Although engineers specialize in a particular type of engineering — warp field dynamics, matter/energy conversion or materials engineering, Chief Engineers are expected to be proficient in a variety of specializations.

Computer (Modeling) 2 (3)
Engineering, Any (choose two Specializations) 2 (3)
Engineering, Any Other (choose Specialization) 1 (2)
Physical Science (choose Specialization) 1 (2)
Shipboard Systems (choose two Specializations) 2 (3)

Athletics (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Phaser) 1 (2)
Language
Federation Standard 1
History (Federation) 1 (2)
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Vehicle Operations (Shuttlecraft and one other vehicle) 1 (2)

Security

Typically these Operations personnel serve on board a starship or starbase as a combination security guard and police officer. In addition to patrolling sensitive areas and beaming into potentially hazardous situations, they learn to operate large-scale defensive weapons such as shipboard phasers and tractor beams.

Energy Weapon (Phaser) 2 (3)
Security (Security Systems) 2 (3)
Shipboard Systems (Tactical) 2 (3)
Systems Engineering (Security) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 2 (3)

Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
History (Federation) 1 (2)
Language
Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)

such as ambassador, miner or merchant. See *Playing Non-Starfleet Characters* for more information; later products will provide Overlays for these professions.

The Overlay provides players with a list of skills necessary for the character to complete his duties; every doctor knows how to perform surgery; every officer at Conn knows how to pilot a starship. Characters also learn certain basic skills common to all graduates of Starfleet Academy. The first group of skills listed on the Overlay are the primary skills for that profession; those are the skills required to fill the position on a starship. Record the skills and skill levels listed on the Overlay on your character sheet. Later on, you will be able to choose additional skills or increase existing skill levels. Overlays are free; they do not cost Development Points.

To be the head of any department on a starship requires the Department Head advantage, and often the Rank advantage as well. Before buying these advantages, characters may need to possess certain skills or accomplish certain requirements. You Narrator will have more information.

Development Point Costs

Attributes:	2 points
Edges:	1 point
Skill:	3 points
Specialization	1 point
Advantages:	Variable
Disadvantages	Variable

For further information about each of the professions described on pages 66-67, please refer to the chapters on *Starfleet* and *Technology*, pages 39-40, 238-239, respectively.

Example: Next, Danny chooses an Overlay for his character. He wants his Vulcan to be a security officer, and writes down the skills from that Overlay on his character sheet. While at Starfleet Academy, he learned how to operate the Tactical station on board a starship (firing a ship's phasers, establishing a target lock, allocating power to shields, monitoring internal security and so on.) He also learned how to operate various security systems (like alarms and electronic locks) as well as repair them. As his Computer Specialization, Danny decides his character learns how to break into computers — more to learn what to look out for than hack into other computers.

From his Overlay, Suvok receives a skill he already has — Unarmed Combat. In this case, it's for a specialization in Starfleet Martial Arts. But Suvok already has Unarmed Combat 2 (Nerve Pinch 3). The Security Overlay gives him the same skill with a different specialization, but at the same level (i.e., Unarmed Combat (Starfleet Martial Arts) 2 (3)). He notes down the new, second Specialization (Starfleet Martial Arts) (3).

Suvok also learns about the history of the Federation. Suvok already has the History skill, with a Specialization in Vulcan history. Like Unarmed Combat, Danny writes down the new Specialization under History as (Federation) (2). Suvok also took up running, joining the Academy track team (and Danny notes this down on Suvok's character sheet as a running Specialization). Finally, Suvok learns to speak Federation Standard. Because each Language is treated as a separate skill, Danny simply writes down his new skill.

Step Three: Background

After putting together a Template and Overlay, you should have a solid basis for a good character. You know how strong or smart he is, and what he can do. Yet not all Vulcan science officers are the same; one might be stronger than another, or faster than another. One may have specialized in exobiology, while another is an expert on nuclear physics. Players can personalize their characters through the Background History process.

At this stage, you get to go back and add additional traits to your character, determining what she learned as a child or at the Academy. Every character has a past. When your character was a child, did he learn to play a musical instrument? While at the Academy, did he take particle physics as an elective course? Did he pick up any new abilities during his early years in Starfleet? The Background History allows you to customize your characters, while at the same time building a past for them. Traits chosen at a specific stage in a character's past represent events and developments that occurred at that particular time. If your character learned to play the piano as a child, you would purchase the Artistic Expression (Piano) skill during the Early Youth stage in her Background History.

You should explain how your character's various background elements fit together. They should form a

story of the character's life up to the point of entering play. For example, you might choose the Sworn Enemy and Vengeful disadvantages for your character. You and the Narrator might put these traits together by saying that the character's home planet was attacked by an enemy who killed thousands of inhabitants, but who was driven off thanks to Starfleet. The character has sworn revenge on the enemy leader, who in turn has vowed to kill the character.

If you want to select a character element not listed for a particular stage, you should work with the Narrator to come up with a credible explanation. A character who learned particle physics while still a child might be a prodigy (like Wesley Crusher), while someone who learned Starfleet protocol could have been obsessed with Starfleet. On the other hand, some skills, advantages and disadvantages are inappropriate for Starfleet officers. Examples include many Dark Secrets (such as having a criminal past) or Sleight Of Hand (Pick Pocket). They are included in this book for the sake of completeness, and are marked with an icon (❖) for easy reference. If you want to select an element for your character that doesn't fit the Starfleet ideal, you should work with the Narrator to come up with a credible explanation. A Starfleet officer with a criminal past may have served his time in prison and joined Starfleet in an attempt to redeem himself, or maybe the character was falsely accused.

The Background History is designed to help you explore these aspects of your character by tracing his growth from early age to a Starfleet career. At each stage, you receive a number of Development Points with which to purchase better attributes and edges, new skills, additional skill levels and other character creation elements.

Included in each of the Background Histories are a number of "packages." This is a quick and easy group of skills that a character can select to represent a particular type of training or background he experienced during that stage of his life. If you want your character to be the child of two renowned Federation scientists, for instance, you would choose the Famous Parents Early Life Package.

Alternately, you can choose to spend a number of Development Points on the attributes, edges, skills, advantages and disadvantages listed, either in that section or in the Universal Background List (page 70). The number of points you have to spend, and what you can spend them on, depends on particular stages in the character's past. All Development Points must be spent on the traits listed for each stage of the Background History process; they cannot be "saved" or "carried over" for later stages.

Throughout this process, additional ideas and refinements may occur to you. This is natural, and you should follow these instincts; you might end up with a more interesting character. Whereas before you had the bare bones of a character, at this stage you make decisions that make you care about your character more, and make the character better fit your initial conception.

What If I Get The Same Skill Twice?

Sometimes, you will get the same skill from two different sources during the Character Creation process. For example, an Overlay might provide a character with a skill he already received from his Template, or a Background History Package might provide a character with a skill he already received from his Overlay, or from earlier in his Background.

- If both sources provide the same skill with different Specializations at the same level, the character simply knows two Specializations. For instance, Tellarites possess the skill History (Tellar) 1 (2). Starfleet officers learn History (Federation) 1 (2). On the character sheet, this becomes History (Tellar) 1 (2) and (Federation) (2).

- If both sources provide the same skill with different Specializations at different levels, the character takes the higher level skill, and knows two Specializations. For instance, a Vulcan possesses any one Science skill and a chosen Specialization at 2 (3); the player chooses Space Science (Astronomy) at 2 (3). Later, he chooses the Deep Space Exploration Mission, which grants Space Science (Stellar Cartography) at 1 (2). On the character sheet, this becomes Space Science (Astronomy) 2 (3) and (Stellar Cartography) (3).

- If both sources provide the same skill with the same Specialization at the same level, the character adds one point either to his skill or to the Specialization. For example, the Starfleet "Brat" Early Life Package grants Vehicle Operation (Shuttlecraft) at 1 (2), as does the Science Officer Overlay. On the character sheet, this can either become Vehicle Operation (Shuttlecraft) 2 (2) or Vehicle Operation (Shuttlecraft) 1 (3).

- If both sources provide the same skill with the same Specialization at different levels, the character takes the higher skill level, and can then add one point to either his skill or to the Specialization. For example, an Andorian character begins with any Science at 1 (2); the player chooses Medical Science (Surgery) 1 (2). Upon taking the Medical Overlay, he gets a Medical Science with any Specialization at 2 (3). On the character sheet (if the player selects Surgery as the Overlay Specialization here), that can either become Medical Science (Surgery) 3 (3) or Medical Science (Surgery) 2 (4).

- Skills without specializations (such as Dodge) simply add. A human character with Language, Federation Standard 2 from his Template and Language, Federation Standard 1 from his Overlay simply gets Language, Federation Standard 3.

Universal Background List

These Advantages, Disadvantages and Skills can be taken at any stage of your character's Background History.

ADVANTAGES

Ally (+2 to +5)
Athletic Ability (+2)
Bold (+1)
Contacts (+1 to +3)
Curious (+1)
Famous Incident (varies)
Favors Owed (+1)
Medical Remedy (varies)
Patron (+2 to +4)
Quick-Draw (+2)
Resolute (+3)
Sexy (+2)
Shrewd (+1)
Strong Will (+2)

DISADVANTAGES

Argumentative (-1)
Chronic Pain (-2)
Code of Honor (-2 to -5)
Dark Secret (-1 to -3)
Dependant (-2)
Fanatic (-2 to -3)
Greedy (-1)
Hides Emotions (-2)
Hypochondria (-1)
Impulsive (-1)
Intolerant (-1 to -3)
Medical Problem (-1 to -3)
Obligation (-1 to -3)
Obsessive Tendencies (-3)
Pacifism (-1 to -5)
Phobia (-2 to -5)
Physically Impaired (-1 to -3)
Poor Chemoreception (if later in life, due to disease or chemical exposure) (-1)
Poor Hearing (if later in life, due to trauma or increasing deafness) (-1)
Poor Sight (if later in life, due to injury, radiation, or increasing blindness) (-2)
Rival (-1 to -3)
Sworn Enemy (-1 to -3)
Vengeful (-1 to -2)

SKILLS

Acrobatics
Administration
Any Sciences
Area Knowledges
Artistic Expression
Athletics
Bargain
Charm
Computer
Culture
Demolitions
Diplomacy
Disguise
Dodge
Engineering
Fast Talk
First Aid
Gaming
History
Intimidation
Languages
Law
Merchant
Personal Equipment
Persuasion
Planetary Tactics
Planetside Survival
Primitive Weaponry
Search
Sidearm
Sleight of Hand
Stealth
Unarmed Combat
Vehicle Operation

Early Life History

The character receives 5 Development Points to spend during Early Life.

Early Life Packages (each costs 5 Development Points)

Academic Upbringing: One additional academic Skill (see box below) at 1 (2), +1 to Logic Edge, Patron +2, Arrogant -1

Failed Colony: One additional survival Skill (see box below) at 1 (2), +1 to Vitality Edge, Vengeful -1 OR Intolerant -1 (of whomever the character blames for the failure), Alertness +2

Famous Parents: One additional Intellect Skill at 1 (2), +1 Renown, Patron (your parents) +2, Obligation -1 OR Rival -1 connected to your parents' work

Orphaned: Hides Emotions -2, either Charm OR Intimidation 1 (2), +1 to Empathy Edge, Streetwise 1 (2)

Normal Upbringing: +1 to Dexterity OR Reaction Edge, Athletics (choose a Specialization for your childhood sport such as Riding or Climbing) 1(2), add a Specialization in any Template Skill

Political Upbringing: Diplomacy (with Specialization reflecting your parents' career) 1 (2), Language Ability +2, Contact +1, Rival -1 (connected to parents' career)

Religious/Ideological Training: History (with Specialization in past of group) 1 (2), Culture (with Specialization in past of group) 1 (2), Fanatic -2 OR Pacifism -2, +1 Strength OR +1 Willpower Edge

Starfleet "Brat": Contact (Starfleet) +1, Administration (Starfleet) 1 (2), Vehicle Operation (Shuttlecraft) 1 (2), Rival (in Starfleet) -2

Attributes and Edges

Any

Advantages

Alertness (+2)	Alien Upbringing (+1)	Ambidexterity (+2)	Double-jointed (+2)
Eidetic Memory (+3)	Engineering Aptitude (+3)	Excellent Balance (+1)	Excellent Metabolism (+1)
Excellent Hearing (+2)	Excellent Chemoreception (+1)	Excellent Sight (+2)	High Pain Threshold (+2)
Innovative (+1)	Language Ability (+2)	Mathematical Ability (+3)	Mixed Species Heritage (+3)
Night Vision (+2)	Peripheral Vision (+1)	Rapid Healing (+1)	Sense of Direction (+1)
Sense of Time (+2)	Tactical Genius (+3)	Telepathic Resistance (+4)	Toughness (+2)

Disadvantages

Bloodlust (-2)	Low Pain Threshold (-2)	Slow Healing (-2)	Weak Will (-2)
Weakness (-2)	Zero-G Intolerance (-2)		

Skills

ACADEMIC SKILLS	SURVIVAL SKILLS	OTHER SKILLS
All Sciences	Dodge	Animal Handling
Culture	First Aid	Psionic Skill (if applicable)
History	Planetary Survival	Streetwise
Languages	Primitive Weaponry	
Law	Unarmed Combat	
World Knowledge	Stealth	
	Sidearm	

Academy Life History

The character receives 8 Development Points to spend during Academy Life.

Academy Specialized Training Packages (each costs 8 Development Points)

Exploration Training: Space Science (two Specializations) at 1 (2) each, Shipboard Systems (Sensors) 1 (2), +1 to Perception Edge

EVA Training: Zero-G Trained +2, Personal Equipment (Environmental Suit) 1 (2), Vehicle Operation (Work Bee) 1 (2)

First Contact Training: Diplomacy (Federation Frontier) 1 (2), +1 to Perception Edge, Social Science (two Specializations) at 1 (2) each

Intelligence Training: Espionage (Traffic Analysis) 1 (2), Language (Romulan or Cardassian) 1, Behavior Modification (Resistance) 1 (2), Obligation -1 (to Starfleet Intelligence)

Advanced Research Engineering: Propulsion Engineering (Warp Drive) 1 (2), Material Engineering (Structural/Spaceframe or Starship Design) 1 (2), +1 to Intellect

Intensive Theoretical Science Program: +1 to Logic Edge, any Physical Science 1 (2) OR Space Science (Astronomy) 1 (2), Curious +2, +1 to Intellect

Starfleet Medical Academy: Life Science (one Specialization) 1 (2), First Aid (specializing in a different race than yours) 1 (2), Medical Science (one Specialization) 1 (2), Physical Sciences (Chemistry) 1 (2); Code of Honor -2 (Hippocratic Oath)

Advanced Tactical School: Administration (Logistics) 1 (2), Starship Tactics (Planetary Support Tactics), Starship Tactics (Cardassian or Romulan) 1 (2), Bold +1

Colonization School: Material Engineering (Civil Engineering) 1 (2), Planetary Survival (choose Specialization) 1 (2), +1 to Fitness

Attributes and Edges

Any

Advantages

Alertness (+2) | Engineering Aptitude (+3) | High Pain Threshold (+2) | Innovative (+1)
Language Ability (+2) | Mathematical Ability (+3) | Tactical Genius (+3)

Disadvantages

Zero-G Intolerance (-2)

Skills

Behavior Modification (Resistance) | Command | Espionage | Heavy Weapons
Psionic Skills (if applicable) | Security | Shipboard Systems | Starship Tactics
Strategic Operations

Cadet Cruise History

Characters can spend 1 point on the Skills, Advantages or Disadvantages listed below:

Attributes and Edges

Perception | Willpower

Advantages

Commendation (+1) | Promotion (almost always tied to a Famous Incident) (+1)

Skills

Command | Heavy Weapons | Security
Shipboard Systems | Starship Tactics | Strategic Operations

Tour of Duty History

The character receives 10 Development Points to spend during his first posting, and 5 Development Points for each mission thereafter.

Tour of Duty Packages (First Tours cost 10 Development Points)

Academy Instruction: Any academic Skill (with two Specializations) (see box under Early Life History) 1 (2), Command (Military Training) 1 (2), Law (Starfleet Regulations) 1 (2), Contact +1, Argumentative -1

Deep Space Exploration Mission: Space Sciences (Stellar Cartography) 1 (2), Planetary Science (any Specialization) 1 (2), Shipboard Systems (Sensors) 1 (2), Bold +1

Diplomatic Mission: Diplomacy (choose Specialization) 1 (2), two Languages at 1 each or one Language at 2, Contact +1, Shrewd +1, Rival -1

Hostile Frontier Defense Mission: Starship Tactics (Romulan) (Cardassian) 1 (2) (2), Shipboard Systems (Tactical) (Sensors) 1 (2) (2), Promotion (Lieutenant) (3 points), Vengeful -1, OPTIONAL: Famous Incident AND any Physical Disadvantage (see box below) (balance the points)

Medical/Rescue Mission: Shipboard Systems (Medical Systems) 1 (2), Administration (Logistics) 1 (2), First Aid 1 (2), Medical Science (choose Specialization) 1 (2), Pacifism -3, Bold -1

Scientific Mission: Space Sciences (Astronomy and any other Specialization) 1 (2) (2), Planetary Sciences (any two Specializations) 1 (2) (2), Shipboard Systems (Sensors) 1 (2), Curious +1, Poor Sight -2

Shakedown Cruise: Systems Engineering (choose Specialization) 2 (3), Propulsion Engineering (choose Specialization) 1 (2), Innovative +1

Starbase Mission: Administration (Logistics) 1 (2), Vehicle Operation (Shuttlecraft) 1 (2), Engineering (Environmental Systems) 1 (2), Contact (Starbase Commander) +1

Starfleet Command: Administration (Starfleet) 1 (2), Law (Starfleet Regulations) 1 (2), Strategic Operations (Fleet Operations) 1 (2), Contact +1, OPTIONAL: Rival AND Promotion (balance the points)

Terraforming and Colonization Mission: Planetary Science (choose Specialization) 1 (2), Administration (Logistics) 2 (3), Life Science (Exobiology) 1 (2), Intolerant (Civilians) -2

Additional Tours (cost 5 Development Points each)

Academy Instruction: Command (Military Training) 1 (2), Law (Starfleet Regulations) 1 (2), Argumentative -1

Deep Space Exploration Mission: Space Sciences (Stellar Cartography) 1 (2), one additional World Knowledge Specialization, +1 Renown (Initiative or Openness)

Diplomatic Mission: Diplomacy (choose Specialization) 1 (2), two additional World Knowledge Specializations OR one additional World Knowledge Specialization and -1 Renown (Aggression)

Hostile Frontier Defense Mission: Starship Tactics (Romulan OR Cardassian) 1 (2), +2 Renown (Discipline and/or Skill); OPTIONAL: Famous Incident AND any Physical Disadvantage (see box below) (balance the points)

Medical/Rescue Mission: Shipboard Systems (Medical Systems) 1 (2), First Aid 1 (2), Impulsive -1

Scientific Mission: Space Sciences (Astronomy and one other Specialization) 1 (2) (2), +1 Renown (Skill or Openness)

Shakedown Cruise: Any Engineering skill (choose Specialization) 1 (2), +2 Renown (Initiative and/or Skill)

Starbase Mission: Administration (Logistics) 1 (2), Patron (Starbase Commander) +2

Starfleet Command: Administration (Starfleet) 1 (2), Law (Starfleet Regulations) 1 (2), -1 Reaction or Vitality Edge

Terraforming and Colonization Mission: Planetary Science (choose Specialization) 1 (2), +2 Renown (Skill and/or Discipline)

Attributes and Edges

Perception	Willpower

Advantages

Alertness (+2)	Commendation (+1 to +3)	Department Head (+1 to +4)
Innovative (+1)	Promotion (+0 to +6)	

Disadvantages

Bloodlust (almost always tied to Vengeful) (-2)		Chronic Pain (-2)	Low Pain Threshold (-2)
Medical Problem (-1 to -3)	Physically Impaired (-1 to -2)	Poor Chemoreception (-1)	Poor hearing (-1)
Poor Sight (-2)	Slow healing (-2)	Weakness (-2)	

Skills

Command	Espionage	Heavy Weapons	Psionic Skills (if applicable)
Security	Shipboard Systems	Starship Tactics	Strategic Operations

Tours Of Duty Assignments

Starship: Assigned to a starship, the character engaged in a variety of missions. Determine the nature of the ship's assignment, such as patroling the Romulan Neutral Zone, surveying a new solar system or investigating stellar phenomenoa.

Starbase: Starfleet assigned the character to one of its many starbases, where he performed administrative duties.

Academy Instructor: Starfleet personnel assigned the character to teach at the Academy.

Starfleet Command: The character is assigned to Starfleet Command, working in one of the many departments (such as Fleet Operations).

Colonization: The character was assigned to Starfleet Colonization, where he helped establish a new colony. He may have built shelters or assisted in terraforming.

Terraforming: Starfleet Command assigned the character to a terraforming mission, where he assisted in the development of a new planet.

Diplomatic Mission: As part of the Starfleet Diplomatic Corps, the character aided in delicate negotiations with various alien species.

First Contact: The character was assigned to a first-contact mission, where he helped establish relations with a new civilization.

The Background History

When spending Development Points, attributes cost 2 Development Points per attribute point; lowering your attribute from the starting value gives you 2 extra Development Points to spend per attribute point lowered.

Positive edges cost 1 Development Point for each point raised; negative edges give you 1 extra Development Point to spend per point lowered (to spend either on other edges or on attributes). (These costs include paying for the 0 level; for example, taking an edge from -1 to +1 costs 2 Development Points–one point to go from -1 to 0, and another point to go from 0 to +1.)

Characters cannot make more than four changes to their edges during character development (not including changes from the character's Template). *Each increase or decrease in an edge by a point* counts as a "change." Thus, for example, raising a character's Dexterity and Vitality each by 1 counts as two changes, and decreasing that same character's Strength to -1 counts as a third change. That character can only make one more change to his edges during character development. (Characters can change their edges as much as they want after game play begins, provided the players get the Narrator's permission for all changes.) If as a result of choosing a Template, Overlay or Background package you make more than four changes to your edges, simply take the additional point and put it someplace else. Furthermore, characters who have Psi 0 are not allowed to lower their Range and Focus edges to gain extra Development Points.

Each skill point costs 3 Development Points. The first Specialization in any skill is free; additional Specializations within skills cost 1 Development Point apiece. Improving an existing skill's level costs 3 Development Points per level; for example, improving from Dodge 2 to Dodge 3 costs 3 Development Points. A character may not start the game with a skill higher than 4 (5), except with the Narrator's permission.

Advantages cost a variable number of points, depending on the strength of the benefit, while disadvantages give a character more points to allocate, based on the severity of the flaw. These costs are listed in the *Traits* Chapter. Characters may only take a certain number of disadvantages at the start of the game. Typically, a character can have no more than eight points worth of disadvantages; it is unlikely that anyone with more than eight points worth of disadvantages can pass the rigorous physical and mental screening procedures for Starfleet. *Beginning Narrators may also want to restrict the* number or degree of advantages that characters can start with, if only to keep the game balanced and fun for all players.

Early Life

Where did your character grow up? What was his home life like? Where did he go to school? This stage of character development details your character's childhood, giving you an idea of how his parents raised him and what he learned along the way. It covers the period of your character's life prior to the character's entry into Starfleet Academy.

Choose an Early Life package listed on page 71, or spend five Development Points on the listed attributes, skills, advantages and disadvantages (either in the Early Life History List or in the Universal Background List on page 70). Skills purchased during

this stage represent your character's education and interests during childhood, while advantages and disadvantages detail the events that happened to her then.

Example: Danny now has the basis of a good character. At this stage, he gets to flesh out his character, creating a past for Suvok while at the same time personalizing Suvok a bit. While the Template and Overlay give Danny a good idea of what his character can do, Background History gives him a chance to go back, and establish what happened to Suvok as a child, at the Academy and early in his Starfleet career.

First, he goes to Early Life. Looking over his options, Danny decides Suvok's parents are famous on Vulcan and chooses the Famous Parents package. He figures Suvok's mother and father are famous scientists at the Vulcan Science Institute. Danny chooses one Intellect skill from the skill list in Traits Chapter— Computers. Suvok already has the Computer (Data Alteration/Hacking) 1 (2). He figures Suvok didn't learn to this Specialization in childhood, and so selects a new Specialization, Research. Since this is the same skill, but with a different Specialization at the same level, he takes this Specialization at (2).

Danny adds an additional Renown point, and notes down the advantage Patron (Suvok's parents) and the disadvantage Obligation. At two points, the Patron advantage makes his parents influential figures in the Federation, and Danny decides they are foremost scientists in the field of subspace field dynamics. He further decides his one point Obligation is also to his parents, but doesn't know what it is at this point.

Academy Life

After growing up on his home planet, your character applied to, and was accepted in, Starfleet Academy. He spent four years in grueling education and training. Why did he join Starfleet? What did he study at the Academy? Did anything significant happen during this stage in his life?

Choose an Academy Package, listed on page 72. If none of these suit your tastes, then spend eight Development Points on skills, advantages and disadvantages included under Academy Life, or on anything listed in the Universal Background List (page 70). Any skills purchased during this stage represent courses your character took while attending Starfleet Academy, in addition to those listed on the Overlay. Advantages and disadvantages detail the events that happened to him.

Example: Moving on to Academy Life, Danny gets to determine what Suvok did during his days at Starfleet Academy. In addition to the skills he received from his Overlay, Danny decides Suvok studied advanced tactics. He writes down the skills, Specializations, advantages and disadvantages for that package. Suvok receives the skill Starship Tactics (Planetary Support) 1 (2), and gets a second Specialization, in either Cardassian or Romulan starship tactics, at the same level. Danny figures Suvok is more concerned about the Romulans, spent a lot of time studying Romulan ship tactics and chooses that Specialization. He writes down the second Specialization at the same level as (Planetary Support).

For Suvok's cadet cruise, Danny elects to spend one point on his Security Specialization, taking his Security Systems to 3. He decides that Suvok was posted to a Starbase, working as a Security officer, and spent a lot of time working with the station's security system.

Additional Education

Some characters show a talent for academic training or related subjects. As part of their Academy training, these characters may take additional courses of study, or even attend one of the Federation's specialist schools, such as the Diplomatic College, Advanced Tactical School or Vulcan Science Institute. Additional education does not increase the Development Points a character can spend during this stage of his Background, but does offer a good explanation for buying many new and unusual skills. Later products from Last Unicorn Games will provide players with additional packages for various specialist schools.

The Cadet Cruise

Upon graduation from the Academy, all cadets embark on a one-year-long cadet cruise to obtain practical training. Where did the character serve? Did he pick up any additional skills, or further develop an existing skill? Did he serve with distinction and earn an early promotion?

A cadet's cruise could include just about any type of assignment from the Tours of Duty examples, below, except for Starfleet Command or Academy Instructor.

Characters receive 1 Development Point to spend on any attribute, edge, advantage or a Specialization of any skill listed under Cadet Cruise or in the Universal Background List; you may take a disadvantage (subject to any limits on disadvantages imposed by the Narrator) and apply those Development Points to any trait listed in this section or in the Universal Background List (page 70). For some ideas for sample Cadet Cruises, look at the Tour Of Duty Packages.

Tours of Duty

Having graduated from Starfleet Academy and successfully completed his cadet cruise, your character automatically received the rank of Ensign and began his career in Starfleet. This stage gives you an idea of what your character did prior to entering game play, prior to his current assignment. (If the

Narrator wants the characters to enter play at the beginning of their Starfleet careers, skip this phase of Background development.)

Characters typically begin play with one Tour of Duty. Players should choose where they were posted (a starship, starbase, Starfleet Command) and what they did. A Tour of Duty can last from two to seven years in length. For your first tour of duty, either select one of the packages listed under First Tour, or spend 10 Development Points to create your own mission. For additional tours, choose a package from those listed under Additional Tours, or spend 5 Development Points. You can only spend these points on the edges, advantages, disadvantages, or skills listed in Tours of Duty (page 73), or on the traits given in the Universal Background List.

Example: Finally, Danny goes to the Tours of Duty stage to decide what happened to Suvok during his early Starfleet career. He elects to give Suvok two tours of duty. For the first one, Danny decides Suvok was posted to Starfleet Command. He gets Administration (Starfleet) 1 (2), learning how to navigate the Starfleet bureaucracy. Since he already has the Administration skill (from the Advanced Tactical Academy package), he writes down the new Specialization (Starfleet) (2). From the Starfleet Command package, he also receives a skill he already has, with the same Specialization at the same level — Law (Starfleet Regulations) 1 (2). Danny could either add one point to his Law skill or his Starfleet Regulations Specialization; he decides to add one point to his Specialization. He also receives a one point Contact, and Danny decides it will be a fellow officer at Starfleet Command.

For his second tour, Danny decides Suvok receives a posting to a starship — the U.S.S. Discovery. Danny doesn't like any of the packages, and decides to spend the points freely. Second tour packages are worth five Development Points, so Danny can spend five points as he sees fit. He wants Suvok to be a full Lieutenant, and allocates one point to become a Lieutenant (JG) and another two points to become a Lieutenant — total cost of three points. Danny still has two points to spend. Danny wants Suvok to be a little more fit, and spends two points to raise his Fitness from 2 to 3; he justifies this by saying Suvok spent a lot of free time on the Discovery's holodeck, running through Starfleet calesthenics programs.

Step Four: Finishing Touches

By this point, you should have a well developed character, complete with attributes, skills, advantages, disadvantages and a fairly detailed background. In this final step, you calculate the few finishing touches needed prior to entering play, such as your character's starting Courage, Renown and promotions and rank.

Renown Aspects

Initiative: Initiative covers risk-taking, experimentalism, boldness, and willingness to disobey orders. Characters with high Initiative Renown are seen as mavericks or daredevils. Dr. Noonien Soong had a high Initiative Renown; his research into androids defied conventional scientific wisdom. Captain Picard recruited Riker and La Forge specifically because of their reputations for Initiative. Characters with negative Initiative Renown are seen as predictable, hidebound, and cautious (or, more favorably, as dependable).

Aggression: Aggression covers the willingness to resort to violence or the threat of violence to solve a problem. Characters with high Aggression Renown are seen as hotheads or warmongers. Negative Aggression Renown conveys a sense of pacifism (which cultures such as the Klingons see as weakness).

Skill: Skill covers personal skill, ability, competence, resourcefulness and similar traits. "Hands-on" engineers like La Forge, or brilliant tacticians like Picard, possess a high Skill Renown. It is not necessary actually to be particularly skilled to possess Renown for personal Skill; a consistently lucky character or a fraud like the propulsion specialist Lt. Cmdr. Kosinski (from TNG *"Where No One Has Gone Before"*) might gain a high Skill Renown.

Discipline: Discipline covers the character's conformity to and consideration for the larger group, and for its rules and restrictions. Repeatedly violating orders for selfish personal gain is usually perceived as negative Discipline, although if such violation results in a success for others or for the group, negative Discipline can be tied to positive Initiative.

Openness: Openness is the willingness to consider and adapt to the views of others, to invite external input, and to be influenced by foreign influence. Negative Openness Renown connotes xenophobia, chauvinism, or cultural conservatism (such as that of the Vulcan Isolationist Movement).

Courage Points

Each character receives 3 Courage Points. Courage can be spent to increase a character's chance to succeed at actions during dramatic situations, thus allowing characters to perform heroic feats in times of stress. For rules regarding the use and recovery of Courage Points, see page 118. Record your Courage Points on your character sheet.

Renown

Renown is a measure of your character's fame or reputation. The higher your character's Renown, the more people have heard of him or his exploits. For example, a character with a low Renown might only

be known to crewmen in the same deck of his starship, while one with a high Renown has made a name for himself throughout the Federation.

In addition to representing general fame or notoriety, Renown is divided into five Aspects: Initiative, Aggression, skill, Discipline and Openness. Characters gain Renown in those individual Aspects; the total of these Aspects is the character's overall Renown.

Starting characters begin play with 1 Renown, in any Aspect of your choosing.

Aspect Renown can be positive or negative. A character with a -5 Skill Renown is known for his incompetence; a character with a +5 Skill Renown is just as widely known for her ability. When calculating a character's total Renown for any reason (such as Renown Tests; see the *Tactical* Chapter, only the degree of Renown is considered, not whether it is positive or negative.

Rank

Unless a player chooses the Promotion advantage during character creation, all characters start the game at the rank of Ensign.

Wound Levels

Every character can resist a number of points of damage equal to their Fitness + Vitality. This is called the character's Resistance. Additionally, every character has seven Wound Levels to describe the effects of damage (usually as a result of combat). At each level, a character can take damage equal to their resistance. Calculate your Wound Levels and write them on your character sheet in the space provided. For more information on suffering damage, wound levels and wound points, see the *Combat* section of the *Tactical* Chapter.

Advanced Character Creation

The character creation rules presented above are sufficient to create virtually any type of *ST:TNG* RPG character. When you become more comfortable with the rules, or if you are an experienced role-player, going through all the character creation steps described above may not be necessary. Instead, you can simply take a certain amount of Development Points (the number depends upon how effective and capable you want starting characters to be) and spend them.

For starting characters similar to characters built with the Basic Character Creation Process, allocate 125 points among the Attributes, Edges, Skills, advantages and disadvantages you desire for your character. This will be a character with one tour of duty. Just make sure you figure out when the various advancements or changes in the character's life took place.

Lt. Suvok

Suvok is almost ready to begin play. All Danny has left to do is calculate Courage Points, Renown and Wound Levels.

Suvok receives 3 Courage Points. He receives one point of Renown in any aspect. Danny puts a point into Discipline; Suvok begins to get a reputation for following orders and staying at his post in dangerous situations. He also received one Renown point during his Early Life stage of Background Development (from the Famous Parents package). Danny puts that point into the Initiative aspect.

Finally, Danny calculates Suvok's Resistance and Wound Levels. With Fitness 3, Suvok has a Resistance of 3, and 3 wound points per Wound Level.

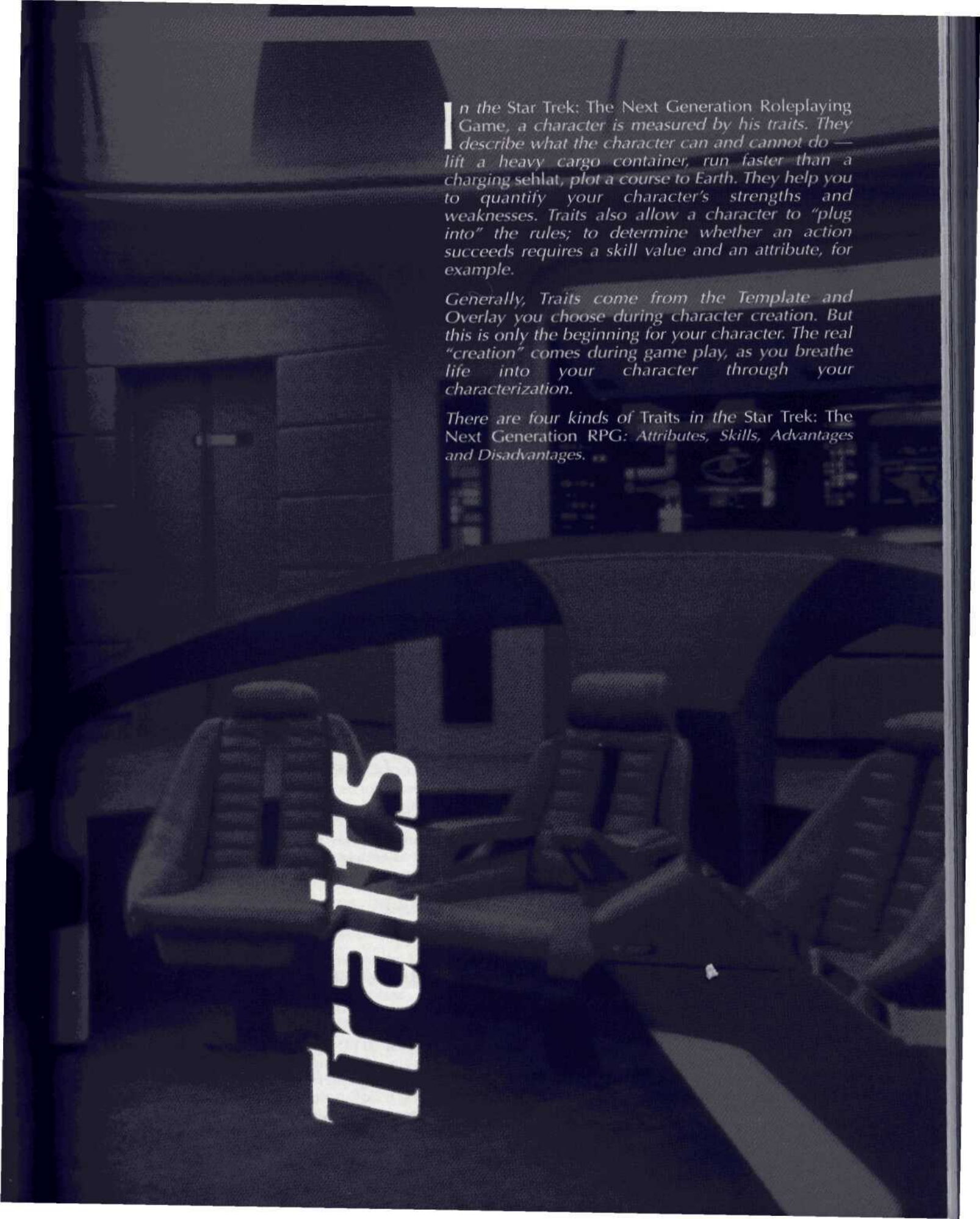
Presented below is Danny's finished character.

Attributes:
Fitness: 3
  Strength +1
Coordination: 2
Intellect: 2
  Logic +1
Presence: 2
  Empathy -1
Psi: 1
  Range -1

Skills:
Administration (Logistics) 1 (2)
  (Starfleet) (2)
Athletics (Running) 1 (2)
Computer (Data Alteration/Hacking) 1 (2)
  (Research) (2)
Culture (Vulcan) 2 (3)
Dodge 1
Energy Weapon (Phaser) 2 (3)
History (Federation) 1 (2)
  (Vulcan) (2)
Language
  Federation Standard 1
  Vulcan 2
Law (Starfleet Regulations) 1 (3)
Mind Meld 2
Personal Equipment (Tricorder) 1 (2)
Planetside Survival (Forest) 1 (2)
Security (Security Systems) 1 (3)
Shipboard Systems (Tactical) 2 (3)
Space Science (Subspace Field Dynamics) 2 (3)
Starship Tactics (Planetary Support) 1 (2)
  (Romulan) (2)
Strategic Operations (Starfleet) 1 (2)
Systems Engineering (Security Systems) 1 (2)
Unarmed Combat (Nerve Pinch) 2 (3)
  (Starfleet Martial Arts) (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Vulcan) 1 (2)

Advantages/Disadvantages:
Bold
Contact (1 pt.) (Fellow officer at Starfleet Command)
Hides Emotions
Code of Honor (Vulcan)
Patron (2 pts.) (Parents)
Obligation (1 pt.)

Courage: 3
Renown: 2 Aggression: 0 Discipline: 1
Initiative: 1 Openness: 0 Skill: 0
Resistance: 3



Traits

In the Star Trek: The Next Generation Roleplaying Game, *a character is measured by his traits. They describe what the character can and cannot do — lift a heavy cargo container, run faster than a charging* sehlat, *plot a course to Earth. They help you to quantify your character's strengths and weaknesses. Traits also allow a character to "plug into" the rules; to determine whether an action succeeds requires a skill value and an attribute, for example.*

Generally, Traits come from the Template and Overlay you choose during character creation. But this is only the beginning for your character. The real "creation" comes during game play, as you breathe life into your character through your characterization.

There are four kinds of Traits *in the* Star Trek: The Next Generation RPG: *Attributes, Skills, Advantages and Disadvantages.*

Attributes and Edges

Attributes form the basis of your character. They tell you how strong, agile and smart your character is. Attribute scores normally range from 1 to 5, though some species can have higher scores. Your character's base attributes come from the Template, which represents your character's species. There are five attributes:

- ***Fitness*** Fitness represents the physical makeup of your character. It governs how much that character can lift (see *Athletics (Lifting)*), how much damage she can withstand before falling unconscious and overall athletic ability.

- ***Coordination*** Coordination represents a characters' gross and fine motor skills—how well she shoots, fights, dodges attacks, performs sleight of hand tricks, and so on.

- ***Intellect*** Intellect measures your character's overall intelligence, deductive reasoning capability, technical acumen and perception. The ability to operate computers, provide medical assistance or realize that someone is following you are all linked to this attribute.

- ***Presence*** Presence measures the character's personal magnetism. The character's ability to negotiate with alien diplomats, bully or interrogate a subject for information, or charm someone into doing her a favor are all linked to Presence.

- ***Psi*** Psi represents a character's innate extrasensory mental abilities — telepathy, empathy, telekinesis and so forth. Most characters will have a Psi attribute of zero, indicating that they have no innate mental abilities. Characters with Psi 0 cannot buy Psionic skills or raise or lower their Psi edges; however, with the Narrator's permission they may be allowed to spend Experience Points on Psi, Psi edges, and Psionic skills to develop whatever latent psionic powers they have.

Edges

Each attribute can be further broken down into two aspects, called *edges*. Edges make attributes a bit more flexible. One person may be slightly stronger than another, even though both have the same general Fitness. Edges are expressed in terms of "+" or "-" values. The value of an edge indicates a bonus or penalty that modifies the amount of dice players roll in appropriate situations. For example, a security officer might have a high Intellect, but she may also buckle under pressure (giving her a -1 Willpower edge). On the other hand, a diplomatic attaché may be sorely lacking in Presence, but his affinity for people and negotiation gives him a +2 Empathy edge. Under normal circumstances, edges range from -2 to +2. (For more about Tests, see the *Tactical* Chapter).

Fitness Edges

- ***Strength*** Strength modifies a character's ability to lift heavy objects and exert physical force. The Strength score indicates that the character receives fewer or extra dice when making Strength-based Fitness Tests.
- ***Vitality*** Vitality modifies the general energy level and health of the character. Vitality modifies the character's ability to withstand the effects of fatigue, poisons, illness and injury.

Coordination Edges

- ***Dexterity*** Dexterity modifies a character's manual dexterity — his ability to move quickly and gracefully. It modifies many Coordination Tests, such as jumping, gymnastics, moving stealthily and attacking accurately.
- ***Reaction*** Reaction modifies a character's ability to respond to sudden changes in the immediate situation — *dodge enemy disruptor fire, parry* melee attacks and so on. It also affects who acts first in combat.

Intellect Edges

- ***Logic*** Logic modifies a character's problem-solving and deductive-reasoning ability.
- ***Perception*** Perception modifies a character's ability to notice events and items in his environment.

Presence Edges

- ***Empathy*** Empathy modifies a character's ability to read the body language and emotional state of people he encounters.
- ***Willpower*** Willpower modifies a character's ability to withstand pain, illness or psionic manipulation.

Psi Edges

- ***Focus*** Focus modifies the degree of precision with which Psi-talented characters can use their mental powers.
- ***Range*** Range modifies the distance over which Psi-talented characters can effectively use their mental powers.

Skills

Skills represent learned talents, aptitudes and knowledges. Like attributes, skill levels range from 1 to 5 (and, rarely, can rise above 5). The higher the skill level, the better the character is at the skill. For example, an Engineer with Systems Engineering (Sensors) 2 (4) is assumed to know more and be capable of doing more than an Engineer with Systems Engineering (Sensors) 1 (2).

Each skill is linked to an attribute, which is used when making Skill Tests (see the *Tactical* Chapter, page 116); the attribute for each skill is listed in the skill's description. Whenever possible, Tests should incorporate skills as well as attributes.

Skill List

Remember, both edges and advantages and disadvantages can affect Skill Tests. See the *Tactical* Chapter for information regarding Tests and assigning modifiers. Skills that cannot be used untrained are marked with an icon (◗).

Command

Administration (Intellect)
Bureaucratic Manipulation, Logistics, Specific Planetary Government, Starship Administration

◆◗ Behavior Modification (Intellect)
Brainwashing, Hypnotism

Command (Presence)
Combat Leadership, Military Training, Starship Command

Diplomacy (Presence)
Commercial Treaties, Federation Law, Intergalactic Affairs, Intergalactic Law, Planetary Affairs (Earth, Vulcan and so forth)

◗ Espionage (Intellect)
Counterintelligence, Covert Communications, Cryptography, Forgery, Intelligence Techniques, Traffic Analysis

Persuasion (Presence)
Debate, Oratory, Storytelling

Planetary Tactics (Intellect)
Guerrilla Warfare, Mechanized Ground, Small-Unit

◗ Starship Tactics (Intellect)
Planetary Support Tactics, Specific Naval Tactics (Federation, Klingon, Romulan)

◗ Strategic Operations (Intellect)
Defense-in-Depth, Invasion Strategies, Neutral Zone Strategies, Specific Strategies (Core, Frontier, Sector)

Operations

◗ Computer (Intellect)
Computer Simulation/Modeling, Data Alteration/Hacking, Programming, Research

Demolitions (Intellect)
Bomb Disposal, Booby Traps, Land Mines, Nuclear Demolitions, Primitive Demolitions, Shipboard Demolitions

Energy Weapon (Coordination)
Disruptor, Disruptor Rifle, Phaser, Phaser Rifle

◗ Engineering, Material (Intellect)
Aeronautical/Aerodynamic, Civil, Mechanical, Metallurgical, Personal Equipment, Structural/Spaceframe, Vehicular

◗ Engineering, Propulsion (Intellect)
Fusion, Impulse, Ion, Rocketry, Warp Drive

◗ Engineering, Systems (Intellect)
Cloaking Device, Communications Systems, Computer Systems, Environmental Systems, Sensor Systems, Transporter/Replication Systems, Weapons Systems

First Aid (Intellect)
Chemical-Biological First Aid, Species-Specific First Aid, Wound/Combat Trauma

◗ Heavy Weapons (Intellect)
Phaser Artillery, Plasma Mortar

◗ Personal Equipment (Intellect)
Communicator, Environmental Suit, Medical Tricorder, Tricorder, Universal Translator

Planetside Survival (Intellect)
Arctic, Desert, Forest, Jungle, Mountain, Ocean, Specific World, Urban

◗ Projectile Weapon (Coordination)
Gunpowder Pistol, Gunpowder Rifle, Submachine Gun, Needle Weapons, Gauss Weapons

- Security (Intellect)
  - Law Enforcement, Security Systems
- Shipboard Systems (Intellect)
  - Cloaking Device, Communications, Environmental Control, Flight Control, Mission Ops, Sensors, Tactical, Transporter, Weapons Systems
- Unarmed Combat (Coordination)
  - Boxing, Karate, *Mok'bara* , Starfleet Martial Arts, Vulcan Nerve Pinch, Wrestling
- Vehicle Operation (Intellect)
  - Atmospheric Craft, Close Orbital Craft, Ground Vehicles, Shuttlecraft

Sciences

- Life Sciences (Intellect)
  - Agronomy, Bioengineering, Biology, Bionics, Biotechnology, Botany, Ecology, Exobiology, Genetics, Microbiology, Paleontology, Zoology
- Medical Sciences (Intellect)
  - Exoanatomy, Forensics, General Medicine, Pathology, Psychology, Specific Species Medicine (Vulcan, Klingon, etc.), Surgical Specializations, Toxicology
- Physical Sciences (Intellect)
  - Chemistry, Computer Science, Mathematics, Physics
- Planetary Sciences (Intellect)
  - Climatology, Geology, Hydrology, Mineralogy, Oceanography, Planetology, Volcanology
- Social Sciences (Intellect)
  - Anthropology, Archaeology, Economics, Geography, Paleoanthropology, Political Science, Sociology
- Space Sciences (Intellect)
  - Astrogation, Astronomy, Astrophysics, Stellar Cartography, Thermodynamics

World Knowledge (Intellect)
- Specific Planet

Other

Acrobatics (Coordination)
- Balance Walking, Floor Exercises, Parallel Bars, Rings, Rope Swinging

Animal Handling (Presence)
- Specific Animal

- Artistic Expression (Intellect)
  - Cooking, Dance, Drawing, Klingon Opera, Painting, Poetry, Specific Musical Instrument,

Athletics (Fitness)
- Climbing, Jumping, Lifting, Specific Sport/Game, Running

Bargain (Presence)
- Artwork, Bribery, Dilithium Crystals, Marketplace Haggling, Weapons

Charm (Presence)
- Influence, Seduction

Culture (Intellect)
- Specific Culture

Disguise (Presence)
- Specific Race

Dodge (Coordination)

Fast Talk (Intellect)

Gaming (Intellect)
- Specific Game

History (Intellect)

Specific Organization, Specific Planet, Specific Race

❖ Intimidation (Presence)

Bluster, Torture

◗ Languages (Intellect) (each Language is a separate Skill)

◗ Law (Intellect)

Federation Law, Specific Planetary/Government Laws, Starfleet Regulations

Merchant (Intellect)

Specific Business Type, Specific Market, Specific Product

Primitive Weaponry (Coordination)

Bat'leth, Chaka, D'k tagh, Lirpa, Longbow, Mek'leth, Rapier, Sword

Search (Intellect)

◗ Sleight of Hand

Conceal Weapons, Magic Tricks, Pick Pocket

Stealth (Coordination)

Hide, Stealthy Movement

❖ Streetwise (Intellect)

Locate Contraband, Orion Syndicate, Underworld of Specific Planet or Race

Psionic

◗ Mind Control (Psi)

◗ Mind Meld (Psi)

Mind Shield (Psi)

◗ Projective Empathy (Psi)

◗ Projective Telepathy (Psi)

◗ Receptive Empathy (Psi)

◗ Receptive Telepathy (Psi)

When deciding which skill is most applicable to a given situation or Test, the Narrator should be flexible — there is often more than one way to accomplish a particular task. The best method is usually to decide which skill would be most applicable in the situation, then increase the Difficulty Number needed to succeed with a less applicable skill (the less related the other skill, the greater the increase in the Difficulty Number).

Example: Ensign Dirksen needs to foil an electronic door lock. The Narrator decides that the most applicable skill is Security (Security Systems). Unfortunately, Dirksen doesn't know that skill, and it cannot be used untrained. However, he does know Computer (Programming), so his player asks if that skill could be used to unlock the door. The Narrator rules that Dirksen can use Computer (Programming) to "pick" the lock, but since that skill is only marginally related to Security (Security Systems) in this situation, he will increase the Difficulty Number by 3 — what would have been a Moderate (7) Security (Security Systems) Test to unlock the door is now a Challenging (10) Computer (Programming) Test.

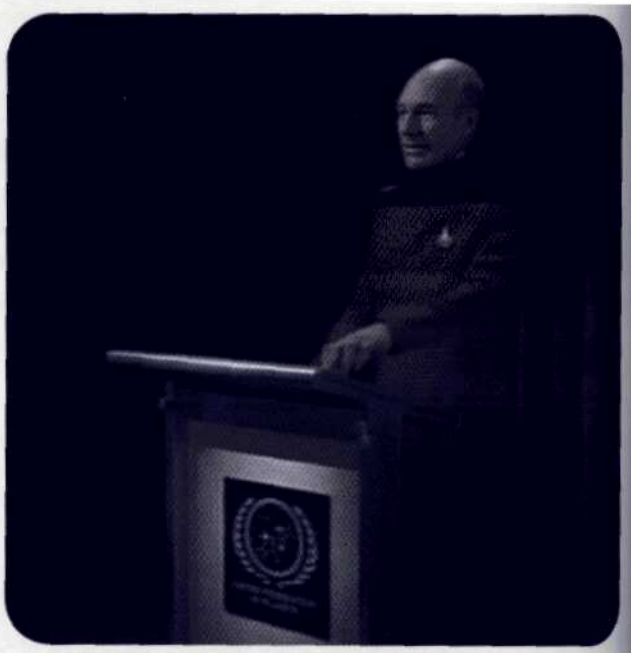
Some skills can be used, albeit poorly, without formal training. This is referred to as "using a skill untrained." Those skills in the *Skills Table* marked with an icon (◗) cannot be used untrained. In other words, you must have at least 1 level in the skill or you cannot use it. All other skills can be used by characters without formal training. (See the *Tactical* Chapter for more information on untrained skill use.)

In addition, some skills are not normally appropriate for Starfleet personnel. Players should provide an interesting backstory before choosing or purchasing these skills, which are marked with an icon (❖) on the *Skills Table*. For more information, see the *Character Creation* Chapter, page 69.

Specialization

Some skills require Specialization. This represents the character's area of expertise, such as Systems Engineering (Computer Systems), Starship Tactics (Starfleet Tactics) and Life Sciences (Biology). A character cannot hope to know everything there is to know about broad, detailed subjects such as engineering, science or shipboard systems, so he must focus on one area of expertise.

Specializations are written in parentheses following the base level of the skill. For example, a character might know Energy Weapon (Phasers) 2 (3), meaning that he has the Energy Weapon skill at level 2, but can use phasers at level 3. Initially, characters start with a Specialization one level higher than the base skill. During character creation, or as a result of game play, characters can choose to increase their Specialization, such as Energy Weapon (Phasers) 2 (5), which represents the character's extensive experience and training in that area. Specializations



normally are higher than the base skill, If, for any reason—during character creation or gameplay,—the base skill equals or exceeds the specialization skill level, this means that the character's general skills have matched his specialization.

However, a character who specializes still knows the basics in his field and can attempt to use his skill in other, related areas. An officer specializing in Flight Control has learned the basic principles of Shipboard Systems, and can use any other Specialization under Shipboard Systems at his base skill level. For example, an officer with Shipboard Systems (Flight Control) 2 (4) could operate the tactical station in a pinch, because he knows the principles that apply to all Starfleet equipment.

The Specializations listed under each skill are not exclusive; they simply represent prominent examples. Players who think up other Specializations for their characters to choose should be allowed to do so, subject to Narrator approval.

Skill Descriptions

Command

Administration (Intellect)

The Administration skill measures a character's familiarity with bureaucratic systems and their procedures, the ability to manage datawork, organize tasks within a department and work within a hierarchy. It also encompasses logistics — the ability to organize the supply and deployment of personnel and materiel for an objective.

The Administration skill can be used to improve the efficiency of groups of people attempting to accomplish the same task. If a character with the Administration skill "takes the lead" during certain Combined or Extended Tests, the Narrator may lower the target cumulative Test Result by an amount equal

to the character's Administration skill level or specialization (assuming he makes a successful Skill Test first). Alternately, the Narrator may lower the Difficulty of the Test by one (or two if the character achieves a Dramatic Success). Administration represents pre-mission planning — requisitioning the proper equipment, making sure the most qualified people are involved in a task, ensuring that team members who work well together are paired and so on.

Routine: Managing a disciplined, professional group (*i.e.*, a Starfleet starship crew, a hospital staff) under noncrisis conditions
Moderate: Planning an Away Team mission to a known planet
Challenging: Planning an Away Team mission to a strange planet; managing a disciplined, professional group under crisis conditions
Difficult: Running a planetary government
Nearly Impossible: Planning an interstellar economy
Specializations: Bureaucratic Manipulation, Logistics, Specific Planetary Government, Starship Administration

Behavior Modification (Intellect)

Characters with the Behavior Modification skill can change the behavior of other persons, sometimes against their will. This skill is not used by Starfleet officers, as it goes against everything the Federation stands for, but Romulan and Klingon forces are not above such tactics; Starfleet officers can only possess Behavior Modification (Resistance), and should not use the skill to modify another's behavior. To use this skill requires an Opposed Test against an unwilling target's Behavior Modification skill. If the target doesn't have the skill, the Test is made against the target's Intellect or Presence (whichever is higher), modified by Perception or Willpower. Depending on the method used, a target may get an additional Test when ordered to act against his nature.

Routine: Generally, there is no routine use of Behavior Modification
Moderate: Hypnotizing a willing subject
Challenging: Brainwashing an untrained draftee
Difficult: Hypnotizing an unwilling, but untrained, subject
Nearly Impossible: Brainwashing an elite subject
Specializations: Brainwashing, Hypnotism

Command (Presence)

Command is a measure of a character's ability to convince other characters — particularly subordinates — to follow instructions. It is very important that Command not be used against other player characters to force them to do something against their will — these situations should be handled through roleplaying interaction, not dice rolling.

Command is also used when coordinating projects with many workers — such as overseeing engineering operations on a starship. It can also be used to coordinate the actions of several people working together, including other characters. When coordinating a Combined or Extended Test, a character who makes a successful Command Test may subtract his skill level (or specialization level) from the cumulative Test Result needed to complete the task. Alternately, the Narrator may rule that a successful use of the Command skill reduces the Difficulty of a Test by one (two for a Dramatic Success). Of course, characters can also use Command to convince others to follow their orders during times of emergency or crisis.

Routine: Starfleet officer leading Starfleet Academy cadets
Moderate: Starfleet commander leading trained Starfleet officers
Challenging: Starfleet officer leading random civilians in a crisis
Difficult: Starfleet officer leading allied but proud Klingon personnel
Nearly Impossible: Starfleet officer leading enemy Cardassian or Romulan personnel
Specializations: Combat Leadership, Military Training, Starship Command

Diplomacy (Presence)

Diplomacy represents the character's ability to conduct negotiations between governments, planets or even corporations. Diplomacy also covers knowledge of the state of intergalactic politics and alliances.

Diplomacy is related to Persuasion and Charm, but these skills have significant differences as well. Diplomacy provides a character with knowledge of how to negotiate with others to reach a mutual solution (and, one hopes, to achieve concessions from the persons with whom the character is negotiating). Persuasion is the ability to argue skillfully and forcefully, and thus convince others to agree with you. Charm is the ability to use personal charisma and emotional appeals to win friends and influence people. A successful Diplomacy Test directly affects the reactions of those involved in the negotiation; they view the character's position in a more favorable light. In game terms, reduce the Difficulty of any Tests involving the target's responses or reactions. An Opposed Diplomacy Test can also be used at a critical juncture to determine if a negotiation succeeds or fails.

Routine: Keeping an allied ambassador friendly
Moderate: Bringing a willing planet into the Federation
Challenging: Negotiating a boundary with a new, but not unfriendly, species
Difficult: Negotiating a peace with an enemy species
Nearly Impossible: Building a long-lasting alliance with an enemy species
Specializations: Commercial Treaties, Federation Law, Intergalactic Affairs, Intergalactic Law, Planetary Affairs (Earth, Vulcan, and so forth)

Espionage (Intellect)

The Espionage skill represents the character's knowledge of intelligence agencies, espionage

operations and various techniques for gathering information covertly. Espionage also covers those skills specifically used by undercover agents, such as setting up covert communications systems, using codes and ciphers, and forgery. It also involves separating vital facts from random data or enemy disinformation.

Routine: Using a computerized encryption/decryption system
Moderate: Identifying a foreign code or item of covert equipment
Challenging: Establishing a network of informants on a foreign planet
Difficult: Using traffic analysis to determine the course plots of the Obsidian Order fleet
Nearly Impossible: Turning a Romulan Naval official into a Federation double agent
Specializations: Covert Communications, Counterintelligence, Cryptography, Forgery, Intelligence Techniques (Federation, Romulan, Cardassian, Klingon), Traffic Analysis

Persuasion (Presence)

The Persuasion skill represents the character's ability to put forward plausible and reasonable arguments in order to influence the beliefs or behavior of another character. Persuasion attempts should always be roleplayed when possible; the Narrator adds or subtracts dice based on good or bad roleplaying. Persuasion attempts require an Opposed Test against an unwilling target's Persuasion skill. If the target doesn't have the Persuasion skill, either use the target's Intellect or allow the target to use Persuasion untrained.

Unlike Fast Talk — which is similar to Persuasion — the character is attempting to convince someone to go along with him without lying to or tricking the target. The Charm skill uses emotional contentions, or subconscious cues, and only attempts to influence a target favorably by making the character and his opinions seem attractive. Persuasion can be used to influence a target negatively (against someone or something else) without building up a positive view of the persuader.

Routine: Persuading a friend, fellow crewman, or relative who has similar views
Moderate: Persuading a neutral target to a position bolstered by obvious or well documented facts
Challenging: Persuading a neutral target to a position the character does not actually believe in; persuading an opposing target to a position bolstered by obvious or well documented facts
Difficult: Persuading a hostile target to a position supported only by strong logic
Nearly Impossible: Persuading an irrational, hostile target during combat
Specializations: Debate, Oratory, Storytelling

Planetary Tactics (Intellect)

Planetary Tactics covers all military tactical and strategic operations on the surface or in the atmosphere of a planet. Successful use of this skill by a commander can give her forces a -1 Difficulty modifier (for movement, attack and defense actions) for one round.

Routine: Defending a well supplied strongpoint against technologically inferior attackers
Moderate: Defeating an outnumbered force in a single battle
Challenging: Defeating an outnumbered army in a single campaign
Difficult: Defeating a superior force
Nearly Impossible: Defeating a superior force at odds greater than 10-1
Specializations: Guerrilla Warfare, Mechanized Ground Warfare, Sea Combat, Small-Unit Tactics

Starship Tactics (Intellect)

Starship Tactics covers the handling and disposition of starships in space combat or in support of ground forces. This skill is important during full scale space combat, which is covered in the *Rules of Engagement* Chapter.

Routine: Defeating a technologically backward ship in a straight firefight
Moderate: Defeating an outnumbered force in a straight firefight
Challenging: Defeating a slightly superior force in a straight firefight
Difficult: Defeating a superior force while surprised
Nearly Impossible: Defeating a superior force at odds greater than 5-1
Specializations: Planetary Support Tactics, Specific Naval Tactics (Cardassian, Federation, Klingon, Romulan)

Strategic Operations (Intellect)

Strategic Operations covers the waging of large-scale interstellar and intragalactic warfare, specifically the planning of fleet operations, target selection, and so forth. The Narrator can use this skill to obtain general outcomes for theater-wide actions in specific sectors or other strategic zones.

Routine: Maintaining a patrol along the Neutral Zone
Moderate: Defending against pinprick raids by an inferior enemy
Challenging: Defending against an in-depth attack by an equal enemy
Difficult: Mounting an in-depth attack against an equal enemy
Nearly Impossible: Successfully invading and conquering a superior enemy
Specializations: Defense-in-Depth, Invasion Strategies, Neutral Zone Strategies, Specific Naval Strategies (Cardassian, Federation, Klingon, Romulan)

Operations

Computer (Intellect)

This skill represents the ability to use, program and retrieve information from a computer. The

Computer skill can also be used to retrieve a specific piece of information from a computer system.

In the 24th century, computers are much easier to use than their 20th-century predecessors. Generally, a character simply needs to tell the computer what he wants, or ask a question, such as "Computer, can the planet below support life?" Since every duty station on board a starship or starbase is also a computer terminal, designed for ease of use, characters do not need to roll whenever they perform their duties. Instead, roll when creating new programs or subroutines, when attempting to retrieve a specific, important piece of information, when the ability to use the computer depends upon properly phrasing instructions or when using an unfamiliar computer, like a Romulan, Ferengi or Klingon computer (unfamiliar computers increase the Difficulty of a task by one category—a Moderate Test becomes a Challenging Test).

Routine: Obtaining complex information from a computer
Moderate: Running a complex computer simulation; programming a holoprogram
Challenging: Retrieving classified or hidden data from a starship computer
Difficult: Planting a secret computer program in a starship computer system
Nearly Impossible: Analyzing all the code in a starship computer system to find a single logic error
Specializations: Computer Simulation/Modeling, Data Alteration/Hacking, Programming, Research

Demolitions (Intellect)

Demolitions reflects a character's ability to set explosives for both destructive purposes and to accomplish specific effects. Demolitions also covers the skill of defusing bombs.

When a character sets explosive charges, he can either try to cause additional damage or to create a specific effect, such as blowing a door shut or setting an explosive trap. At the Narrator's option, an explosive may do an extra one to two dice of damage for every point by which the character makes his Demolitions Test.

Routine: Setting off standard modern demolitions
Moderate: Destroying a specific target; setting a bomb to activate when a vehicle starts; setting off primitive (*e.g.*, 20th-century) demolitions
Challenging: Destroying an armored door; blowing open a bomb-proof container
Difficult: Defusing a complex or unfamiliar bomb or explosive
Nearly Impossible: Blowing a ship airlock without depressurizing the inner chambers
Specializations: Bomb Disposal, Booby Traps, Land Mines, Nuclear Demolitions, Primitive Demolitions (such as gunpowder, plastique and thermite), Shipboard Demolitions

Energy Weapon (Coordination)

The character has been trained to fire energy weapons, with a concentration on a specific type of weapon (such as a phaser, phaser rifle or disruptor). The character can also make minor repairs or modifications to energy weapons, such as adjusting a phaser's beam frequency.

Routine: Firing at a target at Point Blank or Short range
Moderate: Firing at a target at Medium range, repairing a weapon out of combat
Challenging: Firing at a target at Long range
Difficult: Repairing a weapon in combat
Nearly Impossible: Repairing a weapon that is going to explode in a few seconds during combat
Specializations: Disruptor, Disruptor Rifle, Phaser, Phaser Rifle

Engineering Skills

Using the various Engineering skills and specializations, the character can diagnose, modify and repair various systems and devices, from the warp drive and computer network to the environmental systems and transporters. Given the right tools and materials, a sufficiently skilled engineer can build the item or system from scratch. The player must choose a specialization at the time an Engineering skill is purchased. This represents the character's specialization in a particular type of Engineering.

Engineers can also roll to make conjectures within their area of expertise. For example, a quasar affects the ship's ability to go to warp. A warp drive engineer can roll his skill to determine that the quasar's energy affects the containment field surrounding the warp drive, requiring a modification to the field inducers. Engineering with antiquated or unfamiliar technology is one category of Difficulty harder, unless the character has a Specialization in, for example, 20th-century Cryogenic Engineering or Klingon Warp Drive Engineering.

Routine: Maintenance of well designed equipment (such as Starfleet equipment)
Moderate: Repair of moderate damage with and to familiar equipment
Challenging: Jury-rigging an item or repair from related parts
Difficult: Significantly improving the design of a standard piece of equipment
Nearly Impossible: Creating a space-time transponder using stone knives and bearskins

Material Engineering (Intellect)

Material Engineering primarily involves the manipulation and alteration of physical and material objects and components.

Sample specialization:

Structural/Spaceframe Engineering: This specialization covers the design and construction of starships. Questions of ship design, orbital construction and hull materials fall within this specialization.

Other specializations: Aeronautical/Aerodynamic, Civil, Mechanical, Metallurgical, Personal Equipment, Vehicular

Propulsion Engineering (Intellect)

Propulsion Engineering covers the design, modification, construction and repair of propulsion systems, including both action/reaction drives, impulse and other sublight drives, and antimatter warp engines.

Sample specialization:

Warp Drive Engineering: This covers all facets of warp drive propulsion, from general warp field theory to the various components (such as the bussard collectors, warp coils, and the like) of the warp engine.

Other specializations: Fusion, Impulse, Ion, Rocketry, Shuttlecraft Propulsion Systems

Systems Engineering (Intellect)

Systems Engineering covers the numerous computer/electronic and related systems that mark the cutting edge of 24th-century technology. Many of these systems operate at the meeting point of matter, energy and information. Most Ops personnel have at least some skill in this area, allowing them to repair and maintain their own stations if necessary.

Sample specializations:

Computer Systems: The character is familiar with computer construction and the optical data network that is the nervous system of any starship or starbase.

Transporter/Replication Systems: The character is familiar with transporter components and subsystems as well as matter/energy conversion theory.

Other specializations: Cloaking Device, Communications Systems, Diagnostics, Environmental Systems, Sensor Systems, Weapons Systems

First Aid (Intellect)

First Aid measures a character's ability to perform emergency medical procedures in order to stabilize a wounded character's injuries. First Aid on a species that the character has not specialized in treating is one category of Difficulty harder (for example, a Moderate task becomes Challenging). (For more information, see *Damage And Healing*, page 131.)

Routine: Halting minor bleeding or mitigating shock
Moderate: CPR
Challenging: Stopping arterial bleeding, setting a broken bone
Difficult: Minor surgery
Nearly Impossible: Stopping major internal bleeding, major surgery
Specializations: Chemical-Biological First Aid, Species-Specific First Aid (Andorian, Human, Klingon, Romulan/Vulcan), Wound/Combat Trauma

Heavy Weapons (Intellect)

Heavy Weapons allows the character to operate military-grade weapons — plotting target coordinates, manipulating the weapon's controls and discharging the weapon. This skill does not allow a character to operate starship weapons (such as phasers or photon torpedo launchers); those are covered by Shipboard Systems (Tactical) or (Weapons Systems).

Routine: Firing a weapon at a preset target
Moderate: Indirect fire using grid coordinates
Challenging: Laying down covering or opportunity fire on moving targets
Difficult: Targeting and firing at Long range
Nearly Impossible: Targeting and firing at extreme range or in conditions where there is no visibility
Specializations: Individual Weapon Type (Phaser Artillery, Plasma Mortar, and so on).

Personal Equipment (Intellect)

This skill allows the character to use common Starfleet personal equipment — tricorders, environment suits and communicators. This skill also covers the ability to perform minor modifications and "field" repairs on this equipment. (In some cases, such as with communicators, characters may be allowed to use this skill untrained; with more advanced equipment, like tricorders or environmental suits, training is necessary.)

Routine: Communicating with the ship
Moderate: Communicating with the ship through mild interference
Challenging: Communicating with the ship through strong interference
Difficult: Communicating with the ship through extremely strong interference

Nearly Impossible: Making field repairs to a damaged environmental suit in combat with almost nothing to work with
Specializations: Communicator, Environmental suit, Medical Tricorder, Tricorder

Planetside Survival (Intellect)

The Survival Skill helps a character stay alive in a hostile environment. Characters make Planetside Survival Tests to gain general information about the environment — where to find water, what is edible, what is dangerous. In addition, Survival can be used to find necessities: food, shelter, water and herbs or roots that have medicinal value, for example.

Routine: Determining whether a particular plant is safe to eat
Moderate: Finding water or edible food in a temperate environment
Challenging: Finding edible food in a desert environment
Difficult: Finding water in a desert environment
Nearly Impossible: Finding edible food in an arctic environment
Specializations: Arctic, Desert, Forest, Jungle, Mountain, Ocean, Specific World (Betazed, *Qo'noS*, Vulcan), Urban

Projectile Weapon (Coordination)

The character possesses training in the use of projectile weapons, often primitive ones such as a gunpowder pistol or rifle from Industrial-Era Earth. The character can also make minor repairs or modifications, such as field-stripping a rifle or clearing a jammed submachine gun.

Routine: Firing at a target at Point Blank or Short range
Moderate: Firing at a target at Medium range; repairing a weapon out of combat
Challenging: Firing at a target at Long range
Difficult: Repairing a weapon in combat
Nearly Impossible: Firing at a target at extremely long range with no visibility
Specializations: Gunpowder Pistol, Gunpowder Rifle, Submachine Gun

Security (Intellect)

The character is familiar with security techniques and procedures, as well as the laws and law enforcement procedures in his locale. The character also knows how to build, install and disable (or avoid) various types of locks, alarms, security systems and security lock-out codes. This is the primary skill for Starfleet Security officers.

Routine: Standing guard; finding a relevant law in a legal database
Moderate: Disarming or penetrating a simple security system; picking a simple mechanical lock
Challenging: Disarming or penetrating a complex security system; picking a complex mechanical lock

Difficult: Disarming or penetrating a very complex security system; "picking" an electronic lock
Nearly Impossible: Disarming or penetrating a devilishly complex security system set up by a paranoid recluse
Specializations: Law Enforcement, Security Systems

Shipboard Systems (Intellect)

This skill represents a character's familiarity and high expertise with a specific shipboard system, such as flight control, weapons systems, transporters or sensors. The character can operate the equipment associated with a particular system. Players must choose a specialization when the Shipboard Systems skill is purchased.

Because all control panels in Starfleet share certain similarities, a character can also operate a station other than her own — the Conn officer manning the Tactical station, the transporter operator operating sensors—at her base skill level (not her specialization level). (While anyone can work the transporters, a transporter specialist can perform specialized tasks, such as storing a pattern in the pattern buffer or beaming through ionic interference.)

Routine: Firing the phasers at a drone; plotting a course for Earth
Moderate: Firing at a moving target; following a plasma trail
Challenging: Firing at a ship taking evasive maneuvers; navigating an asteroid field
Difficult: Targeting a specific location on a ship; navigating through a nebula
Nearly Impossible: Using the phasers to carve an asteroid; escaping a black hole

Sample Specializations:
Communications: This skill represents the character's ability to interpret signals received by

a communications device, filter out static and noise or enhance a weak signal. Shipboard Systems (Communications) Tests are often fairly easy; it is only when interference, static and similar phenomena occur that they become difficult. Most crewmembers can answer a hail or open a channel.

Flight Control: This is a measure of the character's ability to plot a safe course through space. Flight Control Tests are normally reserved for combat situations, emergencies or unusual circumstances (plasma or ion storms, dense nebulae, etc.). Failure to make a successful Flight Control Test can lead to navigational or maneuvering problems.

Sensors: This skill determines how well a character can operate sensing devices to detect life forms, atmospheric conditions, energy readings, long-distance visuals and the like. The Difficulty Numbers for Shipboard Systems (Sensors) Tests should be based partly on range, partly on what the character is trying to detect with the sensors (the less of it there is to detect, the higher the Difficulty) and partly on the amount of interference (from strange energy patterns, nebulae, unusual mineral formations or the like) present. Thus, using the sensors to locate something near the ship when there is no interference present would be very easy (Routine (3)), whereas trying to locate the same thing near the limits of the sensors' range in the middle of an ion storm would be much harder (Difficult (13)).

Tactical: The character can operate a ship's various defensive and weapons systems. Roll when firing the ship's phasers, adjusting the deflector shields' harmonics and monitoring internal security.

Transporter: This is a measure of the character's ability to operate a transporter. Generally, this skill is only rolled when a problem occurs; routine transporter operation does not require a roll.

Other Specializations: Cloaking Device, Command, Disruptors, Environmental Control, Mission Ops, Weapons Systems

Unarmed Combat (Coordination)

This skill allows a character to engage in hand-to-hand combat without weapons. Any character can make certain types of untrained brawling or fistfighting attacks (see *Universal Combat Maneuvers*, page 126) — essentially, these are nonformulaic fighting maneuvers ranging from wild punches to flailing kicks.

Characters who buy this skill learn more advanced unarmed fighting techniques. They specialize in a form of martial arts, such as Karate, the Vulcan Nerve Pinch, Wrestling or T'ai Chi. Martial arts training maximizes a character's ability to use his body as a weapon or shield and to attack with great power and precision.

See *Combat*, page 124, for more information on unarmed attacks.

Routine: Hitting an opponent whose Dodge roll was 2-4

Moderate: Hitting an opponent whose Dodge roll was 5-7

Challenging: Hitting an opponent whose Dodge roll was 8-10

Difficult: Hitting an opponent whose Dodge roll was 11-13

Nearly Impossible: Hitting an opponent whose Dodge roll was 14+

Specializations: Boxing, Karate, *mok'bara*, Starfleet Martial Arts, Vulcan Nerve Pinch, Wrestling

Vehicle Operation (Intellect)

Characters with this skill are able to operate various types of small vehicles — from airplanes and cars to work bees and shuttlecraft. The difficulty depends on the operation being performed.

Routine: Towing a small object with a work bee near a ship's hull; driving a car on snowy/icy roads

Moderate: Landing a plane smoothly and safely; piloting a shuttlecraft through an atmosphere at high speed

Challenging: Piloting a shuttlecraft through a sparse asteroid field

Difficult: Piloting a shuttlecraft through a heavy asteroid field

Nearly Impossible: Piloting a shuttlecraft through a heavy asteroid field while an ion storm interferes with instrumentation and steering

Specializations: Atmospheric Craft, Close Orbital Craft, Ground Vehicles, Shuttlecraft

Sciences

Science Skills

Using the scientific method, the character can identify scientific phenomena, extrapolate from observed data and make conjectures based on known facts. He can also propose solutions to scientific problems (an ecologist suggesting how to prevent pollution, for example). An important aspect of Science is making comparisons to known facts;

when observing a new culture, for example, a scientist might compare a ritual dance to something like it — a Klingon dance — and thus have a basis for making an educated guess about the dance's meaning. The player must choose a Specialization at the time any Science skill is purchased. This represents the character's high degree of expertise in a particular scientific field.

A character can make a Skill Test for other areas related to his field at his base skill level. A character cannot make Skill Tests regarding subjects unrelated to his field of expertise. A science officer with Life Sciences (Biology) 2 (3) can roll a Zoology Skill Test at 2, but would be unable to make a Planetary Sciences Skill Test.

Routine: Performing a simple experiment; remembering a basic fact
Moderate: Performing a complex experiment; remembering a theory
Challenging: Extrapolating from known data to solve a new, complex problem; remembering an obscure or complex concept
Difficult: Performing a new experiment; developing a cutting-edge theory
Nearly Impossible: Performing an experiment with no equipment

Life Sciences (Intellect)

Life Sciences primarily involves the study of various types of organisms, from Botany (the study of plants) to Genetics (the study of genomes).

Sample Specializations:

Ecology: The study of ecological systems — the interrelationships between organisms and various natural phenomena (weather, water supply and so forth).

Exobiology: This covers the study of alien biology, both animal and sentient. The character studies alien reproductive systems, circulatory systems, respiratory systems and the like.

Other specializations: Agronomy, Bioengineering, Biology, Bionics, Biotechnology, Botany, Genetics, Microbiology, Paleontology, Zoology,

Medical Sciences (Intellect)

The practice of various forms of medicine is covered by this specialty. Characters with this skill are able to diagnose diseases or medical conditions and prescribe treatments. Certain specializations focus on particular aspects of medicine, such as pathology (the study of diseases) and toxicology (how toxins affect the body).

A character who knows medical skills can also assist with healing characters. See *Damage And Healing*, page 131.

Routine: Diagnosing the common cold
Moderate: Simple surgery on one's own species (a human doctor performing a tonsillectomy on a human)
Challenging: Complex surgery on one's own species; simple surgery on an alien life form (a human doctor performing a tonsillectomy on a Vulcan)
Difficult: Experimental surgery on one's own species; complex surgery on an alien life form; simple surgery on an unknown life-form
Nearly Impossible: Surgery on a non-carbon based life-form (energy beings, silicon-based life-forms, dimensional beings); bringing back the dead

Note: General practitioners can perform a variety of functions, but a specialist trains in a more narrow field. Most doctors can identify a poison, for example, but a toxicologist specializes in how toxins react in the body and can more readily identify a poisonous substance.

Sample Specializations:

Surgery (Cardiology): The character specializes in the heart and its associated diseases. He can perform open-heart surgery, bypass surgery and heart transplants.

Vulcan Medicine: The character specializes in Vulcan physiology and can prescribe treatment.

Other specializations: Exoanatomy, Forensics, General Medicine, Pathology, Psychology, Specific Species Medicine (Andorian Medicine, Vulcan Medicine, etc.), Surgical Specializations (Cardiology, Neurology, Obstetrics, and the like), Toxicology

Physical Sciences (Intellect)

A character with this skill has training and expertise in a particular physical science, such as chemistry or physics.

Specializations: Chemistry, Computer Science, Mathematics, Physics

Planetary Sciences (Intellect)

Characters with this skill study planets and their various systems, such as climate, mineralogy and volcanology.

Specializations: Climatology, Geology, Hydrology, Mineralogy, Oceanography, Planetology, Volcanology

Social Sciences (Intellect)

This Science skill represents a character's training and expertise in a social science, such as archaeology, geography or political science.

Sample Specializations:

Anthropology: The study of different cultures, typically through direct observation. A character can form hypotheses about a culture's social mores, customs and beliefs.

Archaeology: The study of ancient civilizations through artifacts and records left behind. The character can make intelligent guesses about a culture, as well as identify particular objects.

Political Science: The character studies how political systems operate and their relationship to a civilization's culture and history.

Other specializations: Economics, Geography, Paleoanthropology, Sociology

Space Sciences (Intellect)

This Science skill represents a character's training and expertise in a particular field of space sciences, such as astronomy, astrophysics or thermodynamic physics.

Sample specializations:

Astronomy: Characters with this specialization study space — from stars, to nebulae, to comets, to dark matter.

Thermodynamics: The study of nuclear reactions within stars.

Warp Field Theory: The study of warp fields and their effects.

Other specializations: Astrogation, Astrophysics, Stellar Cartography, Subspace Field Dynamics,

World Knowledge (Intellect)

Characters with this skill are familiar with the dominant lifeforms, cultures, governments, animals, climate, geography and ecology of a particular planet. A player makes a World Knowledge roll to recall such a fact about a specific world. The character can also use this skill to make intelligent comparisons among data. For example, if confronted with a strange, boar-like creature, a science officer could roll World Knowledge (*Qo'noS*) to compare it to a Klingon *targ*.

Routine: Recalling a fact about your homeworld
Moderate: Recalling a fact about a world you've visited often or studied intently
Challenging: Recalling a fact about a world you've visited a few times or studied
Difficult: Recalling a fact about a world you've visited once or studied casually
Nearly Impossible: Deducing a fact about a world you've never visited or studied
Specializations: Specific Planet (Acamar III, Earth, *Qo'noS*, Vulcan)

Other

Acrobatics (Coordination)

Acrobatics reflects the character's proficiency in tumbling, leaping, rolling, avoiding damage from falls and similar feats — and his capacity to entertain those watching him.

Routine: Walking along a balance beam
Moderate: Running along a balance beam; avoiding damage from a short fall (up to 3m)
Challenging: Doing a backflip on a balance beam; avoiding damage from a medium fall (up to 6m)
Difficult: Doing a double backflip on a balance beam; avoiding damage from a long fall (up to 12m)
Nearly Impossible: Doing a quintuple somersault; avoiding damage from a very long fall (up to 25m)
Specializations: Balance Walking, Floor Exercises, Parallel Bars, Rings, Rope Swinging

Animal Handling (Presence)

Animal Handling represents a character's ability to train and ride a variety of animals. Some animals naturally attempt to resist this treatment, and the trainer must defeat the beast in a contest of wills. This requires an Opposed Test against the animal's Instinct, modified by its Ferocity Edge.

Routine: Training or riding a docile animal
Moderate: Training or riding an animal whose Instinct Test result is 3-5
Challenging: Training or riding an animal whose Instinct Test result is 6-8
Difficult: Training or riding an animal whose Instinct Test result is 9-11
Nearly Impossible: Training or riding an animal whose Instinct Test result is 12+
Specializations: Specific Animal (Camel, Horse, *Sehlat*)

Artistic Expression (Intellect)

The Artistic Expression skill represents a character's creative ability — everything from drawing or poetry to singing or dancing. Characters who wish to play a musical instrument must possess this skill. (Note: Because of the widespread use of replicators, cooking is considered a form of artistic expression in the 24th century.)

Routine: Playing a scale; frying bacon
Moderate: Playing a very simple song; cooking a basic meal; writing a simple poem
Challenging: Playing a moderately complex song; cooking a fancy meal; writing a complex poem
Difficult: Playing a very complex song; cooking a gourmet meal; writing a very complex poem

Nearly Impossible: Playing an extremely elaborate song; cooking a gourmet seven-course meal; writing a complex epic poem

Specializations: Cooking, Dance, Drawing, Klingon Opera, Painting, Poetry, Specific Musical Instrument (Ressikan Flute, Trombone, Violin, Vulcan Lute , etc.)

Athletics (Fitness)

This skill represents a character's athletic prowess, and includes activities like running, climbing and playing sports or games.

If a character wishes to move faster when using a particular form of movement, a successful Athletics Test will allow him to move an additional number of meters per round equal to his Athletics skill level (see *Movement*, page 128).

Routine: Walking (10m/round) on slick/icy ground; running on paved ground

Moderate: Running (15m/round) on ordinary ground; sprinting on paved ground

Challenging: Sprinting (20m per round) on ordinary ground; running on slick/icy ground

Difficult: Sprinting on slick/icy ground

Nearly Impossible: Sprinting in a swamp

Sample specializations:

Climbing: Characters use climbing when they need to scale steep inclines, climb trees, free-climb large rocks or engage in other similar activity. The character moves at a rate in meters equal to her Fitness per minute, or a maximum of 2m per round during combat; successful Tests allow her to move more quickly (see *Movement*).

Jumping: Jumping allows characters to jump over obstacles (a low wall, a large piece of furniture) or across them (a chasm, a stream).

Characters can jump 2m forward or 1m upward without having to make any Test (see *Movement*). If a character makes a successful Athletics (Jumping) or Fitness Test against a Moderate (7) Difficulty, they can add up to their skill level (or Fitness) in meters to their forward jump, or half that to their upward jump. If they make a Challenging (10) roll, they can add up to twice their skill level (or Fitness); if a Difficult (13) roll, three times their skill level (or Fitness); if a Nearly Impossible roll, four times their skill level (or Fitness).

Obstacles also affect the Difficulty of a jump. If an obstacle interferes with a jump made for distance, increase the Difficulty of the jump by +1 to +3 (or even by one or more categories). If the purpose of the jump is to clear or avoid the obstacle, the Difficulty is usually based on the size of the obstacle itself. If the obstacle is one quarter the character's size (or smaller), the Difficulty is Routine (4); if one half the character's size, Moderate (7); if three quarters the character's size, Challenging (10); if equal to the character's size, Difficult (13); if greater than the character's size, Nearly Impossible (15).

Lifting: Lifting measures a character's ability to lift and carry objects. The overall Difficulty of a task depends largely on an object's weight, and how long the character attempts to carry it. When a character first lifts an object, he must roll a Lifting Test (or a Fitness Test if he does not have this skill); the Difficulty of the test is determined by the amount of weight lifted, as indicated by the chart below. Of course, the character's Strength Edge adds to this Test. At appropriate intervals, the Narrator may have the character make another Test to see if he continues to hold on to the object. Should the character fail a Test, he immediately drops the object. If the character matches (but does not beat) the Difficulty, he manages to hang onto the object but can take no other actions.

Lifting

Weight	Difficulty
Up to 20kg	No roll required
21-50kg	Routine (2-4)
51-150kg	Moderate (5-7)
151-300kg	Challenging (8-10)
301-500kg	Difficult (11-13)
Over 500kg	Nearly Impossible (14+)

Running: This specialization measures a character's ability to run quickly and to keep his balance while running, particularly over unsafe terrain. The Difficulty for Running Tests (if a Test is even necessary) is determined by the type of terrain and the speed at which the character moves. (See *Movement*.)

Other specializations: Specific Sport/Game

Bargain (Presence)

Characters use this skill for haggling — deciding the price of goods for sale. The result of a Bargain Skill Test determines whether or not a character can buy the item at his desired price. Bargain attempts require an Opposed Test against the target's Bargain skill (modified by the target's Willpower). Use the target's Presence if the target does not have the Bargain skill. Specializations represent a character's expertise in valuing a particular commodity or working a particular market.

The Narrator decides what the value of goods are prior to play; some goods in some marketplaces are very expensive — or inexpensive — compared to other locations. Some sellers simply charge high fees — perhaps as part of the bargaining process, or due to local tariffs or because of other factors specific to the situation.

Most situations involving the Bargain skill should be roleplay, rather than simply resolved with Tests. The dice result should reflect a target's reaction to the bargaining attempt. For example, Lt. Merrick attempts to bargain with a Ferengi merchant. The die result indicates a failure; the Ferengi doesn't like Merrick's absurd offer.

Note: Anyone can elect to refuse a deal; players who don't wish to proceed with the bargaining can always stop. By the same token, if a supporting cast

character is faced with a bad deal (either because the player has made a blatantly poor offer or the player has rolled extremely well), the Narrator's character can refuse the deal as well.

Routine: Bargaining with an average merchant of one's own race
Moderate: Bargaining with an above-average merchant of one's own race, or an average merchant of another race (except Ferengi)
Challenging: Bargaining with an above-average member of another race; bargaining with most Ferengi
Difficult: Bargaining with a cagey Ferengi merchant
Nearly Impossible: Bargaining with a cagey Ferengi for something you desperately need (and he knows it)
Specializations: Artwork, Bribery, Dilithum Crystals, Marketplace Haggling, Weapons

Charm (Presence)

A character uses Charm to persuade a target character to agree to perform tasks or grant favors that he or she may otherwise be unwilling to do. This is typically accomplished by "turning on the charm" — the character uses his sense of humor, physical attractiveness and other such traits to foster affection — be it friendship or romantic interest — in another individual. This makes it easier to get information or favors from the target character. Charm attempts require an Opposed Test against a target's Charm skill (modified by the target's Willpower). If the target does not have Charm, use the target's Presence instead.

Routine: Influencing a relative
Moderate: Influencing a friend
Challenging: Influencing a stranger
Difficult: Influencing someone hostile to you
Nearly Impossible: Influencing someone who hates you
Specializations: Influence, Seduction

Culture (Intellect)

Culture covers those aspects of social, artistic and religious life common to a nation, planet or species. Unlike World Knowledge, it doesn't focus on geography or biology except where such factors impinge on society.

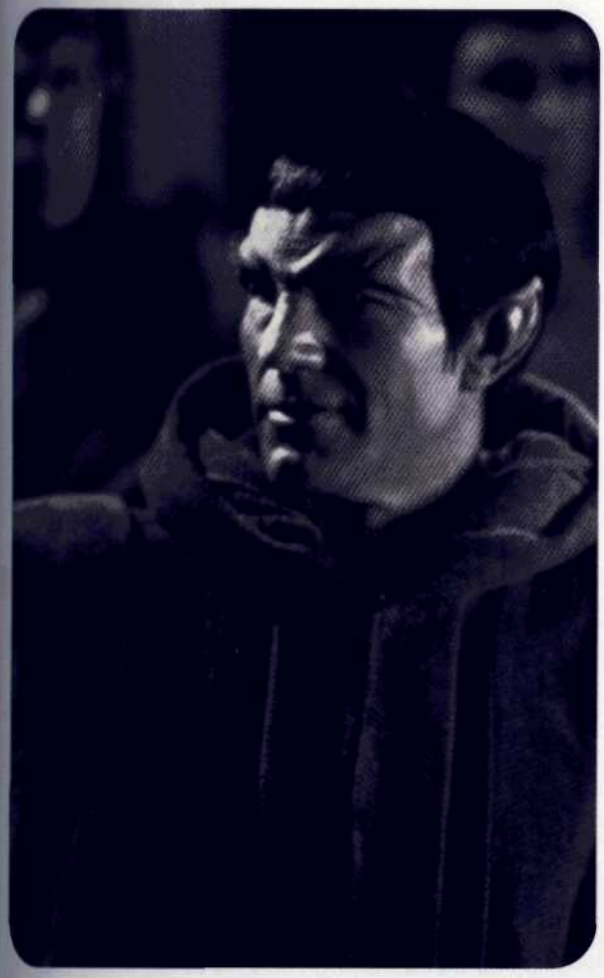
Routine: Recall a general fact (Milton was an Earth poet)
Moderate: Recall a more detailed series of facts (John Milton was an English poet who wrote in the 17th century; his greatest work was *Paradise Lost*)
Challenging: Apply knowledge across fields (discuss Milton's influence on English political development)
Difficult: Recall an obscure fact (Milton's genealogy; the address where he lived)
Nearly Impossible: Near-complete knowledge of the subject (recite *Paradise Lost* from memory; know where Milton was during any given month of his life)
Specializations: Specific Culture (Earth, Klingon, Romulan, Vulcan)

Disguise (Presence)

Disguise allows a character to alter his physical appearance — hairstyle, skin color, hair color, eye color and other cosmetic factors — through the use of cosmetics and prosthetics. A failed Test indicates the disguise doesn't fool the observer. Disguise attempts require an Opposed Test against either a target's Disguise skill or Intellect, modified by his Perception Edge. Alternately, the Narrator may allow a character to make a Disguise Test before venturing out into public. In this case, the character's Test Result sets the Difficulty for anyone trying to detect the disguise. Of course, if someone knows the character or is looking for the disguise, the Narrator should make the character easier to recognize by giving the character a negative Difficulty modifier.

Note: A character's appearance can be surgically altered to match a specific person or alien species (such as Captain Picard disguised as a Romulan). This requires a Medical Science (Plastic Surgery) Test, and makes a character even harder to recognize.

Routine: Disguise is intended to fool others for a short amount of time at a moderate distance away
Moderate: Disguise is intended to mask the character's facial features, even at short range
Challenging: Disguise is intended to alter the character's bodily appearance
Difficult: Disguise impersonates someone specific
Nearly Impossible: Impersonating an alien species (Andorian, Klingon, Romulan and so forth)
Specializations: Specific Race (Human, Klingon, Romulan and so on)



Dodge (Coordination)

Characters use Dodge to avoid attacks — from hand-to-hand assaults to energy weapons fire. When a character wishes to dodge an attack, he makes a Dodge Test; his Test Result becomes the Difficulty Number for the attack against him (although if this result is lower than the normal Difficulty of the attacker's weapon, the weapon Difficulty is used). For example, Ensign Letralla has Coordination 3, Dodge 4. She decides to dodge a phaser shot at Medium Range. The highest roll on her three Coordination dice is a 4, so the Difficulty to hit her is 8 (4+4). If she had only rolled a 2, her Test Result of 6 would be less than the attacker's normal Difficulty of 7 at Medium Range. In this case, the attacker would make his attack at a Difficulty 7.

Specializations: None

Fast Talk (Intellect)

Fast Talk allows a character to convince a person to do or agree to something otherwise not in his best interests. If the target has some reason to be suspicious of the character, Fast Talk attempts require an Opposed Test against the target's Fast Talk skill (modified by the target's Perception or Logic). If the target does not have Fast Talk, use the target's Intellect.

Routine: Target is gullible; something the target would agree to anyway

Moderate: Target is a close friend or relative; something that will inconvenience the target

Challenging: Target is a security guard; something that will cause the target trouble (a reprimand)

Difficult: Target should know better; something that will cause the target serious trouble (a review board)

Nearly Impossible: The captain of a starship or starbase; something that will get the target jailed or killed

Specializations: None

Gaming (Intellect)

Gaming represents the ability to play games such as dom-jot, chess or poker well. To play a game, all competing characters make Gaming Tests, and the highest Test Result wins. This skill includes gambling and playing games of chance, but not athletic games such as parrises squares or baseball (these use Athletics).

A character can also use this skill to cheat (or to determine if other players play dishonestly). To cheat,

the character and the other characters involved in the game each make an Opposed Gaming Test (to see which of them spots the cheat). If all the other characters fail to beat his Test Result, the character has successfully cheated. The other game-players can roll to detect the cheat once per round while the character is cheating. This should be a roleplaying exercise; the character cheating should describe how he is cheating, and the Skill Test determines how well he succeeds.

Routine: Playing go-fish or checkers
Moderate: Playing poker
Challenging: Playing chess or dom-jot
Difficult: Playing tongo
Nearly Impossible: Playing strategema against a Zakdorn grandmaster
Specializations: Specific Game (Chess, Dom-Jot, Poker, Tongo)

History (Intellect)

This skill covers historical knowledge, and can come in quite handy during time-travel episodes or holodeck re-creations. Although most historical data can be found in the computer, records from some time periods (Earth's 21st century, Vulcan's Age of Antiquity) are spotty at best. Specializations generally cover individual planets or cultures.

Routine: Recalling a major fact (Earth fought three World Wars)
Moderate: Recalling a more specific fact (the Second Earth World War pitted Germany against America, England and Russia; Germany lost; the German leader was Hitler)
Challenging: Recalling a fairly obscure fact (Germany used the first strategic rocket weapons during the Second Earth World War; they were invented by Wernher von Braun)
Difficult: Recalling a linked set of obscure facts (recognizing the design of a V-2; knowing the details of its production and deployment history; discussing its strategic effect on the war)
Nearly Impossible: Near-total mastery of the topic (constructing a day-by-day chronology of the German rocket program, including all relevant scientific, technical and military personnel and their roles)
Specializations: Specific Organization (the Federation, Starfleet), Specific Planet (Dessica II, Earth), Specific Race (Romulan, Vulcan)

Intimidation (Presence)

Intimidation represents a character's ability to create fear in another person. By capitalizing on this fear, the character coerces the target into following his orders or revealing information he otherwise would suppress, or can manipulate him into performing tasks that he ordinarily would not undertake. Intimidation attempts require an Opposed Test against a target's Intimidation skill (modified by Willpower). If the target does not have the

Intimidation skill, use the target's Presence (or, on rare occasions, Intellect) instead.

Routine: Trying to get information out of an average human
Moderate: Trying to get information out of a stubborn human
Challenging: Trying to get information out of most Klingons or Vulcans
Difficult: Trying to get information out of most Romulans
Nearly Impossible: Trying to get information out of a Federation, Klingon or Romulan captain
Specializations: Bluster, Torture

Language (Intellect)

The character possesses the ability to speak and understand another language without the use of a Universal Translator. This includes reading and writing the language. All characters can automatically speak their native tongue.

Routine: Asking simple directions
Moderate: Holding a simple conversation
Challenging: Holding a complex conversation
Difficult: Conveying complex ideas or subtle nuances (discussing science with a Vulcan)
Nearly Impossible: Writing great and meaningful poetry or prose
Specializations: Every language is its own skill; the ability to speak Klingon does not convey any skill with Romulan, for instance. However, characters can specialize in dialects such as English (20th-century slang) or Klingon (Archaic).

Law (Intellect)

This skill covers knowledge of the laws, legal customs and regulations of a specific organized society.

Routine: Recalling the details of a simple law or regulation

Moderate: Recalling the details of a complex law or regulation
Challenging: Recalling the details of a very complex law or regulation
Difficult: Discerning and exploiting loopholes in legal systems; discovering the relationships of two complex laws
Nearly Impossible: Discerning and exploiting loopholes in Ferengi economic laws
Specializations: Federation Law, Specific Planetary/Government Laws (Earth, Edoan, Klingon, Romulan, Vulcan), Starfleet Regulations

Merchant (Intellect)

Merchant covers all aspects of selling goods and operating a sales business (other than those governed by Bargaining). This includes running a business for maximum profit, knowing what goods are in demand and where, knowing the best trade routes and so forth.

Routine: Running a small, single-product sales business; a stand in the Bazaar of Vulcana Regar
Moderate: Running a large, single-product sales business; Sisko's Creole Kitchen or a similar restaurant
Challenging: Running a small, multiproduct sales business; a swank haberdashery in the bustling starport on Rigel
Difficult: Running a large, multiproduct sales business; a chain of orbital bars throughout the entire Arcturus Sector
Nearly Impossible: Running an interstellar trading conglomerate; a speculation consortium based on Ferenginar which services the entire quadrant
Specializations: Specific Business Type, Specific Market (for example, Dilithium Market, Flowering Plants Trade Routes, Rigellian Gold Market), Specific Product

Primitive Weaponry (Coordination)

This represents the character's ability to use primitive hand weapons (such as clubs, swords and knives) and ranged weapons (such as bows and crossbows) for the purpose of attack or defense.

Routine: Hitting an opponent whose Dodge roll was 3-5; firing at a target at Point Blank or Short range
Moderate: Hitting an opponent whose Dodge roll was 6-8; firing at a target at Medium range; repairing a weapon out of combat
Challenging: Hitting an opponent whose Dodge roll was 9-11; firing at a target at Long range
Difficult: Hitting an opponent whose Dodge roll was 12-14; repairing a weapon in combat
Nearly Impossible: Hitting an opponent whose Dodge roll was 15+
Specializations: bat'leth, Chaka, d'k tagh, Lirpa, Longbow, *mek'leth,* Rapier, Sword

Search (Intellect)

Characters use Search to locate or detect hidden objects (concealed weapons on someone's person) or people (camouflaged soldiers or people trying to sneak past using Stealth). If an object or target is hidden, the character attempting the search makes an Opposed Test against the target's Stealth (or Coordination, if the target doesn't possess the Stealth skill), or against the Stealth Test Result of the person who hid the object. If an object hasn't been hidden, the character simply makes a roll against a base Difficulty.

Routine: Target is hiding in plain sight
Moderate: Finding a disruptor hidden under a jacket
Challenging: Finding the right isolinear chip in a pile of them; locating a concealed door or access panel
Difficult: Finding one person in a crowd; locating a very well-concealed door or access panel
Nearly Impossible: The proverbial needle in a haystack
Specializations: None

Sleight of Hand (Coordination)

The character can palm small objects, making them seem to disappear. This includes the ability to pick pockets without alerting the target and the ability to conceal small items on one's person. The object is considered hidden, requiring a searching character to make an Opposed Search Test (or Intellect Test) against the character's Sleight of Hand.

Routine: Palming a quarter; hiding a knife underneath a jacket
Moderate: Hiding a disruptor underneath a jacket
Challenging: Hiding a disruptor underneath a tight shirt
Difficult: Hiding a Type III Phaser Rifle underneath a jacket
Nearly Impossible: Hiding a Type III Phaser Rifle up your sleeve
Specializations: Conceal Weapon, Magic Tricks, Pick Pocket

Stealth (Coordination)

Stealth measures a character's ability to conceal objects from view, hide and move quietly. To hide weapons on one's person or conceal small goods, use the Sleight of Hand skill; hiding larger items or items somewhere other than on one's person requires Stealth. To hide successfully requires sufficient cover; it is impossible to hide something in the open. To locate a hidden object, a character makes an Opposed Search Test against the hiding character's Stealth.

Routine: Hiding around a corner
Moderate: Sneaking across gravel
Challenging: Hiding behind a plant
Difficult: Sneaking across a well lit area

Nearly Impossible: Hiding in plain sight
Specializations: Hide, Stealthy Movement

Streetwise (Intellect)

Streetwise represents a character's familiarity with underworld organizations and how they operate. This skill can be used to locate individual criminals, make contact with larger underworld organizations, acquire contraband goods or illicit services, or find someone willing to commit a crime. This also reflects a character's knowledge of specific criminal bosses, intelligence agents, corrupt law enforcement officers, smugglers, underworld slang and the like.

Routine: Finding an item or service common under most circumstances
Moderate: The item or service is easy to find, but requires some discretion (finding a Ferengi arms dealer)
Challenging: The item or service involves risk or is well-regulated (Romulan Ale)
Difficult: Finding an item or service rare in Federation space (Varon-T disruptor)
Nearly Impossible: Finding an illegal item or service on a Federation starship
Specializations: Locate Contraband, Orion Syndicate, Underworld of Specific Planet or Race (Ferengi, Klingon, Vulcan)

Psionic

Psionic skills represent the mental powers and abilities possessed by certain species (such as Vulcans and Betazoids) and characters. The Psi attribute governs all Psionic skills. The Range edge reflects a character's ability to use Psionic skills at better than average range (it adds to all Psionic Skill Tests made at range); the Focus edge represents the degree of precision with which the character can employ his Psionic skills (it adds to most Psionic Skill Tests other than those made at range).

The basic Difficulties of sample tasks are described under each skill below. If a target resists a psionic power, an Opposed Test is required. This Test pits the attacking character's Psionic skill (modified by Focus) versus the resisting character's Mind Shield (also modified by Focus); the resisting character may substitute Presence for Psi in this case if he wishes. This Opposed Test may be made once per round during each round that the Psionic skill affects the target; it is considered an Immediate Action.

Psionic powers work best on targets of the character's own species; using them on other races usually increases the Difficulty (see individual skill descriptions).

Psionic abilities can be used at range, but generally are easier to use when the character is touching his subject. Employing them at range increases the Difficulty of accomplishing any task (see the *Psionic Skills Range Table*).

A character with the Range edge adds or subtracts a number of dice equal to the edge when using a Psionic skill at range. Characters may not use their Focus edge when using Psionic skills at range.

There are many other factors which can make a Psionic skill easier or harder to use at range. The *Psionic Skills Modifiers Table* lists some of these factors; Narrators should use these as guidelines for creating modifiers for factors not listed here.

Mind Control (Psi)

This is the ability to alter a target's perceptions and actions, including making the target perform actions he wouldn't otherwise undertake or see something that isn't there. This power can affect a target's thought patterns, forcing him to reach conclusions that are erroneous or against his nature. This ability can only be used against one target at a time.

A character using Mind Control must explain the overall effect of a particular use of the skill. The more complex the mind control attempt, the higher the Difficulty.

Psionic Skills Modifiers

Circumstance	Difficulty Modifier
Environmental interference	
Strange energy fields that warp psionics	+1 to +3
Using Psionic Skill through large amounts of rock (or like substance)	+1 to +2
Large number of minds thinking or feeling the same thing (Receptive Skills only)	
2 minds	-1
3-4 mind	-2
5-8 minds	-3
9-16 minds	-4
17-32 minds	-5
33-64 minds	-6
65-128 minds	-7
129-256 minds	-8
257-512 minds	-9
513-1,024 minds	-10
... and so on	
Character or target is injured	See Wound Level Table
Character is in combat	+1
Extremely strange, bizarre, or unusual minds	+1 to +3
Character cannot see target directly	+1

Routine: Something the target would attempt anyway
Moderate: Something that will inconvenience the target
Challenging: Something that will get the target into trouble (a reprimand)
Difficult: Something that violates the target's principles or would get him into serious trouble (a review board)
Nearly Impossible: Forcing the target to commit suicide
Specializations: None

Mind Meld (Psi)

This ability is closely associated with Vulcans, although the skill includes various methods of memory exchange. The character can read the memories of a target or share his own memories with the target. Both participants remember the experience afterwards, though they both know the memories belong to someone else.

Mind Meld is very difficult to use at range; add +2 to all Difficulty Numbers if the character is not touching the target.

Routine: Sharing memories with a willing target of one's own race
Moderate: Sharing memories with an unwilling target of one's own race
Challenging: Sharing memories with a willing target of another race
Difficult: Sharing memories with an unwilling target of another race
Nearly Impossible: Sharing memories with a completely alien being
Specializations: None

Mind Shield (Psi)

The character has the ability to withstand psionic attack or influence. Characters use Mind Shield to make Opposed Tests when resisting Psionic skills such as Projective Empathy or Receptive Telepathy.

Specializations: None

Projective Empathy (Psi)

The character has the ability to project his feelings onto a recipient. This ability can make another person feel whatever the character experiences — fear, happiness or trust, for example. With sufficient training (skill level 4), the character can make the target feel emotions he (the sender) is not experiencing.

Routine: Target of one's own race receptive to the empathy
Moderate: Target of one's own race unreceptive to the empathy
Challenging: Target of another race receptive to the empathy
Difficult: Target of another race unreceptive to the empathy
Nearly Impossible: Target is a completely alien being.
Specializations: None

Projective Telepathy (Psi)

The character can send his thoughts directly into the mind of a target. Typically this is used purely as a form of communication, though in some instances it may serve as a way to distract or confuse another character.

Routine: Target of one's own race receptive to the telepathy
Moderate: Target of one's own race unreceptive to the telepathy
Challenging: Target of another race receptive to the telepathy
Difficult: Target of another race unreceptive to the telepathy; erasing or altering a character's memories
Nearly Impossible: Target is a completely alien being
Specializations: None

Receptive Empathy (Psi)

The character can sense the emotional states of those around him. This usually comes across as a general sense of the character's broad feelings — anger, hostility, peace, happiness and so on.

Routine: Target of one's own race receptive to the empathy
Moderate: Target of one's own race unreceptive to the empathy
Challenging: Target of another race receptive to the empathy
Difficult: Target of another race unreceptive to the empathy
Nearly Impossible: Target is a completely alien being
Specializations: None

Receptive Telepathy (Psi)

The character has the ability to read the surface thoughts of a target. The character can also elect to probe the target's thoughts more deeply, but any such attempt is at least one Difficulty category higher. Receptive Telepathy cannot read a target's memories; that requires Mind Meld.

Routine: Target of one's own race receptive to the telepathy
Moderate: Target of one's own race unreceptive to the telepathy
Challenging: Target of another race receptive to the telepathy
Difficult: Target of another race unreceptive to the telepathy; erasing or altering a character's memories
Nearly Impossible: Target is a completely alien being
Specializations: None

Psionic Skills Range

Range	Difficulty Modifier
Touch	-1
Point Blank (5m or less)	+0
Short (5.1-20m)	+1
Medium (20.1-50m)	+2
Long (50.1-100m)	+3
Extreme (over 100m)	+4

Advantages And Disadvantages

Advantages and disadvantages can be used to customize a character during the character creation process. They describe interesting physical, mental, psychological and social traits or developments not quantified by attributes and skills. Advantages and disadvantages often increase or decrease Test dice, thus improving or reducing a character's chances of successfully performing specific actions during play.

Advantages provide a *Star Trek: The Next Generation RPG* character with some kind of special ability or asset that aids him during play. They cost Development Points (the cost is indicated in parentheses after the name of the advantage). Most advantages, particularly those which provide bonus dice or similar bonuses, can be purchased only once. A few, such as Ally or Contact, can be purchased multiple times.

Disadvantages are hindrances or limitations the character suffers — poor eyesight, illness, physical disability and so on. They cost "negative" Development Points (*i.e.*, the character gains Development Points to spend on other things; the additional points are indicated in parentheses after the name of the disadvantage).

Characters are either born with advantages and disadvantages, or they develop them during the Background History. Advantages and disadvantages should be used to flesh out a character's history. The advantage Alien Upbringing means the character grew up on a planet alien to his own culture — a Vulcan raised on Earth, for example. Purchasing the disadvantage Rival during the character's Academy stage, however, establishes that the character developed a rivalry while attending Starfleet Academy. Choose those elements that best fit the character's initial concept. They relate to the character's personal development, family relationships and personality.

Advantages

Alertness (+2)

The character has an innate "danger sense." He receives an additional die when making Tests in potentially dangerous situations. The Narrator rolls a Search Test secretly and alerts the player when it is successful. This is not a psychic power; rather, it reflects the character's subconscious powers of observation. Typically, the information imparted by this advantage is vague — "You feel like someone is watching you," or "Something doesn't feel right."

Alien Upbringing (+1)

The character was raised from early childhood on an alien planet by members of another species. For example, Worf was raised by the Rozhenkos on Gault. The player must determine the reason why his character was raised by members of another species,

Master Advantages/Disadvantages List

Advantages	Disadvantages
Alertness (+2)	Argumentative (-1)
Alien Upbringing (+1)	Arrogant (-1)
Ally (+2 to +5)	Bloodlust (-2)
Ambidexterity (+2)	Chronic Pain (-2)
Athletic Ability (+2)	Code of Honor (-2 to -5)
Bold (+1)	Dark Secret (-1 to -3)
Commendation (+1 to +3)	Dependent (-2)
Contact (+1 to +3)	Fanatic (-2 to -3)
Curious (+1)	Greedy (-1)
Department Head (+1 to +4)	Hides Emotions (-2)
Double-jointed (+2)	Hypochondria (-1)
Eidetic Memory (+3)	Impulsive (-1)
Enhanced Vision (+2)	Intolerant (-1 to -3)
Engineering Aptitude (+3)	Low Pain Threshold (-2)
Excellent Balance (+1)	Medical Problem (-1 or -3)
Excellent Metabolism (+1)	Obligation (-1 to -3)
Excellent Hearing (+2)	Obsessive Tendencies (-3)
Excellent Chemoreception (+1)	Pacifism (-1 to -5)
Excellent Sight (+2)	Phobia (-2 to -5)
Famous Incident (varies)	Physically Impaired (-1 to -3)
Favor Owed (+1)	Poor Chemoreception (-1)
High Pain Threshold (+2)	Poor Hearing (-1)
Innovative (+1)	Poor Sight (-2)
Language Ability (+2)	Rival (-1 to -3)
Mathematical Ability (+3)	Slow Healing (-2)
Medical Remedy (varies)	Species Enemy (-3 to -5)
Mixed Species Heritage (+6)	Sworn Enemy (-1 to -3)
Multitasking (+2)	Vengeful (-1 to -2)
Night Vision (+2)	Weak Will (-2)
Patron (+2 to +4)	Weakness (-2)
Peripheral Vision (+1)	Zero-G Intolerance (-2)
Promotion (+0 to +6)	
Quick-draw (+2)	
Rapid Healing (+1)	
Resolute (+3)	
Sense of Direction (+1)	
Sexy (+2)	
Shrewd (+1)	
Sense of Time (+1)	
Species Friend (+2 to +5)	
Strong Will (+2)	
Synergy (+3)	
Tactical Genius (+3)	
Telepathic Resistance (+4)	
Toughness (+2)	
Weapon Master (+2 or +4)	
Zero-G Training (+2)	

and what effect this had on him. Choose the skills listed on the Template for the species that raised the character. If the character wishes to learn the skills listed on his native species' Template, they must be purchased using Development Points. A human raised on *Qo'noS*, for instance, would possess the skills listed on the Klingon Template, since he learned to use the *bat'leth* and speak Klingon with the other children, but he retains the attributes listed for humans. Human skills can still be learned, but must be purchased using Development Points.

Ally (+2 to +5)

The character has a close relation — either a friend or relative — with someone in a position of power. That person will go out of his way to help the character. The cost of this Advantage depends on the Ally's position; see accompanying table for guidelines. The player and Narrator should flesh out this character.

Ally Table

Cost	Example Ally
2	Fellow officer, local constable, or midlevel bureaucrat.
3	Starbase commander, starship captain, judge, high-level executive of a corporation, fairly notorious organized crime figure.
5	A Starfleet Admiral, a Federation Diplomat, the Vulcan Ambassador.

Ambidexterity (+2)

The character can use either hand to perform actions (firing a weapon, operating machinery and so on) without suffering the standard +1 Difficulty penalty for using the "off hand." Multiple Action Penalties (see page 125) still apply.

Athletic Ability (+2)

The character possesses an innate athletic talent, excelling at physical activities such as running, jumping and throwing. Whenever the character engages in physical activity (such as Athletics, Acrobatics, Unarmed Combat or Primitive Weaponry), he receives an additional die.

Bold (+1)

You are bold, forging ahead where others fear to tread. You receive a free Courage Point to spend in situations where you take the initiative. The Narrator should require the player to roleplay this advantage to receive its benefits.

Commendation (+1 to +3)

For actions above and beyond the call of duty, the character receives a commendation. This need not come from Starfleet or the Federation, but can be an award from a planetary or imperial government, such as the Vulcan Council or Klingon High Council. This may also involve the award of Renown Points. The precise nature of the award depends on the number of points spent on this advantage (see chart).

Commendations

Cost	Commendation
1	Commendation (Prantares Ribbon of Commendation)
2	Minor Award (service award, Palm Leaf of Axanar Peace Mission)
3	Major Award (UFP Medal of Valor, Medal of Honor (with Clusters, Silver Palm with Cluster, Star Cross)

Contact (+1 to +3)

The character has connections with an influential person (whose identity and position must be determined prior to the start of play; the player and Narrator should flesh out this character as needed). This Contact will perform a small favor for the character (if it is in his power to do so and if it does not expose him to any kind of physical danger or jeopardize his position). The amount of points spent on this advantage determines this person's position and usefulness (see chart).

Contacts

Cost	Example Contact
1	Fellow officer, local constable or middle-level bureaucrat.
2	Starbase commander, starship captain, judge, high-level executive of a corporation, fairly notorious organized crime figure.
3	A Starfleet Admiral, a Federation Diplomat, the Vulcan Ambassador.

Curious (+1)

When you see a locked box, you want to know what's inside. Confronted with a scientific mystery, you need to know the answer. In situations where your character is confronted with the unknown, you receive a free Courage Point to spend.

Department Head (+1 to +4)

The character oversees a department on his starship, such as Security, Tactical, Operations Management, Science, Medical or Engineering. The

cost of this advantage depends on the class of ship (see table). In order to serve as a department head, a character must possess the rank of full lieutenant, although a Lieutenant (j.g.) might possibly serve as department head on an *Oberth*- or *Saber*-class ship.

Department Heads

Cost	Class Of Ship
1	*Oberth*-class or *Saber*-class ship
2	*Miranda*-class or *Intrepid*-class ship
3	*Nebula*-class, *Excelsior*-class, or *Akira*-class ship
4	*Galaxy*-class ship

Double-Jointed (+2)
The character's body is unusually flexible. When making a Test to escape from restraints or being grabbed, to fit into tight places (like a Jefferies tube), or to reach into cramped spaces (like an ODN panel), you receive an additional die.

Eidetic Memory (+3)
The character remembers everything he sees or hears. The character must have directly experienced the information (though recalling something read from a PADD counts). Use common sense when using this ability; this advantage should not apply to general skill use. Just because you've seen someone perform *mok'bara* does not mean you can do it, too. At best, relying on this ability to use a skill your character lacks might count as untrained skill use (even though the skill can't normally be used untrained) at the Narrator's discretion. Lieutenant Commander Data possesses this advantage thanks to his positronic brain.

Enhanced Vision (+2)
The character can see in wavelengths not normally visible to humans; Geordi La Forge's VISOR grants him this advantage. Tellarites also possess this advantage because of their racial ability to see deep into the infrared. Note that in many cases, this advantage gives the equivalent of Night Vision.

Engineering Aptitude (+3)
The character possesses an innate sense of mechanics and engineering principles. He is adept at understanding, operating or repairing machinery, such as warp drives, tricorders and transporters. The character receives an additional die when making any Engineering Skill Test.

Excellent Balance (+1)
The character has an acute sense of balance and rarely falls. Add an additional die when making Athletic or Acrobatic skill rolls, or in situations where balance is essential.

Excellent Metabolism (+1)
The character is very fit, and receives an additional die when rolling to resist the effects of disease, age or poison.

Excellent Hearing (+2)
The character has an exceptional sense of hearing, and can distinguish between similar sounds, determine the direction and source of those sounds, and detect whispers from a distance. He receives an additional die when making Tests involving sound or hearing (*i.e.* when he uses his Search skill).

Excellent Chemoreception (+1)
The character has a well developed sense of smell, and can distinguish between similar smells, determine the direction and source of the smell and smell things the average person might miss. The character receives a +1 die bonus to all scent- or taste-based Tests (such as Search Tests).

Excellent Sight (+2)
The character has an acute sense of sight and is able to notice things other people might miss, such as a disruptor hidden under someone's jacket. The character receives an additional die when making sight-based Skill Tests.

Famous Incident (varies)
The character participated in an event of far-reaching importance, such as the negotiation of a treaty or first contact with a new alien species. The player and Narrator should determine the nature of the incident. The character receives 2 Renown Points for every Development Point spent. This can be combined with the Promotion advantage, meaning the character received a promotion because of his actions.

Favor Owed (+1)
The character can call in a favor from a highly placed associate: a Starfleet officer, a high-ranking government official or the like. This associate may place himself in physical danger to assist the character. Once used, the relationship is terminated.

High Pain Threshold (+2)
The character can tolerate more pain than the average person. Any modifier to Skill Tests caused by injuries is reduced by 1 (for example, a character who is Injured would only have a +1 Difficulty to Skill Tests, not the standard +2). Add this to the total penalty as a result of wounds (a character who is Stunned and then Injured would suffer a +1 Difficulty, not 0) (see *Effects of Injuries*, page 132). High Pain Threshold also adds a die to Skill Tests which involve resisting physical torture or pain.

Innovative (+1)
The character approaches problems from a different perspective, devising innovative solutions for problems as diverse as settling a shipboard dispute to tinkering with the warp field coils. In a situation calling for original thinking, he receives a free Courage Point to spend.

Language Ability (+2)

The character has an instinctive grasp of languages and how they are constructed. All language Skill Tests are rolled with one additional die. The character must have at least one Skill level in a language to receive this bonus.

Mathematical Ability (+3)

The character has an intuitive grasp of mathematics. All computer, science (life, physical and space) and mathematical Skill Tests are rolled with one additional die. The character must have at least one skill level in the skill to receive this bonus. (Knowing math does not teach a character how to program a computer, for example, but aids in the task if he already knows how to program.)

Medical Remedy (varies)

The character suffers from a physical condition expressed as a Medical Problem or Physically Impaired Disadvantage, such as blindness, paralysis or muteness, but possesses some remedy. This can be anything from genetic replacements to bionic prosthetics. For example, a blind character might receive new eyes or a VISOR.

The cost of this advantage varies. If the replacement part or remedy merely provides a substitute for the character's normal faculties (for example, his cybernetic eyes duplicate normal eyesight), the cost of the Medical Remedy is equal to the cost of the corresponding disadvantage (for example, if Lt. B'nareth takes the disadvantage Physically Impaired: Blind (-3) , he would spend 3 Development Points to buy his Medical Remedy).

However, points gained from taking the Medical Problem or Physically Impaired disadvantage do not count towards the total number of points the character can gain from taking disadvantages (for example, if the Narrator rules that characters cannot have more than 8 points of disadvantages, Lt. B'nareth could have 8 points in addition to the 3 points received for his Medical Problem.

If the Medical Remedy also augments the character's faculties (*e.g.*, the cybernetic eyes provide the equivalent of Enhanced Vision, Excellent Sight or Night Vision), the cost for that part of the advantage is the same as that of the advantage the Remedy duplicates.

Example: Jen wants to give her character, Lt. Velora, a paralyzed arm–the result of an accident suffered as a child. She chooses the Medical Remedy advantage. She decides Lt. Velora wears an exobrace which transmits signals from her brain to her arm, allowing it to move normally. If the exobrace simply allows Lt. Velora to exercise her normal Fitness and Strength, its cost will balance against the cost of her corresponding Physically Impaired disadvantage. However, Jen decides the exobrace makes Lt. Velora stronger. This costs +1 point for each point of additional Strength edge she desires.

Geordi's Visor

This remarkable piece of equipment allows Geordi La Forge to see, despite the fact that he was born blind. It not only allows him to see visible light (providing him with sight), but also grants him the ability to perceive across the electromagnetic spectrum (equivalent to a +2 Enhanced Vision Advantage). The cost of such a device would be 2 Development Points, in addition to the base cost of the Medical Remedy.

Mixed Species Heritage (+6)

The character is of mixed parentage—Romulan/Vulcan, Vulcan/Human, Klingon/Human or other. Choose which two species the character comes from, and determine which is dominant. Pick three attributes from the primary Template, and two from the secondary. Use the skills from the primary Template. During Background History development, keep in mind the character's mixed parentage, and choose appropriate skills. Work with the Narrator to develop the type of character you want to create.

Example: Mr. Spock has a Vulcan father and Human mother. Physically, he is Vulcan, but he does possess certain Human characteristics (emotions), as well. A player creating a Spock-like character would choose three attributes from the Vulcan Template, and two from the Human Template. During Background History development, the Narrator might allow a player creating a Spock-like character to "buy off" the Hides Emotions disadvantage by spending two Development Points. The player might also allocate points to the skill History (Human) or World Knowledge (Earth) to simulate his character's knowledge of his parent's homeworld.

Multitasking (+2)

The character can perform an additional Intellect-based action each round without suffering a Multiple Action Penalty (see page 125). Further actions in a round will result in standard Multiple Action Penalties (*e.,g.*, +1 to all Difficulty Numbers for three actions, +2 for four and so on). Off hand penalties still apply.

Example: Captain Rixx attempts to make a Computer (Research) Skill Test while firing the ship's phasers (using Shipboard Systems (Tactical)). Both are Intellect skills, so he does not incur the Multiple Action Penalty. Later on, Rixx's player wants to shoot a hand phaser while unlocking a security-encoded door. Security is an Intellect skill, while shooting a phaser is a Coordination skill, so Rixx doesn't suffer a Multiple Action Penalty (because he's allowed an additional Intellect skill).

Finally, Rixx finds himself attacked by two Ferengi, and he wants to punch both. Because both actions are Coordination skills, he suffers a multiple action penalty.

Night Vision (+2)

The character can see better in the dark than the average person. He can ignore up to a +2 Difficulty penalty for darkness, smoke or other phenomena that obscure vision (see *Visual Cover*, page 130). Further penalties still apply; for example, in total darkness (which imposes a +3 Difficulty penalty), the character suffers a +1 Difficulty penalty. To receive the bonus from this advantage, the character's eyes must first become used to the darkness, a process that takes 1d6 rounds.

Patron (+2 to +4)

Someone important or influential sponsored your character's attendance at Starfleet Academy, and continues to watch his career with interest. When the character gets into trouble, his Patron tries to smooth things over on his behalf. The number of points spent on this advantage determines how influential the Patron is, and how often he helps the character (see table).

Patron Table

Cost	Example Patron
2	Moderate figure: This person is a government official on a planet in Federation space or a Starfleet officer (no higher than Captain).
3	Influential figure: an important figure in the political life of the UFP, such as Ambassador Sarek or a Starfleet Admiral.
4	Important figure, e.g., President Jaresh-Inyo, Chancellor Gowron, Sarek of Vulcan

Peripheral Vision (+1)

The character has an unusually wide field of vision. He receives an additional die when making Search Tests or other observation-related Tests. He cannot see things happening directly behind him.

Promotion (+0 to +6)

The character receives a promotion. Increase the character's rank by one grade — from Lieutenant to Lieutenant Commander, for instance. Promotions should be chosen one rank at a time, to simulate the character's advancement during his early years in Starfleet. The cost for each rank appears in the accompanying table; these costs are cumulative (a character who has spent 2 points to become a Lieutenant must spend 3 points, not an additional +1 point, to become a Lieutenant Commander).

To achieve the rank of Commander or better, the character must possess at least one skill level in the primary skill in three departments, such as Engineering, Flight Control, Security or Science. N beginning character may start with a rank higher th Lieutenant Commander. See the *Rewards* Chapter f further information on promotion and advancemer

For example, Ken's character, Sam Decker, graduates from the Academy with the rank of Ensign. During the Tour of Duty phase of the Background History, he purchases the rank of Lieutenant (JG) for 1 point. Later on, he decides to purchase another rank, to full Lieutenant, costing him another 2 points.

Promotion Cost

Cost	Rank
0	Ensign
1	Lieutenant (Junior Grade)
2	Lieutenant
3	Lieutenant Commander
4	Commander
5	Captain
6	Admiral

Quick-draw (+2)

The character's reflexes are finely honed. Th player may roll one extra die (in addition to a bonus dice received for his Reaction edge) wh making Initiative Tests in combat (see page 124).

Rapid Healing (+1)

The character recovers quickly from injury. H time to heal naturally is halved. He also receives on extra die to roll when determining if he has natural healed, and the Difficulty of all rolls to determine th effects of medical attention are reduced by 1. (Se *Healing*, page 131, for rules about recovering fro injury).

Frequency

The Ally, Contact and Patron advantages can easily be abused by players. As a rule of thumb, these connections should only come into play once every few episodes. If the character is going to call on his powerful friends to solve all his problems, then why venture into difficult situations in the first place?

If the character calls on his powerful connections too frequently, have the player make a Challenging (10) Charm (Influence) Test. If the roll succeeds, the Ally or Patron comes through for the character. Failure indicates the non-player character is unable or unwilling to provide assistance at this time. Increase the Difficulty level for succeeding Tests until a failure is experienced.

Rapid Healing differs from Toughness and High Pain Threshold. Rapid Healing represents a character's ability to recover from injuries quickly. Toughness, on the other hand, affects how much damage a character can withstand (it has no effect on healing). High Pain Threshold reflects a character's ability to resist pain, and can help a character resist some of the effects of injury, but has no effect on the healing process itself.

Resolute (+3)

The character does not know the meaning of the word "surrender." When the captain is taken hostage, the character won't abandon him. Once a course of action has been determined, the character stands his ground. He receives one extra die to roll on all Skill Tests when following his goals.

It is up to the Narrator to decide whether a particular Skill Test relates to "following a goal." Narrators should be wary of players who continuously abuse this advantage to get bonuses on every roll, such as "I resolutely phaser the Klingon," or "My goal is to fix the replicators."

(Note: This is the positive side of the Obsessive Tendencies disadvantage. While an obsessed person suffers a penalty when distracted, a Resolute person can choose to "break off" at any time.)

Sense of Direction (+1)

Once the character has visited an area, he always remembers how to return to it — he cannot get lost in a place he has visited before. This is automatic and requires no die roll.

Sense of Time (+1)

The character has an internal clock, and is always aware of the time (though his internal clock is not always precise; plus or minus 10% is the usual margin of error). For example, if the character is knocked out, he knows how long he was unconscious. This is automatic and requires no die roll.

Sexy (+2)

The character is extremely personable and receives an additional die when making Presence-based Skill Tests on members of the opposite sex. As Commander Riker proves, they do not have to be of the same species.

Shrewd (+1)

The character has a keen sense for deception and persuasion, from a Ferengi *DaiMon's* wheedling to sly *Tal Shiar* manipulation. The character receives a Courage Point to spend when someone attempts to bluff, Fast Talk or lie to him.

Species Friend (+2 to +5)

The character is known as a friend to a given species, either because of past actions or family history. When making a Renown Test (see page 122) involving a member of the friendly species, or in any Charm or Persuasion Tests against a member of the species who knows of him, the character gains an additional die. Recognition is more likely to be positive, even if the character's Aspects would normally indicate otherwise. No character may possess this advantage for his own race (or, if he has Mixed Species Heritage, for either of his races).

Species Friend Cost

Cost	Species
2	Obscure or unimportant race (nanites of Kavis Alpha, Pakleds)
3	Lesser or distant race (Breen, Tholians)
4	Major or locally important race (Andorians, Cardassians, Tellarites)
5	Widespread race (Humans, Klingons, Romulans, Vulcans)

Strong Will (+2)

The character possesses more willpower than the average person, and adds an additional die to Skill Tests when resisting attempts to influence him (such as Fast Talk, Intimidation or Behavior Modification). Strong Will offers protection against Telepathy. (While Telepathic Resistance prevents a person's mind from being read, Strong Will allows the character to shield certain thoughts or memories).

Synergy (+3)

You work well in groups, taking suggestions from one person and combining them with others, organizing tasks efficiently or simply "getting in the groove" with your teammates. When participating in Combined Tests, you add +2 per participant for additional successful Tests rather than the standard +1 (see *Combined Tests* in the *Tactical* Chapter, page 121).

Tactical Genius (+3)

The character has an instinctive grasp of tactics in all its forms and applications. The character receives an additional die to all Planetary Tactics, Starship Tactics, Strategic Operations and Administration (Logistics) Skill Tests.

Telepathic Resistance (+4)

For some reason, either physiological or mental, the character is immune to telepathy and empathy (Ferengi, for example, have four-lobed brains, which prevent telepathy). Telepaths, such as Betazoids and Vulcans, may mistrust those they cannot read (this only becomes apparent, however, when the telepath attempts to read the character's mind).

Toughness (+2)

The character is extremely hardy and resilient. For purposes of withstanding damage, he is considered to have +1 Fitness (see *Effects of Injuries,*

page 132, for more information on taking damage). A character who possesses the Toughness advantage cannot have a negative Vitality edge. This advantage is different from High Pain Threshold, which modifies the effects of damage, or Excellent Metabolism, which affects whether or not a character becomes diseased.

Example: Ensign Alessara takes the Toughness advantage to reflect her hardy constitution. She has a Fitness of 2, but for the purposes of determining how many wounds she can take per Wound Level, her Fitness is 3.

Weapon Master (+2 or +4)

The character is an expert at the use of a single type of melee weapon (for example, a *bat'leth* or *lirpa*). For 2 Development Points, the character gets a +1 to all Tests to hit targets in combat with that weapon; for 4 Development Points, he gets a +2 to all such Tests. Characters may buy Weapon Master multiple times for multiple weapons. Weapon Master may not be bought for ranged weapons.

Zero-G Training (+2)

The character is trained to act in zero-gravity situations. He does not suffer the standard +1 Difficulty penalty to all Tests for being in zero-gravity. (Note that this advantage is not the same thing as the Personal Equipment (Environmental Suit) skill.)

Disadvantages

Disadvantages give a character extra Development Points to offset the hindrances they represent. They allow a character to spend more points on additional attributes, edges, advantages or skills. In a sense, disadvantages cost negative Development Points. After each disadvantage, its "cost" (value) is given in parentheses. This is the number of Development Points a character receives when he takes the disadvantage.

Argumentative (-1)

The character constantly plays "devil's advocate" and rejoices when the chance for a debate arises—he argues even when he agrees with his adversary. The argument becomes a game, a strategic contest of wills. The character must spend a Courage Point or engage in argument for its own sake; note, there is a risk such behavior will temporarily reduce the character's Presence for making some Tests. Alternately, the Narrator may force the character to subtract one die from Tests made to influence others. Tellarites tend to have this disadvantage, though they see it as a virtue.

Arrogant (-1)

The character believes that he is better than other people, or that his particular culture or social group is superior to others. All Command, Persuasion and Charm Tests lose one die unless the Arrogant character spends a Courage Point to resist the temptation to be gratingly superior.

Bloodlust (-2)

The character enjoys violence and causing pain. Klingons typically possess this disadvantage, though they don't see it as a failing. Whenever the character fights, he cannot stop. He must spend a Courage Point to stop fighting; if he fails, he continues to fight, even attacking his allies if there is no one else to attack.

Chronic Pain (-2)

The character suffers from a medical condition, such as an old injury, that causes extreme pain on a constant basis. The Narrator should require a Presence Test (modified by the Willpower edge) at least once every game session. Failure indicates that crippling pain imposes a -1 die penalty to Fitness or Coordination Tests (determined by the Narrator) for the duration of the scene. Geordi La Forge, for example, suffers chronic pain from the use of his VISOR.

Code of Honor (-2 to -5)

You live by a code of honor, a set of principles which you hold dear. This code typically requires you

Codes of Honor

Value	Code
-2	Prime Directive: May not interfere in a planet's development
-2	Code of Honesty: Never lie; never break your word once given
-2	Code of Fairness: Never take advantage of someone weaker
-2	Hippocratic Oath: May not harm any patients under my care, must treat all patients equally to best of my ability, never use poison or false medical treatment to harm anyone
-2	Pledge: Never break your word about a particular subject (player must define the exact nature of the pledge or vow; may be worth more or less than -2, at the Narrator's discretion)
-3	Vulcan Code: Never give in to emotion; solve problems logically; violence breeds emotion
-3	Defender: Must protect the weak and innocent
-4	Starfleet Code: Must uphold the ideals and policies of Starfleet, including the Prime Directive
-4	Klingon Code: Always avenge an insult; never show cowardice

to act in a particular way — never attacking a weaker opponent, never surrendering or always being truthful, for example. This is a disadvantage because it often dictates a character's actions and frequently requires dangerous behavior. A Code of Honor reflects a character's personal honor, rather than his adherence to duty.

If the character violates his Code, the Narrator may give him one or more negative Renown Points. Typically, this should be equal in number to the level of the Code of Honor.

Conflicting or competing Codes of Honor can cause problems for a character, as he gains negative Renown Points no matter what he does. For example, Lt. Worf attempts to follow both Code of Honor (Starfleet) and Code of Honor (Klingon): If he attacks someone who insults him, he violates his Starfleet ethics and earns anegative Renown Point; if he doesn't avenge his honor, he violates his Klingon Code and earns negative Renown Points.

Dark Secret (-1 to -3)

Something about the character, or something he knows, is so horrible that no one must find out the secret. The character will do almost anything to prevent others from learning about it. The player and Narrator should work together to come up with the specifics. Guidelines for determining the value of a secret are provided in the accompanying table.

If a character's Dark Secret is revealed, he may earn a large number of negative Renown Points (depending on the nature of the secret).

Dark Secrets

Value	Secret
-1	Embarrassing ("You did what at the Academy?")
-2	Career-ruining ("You cheated on a test at the Academy?")
-3	Life-threatening ("You're wanted for murder?")

Dependent (-2)

Someone, such as a child or older relative, depends on the character. The player and Narrator should work out the specifics. Data found himself caring for Timothy, the only survivor of the wreckage of the *U.S.S. Vico*, while Beverly Crusher had Wesley. The character cannot simply abandon his charge (at least not without earning a substantial number of negative Renown Points), and must make every effort to protect and provide for those under his care.

Fanatic (-2 to -3)

The character is incredibly dedicated to a philosophical ideal, the source of which may be a sect, a nation, a planet, a political or religious tenet, or a person. He will always defend this ideal, even trading his life for its preservation. For any Skill Test involving this ideal, he must spend at least one Courage Point (unless he has no Courage Points left to spend). This disadvantage is worth -2 if the character is Fanatic about an uncommon event or phenomena (such as an obscure religious doctrine), and -3 if the character is Fanatic about a common event or phenomena (such as Vulcan isolationism or a particular government).

> *For example, Gernac is a fanatic member of the* Tal Shiar, *on a mission to download data from the* Enterprise-D's *computer. While on board, Lietenant Commander Worf uncovers the agent's true identity and posts guards in the corridor outside the computer core. Gernac charges into battle, despite the overwhelming odds, his player spending Courage Points when he makes Phaser Skill Tests. His Fanatic disadvantage is worth -3 points, since as a member of the* Tal Shiar *he commonly does work on its behalf.*

Members of secret societies such as the Vulcan Isolationist Movement, or intelligence agencies like the *Tal Shiar*, typically have this disadvantage.

Greedy (-1)

Whenever profit is involved, the character pursues it with unthinking tenacity. He must spend a Courage Point to resist the call of money. If he does not, he pursues the object of his desire. Subtract one die from any Tests made to dissuade him.

Hides Emotions (-2)

The character never allows himself to express his true feelings. No one ever knows how he feels about anything, and it's difficult to coax the information out of him. The character receives a one-die penalty to all Presence skills involving emotion, such as Charm, Persuasion, Fast Talk and most uses of Command. Vulcans typically possess this disadvantage, which they don't view as a hindrance.

Hypochondria (-1)

The character frequently believes he is the victim of some awful disease or malady. When he beams down to an unexplored planet, for example, the character is sure to carry a filter-mask to screen out harmful germs. He frequently pesters the medical staff with self-diagnoses and demands for obscure medical tests. Mister Barclay's hypochondria is a good example of this disadvantage.

Impulsive (-1)

Rather than listening to reason, the character rushes headlong into situations without thinking. Unless he spends a Courage Point, he will succumb to his impulsiveness — running into battle, entering the radiation-filled chamber or falling in love with Kamala (the Kriosian "gift" in the episode "The Perfect Mate"). Spending the point means the character thinks better of taking the action and is able to restrain himself. Attempts to dissuade an impulsive character from taking brash action are made at a -1 die penalty.

Intolerant (-1 to -3)

The character does not like a group of people, from a small group to an entire culture. Whenever he speaks about them, he has nothing kind to say. When interacting with the object of his ire, he cannot hide his dislike; unless he spends a Courage Point, his prejudices show through. Spending the Courage Point allows him to keep his thoughts and feelings to himself.

The value of this disadvantage varies based on the scope of the prejudice (see table). In the Federation, prejudice of this sort is rare; it is not tolerated in Starfleet.

Intolerance

Value	Target of Intolerance
-1	Breen, Orions, Nausicaans
-2	Humans, Klingons (in Beta Quadrant), Romulans or Starfleet personnel; Cardassians (in Alpha Quadrant)
-3	Everybody except the character's species.

Low Pain Threshold (-2)

The character cannot tolerate pain as well as the average person. Any modifier to Skill Tests caused by injury increases by 1 (for example, a character who is Stunned would have a +2 penalty to Skill Tests, not the standard +1). Add this to the total penalty as a result of wounds (a character who is Stunned and then Injured would suffer a +3 penalty, not +4) (see *Effects of Injuries*, page 132). A character with Low Pain Threshold must also subtract one die from Skill Tests which involve resisting physical torture or pain, or healing wounds.

Medical Problem (-1 or -3)

The character suffers from an ailment that requires daily medical attention to treat. The player and Narrator should work together to develop the specifics of the problem (including which attribute it affects), the appropriate medicines and the ramifications of failing to take the medicine. The total number of points received depends on the severity of the condition.

The penalties listed on the table apply cumulatively for every day the medicine or treatment is missed. When the Attribute reaches zero, the character lapses into a coma and dies in 2-12 hours.

For example, Jen elects to take Medical Problem as a disadvantage. She and the Narrator decide that her character suffers from Tellurian Plague (-3). If the character fails to take her medicine, she suffers a -2 die penalty to her Fitness.

Characters who suffer from a medical condition other than a disease should consider taking the Physically Impaired disadvantage instead of Medical Problem.

Medical Problems

Value	Extent of Condition
-1	The condition is minor; -1 penalty to one attribute (determined at the time of creation).
-3	The condition is serious; -2 penalty to one attribute.

24th Century Medical Conditions

By the 24th century, cures exist for many of the diseases that plague us today, such as heart disease, diabetes, cancer and multiple sclerosis. Medical conditions should be new, alien forms, such as Irumodic Syndrome, Iverson's Disease or Tellurian Plague.

For the Medical Condition Disadvantage to count, the disease or condition must be incurable (though some conditions may be temporarily "curable" through technology; see Medical Remedy, above). A character can "buy off" his condition with Experience Points, and the Narrator should work the cure into the storyline.

Obligation (-1 to -3)

The character owes some kind of obligation to another person. Typically, there is a time limit for repaying the debt; failure to make timely restitution may cause major complications during play. In

Obligations

Value	Debt
-1	The debt causes the character a minor inconvenience.
-2	The debt causes the character severe inconvenience or embarrassment.
-3	The debt involves a significant amount of time and could get the character into trouble.

general, the player and the Narrator should work out the specifics of the debt. The more extravagant the debt, the higher the Development Point award.

Obsessive Tendencies (-3)

Whenever a character with this disadvantage decides on a course of action, he becomes totally focused on that action and ignores all other issues in his life. In cases where the character is asked to perform actions that do not further his goal, he becomes distracted; subtract one die from all Intellect and Presence skill and Attribute Tests until the character can once again focus on his goal.

Pacifism (-1 to -5)

The character is opposed to violence, and may even be willing to die rather than take a life. The extent of a character's opposition to violence varies; consult the accompanying table for values.

Pacifism

Value	Extent of Pacifism
-5	Total Nonviolence: The character will not lift a hand against another creature — even animals. He must settle all disputes nonviolently and will attempt to persuade others to forsake violence. Surak of Vulcan believed in total nonviolence.
-3	Self-defense: The character will only fight to defend himself or those under his personal care, using only enough force to end the confrontation. The character cannot make pre-emptive attacks. Many Starfleet doctors possess this form of pacifism.
-1	Cannot Kill: The character can fight, but cannot kill, nor abandon someone to die (even an enemy). If the character kills, he becomes wracked with guilt, making all Intellect and Presence skill and Attribute Tests at -1 die until the Ship's Counselor or another trained professional can make a Challenging (9) Medical Science (Psychology) Skill Test while counseling the character.

Phobia (-2 to -5)

A Phobia represents fear of a specific item, animal or situation — insects, heights, confined spaces and so on. If faced with the object of his Phobia, a character must spend a Courage Point or suffer a penalty to all Skill Tests until the situation changes. The severity of the Phobia, its frequency and the effects determine the precise value of the Phobia.

Phobias

Value	Extent of Phobia
-1	Minor phobia (+1 Difficulty to all Tests until situation changes)
-2	Challenging phobia (+3 Difficulty to all Tests until situation changes)
-3	Severe phobia (catatonia; the character freezes up)

This disadvantage is compounded by its frequency:

Value	Frequency
-2	A common item or phenomenon (enclosed spaces, cats, stars)
-1	A rare item or phenomenon (trees onboard a starship, Algolian spiders)

Physically Impaired (-1 to -3)

The character suffers from a severe physical impairment — blindness, partial paralysis, a missing limb or some other such handicap. The player should, at the time of character creation, determine the exact nature of the disability. The value of the disadvantage depends on the extent of the impairment (see table).

Note that with transplants, neuromuscular regeneration or bionics — which the Federation makes available freely — many impairments can be fixed in the 24th century. Geordi La Forge, for example, has his VISOR. The player should select the advantage Medical Remedy, thus compensating for the handicap (essentially, the player must choose the impairment before he chooses the remedy). See Medical Remedy for further information.

If a character's impairment cannot be fixed, he continues to suffer from the condition, though it can be bought off at any time with Experience Points (for example, the blind character finally obtains a VISOR, cybernetic eyes or genetic replacements). Generally, this option should be reserved for non-Federation characters, or special cases (like Mediator Riva from Ramatis III).

Physical Impairments

Value	Impairment
0	Missing finger
-1	Mute; paralyzed limb
-2	Missing limb; deaf
-3	Blind; parapalegic

Poor Chemoreception (-1)

The character has a poorly developed sense of smell, and receives a -1 die penalty to all scent- or taste-based Search Tests.

Poor Hearing (-1)

The character has poor hearing, and receives a -1 die penalty to all hearing-based Search Tests.

Poor Sight (-2)

The character has poor eyesight, and receives a -1 die penalty to all sight-based Search Tests.

Rival (-1 to -3)

The character has a rival — someone who wants to make his life miserable. The rival treats his relationship with the character as a zero-sum game — when the character wins, he loses, and vice versa. Whenever he can, the rival tries to "show up" the character, by being charming to others, being condescending to the character, playing practical jokes on the character and the like. Note: The rival doesn't wish the character dead (that's the Sworn Enemy disadvantage).

The value of this disadvantage depends on the rival's power (see table).

Rivals

Value	Rival
-1	Less powerful or influential than the character
-2	A peer (roughly)
-3	More powerful or influential than the character

Slow Healing (-2)

The character recovers from wounds slowly. His time to heal naturally is doubled. Furthermore, he also receives one fewer die to roll when determining if he has naturally healed, and the Difficulty of all rolls to determine the effects of medical attention increases by 1. (See *Healing*, page 133, for rules about recovering from injury).

Species Enemy (-3 to -5)

The character is known as an enemy to a particular species, due to either his past actions or his family history. When engaging in Renown Tests (see page 122) involving members of the enemy species he rolls an additional die when making the Test. Recognition is more likely to be negative, even if the character's Aspects would normally indicate a positive response. Any Fast Talk, Charm, Persuasion or similar skill is made at a one-die penalty.

The value of this disadvantage depends upon the power and scope of the enemy species (see table).

Species Enemies

Value	Enemy
-3	Lesser or distant race (Breen, Tholians)
-4	Major or locally important race (Andorians, Cardassians, Tellarites)
-5	Widespread race (humans, Klingons, Romulans, Vulcans)

Sworn Enemy (-1 to -3)

The character has, for some reason, been targeted by someone as an adversary. The enemy wants to make his life miserable, ruining everything he cares about, taking away all that he has and finally killing him. Depending on the enemy's resources, he may create elaborate plans for his revenge. The specifics should be agreed upon by the player and Narrator.

The value of this disadvantage depends on the enemy's power (see table).

Sworn Enemies

Value	Enemy
-1	A lone person
-2	A small group (the Duras Family)
-3	An organization with a far reach or great power (the Orion Syndicate; Klingon Empire)

Vengeful (-1 or -2)

In the past, someone — either a person, group or entire culture — wronged the character, and the character wants revenge. When dealing with the object of his vengeance, he must spend a Courage Point to keep from attacking. If he spends the Courage Point, he manages to hide his feelings and stay his hand; otherwise, he must take action.

The value of this disadvantage depends on the frequency with which the target is encountered.

Vengeful

Value	Frequency
-1	Uncommon (a person; a remote race like Breen or Nausicaans)
-2	Common (Starfleet, Klingons, Vulcans)

Weak Will (-2)

The character has a weak will. He is easily influenced and cracks quickly when questioned. When forced or coerced into doing something

counter to his wishes (by Fast Talk or Intimidation, for example) the character rolls one fewer die to resist. A character with Weak Will is also susceptible to Telepathy — he is an "open book" to telepaths, unable to shield his thoughts or memories from even cursory mind-scans. If he possesses the Mind Shield skill, he may not raise its level above 3.

Weakness (-2)

The character is extremely frail and has a difficult time resisting injury. For purposes of withstanding damage, he is considered to have -1 Fitness (see *Effects of Injuries*, pages 132, for more information on taking damage). A character who suffers from Weakness cannot have a positive Vitality edge.

Example: Ensign Rinaldi takes the Weakness disadvantage to reflect his frail, sickly nature. He has a Fitness of 2, but for purposes of determining how many wounds he can take per Wound Level, his Fitness is only a 1.

Zero-G Intolerance (-2)

The character cannot tolerate a lack of gravity. Whenever he is in a zero-gravity environment, he must make a Coordination Test against a Moderate (7) Difficulty or immediately becomes dizzy (giving him a –2 die penalty to all actions undertaken while in zero gravity). This penalty takes effect even if the character wears magnetic boots.

Tactical

Lieutenant Sevek sat at her station, running a Level 3 diagnostic on the flight control station. There wasn't much else to do while the ship orbited Gonal IV. Briefly checking on the Lexington's position on the navigational reference display, she noticed a minute fluctuation bearing 330 mark 15. Stopping the diagnostic, she adjusted the main sensor array to get a better reading. Lieutenant Clayton, sitting next to her at Ops, noticed the change in sensor usage, and asked "what's up?"

"I have picked up a plasma trail heading towards the second planet in the system. I want to check it out." the Vulcan whispered back. She directed the parametric subspace field stress sensors and low-frequency EM flux sensors to sweep the object.

"Something wrong, Lieutenant Sevek?" the First Officer asked.

Sevek related what she found, and Allia Deston, the science officer, had already obtained a lock. "I've got it, sir." she said. "It appears to be the exhaust from another ship." Touching several indicators on her control panel, she added "The hull appears to be organic in composition. I'm not reading any life signs. Nor do I get any warp signature."

"Could it be the Breen?" Lieutenant Koval asked from his position at Tactical.

"Put it on screen," Maxwell ordered.

A large, vaguely triangular ship appeared on the main viewer. "That's not the Breen," Sevek said.

Captain Adams leaned forward in his chair, his eyes narrowing. "Mister Koval, recall the Away Teams. Mister Sevek, lay in an intercept course." he commanded. "Let's see what it is."

Now that you've created your character, it's time to learn how that character interacts with the rest of the *Star Trek* universe–how he figures things out, fights other characters and solves problems. That's what this chapter is devoted to: the rules of the game. It is divided into three sections: Time (the timeframes within which action occurs in the game), Tests (how to use your skills to accomplish things) and Combat (rules for fighting).

Time

Actions during an episode or series—from plotting a course to negotiating with the Sheliak Corporate—occur within a certain framework. In the *Star Trek: The Next Generation RPG*, this framework is represented by the measurement of time. *The Star Trek: The Next Generation RPG* uses five abstract divisions to illustrate the passage of game time.

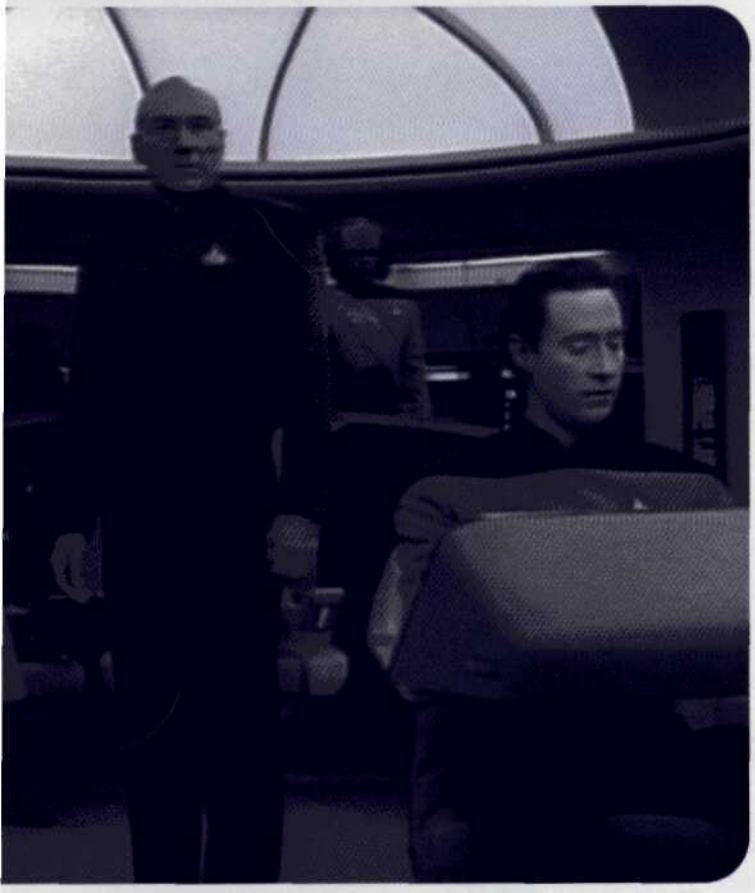
- **Round** A round is the smallest time increment used in the *Star Trek: The Next Generation RPG*. Rounds usually last five seconds and represent the time it takes to complete a single action (such as making an attack, dodging an attack, or performing certain skills) or group of actions (making several attacks or attacking and dodging).

- **Scene** Similar to scenes in television or film, a scene in the *Star Trek: The Next Generation RPG* blends elements of roleplaying and action. Scenes are the smallest episodic increments used in the game, and are usually confined to a single setting or location. Action scenes often last only a few rounds, while narrative scenes (such as a description of things that happen on a journey between starbases) can last for several hours or even days of game time.

- **Episode** As in a television show, a collection of scenes forms an episode. In *Star Trek: The Next Generation RPG*, each episode describes a major sequence of events important to the eventual resolution of a story. Episodes normally include some sort of temporary closure, and often resolve one or more subplots or minor plotlines. A complete episode can usually be played out in a single game session.

- **Series** A group of interconnected episodes forms a series. Series often include recurring characters and events, as well as an ongoing, larger story arc which links component episodes together.

- **Downtime** The best way to think of downtime is as "time between" — time between scenes, between episodes or between series. Whenever *your characters aren't actively doing something*, it's considered downtime. Much of a character's ongoing development occurs during this "time between episodes."



Tests

If the flesh of a *Star Trek: The Next Generation RPG* game is the story, its lifeblood is action. Almost everything your character does—firing a phaser, fixing the warp core, or charming that Betazoid ensign on deck twelve—can be described in terms of an Action. Whenever precise timing becomes a consideration during an episode, the Narrator will normally ask players to declare specific actions for their characters. For more information on actions and how they are used, see *Actions*, pages 124-125.

When facing a situation where the outcome of an action is uncertain, a player must roll a Test to determine whether his character succeeds. Tests can be based on attributes alone, but more frequently they involve a skill (a Skill Test). Whenever possible, the Narrator should use Skill Tests to resolve actions. Typically, a Test requires the character to roll a number of dice equal to a particular attribute, and add the highest die to his skill level. The player compares that total — the Test Result — to a Difficulty Number set by the Narrator. If the Test Result equals or exceeds the Difficulty, the Test succeeds. If the Test Result is less than the Difficulty, the attempt fails. See *Making a Test*, below, for more details.

Difficulty

Certain tasks are inherently more difficult than others, and in the *Star Trek: The Next Generation RPG* this is reflected by a task's Difficulty. The accompanying chart shows the various Difficulty Numbers.

The possible Difficulty Numbers are organized into categories, such as Routine or Challenging, which offer a general description the Narrator can use when explaining the difficulty of an action to the players. The Difficulty Numbers in each category are a range, so the Narrator has some options when determining the Difficulty Number of a task that falls into each category. For example, a Challenging task could have a Difficulty Number of 9, 10 or 11. The typical Difficulty Number for each category is indicated in boldface.

Difficulty Number	Description
0	Automatic action - no roll required
3, **4**, 5	Routine
6, **7**, 8	Moderate
9, **10**, 11	Challenging
12, **13**, 14	Difficult
15+	Nearly Impossible

Certain situations will modify the Difficulty of a character's actions. Such modifiers are expressed in one of two ways. Normally, a Difficulty modifier appears as a simple positive or negative adjustment, which means the actual Difficulty number is affected (a +1 modifier increases a Difficulty 3 action to a Difficulty 4 attempt; a -2 modifier changes a Difficulty 7 action to a Difficulty 5 action). Sometimes, modifiers affect an entire Difficulty category. Raising the Difficulty by one category would cause a Routine action to become a Moderate action (the Narrator should still set the exact Difficulty Number).

What Does Difficulty Mean?

The Narrator chooses a Difficulty Number whenever a character attempts an action which is not opposed by another character, such as repairing a damaged computer. (For tests which are opposed by another character, see *Opposed Tests*, below.) Pick a number from within the ranges given, using the category descriptions as a guideline. For example, a Routine Test will have either a 3, 4 or 5 Difficulty, while a Moderate action will have a 6, 7 or 8 Difficulty. After you get a feel for the game, assigning Difficulty will become second nature. Generally, the minimum Difficulty Number is always 3, regardless of the modifiers applied.

Remember that a one point difference in Difficulty can make a big difference in a tense situation. Because the actual Difficulty numbers are slightly flexible within each category, the Narrator should know the skill and attribute levels of his players, and assign Difficulty accordingly.

Use the following guidelines when assigning Difficulty:

Routine – These are easy tasks. Even inexperienced characters will perform these successfully most of the time. Examples include making a standard sensor scan or creating a simple computer program.

Moderate – These tasks require some skill to complete successfully. An average character has a decent chance of failure. Examples include creating a complicated computer program, making a sensor scan for something difficult to find, or making routine repairs/adjustments to the warp engines.

Challenging – These are complicated tasks that often require considerable skill. Average characters will only occasionally succeed at these tasks. Examples include reconfiguring the warp engines under standard conditions or making a sensor scan for something at extreme range or which is only present in minute quantities.

Difficult – These tasks are very hard. Average characters will almost never succeed, and skilled professionals stand a good chance of failure. Examples include reconfiguring the warp engines on a tight deadline or repairing a damaged phaser during combat.

Nearly Impossible – Need we say more? Even legendary characters need a bit of luck to succeed at a Nearly Impossible task. Examples include reconfiguring the warp engines on a tight deadline in combat or repairing a damaged phaser that is going to explode in the next few seconds.

What Should I Tell the Player?

As Narrator, you don't have to reveal the Difficulty of a Test to the player. In fact, keeping Difficulty a secret can heighten the tension during key scenes in an adventure. Describing tasks as "Routine", "Moderate", "Challenging" and so on can give a player a rough idea of the task's Difficulty without telling him a specific number.

For less critical scenes, of course, it is perfectly acceptable to tell the player the specific Difficulty Number.

Determine The Appropriate Skill

To obtain a Test Result, first you need to determine which skill governs the action being attempted. For example, if Lt. Flynn, a Starfleet security officer, attempts to shadow a Ferengi gunrunner, she would use her Stealth skill. If Lt. Ridgeway, a science officer, tries to scan a barren world for life readings, a Shipboard Systems (Sensors) Test is probably in order.

Each skill in the game is linked to a particular attribute (for example, Stealth is linked to Coordination, while Shipboard Systems is linked to Intellect). The attribute is important, since it tells you how many dice to roll.

Making A Test

To make a Test, roll a number of six-sided dice equal to the governing attribute. One of the dice should be a different color from the others (this is the Drama Die). If the Drama Die rolls a 6 or a 1, the character has probably achieved an especially noteworthy success or failure (see below).

If the Drama Die rolls any other number, it works just like a normal die. The player picks the highest die of all the dice (Drama Die included) and adds that number to the character's skill. This total Test Result is then compared to the Difficulty Number.

The Drama Die

As described above, if the Drama Die rolls a 6 or a 1, the result may be more spectacular than normal. If the Drama Die rolls a 6, the character adds both the Drama Die and the next highest die to his skill when determining his Test Result. Usually this will indicate a great success, especially if the optional "Degree of Success" system is used (see sidebar).

If the player rolls a 1 on the Drama Die, the character may have grievously failed. If all other dice also rolled 1's, then a Dramatic Failure definitely has occurred.

> *Example: Lt. Ridgeway scans the surface of Epsilon Roma III, a barren world in the Epsilon Roma system. The scan is fairly specific and involved, so the Narrator assigns it a Difficulty of Moderate (7). Lieutenant Ridgeway's Shipboard Systems (Sensors) skill is 3 (4) and his Intellect is also 3. Ridgeway's player rolls his three attribute dice (one of which, the Drama Die, is a different color), getting a 3, a 6, and another 6 on his Drama Die. Since Ridgeway got a 6 on his Drama Die, he can add not only that 6, but the next highest die (the other 6) to his skill. That gives him a final result of 16. Since 16 is 6 or more greater than the Difficulty Number of 6, he has achieved a Dramatic Success (see below). The Narrator tells him that his scan was successful, and that he spots several life-forms with humanoid signatures moving slowly on the world's southern continent.*

If a character only rolls one die for a Test, that die is automatically the Drama Die. If it rolls a 6, the character may reroll it once, and once only, and add the two rolls to his skill.

Success and Dramatic Success

If the total Test Result equals the Difficulty Number, the character has achieved a marginal success—he's succeeded, but just barely, and some minor complication may have arisen. A marginal success depends on the situation and the individual Test, but in some cases it could lead to additional Tests in subsequent rounds. For example, a character attempting to leap a wide chasm scores a marginal success on his Athletics (Jumping) Test. The Narrator rules that he makes the jump, but rather than landing on his feet, he barely manages to grab the edge of the far side with his hands. The following round finds our hero hanging from the ledge, his feet dangling in space. It's probably time for another Test ....

If the total exceeds the Difficulty Number, the character has succeeded. At the Narrator's option, the "Degree of Success" system (see sidebar) can be used to determine just how well the character succeeded. If the character exceeds the Difficulty Number by 6 or more, this always indicates a Dramatic Success (see chart).

Degree of Success

The degree to which a character succeeds at an action depends on how far over the Difficulty Number the player rolled. The higher the Test result, the better the performance. Exceeding the Difficulty by one indicates success, but exceeding it by four or five represents a spectacular result. A Test Result which is six or more above the Difficulty Number indicates a Dramatic Success, with especially beneficial results (see *Dramatic Success*). During Opposed Tests, a successful Test Result which is six or more points higher than the opposing Test Result indicates a Dramatic Success.

Although "degrees of success" are not specifically defined, they can often enhance the game if the Narrator keeps such things in mind when describing effects to the players. Most players like to hear how well their characters have performed, so ham it up! After all, a good *Star Trek: The Next Generation RPG* game should capture the cinematic "feel" and tension of the shows.

Example: Lt. Flynn uses her Stealth Skill to sneak past several Romulan guards. The Narrator declares this a Moderate task (Difficulty 6). Flynn has a Stealth 4 and Coordination 4. She rolls her Attribute dice; her highest result is a 6. Added to her Skill of 4, that gives her a result of 10 (4 more than she needed to succeed). The Narrator rules that, because she has succeeded by such a large margin, she has made absolutely no noise and the guards haven't the faintest clue that she is around.

A short while later, Lt. Flynn tries to operate a Romulan computer using her Computer Skill (which is 3). The Narrator declares this to be a Difficult task (Difficulty 8) because of the computer security in place. Flynn's Intellect is 3. Unfortunately, her highest die is only a 1, giving her a total of 4. Since this is far below the number needed to succeed, the Narrator rules that she not only fails, but trips an alarm!

Dramatic Success

Dramatic Successes occur when a player rolls six or more above the Difficulty Number. In game terms, this means that the attempted action has succeeded beyond the player's expectations.

When rolling to hit a target in combat, a Dramatic Success usually indicates that the character has done extra damage (or achieved some other important effect). As a guideline, the Narrator should consider adding one to two dice to the damage rolled, or creating other useful results. For example:

- Lieutenant's Venak's shot destroys the weapon in a Romulan officer's hand.
- Lieutenant Commander Corbin's attack makes the Klingon space pirate he's fighting drop his *mek'leth*.
- The Captain's punch is a lucky shot, rendering the Bolian attacking him completely unconscious.
- Lieutenant Ridgeway dodges far enough past his Romulan opponent that he gets a clear attack at the Romulan's back.

The following are sample out-of-combat Dramatic Successes that can be used "as is" or serve as guidelines for Narrators who wish to develop their own. As a good rule of thumb, a Dramatic Success can increase or decrease the Difficulty Number of related Tests by 3.

- Doctor Henrison's tricorder determines the exact number, position, and armaments of the Cardassians who are planning to ambush him.
- Lieutenant Commander T'bal places her spacecraft in a prime position to avoid sensor detection (there is a +3 Difficulty to any attempt to locate her with sensors).
- Ensign Dirksen flirts with Nurse Jamison in the hopes of asking her out on a date, tells a joke that she finds particularly amusing.
- Chief Engineer Thompson deduces information that can dramatically improve the current situation.
- Lieutenant Commander B'rek's hobby just happens to relate to the obscure subject at hand, providing a possible solution to the problem.
- Ensign Jellek suddenly has strong a feeling of being watched.
- A character manages to perform a physical feat with particular grace, style or flamboyance (reducing the Difficulty of any related Charm Tests against anyone who witnessed the feat by -3).
- A character locates a clue, object or item that is particularly useful in the long term.

Dramatic Failure

Dramatic Failures occur when a character's roll is six (or more) less than the Difficulty Number—for example, rolling a 5 or less when the Difficulty Number is 11. The following are possible rationales for failed rolls. Consult this list for ideas on how to handle a Dramatic Failure result, or use them as examples for creating new ones. As a general guideline, a Dramatic Failure can increase or decrease related Difficulty Numbers by up to 3 points.

- Ensign Dirksen has an attack of sneezing or coughing that renders his attempt to charm the lovely Nurse Jamison utterly unsuccessful, despite the clever joke he just told.
- In a highly-ambitious attempt to speak an unfamiliar language, Lt. Commander T'bal inadvertently says something insulting or humiliating.
- A deafening explosion causes temporary hearing loss, thus increasing the Difficulty of any Search or Intellect rolls based on hearing by +3 until the Crew corrects the problem.
- Lieutenant Venak's phaser malfunctions severely, requiring several minutes or hours to repair.
- Chief Engineer Thompson suddenly has "a mental block" and cannot remember something critically important for the next several minutes.
- Ensign Jellek spills a drink on himself, causing extreme embarrassment during a Fast Talk or Charm attempt.
- Lieutenant Commander B'rek mistakes the sound of an approaching harmless animal for an enemy.
- Some kind of local interference — primitive radio signals, metal walls or the like — blocks Dr. Henrison's tricorder until it is re-calibrated.
- An animal suddenly cries out at Lt. Ridgeway's presence, ruining any chances at a stealthy approach.
- The catwalk Lt. Commander Corbin climbs gives way, sending him falling to the ground.
- Ensign Tanac's foot is entrapped by roots, requiring a difficult — and noisy — extraction.
- Local food has caused Lt. Sh'arain to suffer some kind of allergic reaction — nausea, blurred vision and other detrimental (but not life-threatening) ill effects, causing her to suffer a +3 Difficulty on all Skill Tests she makes until she is better.

Failure and Dramatic Failure

If the total rolled is less than the Difficulty Number, the character has failed. If he fails to meet the Difficulty Number by 6 or more, he has experienced a Dramatic Failure (see chart). Dramatic Failures tend to complicate matters, and should always relate directly to the task being attempted. They may embarrass the character, expose him to injury or harm, put him in a situation where he is in grave danger, require further Tests, and so forth, at the Narrator's discretion.

Improving Your Roll

Edges

Edges can modify Skill Tests. Positive edges allow players to roll additional dice when making a Test, while negative edges force you to subtract dice from your roll. You can roll one additional die, or subtract one die, for each point in a relevant edge. For example, a +2 edge would allow a player to roll two additional dice during a Test, while a -1 edge would remove one die from his Test attempt. Using the guidelines presented in the skill descriptions, the Narrator decides whether an edge applies to a particular Test. While the Narrator should let players use their edges whenever possible, he should also remember that, unlike attributes, edges don't always apply.

Returning to our previous examples, the Narrator knows that Lt. Flynn's Coordination governs her Stealth Test. After reading the Stealth skill description, the Narrator allows the player to add her Reaction edge to the Test, reasoning that this will affect the officer's ability to move quietly. Since her Reaction is +1, she may roll one extra die. On the other hand, Lt. Ridgeway will make his Shipboard Systems (Sensors) Test using only his Intellect attribute (which governs the skill). His scan is a relatively straightforward task and no edges apply.

Courage Points

The expenditure of Courage Points provides another method of increasing Test Results. A character's Courage Points often come in handy when a Test generates a low total. If failure in a particular task can lead to catastrophic results — the failure of the overall mission or the death of the character, for example — the player can elect to spend up to 4 Courage Points to improve the Test Result. Each Courage Point increases the final Test Result roll by 1. The character does not have to decide to add Courage Points before he makes his roll; he can add them after he rolls the dice and determines that, without Courage Points, he would fail the Test. A character cannot spend more than 4 Courage Points in a single round.

Example: Those Ferengi gunrunners have somehow managed to evade Lt. Flynn in an asteroid field. If she loses them completely, her mission will be over. She makes a Shipboard Systems (Sensors) Test to locate them; the Narrator rules that the Difficulty is Challenging (10). Her Intellect is 3, but, unfortunately, her best die roll is a 4. When added to her Shipboard Systems (Sensors) 2 (3), that only gives her a 7. Unwilling to let her quarry get away, she spends 3 Courage Points to add +3 to her roll, bringing it up to a 10—and success!

Getting Courage Points Back

Courage Points are of particular importance to less-experienced characters. However, it is very easy to deplete a character's Courage Pool, and his Courage Points normally do not "refresh" until the end of the game session. Characters can gain additional points during an episode in several ways, but they cannot exceed their original Courage Point total. A character's overall Courage Pool can occasionally be raised through experience (see *Rewards*).

There are three ways for characters to replenish their Courage Pool more quickly:

- **Dramatically Appropriate Actions**. If a character spends Courage Points to accomplish dramatically appropriate feats, the Narrator can elect to reward him by replenishing his Courage Pool at the end of the scene. For example, a Starfleet security officer who spends Courage Points at a critical moment to defuse a hostage situation, circumvent an anti-intrusion system to a top-secret Romulan weapons lab, or other action that moves the plot of the adventure forward can earn back Courage Points. The more impressive or difficult the task the character accomplishes, the more Courage Points should be recovered. Use the following as guidelines for recovering Courage Points:

Condition	Courage Point Reward
Stopping an enemy from performing an undesired action (firing a phaser, for example)	1 point
Stopping an enemy from performing a series of undesired actions (such as preventing an enemy from fleeing the area and rendezvousing with a shuttlecraft)	2 points
Thwarting an enemy's master plan	3-4 points

- **Effective Roleplaying**. The Narrator should reward the player for acting in a manner which is consistent with the character's personality and motivations by allowing them to recover Courage Points more quickly. For example, a Ferengi grifter should receive Courage Points for successfully completing Fast Talk, Charm or Gaming rolls in dramatically important scenes. These rewards should be awarded only if the player spends Courage Points on these dramatically important Skill Tests (the award should be equal to the number of Courage Points spent on such a roll).

- **Heroic Sacrifice**. If the character suffers severe injury or extreme personal loss in order to protect or help his comrades or to further the group's overall mission, he should receive a substantial reward. In such a case, the character could recover anywhere from 4-6 Courage Points, depending on the severity of the character's sacrifice, and may even be awarded extra Courage Points as experience (see *Rewards*).

Special Types of Tests

Attribute Tests

The *Star Trek: The Next Generation RPG* is a game where skill is paramount, but occasionally a character will be called on to make a Test based on his natural ability alone. In such cases (called Attribute Tests), simply roll the attribute dice normally to obtain the Test Result. The highest die still gives you the Test Result, and Drama Die rules still apply. However, since you're not using a skill, you don't get to add a skill level to the roll. If the Narrator rules that an edge affects the Test, add or subtract the appropriate number of dice as well.

Although there may be occasional situations where Attribute Tests are appropriate, most actions are covered by a skill. The Narrator should encourage players to use Skill Tests to resolve actions whenever possible.

Opposed Tests

When one character acts in direct opposition to another character, both characters make appropriate Skill (or Attribute) Tests. This is referred to as an Opposed Test. In an Opposed Test, characters do not roll against a predetermined Difficulty Number. Instead, they simply roll normally to obtain a Test Result. The character who gets the higher Test Result is the victor. If the two results tie, the character who rolled higher on his Drama Die is the victor. If the Drama Die rolls are also tied, the character who initiated the Test wins.

The difference between two characters' Test Results during an Opposed Test determines how much better the victor performed. If the Dramatic Success rules are being used, a character whose Test Result exceeds his opponent's by six or more achieves a Dramatic Success. Note that the Dramatic Failure rules don't usually apply during an Opposed Test. If one character achieves a Dramatic Success (by exceeding his opponent's Test Result by 8), his opponent doesn't also get a Dramatic Failure.

Opposed Tests, while common, are not always appropriate. Whether to allow one is up to the Narrator. Examples of Opposed Tests include:

- While on shore leave, Ensign Dirksen is enjoying a few carefree moments at the card table in a local casino. Luck wasn't on his side during his last visit, so he decides to use his Gaming skill to improve his chances of winning. Unfortunately the dealer doesn't want him to do this, so he uses his own Gaming skill to oppose the good Ensign.
- Lt. Venak needs to sneak into a warehouse to find out if Rigellian smugglers are hiding supplies inside. He attempts to do so using his Stealth skill, but will be opposed by the guards with their Search skills.
- A Ferengi attempts to convince Lt. Ridgeway to let him into the Engineering Room. He pits his Fast Talk skill against Ridgeway's Intellect.

Sometimes a particular situation or environment will affect an Opposed Test. If one character is in an

Optional Rule: Automatic Success

While it is often fun to roll a lot of dice, sometimes too much dice rolling can get in the way of the story. In order to minimize needless Tests, the Icon System uses an optional Automatic Success rule. Automatic successes are simple: If a character's Skill level (plus an applicable edge) *equals or exceeds* the Difficulty of the action being attempted (after all modifiers are applied), the character automatically succeeds. For example, a Flight Ops officer with Shipboard Systems (Flight Control) 2 (3) would automatically succeed at all Shipboard Systems Tests with a Difficulty of 2, and all Shipbood Systems (Flight Control) Tests with a Difficulty of 3.

The Narrator should normally limit Automatic Successes to non-critical situations. If the action occurs in the middle of a tense or dramatic situation—aliens attack the players, your vessel is in jeopardy, the captain's life is in danger—the player should probably make a Test. A healthy fear of failure can go a long way toward maintaining drama in such instances. Use good judgment when using the Automatic Success rule; if your players simply enjoy rolling dice, by all means let them do so.

advantageous (or disadvantageous) situation, the Narrator can give the player additional (or fewer) dice to roll while making his Test. Note that these modifiers do not reflect superior skill; rather, they represent outside factors or unusual circumstances.

Extended Tests

Most normal actions resolve themselves quickly, in a matter of seconds. You obtain your Test Result and either succeed or fail. Does your phaser shot hit the Romulan spy? Do you spot the hidden entrance to the underground colony? One Test attempt and it's over.

Extended Tests cover actions that consist of several distinct parts, or actions of extended duration. They often last for several rounds, and sometimes they will last several scenes or longer. Extended Tests are composed of Turns; before a character begins an Extended Test, the Narrator sets a Turn length (anything from a minute to a day or more, depending on the action being attempted). The player rolls once each Turn, adding his Test Results together until he has accumulated a total, cumulative Test Result set by the Narrator. Once the player equals or exceeds this cumulative number, his character succeeds at the task. Normal or Dramatic Failures may set the character back a Turn or force him to begin the task again (at the Narrator's discretion).

Extended Tests can serve another purpose, as well. The Narrator may wish to break difficult, involved tasks down into more manageable pieces. A character must successfully complete each "piece" of the larger task in order to succeed at the whole.

Example: Chief Engineer Thompson needs to repair the extensive damage caused to Engineering by a Borg attack, and fast. Five subsystems have been damaged, and each needs to be repaired before Thompson can bring main power back on line. The Narrator decides that this will be an Extended Test, and that each Turn will represent three minutes. The Narrator sets the Difficulty Number at 9, and Thompson must achieve a total of 40 on his cumulative rolls to get the repairs done properly — before the next attack.

Thompson's first three rolls are successes — 9, 11, and 9. However, his fourth roll, a 5, indicates failure and a brief setback. Unfortunately, he has run out of time. The Narrator rules that because of this failure, Thompson cannot succeed at his task before the Borg attack again, but may resume work after their next attack, keeping the 29 points already rolled to indicate his progress. If the Borg cause further damage to Engineering, the Narrator may increase the total that Thompson must achieve to effect repairs.

Alternately, the Narrator could decide that each subsystem represents a "piece" of the larger whole, and break up the Extended Test that way. While trying to quickly fix all the systems at once might be a Nearly Impossible task, the Narrator rules that taken individually each repair becomes a Challenging (9) Test. Thompson will have to make each Test separately and in succession, with each attempt taking one Turn.

Opposed Test Modifiers

Situation	Modifier
Small Advantage (sun in opponent's eyes)	+1 to Test Result
Moderate Advantage (opponent has very bad footing)	+2 to TR
Significant Advantage (opponent has suffered significant relevant injury)	+3 to TR
Dominating Advantage (opponent is blinded and badly injured)	+4 to TR
Small Disadvantage (a loud noise momentarily distracts you)	-1 to TR
Moderate Disadvantage (you are in poor position to face your opponent; significantly below him, on fluctuating terrain, etc.)	-2 to TR
Significant Disadvantage (you are caught completely off guard; your opponent is cheating, possesses important information which you do not, etc.)	-3 to TR
Dominating Disadvantage (you have suffered major damage or injury)	-4 to TR

Remember that Extended Tests do not normally give you a concrete time requirement (although your character may be working against the clock—

for example, the Narrator might tell you the warp core will detonate in 10 minutes unless you can prevent it). Your Turn length tells you how long an attempt takes; the faster you reach your cumulative Test Result, the quicker you complete the task. Obviously, a Dramatic Success or two can accelerate an Extended Test considerably.

Combined Tests

When several characters work together to accomplish a task (such as an Extended Test), the Narrator may allow them to make a Combined Test. In a Combined Test, each participant must make a Test with the same skill or attribute. The best Test Result is used as a base, and each additional successful Test adds 1 to that result (Dramatic Successes add 2). Failures do not add to the total; however, if one of the characters gets a Dramatic Failure, either a setback occurs (possibly resulting in a subtraction from the total roll) or the group must start again from the beginning.

Example: Five Crew members try to repair a damaged warp drive, a task which the Narrator rules will take four hours. Each Crew member uses his Propulsion Engineering (Warp Drive) skill. The Narrator rules that making the repairs is a Challenging (10) task. The Crew members roll, getting results of 14, 12, 12, 9, and 8. This gives them a Combined Test total of 16 (14+1+1; the two failures do not subtract from this total). Since this is 6 more than the Difficulty, they have achieved a Dramatic Success! The Narrator rules that this Dramatic Success means the work only takes 75% as long as anticipated, so the warp engines are back on-line in record time.

If the last Crew member's roll had resulted in a 3 (a Dramatic Failure), the Narrator might have ruled, for example, that he accidentally caused a minor catastrophe, so finishing the job would now require six hours instead of four.

Optional Rule: Using Different Attributes With the Same Skill

Starfleet officers must be prepared for any eventuality. As a result, they seem to know a little bit about everything, and this often-unexpected knowledge can become critical in tense situations. Depending on the situation, certain Skills may be combined with attributes other than those listed under the Skill descriptions. For example, although the Energy Weapon Skill is normally linked to Coordination, in the midst of a heated firefight the Narrator might allow a character to use his Intellect in conjunction with his Energy Weapon (Phaser) Skill to try to fix a weapon malfunction.

Combining different attributes with the same Skill can make for some dramatic game effects, but it can also be a recipe for abuse. Exercise good judgment when using this rule, and make sure the players justify the variations they request by roleplaying them. Remember, the Narrator ultimately decides which attribute is necessary to complete an action successfully.

Untrained Skill Use

Some skills can be used, albeit poorly, without formal training. Those skills in the *Traits* Chapter marked with an icon (◗) cannot be used untrained. In other words, if you don't have at least 1 level in the skill, you cannot attempt to use it.

All other skills can be used by characters without formal training. When a character attempts to use a skill untrained, he makes an Attribute Test based on the attribute that governs the skill. For example, if you want to use Fast Talk untrained, you would make a Intellect Test. If you needed to fire a disruptor, and you never learned the Energy Weapons skill, you could still fire the weapon untrained by making a Coordination Test. Drama Die rules still apply to untrained Skill Tests.

Example: Ambassador Virel, a man of peace, knows nothing of armed combat. Unfortunately, he finds himself attacked by a group of Klingon renegades who have boarded his ship. The only weapon available to him is an antique sword. Ambassador Virel decides to try to defend himself with the sword. His Coordination is 2. Therefore he may roll two dice when trying to attack the Klingons with the sword.

Test Modifiers

Preparation

The Narrator may give a character a +1 die or +1 Test Result bonus to his Test attempt if he takes additional time to prepare an action. Normally, such preparation requires one full round (it cannot be rushed). Of course, not all actions will benefit from additional preparation (for example, some actions, such as making extensive repairs to a damaged

starship system, already take so much time that preparation can't really affect them). Use common sense or refer to the individual skill descriptions for guidance.

Conversely, tasks that normally take a long time to perform (such as Cooking or making some types of repairs) are harder to do if the character is rushed. The Narrator should increase the Difficulty of the task to reflect the fact that the character does not have enough time to do the job properly–the greater the rush, the greater the increase in the Difficulty. For example, it would normally take Chief Engineer Blanchard two hours to make minor repairs to the dilithium regulators. Unfortunately, he must complete the repairs in one hour. The Narrator rules that while this would normally be a Moderate (6) repair, the rushed nature of the job increases the Difficulty to Challenging (10).

Additional Attempts

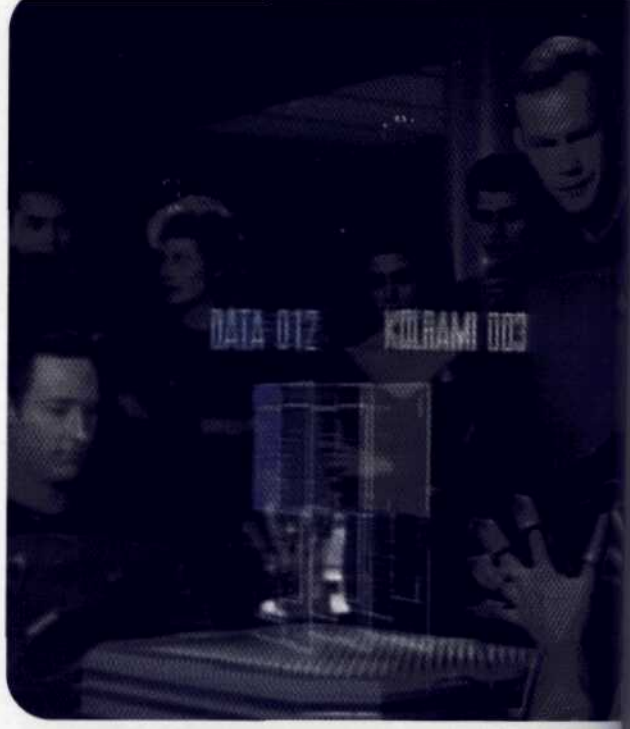
If a character fails an action attempt, he may try again. Each additional attempt adds +1 to the Difficulty of the Test. For example, a character attempts to scan the bridge of a transport vessel to detect a hidden explosive device, an action that has a Difficulty of Moderate (6). He suspects the device is there, but he doesn't detect it on his first sweep of the area. Knowing that he needs to find it quickly, he decides to try again, this time with a Difficulty of 7. If he still can't locate the device, he could try yet again (at Difficulty 8). And so on ....

Other Modifiers

There are literally countless factors that could modify a Test. The Test Modifiers Table provides a few examples; Narrators can use these as guidelines when determining other modifiers.

Renown Tests

To determine if a stranger or supporting cast member knows of your character's reputation, the NPC must roll a Renown Test. A Renown Test works just like a



Skill Test, although Renown Tests are usually linked to a specific Renown Aspect. For example, if your character were acting in a diplomatic capacity, overseeing trade negotiations on a frontier UFP world, his Openness would probably be used for any Renown Tests made by the inhabitants. Once the negotiations had actually begun, and your character has a chance to display his diplomatic acumen and cultural savvy, his Skill Aspect might also come into play.

To make a Renown Test, take your character's overall Renown (the total of all Aspect Values) and divide it by 10 (rounded up) to get his Base Renown.

Test Modifiers

Situation	Modifier
Lack of proper tools or equipment	+1 Difficulty (or more)
Using particularly good or high-quality equipment	-1 Difficulty (or more)
Using off hand (unless character has Ambidexterity Advantage)	+1 Difficulty
Visual Interference (for Search and similar Skills)	
Light smoke, dim light	*+1 Difficulty*
Heavy smoke, moonlight	*+2 Difficulty*
Very thick smoke, total darkness	*+3 Difficulty*
Zero Gravity (unless character is Zero-G Trained or makes a Routine (4) Personal Equipment (Environmental Suit)	*+1 Difficulty*
Zero Gravity	+1 Difficulty

The NPC rolls a number of dice equal to your character's relevant Aspect (the highest Aspect, if no specific Aspect is in question). If the highest die rolled plus your character's Base Renown exceeds the Renown Difficulty (see accompanying chart), your character is known or recognized for the Aspect in question. No matter how high an Aspect is, you never roll more then ten dice. The Narrator might modify the Difficulty if, for example, the stranger has a high World Knowledge or Culture skill related to the character's planet, or if they share Contacts or Allies. Drama Die rules apply to Renown Tests.

Example: Danny's Vulcan character Suvok runs into a Cardassian on a frontier planet. Suvok's Renown Aspects are Initiative 2, Aggression -6, Skill 4, Discipline 4, and Openness -2. Suvok's overall Renown is 18 (2+6+4+4+2). This gives Suvok a Base Renown of 2 (18 divided by 10, rounded up.) The Narrator rules that the Difficulty Number for determining if the Cardassian knows about Suvok is 6. Since Suvok's highest Aspect is Aggression (a degree of 6, even though its value is negative), the Narrator rolls 6 dice for the Cardassian, one of which is his Drama Die. His highest die roll is a 4, which he adds to the 2, giving him a 6. The Narrator rules that the Cardassian has indeed heard of Suvok, and specifically that Suvok is basically peaceable. Rolling a second Test against Skill Renown, the Narrator rolls 4 dice (for his 4 Skill Renown) and again adds 2. Unfortunately, his highest roll is a 2 (+2=4, meaning a failure), so the Narrator rules that the Cardassian is not aware of Suvok's extraordinary skill at Unarmed Combat. The Cardassian will not back down in the upcoming confrontation.

Each culture (and indeed, individuals within those cultures) values the various Renown Aspects differently. Generally, someone from a culture placing a high value on an Aspect will react favorably to a character with a positive value in that Aspect, and poorly to one with a negative value in it. The inverse, obviously, is also the case.

Example: Since Cardassians place a High value on Aggression, Suvok's negative Aggression Renown causes the Cardassian to think less of Suvok: the Cardassian no doubt considers the Vulcan a sentimentalist, a weakling or even a coward. Of course, a large positive Aggression Renown for Suvok would not make Suvok and the Cardassian into friends, but the Cardassian might then respect Suvok as an enemy and a worthy foe.

Default Renown Difficulties

Difficulty	Description
3-5	Routine: Your Ship
6-8	Moderate: Starfleet
9-11	Challenging: Your Home Planet, the Sector
12-14	Difficult: The Federation, the Quadrant
15+	Nearly Impossible: Across Known Space

Additional Modifiers

Situation	Modifier to Target's Renown Test
Same Species	no modifier
Different friendly species (Humans and Vulcans)	+1 Difficulty
Different hostile species (Humans and Cardassians)	+2 Difficulty
Different alien species (Humans and Anticans)	+4 Difficulty
Both characters operate on same planet	-2 Difficulty
Both characters operate in same immediate region of space (system or group of systems)	-1 Difficulty
Both characters operate in same sector	no modifier
Characters normally operate far from one another (across a quadrant)	+1 to +5 Difficulty
Opposing character would probably know target (he has read or studied him, heard stories from his compatriots, etc.)	-1 to -3 Difficulty
Opposing character would probably not know target (a backwater miner trying to recognize a Starfleet officer, etc.)	+1 to +5 Difficulty

Default Cultural Values

	Aggression	Discipline	Initiative	Openness	Skill
Borg	Medium	High	Low	Low	High
Cardassian	High	High	Medium	Medium	High
Ferengi	Low	Low	High	High	Medium
Klingon	High	Medium	Medium	Low	Medium
Romulan	High	High	Low	Low	High
Starfleet	Low	High	Medium	High	High
Vulcan	Low	High	Low	Medium	High

Combat

Conflict — and combat — is often a necessary facet of life in the *Star Trek* universe. Unfortunately, the Federation ideals of freedom and peace do not reign throughout the galaxy. Starfleet must contend with all manner of threats as a matter of course, from cultures and species bent on conquest and galactic domination, to the shadowy criminal elements within the UFP itself. While Starfleet personnel will exhaust every reasonable alternative before resorting to violence, sometimes they are left with little choice. As a result, *Star Trek: The Next Generation RPG* characters may find themselves fighting to preserve their lives or the lives of others.

Combat is normally fought in five-second time periods called rounds. Rounds are used during scenes involving dramatic or cinematic elements — a fight, a chase or a dangerous obstacle such as a bomb countdown or cave-in. As a rule of thumb, use rounds when it is critical to know who acts first — and last — in a particular situation.

Round Sequence

Each round is divided into two parts: Initiative and Actions.

Initiative

Initiative determines which characters act first during a round. Each character must roll an Initiative Test. An Initiative Test is like an Opposed Test between the characters involved in the conflict. Each character makes a Skill Test for the skill he is using— for example, Unarmed Combat if the character is involved in a fist-fight; Primitive Weaponry if he is using knives, clubs, a *bat'leth* or similar weapons; and Energy Weapon (Phaser) when using that weapon. Each character's Skill Test is modified by his Reaction edge. The character who gets the highest Initiative Test Result acts first; the remaining characters act in order of their rolls, from highest to lowest. If two or more results tie, the character who rolls higher on his Drama Die is the victor. If the Drama Die rolls are the same as well, the character or side who initiated the conflict wins initiative.

A player cannot spend Courage Points to increase his Initiative Test result.

Optional Initiative System

Narrators who prefer a slightly less detailed initiative system should determine initiative by side, rather than by character. To use this system, choose one character from each side to roll an Initiative Test (often the character with the highest Command skill level). The sides then act in order of their Initiative Test Results; on each side, characters act in order of their Coordination (again, from highest to lowest), modified by any Reaction edges. Ties between sides are resolved as in the standard initiative system.

A player cannot spend Courage Points to increase his Initiative Test Result under the optional system.

Immediate Actions (acts which take no time in combat)

- Dropping a weapon
- Shouting an order; brief communication ("We come in peace!")
- Casually observing the surroundings
- Making an Initiative Test
- Certain Attribute Tests

Timed Actions (acts which take time and require an action in combat)

- **Drawing a weapon.** It takes an action to draw a weapon. A character can draw a weapon and fire it during the same round, but this counts as a Multiple Action (see below).
- **Combat Maneuvers.** See the Combat Maneuvers Table.
- **Movement Maneuvers.** See the Movement Maneuvers Table.
- **Reloading.** Most weapons have an ammunition supply (which determines how many times the weapon can fire before it is exhausted or requires reloading). Unless specified otherwise in the weapon's game statistics, reloading it (if possible) takes an action.
- **Stun setting.** Most energy weapons have variable damage and range settings. A character can switch a weapon's setting without making a Skill Test, but doing so takes an action.
- **Taking a tricorder or sensor reading.** Taking a basic tricorder or sensor reading requires an action; more detailed or difficult scans may take multiple actions, at the Narrator's discretion.
- **First aid.** Applying first aid to an injured character takes an action.
- **Making a Test.** Making most Skill Tests requires an action; Attribute Tests may or may not require an action. However, it is always up to the Narrator to decide whether a particular roll is a Timed action or an Immediate action.

Actions

At this point, the acting player informs the Narrator how many actions his character will attempt in the round. If the player attempts to perform multiple actions during the round, he may be subject to a Multiple Action Penalty (see *Multiple Actions*, below). The Narrator assigns any modifiers (if any) and the player makes his first Attribute or Skill Test.

This process is repeated for each character in order of their Initiative Tests. After all characters have performed one action, characters who are performing multiple actions take their second actions (again in order of initiative). This process continues until each character in the conflict has taken every action declared for the round.

After all participants have completed their declared actions, the conflict either is resolved or enters a new round. If the conflict continues, characters roll Initiative Tests as previously described and actions are again declared. This process continues until the conflict is finally resolved.

Immediate Actions; Timed Actions

Characters can take two types of actions during conflict: Immediate actions (which take no time, and do not have to be declared at the start of a round) and Timed actions (actions which take time and must be declared at the start of a round). Most attacks and other actions in combat are Timed, but not all are. The following table provides some guidelines to help Narrators determine whether an action is Immediate or Timed:

Delayed Actions

Normally a character takes her action when her Initiative Test indicates that she should. However, sometimes a character will want to wait. Instead of acting right away, he may prefer to see what his enemies are going to do first, or he may be waiting for something else to happen before he acts.

In this case, the character may delay his action. This means that, rather than act when his Initiative Test dictates, he "holds" his action until a later time. He may act at any later time during the round. However, if he attempts to use his action to stop or interrupt another character's action, he and the other character must make an Opposed Test using their Coordination (modified by any Reaction edges); the character can only act before his enemy if he succeeds with this roll. In all cases, the Narrator should ask the player to state why she is holding her character's action (for example, "I wait until I can determine if the Borg have adapted to these weapon settings.")

Example: Lt. Commander B'rek is one of several Starfleet officers engaged in a phaser battle with a group of Romulans on the surface of a desolate planet. B'rek has the highest Initiative Test result, so he may act first. Rather than attacking, he decides to wait and see what the Romulans do, so he delays his action. Later in the round, he notices a Romulan about to shoot Lt. Ridgeway. B'rek declares that he will use his delayed action to attack the Romulan first. B'rek and the Romulan must make an Opposed Test using their Coordination attributes. If B'rek wins the test, he will be able to act before the Romulan and, he hopes, save Lt. Ridgeway. Otherwise, the Romulan will get to shoot Ridgeway first, and Lt. Commander B'rek may have to satisfy himself with avenging Ridgeway's death.

Reacting to Changing Circumstances

Sometimes a situation changes due to outside influences or the actions of other characters. Rather than follow through with their declared or planned actions, characters can react to changes in a situation by altering their intended actions. Characters may change their actions to use Dodge (to evade an attack), Primitive Weaponry or Unarmed Combat (to parry a blow).

If the character has planned to take multiple actions, the Multiple Action Penalty (see below) applies to his effort to dodge or parry. Characters who are not taking multiple actions may, if they choose, take an extra action to dodge or parry (though a Multiple Action Penalty must then be applied).

When a character changes actions to dodge or parry an incoming attack, his Test Result "sets" the Difficulty for the attack. The attacker must now overcome this new Difficulty in order to succeed. This Test Result remains in effect for the rest of the round (or until the character acts again) and acts as any other dodge or parry roll (see *Difficulty Numbers in Melee Combat*, page 130).

Example: In the next round of his fight against the Romulans, Lt. Commander B'rek declares he will attempt multiple actions—to wit, shots at three different Romulans, for a total -2 penalty to all his shots (see Multiple Actions*). After taking his first shot, B'rek realizes that one of the Romulans is taking aim at him. He declares he will take an extra action and attempt to Dodge the attack. He makes his Dodge roll at +3 Difficulty because of all the actions he is taking. After he dodges, the Difficulty Number derived from his dodge becomes the new Difficulty for all attacks against him until he next acts, or the round ends, whichever comes first.*

At the Narrator's discretion, characters may also change their actions to do things other than dodge or parry an attack, or even to add more actions. For example, suppose that one of Lt. Commander B'rek's declared actions was to shoot at the Romulan captain. However, before he can act, another character shoots and kills the Romulan captain. Lt. Commander B'rek might be allowed to change his declared action to shoot a different Romulan, since shooting the captain is now pointless. Or, if an attacker disarms Lt. B'rek, he might be allowed to add an action to draw another weapon.

Surprise

A character can be surprised — startled into immobility by sudden, unexpected occurrences — which allows an attacker to make an uncontested action before the character can react. The surprised character cannot perform defensive actions (dodges or parries) or any other actions (even Immediate actions) during this initial attack.

Surprise most often results from ambushes or similar attacks, though it can result from almost any unexpected or startling event (sudden explosions or noises, gravity failure, etc.). Whether or not surprise is achieved is up to the Narrator. In appropriate circumstances, the Narrator may allow a character to make an Opposed Test, pitting his Search roll (or other appropriate skill) against the attacker's Stealth (or other appropriate skill), in an effort to detect an ambush before it occurs.

Multiple Actions

It is possible for characters to attempt more than one action during a round. However, if a character tries

Universal Combat Maneuvers

Action	Difficulty	Damage	Notes
Aim	--	--	• Difficulty to hit target for each action used to Aim; character multiple times
Block	--	--	• Parries unarmed hand-to-hand attacks. Character rolls a appropriate Skill Test (Unarmed Combat) or a Coordination subtracts 3 to establish a Difficulty for hitting him with such
Grab	9	--	• If successful, the character has grabbed his opponent and *immobilized him, preventing him from taking any action* trying to break free. The characters must make an Opposed Fitness (modified by Strength) each round to determine grabbed character can break free. This Opposed Test is an Action, but may only be attempted once per round. At the discretion, a character who has been grabbed can use his (instead of Fitness+Strength) to worm free.
Kick	8	3+1d6	
Punch	7	2+1d6	
Roundhouse Punch	8	3+1d6	
Snap Punch/Kick	6	1+1d6	

Boxing (Timed Actions) (usable by characters who know Unarmed Combat (Boxing)

Action	Difficulty	Damage	Notes
Block	--	--	• Parries unarmed hand-to-hand attacks. The character rolls a Combat Test to establish a Difficulty for hitting him with such
Jab	7	4+1d6	
Uppercut	7	5+1d6	

Starfleet Martial Arts (Timed Actions) (usable by characters who know Unarmed Combat (Starfleet Martial Arts))

Action	Difficulty	Damage	Notes
Block	--	--	• Parries unarmed hand-to-hand attacks. The character rolls a Combat Test to establish a Difficulty for hitting him with such
Disarm	9	--	• Attacker and target make Opposed Fitness Tests (mod Strength), with attacker receiving +2 to his roll. If attacker Test, the target drops his weapon.
Punch	7	4+1d6	
Strike	9	2+2d6	
Throw	8	1+1d6	• Target is thrown to the ground and suffers penalties for be until he gets to his feet (which takes an action)
Vulcan Nerve Pinch	8	3+2d6	• Stun damage only; Strength does not add to the damage; see Stun Damage, page 133.

"Action" is the action the character wishes to take or combat maneuver he wishes to use.

"Difficulty" is the base Difficulty Number for attacking another character with the maneuver.

"Damage" is the damage done by the maneuver. All damage rolls are modified by a character's Strength Edge (add or subtract a number of damage Strength); the Drama Die rule does not apply. The total on the dice is the amount of damage done to the target. At the GM's option, characters the damage a maneuver does by using impromptu weapons such as chair legs, broken bottles and the like.

Optional Rule: Hit Locations

For added realism, Narrators may elect to use this rule, which determines where a successful shot or attack strikes a target. Roll 2 dice to determine the basic "hit location" and consult the following chart:

Called Shot

Roll	Target Location	Modifier	Effect
2	Upper Arm/Shoulder	+3	• Must make Moderate (7) Coordination roll to hold on to any held items, including weapons.
3	Upper Arm/Shoulder (Right)	+3	• Must make Moderate (7) Coordination roll to hold on to any held items, including weapons.
4	Lower Arm/Hand (Left)	+4	• Must make Challenging (9) Coordination roll to hold on to any held items, including weapons.
5	Lower Arm/Hand (Right)	+4	• Must make Challenging (9) Coordination roll to hold on to any held items, including weapons.
6	Chest (Left or Right Side)	+2	
7	Abdomen/Stomach	+1	• x1.5 damage
8	Upper Leg/Thigh (Left)	+2	• Reduce all movement to half normal
9	Upper Leg/Thigh (Right)	+2	• Reduce all movement to half normal
10	Lower Leg/Foot (Left)	+4	• Reduce all movement to one-quarter normal
11	Lower Leg/Foot (Right)	+4	• Reduce all movement to one-quarter normal
12	Head	+5	• x2 damage

In addition, after a character has determined which location he hit, he can elect to "slide" the result to another hit location based on how proficient he is with the mode of attack. He can "slide" the attack one step up or down for each point he has in the Skill he used to make the attack. For example, Ensign Dirksen, with a Energy Weapon (Phaser) 2 (3) Skill, can elect to "slide" a hit 3 locations in either direction on the scale when he hits a target with a phaser blast. He rolls a hit location of 7. As a result, he can slide the hit location up to 3 locations in either direction — anywhere from 4–10. Since he does not want to strike the target character in the abdomen — location 7, a potentially fatal shot — he instead elects to "slide" the hit to the target's right hand (location 5), hoping the target will drop his weapon.

to do too much at one time, his overall chance of success in each task is dramatically reduced.

The first action in a round is "free" — by itself, it carries no penalty. For each additional action the character wants to take, there is a +1 Difficulty penalty for each action. For example, a character who declares that he will attempt eight actions in a round suffers a +7 Difficulty penalty for all Attribute and Skill Tests that round (even the first). In the case of dodging or parrying actions, which don't involve a Difficulty, subtract the Difficulty penalty from the Test Result.

In short, trying to do too many things at once is a sure-fire guarantee that most or all of them will fail.

Movement

Though players shouldn't be forced to move their characters around like chess pieces (although if miniatures are being used, this can become an enjoyable addition to the game), movement often needs to be accounted for within the scene— sometimes you'll want to know precisely how fast and far the characters can move during a round. Humanoid characters normally move 10 meters per round at a brisk walk. They can move more quickly (or more slowly) using other types of movement (see the accompanying table). If a character wishes to move more quickly when using a particular form of movement, a successful Athletics Skill Test (or Fitness Test) will allow the character to move an additional number of meters per round equal to his Athletics skill level (or Fitness). Characters can normally move once per round. The Narrator may, at his discretion, allow multiple movement actions in a single round. Refer to the Athletics skill, page 92, for more information on movement.

Under normal circumstances (and even in most combat situations), characters do not have to make Skill Tests to move successfully. However, in particularly stressful or dramatic situations, movement works like any other action— a misstep at the wrong time can be costly indeed. The Narrator assigns the terrain, obstacle or maneuver a Difficulty Number (usually based on those listed in the Movement Table, as modified by terrain type and other circumstances), which the character must overcome to negotiate the terrain successfully. Characters who make involved or elaborate movement maneuvers should use their Athletics skill or Fitness attribute for Tests. If the character fails, the Narrator should reduce the character's movement (typically by 1m for every point by which he missed the roll), state that he tripped and fell down or create some other dramatic situation.

Movement Table

Type of Movement	Rate	Difficulty
Crawl	5m per action	No roll
Walk	10m per action	No roll
Run	15m per action	Routine (5)
Sprint	20m per action	Moderate (7)
Swim	3m per action	Routine (4)
Jump	2m forward, 1m up	Moderate (6)
Climb	2m per action	Moderate (7)

Terrain Modifiers

Terrain Type	Modifier
Swampy	+3
Mountainous/Steep	+2
Wet/Slick/Icy	+2
Water (2' or higher)	+2
Obstacles, many/large	+2
Obstacles, few/small	+1
Sandy	+1
Rocky	+1
Extremely flat or even	-1
Paved	-2

Movement Maneuvers

Some forms of movement should be considered actions in combat, since they affect combat and take time. Narrators should consult the *Movement Maneuvers Table* for guidelines on which types of movement are considered Timed Actions in combat.

Ranged and Melee Combat

Ranged combat involves weapons that can inflict damage at a distance—firearms, phasers, bows, thrown spears and so on.

Melee combat involves weapons such as knives, clubs and swords, as well as brawling, wrestling or martial arts attacks.

Attacks are resolved like any other Skill Test. To hit a target in combat, the character makes a Skill Test using the appropriate weapon skill (such as Primitive Weaponry or Energy Weapon (Phaser)), modified by his Dexterity edge. If the Test Result equals or exceeds the Difficulty Number, he hits the target.

Example: Lt. Commander B'rek fires at a target with his phaser at Long range (Difficulty 10; see Ranged Combat Difficulty Table*). He has Coordination 4, Dexterity +1, and Energy Weapon (Phaser) 3. He rolls five dice (four for Coordination, +1 for his Dexterity edge) to make his Skill Test. Luckily, his Drama Die comes up a 6, so he adds it and the next highest die, a 5, to his skill, for a total of 14. He hits!*

The biggest difference between ranged and melee combat is how the Narrator determines the Difficulty Number.

Difficulty Numbers in Melee Combat

During melee combat, the base Difficulty depends on the weapon or attack used, unless the target attempts to parry (which usually involves the Primitive Weaponry or Unarmed Combat skill) or dodge the attack. If the target has declared that he will try to parry or dodge, or he changes his action to

Movement Maneuvers (Timed Actions)

Action*	Difficulty**	Effect***
Dodge	--	Dodge Test Result becomes the Difficulty Number to hit dodging character
Dropping prone	--	A form of Dodge
Getting to one's feet	3	
Moving 2m or more, walk/run	Varies	See Movement Table for Difficulties
Dive for cover	7	A form of Dodge which allows the character to move up to 5m at no penalty; every meter beyond 5 subtracts 1 from the character's dodge roll.
Drop and roll	4	A form of Dodge which allows the character to move up to 1m at no penalty; every meter beyond 1 subtracts 1 from the character's dodge roll.
Tackle	9	The character moves up to 5m and tackles his opponent; a successful attack means the opponent is knocked down (unless he is substantially larger or stronger than the character), takes 2d6 Stun damage, and, if the character desires, is Grabbed (see the Combat Maneuvers chart, below). Tackle requires a Coordination Test or Unarmed Combat Test.

**"Action" is the action the character wishes to take*

***"Difficulty" is the Difficulty Number for the maneuver, if the Narrator requires a Skill Test at all. Most Movement Maneuvers should not require Skill Tests to perform, unless some benefit (such as a Dodge effect or attack) is associated with them.*

****"Effect" is how the maneuver affects the character or the combat.*

do so, then the Difficulty of the attack becomes the Test Result of the target's parry or Dodge attempt (though this cannot be lower than the base Difficulty to hit with the weapon; if it is, use the base Difficulty instead). Reaction edges normally modify dodge attempts, while Dexterity edges affect parry or blocking attempts.

Combat maneuvers, including those taught as part of martial arts styles, also have base Difficulties (see the *Combat Maneuvers Table*). Because the use of energy weapons often leads to quick and deadly resolution, old fashioned fistfights have become a staple of the *Star Trek* milieu. Who can't picture Kirk or Picard slugging it out with their Klingon or Romulan adversaries? This cavalier spirit should run through your episodes, as well. After all, it's easy to nurse a few bruises over a glass of synthehol in Ten Forward, but who can bring back Ensign Colville after he's been disintegrated?

Difficulty Numbers in Ranged Combat

During ranged combat, the Narrator determines the Difficulty based on the shooter's distance from the target. This distance—or range—is described as Point Blank, Short Range, Medium Range or Long Range. Of course, if an opponent attempts to dodge the attack, the Difficulty equals his Dodge Test Result, as with melee combat.

To determine which range to use, consult the weapon's Range listing. For example, a character armed with a phaser has a Range of 5/10/20/80. This means any targets up to 5 meters away are considered to be at Point Blank range; targets from 5.1–10 meters away are at Short Range; targets 10.1–20 meters away are at Medium Range; and targets from 20.1–80 meters away are at Long Range. For every 10 meters beyond the weapon's listed Long Range, increase the Difficulty by +1.

Ranged Combat Difficulty

Range	Difficulty
Point Blank	Routine (3)
Short Range	Routine (4)
Medium Range	Moderate (7)
Long Range	Challenging (10)

Combat Variables

There are other factors that can affect combat situations. These variables can increase or decrease the Difficulty of various Tests during a battle.

- **Called Shots**. It is possible to aim at a specific target area (such as the arm, leg, hand, head, and so forth). This increases the Difficulty of the attack.

  As a general guideline, for targets greater than 10 centimeters long, add +2 to the Difficulty. For targets smaller than 10 centimeters long, add +4 to the Difficulty. Narrators desiring more detailed called shot modifiers can use those listed in the optional hit location chart.
- **Cover**. Characters protected by cover are harder to hit during combat. Cover can be physical barriers between the character and an attacker (such as force fields, walls, rocks and so on) or factors that affect visibility (smoke, rain, darkness or other such visual impediments).

Cover

Cover	Armor
Thin wooden door	6
Wooden door	8
Thin, unarmored metal door	10
Reinforced metal door; large rocks	14
Armored bulkhead	20
Heavily-armored security door	24

Physical cover makes a character harder to hit. If the cover protects one quarter of the character's body, increase the Difficulty to hit him by +1; if it protects one half of his body, add +2; if it protects three quarters of his body, add +4. If cover protects the character's entire body, the attacker cannot hit him; the cover must be destroyed before the character can be successfully attacked. The accompanying Cover table provides guidelines for the strengths (expressed in terms of armor—see *Resisting Damage: Armor*, page 131) of various materials. Narrators should use their judgment when determining how much cover (if any) a given attack destroys; some forms of cover require multiple shots before the target behind it can be hit.

Visual cover makes a character harder to hit because he is harder to see, thus increasing the Difficulty Number of attacks against him. As a rough guideline, light smoke or dim light increases the Difficulty by +1; heavy smoke or moonlight by +2; and thick smoke or total darkness by +3. These penalties also apply to any roll to perceive things visually, including most Search rolls.

- **Off Hand** Characters are normally either right-handed or left-handed (player's choice). Unless they have the Ambidexterity advantage, indicating that they are equally adept with both hands, any attacks (or other Skill Tests) made using the character's off hand are at +1 Difficulty.
- **Prone or Immobilized** Characters who are prone are usually easier to hit (-1 Difficulty), particularly in hand-to-hand combat (being prone may actually make a character harder to hit in some circumstances — +1 Difficulty — with ranged attacks). Characters who are immobilized (tied up, for example) are much easier to hit (-4 Difficulty).
- **Size** The Narrator should take into account the size of objects in combat when determining Difficulty Numbers to hit a target. It is easier to hit objects

which are much larger than one's self (for example, a human shooting at a starship), but harder to hit objects which are smaller (a human shooting at an insect). As a rough guideline, for every doubling of a target's size in comparison to its attacker, subtract 1 from the Difficulty to hit it. For every halving of a target's size in comparison to its attacker, add 1 to the Difficulty to hit it.

- **Targeting Systems** Some ranged weapons have built-in targeting systems. These weapons have a Targeting rating (such as 1 or 3). When a character fires such a weapon, he makes a normal Skill Test, but the Difficulty Number for the Test is decreased by a number equal to the weapon's Targeting rating. The minimum Difficulty Number is still 2, however.
- **Zero Gravity** All combat actions and Skill Tests suffer a +1 Difficulty when performed in zero gravity unless a character has the Zero-G Training advantage or makes a Routine (4) Personal Equipment (Environmental Suit) Test.

Courage Points in Combat

Courage Points can be spent at any time during a round. Courage Points may not be used to improve an Initiative Test or a damage roll.

Damage and Healing

Inflicting Damage

If an attack succeeds, the target of the attack may be injured or even killed. The amount of Damage done by the attack indicates its level of severity. Obviously, a roundhouse kick that does 6 points of damage is far less severe than a phaser blast that does 26 points. Some forms of attack cause a set amount of damage (normally based on your Fitness and any Strength edge you possess). Other forms, most notably energy weapons, deliver a variable amount of damage (requiring you to make a die roll). Dramatic Successes typically add 1-2 extra damage dice, and Courage Points may not be spent to increase the damage roll. The Drama Die does not apply to damage rolls.

Brawling; Martial Arts

Brawling attacks (untrained, unarmed melee attacks) typically inflict a number of points of damage equal to the attacking character's Fitness+Strength.

Martial arts or other combat maneuvers usually inflict a specific amount of damage, modified by the character's Strength (see *Combat Maneuvers Table*). Stun damage usually results from punches and similar attacks (see *Stun Damage,* page 133).

Weapons

For weapons, consult the weapon's damage code to determine how much damage it causes. For example, a phaser on setting 5 does 10+2d6 damage, meaning a base of 10 points plus the total rolled on two dice.

Taking Damage

A character can withstand an amount of damage equal to his Resistance (Fitness+Vitality+applicable armor). Any damage which exceeds the target's Resistance affects the target directly.

Other Forms of Damage

The Galaxy contains many dangers, and outright combat is often the least of a character's problems. Fire, radiation, explosive decompression—each of these dangers can easily injure even the most resilient characters. For circumstances not described here, Narrators should use these rules as guidelines to create an appropriate rule for the situation.

- **Falls** Each 10m of distance fallen causes 1+1d6 damage. Thus, a 70m fall does 7+7d6 damage. This assumes a local gravity roughly equal to Earth's; for environments which involve different gravity, multiply the damage done by the difference between local gravity and Earth gravity. For example, if local gravity is half of Earth's, halve the damage; it is twice as strong as Earth gravity, double the damage.
- **Fire** Contact with a roughly torch-sized flame causes 3+1d6 damage per round of contact; flammable articles, such as clothing or hair, may catch on fire and do further damage to the character. For larger fires, add +1d6 damage for every doubling of the size of the fire. If a character is completely immolated (say, in a bonfire), he takes 3+10d6 damage. Plasma fires or other unusual blazes burn hotter than normal flame, causing double damage.
- **Radiation** While large doses of radiation can kill a character in seconds, many types of radiation are more insidious. Characters exposed to damaging radiation take 1d6 per round for the duration of their exposure. After direct exposure ends, they continue to take 2 points of damage per day (from radiation sickness) until they are treated. For more or less severe types of radiation or exposure, add or subtract damage dice, or lengthen or shorten the time interval in which damage occurs.
- **Drowning** A character can hold his breath underwater for five rounds per point of Fitness+Vitality. For every round after that, the character takes 1 point of damage (Resistance offers no protection against this) until Stunned, after which he takes 1d6 damage per round (again, Resistance does not apply) until dead.
- **Vacuum**. Characters caught in a vacuum (space) without protection will die in a number of rounds equal to their Fitness+Vitality. If rescued before death, assume they drop one Wound Level per round of exposure until reaching Near Death.

Resisting Damage: Armor

A character can resist damage equal to his Resistance, which equals his Fitness+Vitality, augmented by armor. A character can spend Courage Points to increase his Resistance for one round (or one scene, at the Narrator's option), at the rate of one

Courage Point per point of Resistance. Any damage that exceeds a character's Resistance affects the character directly.

Characters can wear armor to protect themselves from damage — Federation security troops often don combat armor before entering a dangerous area, while Romulan soldiers prefer protection from hand weapons. Klingon warriors usually wear intricate leather/metal armor. Armor grants protection against both physical and energy damage; it adds to the character's Resistance for purposes of withstanding damage.

For example, a Klingon (Fitness 3, +1 Vitality) wears traditional battle armor that affords +2 protection against physical attacks and +1 protection against energy attacks. When attacked by a knife, club, sword or kick, the warrior can resist 6 points of damage (his normal 4 Resistance plus the added protection of the armor). When struck by an energy weapon, he resists 5 points of damage.

Armor rarely covers the wearer's entire body; if you are using the optional "Hit Locations" rule, a targeted part of the body may not be protected by armor— the player should specify on her character sheet which of her character's body locations are protected by armor.

Effects of Injuries

When a character becomes injured, he weakens and his ability to act becomes impaired. Minor injuries have little effect, but as the character's injuries worsen, he becomes less able to function effectively.

Wound Levels

Wound Levels	Effect
Healthy	The character suffers no impairment (this is his normal, uninjured state).
Stunned	The character suffers a +1 Difficulty to all Tests (or -1 to Initiative Tests and dodge or parry rolls) until healed. This penalty is in addition to whatever other penalties already apply.
Injured	The character has been thrown to the ground and is in such pain that further actions this round are impossible. Until he receives first aid or medical attention, he suffers a +1 Difficulty to all Tests (or -1 to Initiative Tests and dodge or parry rolls) until healed. This penalty is in addition to whatever other penalties already apply.
Wounded	The character has been thrown to the ground and is in such pain that further actions this round are impossible. Until he receives first aid or medical attention, he suffers a +2 Difficulty to all Tests (or -2 to Initiative Tests and dodge or parry rolls) until healed. This penalty is in addition to whatever other penalties already apply.
Incapacitated	The character has been thrown to the ground and rendered unconscious for 2–12 minutes. Once awake, the character cannot move or perform actions until first aid or medical attention has been received.
Near Death	The character is so severely wounded that without immediate medical attention, death is inevitable. If a Near Death result is achieved, the character falls prone and unconscious and will die after his Fitness+Vitality in minutes. A successful Routine (4) First Aid Test will stabilize the character, though medical attention — in a sickbay, for example — is required. If the character does not receive the required medical attention, a new First Aid Test must be made every hour, or the character will fall unconscious and die.
Killed	The character dies.

A character's current injury status, and thus his current degree of impairment, is described by seven Wound Levels. The accompanying *Wound Level Table* lists each of these levels and their corresponding effects. All characters are normally considered to be Healthy until they suffer damage or injury.

Your character can take an amount of damage (from one or more attacks) equal to his Resistance before dropping to the next level. For example, an uninjured Starfleet security officer with a Resistance 3 (Fitness 4, Vitality -1) could take 3 points of damage before being Stunned. It would take an additional 3 points of damage before his status dropped to Injured. All points in a given Wound Level must be crossed off before your character drops down to the next level. If the security officer had only taken 2 points of damage, instead of 3, he would remain Healthy until he suffered an additional point of damage.

The effects listed on the Wound Level Table are cumulative. Returning to the example above, an uninjured Starfleet security officer takes three points of damage, reducing him to Stunned. He suffers a +1 Difficulty penalty to all Tests. Later on, he is injured again, this time taking him to Injured; he now suffers a +2 Difficulty penalty to all Tests.

Stun Damage

Some weapons — Federation phasers, for example — can be configured to inflict nonlethal damage. Starfleet standard operating procedure requires phasers be set on stun, at least initially. For a weapon set on stun, roll damage normally. A Stunned result or worse indicates that the character is rendered unconscious.

The length of time the character remains unconscious depends on the weapon and its settings —refer to the individual weapon descriptions for more details—but about one to two minutes is typical. For each damage point beyond the Stunned Wound Level, a human character remains unconscious for an additional five minutes. The Narrator may wish to modify this according to a character's species. For example, Klingons tend to be more resilient than Humans, so the Narrator might rule that they remain unconscious for only one third as long.

Similarly, punches and other unarmed melee attacks usually cause Stun damage. When the damage from an unarmed melee attack reaches the Incapacitated level, the injured character is rendered unconscious. For each damage point beyond the Incapacitated Wound Level, a human character remains unconscious for an additional five minutes. Again, the Narrator can modify the length of time depending on a character's species.

Ordinarily it's not possible to injure seriously or kill a character with Stun damage. However, at the Narrator's option, if a character continues to attack an unconscious foe with Stun damage attacks, he will begin to do normal damage, and can, if he attacks the helpless foe long and fiercely enough, kill him.

When normal attacks are used together with attacks that only do Stun damage, the Stun damage is considered as normal damage for purposes of calculating Wound Levels. For example, suppose a Romulan soldier punches Lt. Commander B'rek so hard that he becomes injured. If a second Romulan then shoots B'rek with a disruptor, further wounds will reduce him to Wounded, Incapacitated, Near Death and Killed—the second Romulan does not have to "start over" at Stunned just because his disruptor does a different "type" of damage than the first Romulan's punches.

When characters regain consciousness after being stunned by a Federation phaser, they are considered Healthy. No residual damage remains (unless they were further attacked when they were unconscious) and they do not have to make Fitness Tests to heal. If a character was rendered unconscious by an alien energy weapon or unarmed combat damage (in a fistfight, for example), he regains consciousness at the lowest level of his Stunned Wound Level. For example, a character who regains consciousness after a brawl has one point remaining in his Stunned Wound Level. If he takes one more point of damage, he will become Injured. It doesn't matter what a character's Resistance is; when characters regain consciousness after being physically knocked out, they have one point remaining in their Stunned Wound Level. Such characters make Fitness Tests to heal normally (see *Natural Healing*).

Healing

Characters heal injuries in a number of ways: natural healing, receiving first aid or receiving advanced medical treatment.

Natural Healing

Characters that do not receive medical attention can heal naturally, though recovery is slow, painful and often incomplete. The character must rest for a certain amount of time, and can then attempt to make a Fitness Test (modified by the Vitality edge). Compare the Test Result to the Natural Healing Table for the results.

Any character attempting to heal naturally is essentially bedridden — attempts at exercise or work add +1 Difficulty to his Fitness Tests during recovery. A Stunned character must rest for 1d6 minutes before attempting a healing roll (or, at the Narrator's option, is automatically healed at the end of that time). An Injured character must rest for 1d3 days before attempting a healing roll; a Wounded character, for 1d6 days; an Incapacitated character, 1d3 weeks; a Near Death character, 1d3 months. Of course, the Narrator might rule that special or unusual circumstances allow a character to make Fitness Tests more quickly.

Medical Attention

Characters can also recover from their injuries by receiving medical care — either first aid, or the more advanced medical attention available in a sickbay or hospital. Depending on the nature of the injury, this may be accomplished quickly (a round or two), but may require much more time (equivalent to the

recuperation periods described under *Natural Healing*).

The First Aid skill and standard medical kits can be used to stabilize or heal wounds in the field. Such field medicine requires the character to have at least a rudimentary knowledge of first aid or medicine, however. (See the *Technology* Chapter for more information on medical gear.)

Natural Healing

Fitness Roll	Healing Result
1-3	Character's health worsens; treat as injury of one step worse than injury suffered (for example, as a Wounded injury if character was Injured). This result does not apply to characters who are only Stunned.
4-6	No effect; character still suffers from injury at the same level.
7–9	Partial recovery; character still suffers from injury, but at one level better (for example, a Wounded character would become merely Injured, and a Stunned character would be back at full health).
10–12	Partial to full recovery; character still suffers from injury, but at two levels better (for example, an Incapacitated character would become merely Injured; a Wounded character would be completely recovered).
13+	Full recovery. Character regains all Wound Levels and returns to a Healthy state.

Advanced medical care requires more than just a medkit or tricorder — it involves the continued attention of doctors and nurses in a sickbay or hospital. Characters must know an appropriate Medical Sciences skill and have proper facilities to administer this kind of care.

In general, use the following as benchmark Difficulties for using medical tricorders and medical kits to heal wounds. Reduce the Difficulty by 2 if the character is receiving advanced medical care.

Degree of Injury

Degree of Injury	Difficulty to Diagnose/Heal
Stunned	Routine (4)
Injured	Moderate (7)
Wounded	Challenging (8)
Incapacitated	Difficult(13)
Near Death	Impossible (15)

If the First Aid or Medical Sciences roll is successful, the character's damage is reduced by one level: Near Death reduces to Incapacitated, Incapacitated reduces to Wounded, and so on.

Example of Combat

Three Klingon smugglers (each Fitness 3, Strength +1, Vitality +1, Coordination 2) pick a fight with three Starfleet officers — Lt. Commander G'raash (Fitness 4, Strength +1, Vitality +1, Coordination 3, Reaction +1), Lt. Semok (Fitness 3, Vitality +1, Coordination 4, Reaction +1, Dexterity +1), and Ensign Corby (Fitness 2, Coordination 2, Dexterity +1) — in a bar at the local starbase. Although the three officers try to leave quietly, the Klingons block the exit. The only way out is to stand and fight.

In the first round of combat, all characters roll Initiative Tests (a Skill Test with the skill to be used, modified by Reaction). Lt. Commander G'raash is going to use his Unarmed Combat (Starfleet Martial Arts) 2 (3), so he rolls four dice (three for his Coordination, plus one for Reaction); his best result is a 5, so his Test Result is 8 (5 + 3 for his skill). Lieutenant Semok is going to use his Unarmed Combat (Starfleet Martial Arts) 2 (3), so he rolls five dice; his Drama Die is a 6, so he adds it and the next highest die, a 3, to his skill level, for a Test Result of 12. Ensign Corby uses his Unarmed Combat (Starfleet Martial Arts) 1 (2), so he rolls two dice, getting a 4 as his best result, so his total is 6. The three Klingons (A, B, and C) plan to use their Unarmed Combat (*Mok'bara*) 2 (3) skills; they get Initiative Test Results of 7, 6, and 4, respectively. Klingon B rolled higher on his Drama Die than Ensign Corby did, so he will go before Corby. Therefore, the order of combat during this round is Semok, G'raash, Klingon A, Klingon B, Corby, and Klingon C.

Semok declares he will only take one action this round. Preferring to use nonviolent methods to end the fight, he opts to apply a Vulcan nerve pinch to Klingon B. He rolls four dice (from his Coordination), and gets a 6 as his best result (but not on his Drama Die, unfortunately). Added to his skill level of 3, this gives him a Test Result of 9. Since the Difficulty for the Vulcan nerve pinch is 8, he grabs the Klingon. The maneuver does (3+2d6) damage. He rolls his two dice and gets a 12, so he does 15 points of Stun damage to the Klingon, the most he can possibly do. Since Klingon B's Resistance is 4, he resists 4 points of the damage, leaving 11 points. That's enough to reduce Klingon B to Stunned (and thus, since it is Stun damage, unconscious). Since Semok did 7 more points of damage beyond what was necessary to render Klingon B Stunned, the Narrator rules that Klingon B will remain unconscious for an additional 15 minutes (about half the time a human would remain unconscious).

Lt. Commander G'raash acts next. He declares he will attempt two actions: He wants to punch Klingon A and Klingon C. Therefore he will have a +1 Difficulty modifier to both of his Punch maneuvers (making them Difficulty 8, instead of their usual 7). For his first attack, he rolls four dice (three for Coordination, plus one for Dexterity); his best roll is

a 5. Adding this to his Unarmed Combat (Starfleet Martial Arts) 2 (3) yields a Test Result of 8–a hit! The base damage for his Punch is 4+1d6, and he rolls another die because of his Strength +1. The best result on his two dice is a 3, so he does 7 points of damage. Klingon A's Resistance is 4, so he resists 4 points of damage, taking the remaining 3. Since his Resistance is 4, that is not enough to move him to the Stunned Wound Level.

Klingon A attacks next. He Jabs at Lt. Commander G'raash. His Difficulty Number is 7. He rolls two dice (for his Coordination); his best die is a 2. This is added to his skill level of 3, for a Test Result of 5. He misses as Lt. Commander G'raash deftly steps out of the way of his punch.

Ensign Corby's player has no illusions about Corby's ability to pummel a Klingon into unconsciousness with his bare hands, so he asks the Narrator if there is any sort of makeshift weapon nearby. The Narrator tells him there is a wooden chair just to his left; he can use his Primitive Weaponry skill to wield it, but its bulk will give Corby a +1 Difficulty penalty on his attack roll. Corby grabs the chair and smashes it over Klingon C's head. He rolls three dice (two for Coordination, plus one for +1 Dexterity); his Drama Die comes up a 6, and his next highest die is a 4. Added to his Primitive Weaponry skill level of 2, that gives him a 12–more than enough to hit with the chair, but not quite enough for a Dramatic Success. Corby's player rolls two dice for damage (the chair acts just like a club, which does 2+2d6 damage), getting a 7, for a total of 9 points of damage. Klingon C resists four of those points and takes 5, rendering him Stunned (and thus at a +1 Difficulty for all Tests until he is healed). Because he has yet to reach Incapacitated, Klingon C is still conscious.

Since all combatants have acted for the first time (or are unconscious), the combat proceeds to any additional actions in this round. Only Lt. Commander G'raash declared more than one action, so he is the only one left to act. He is concerned about having had so little effect with his first blow, so he asks the Narrator if he can change his second action to attack Klingon A again. The Narrator agrees. This time G'raash's Test Result with his Unarmed Combat (Starfleet Martial Arts) roll is a 9, indicating another hit. Even better, when G'raash rolls his two dice for damage (for a Starfleet Martial Arts strike), he rolls a total of 10. He does 14 points of damage this time, of which Klingon A takes 10. Combined with the previous 3 points of damage, that's enough to reduce Klingon A to Wounded (but only for purposes of knocking him out, since unarmed melee attacks don't do lethal damage until after the target is knocked out). Klingon A is knocked down by the force of G'raash's powerful punches, and will be at +2 Difficulty for all Tests until healed.

Initiative Tests for the next round establish the following order of combat: Klingon C, G'raash, Semok, Corby, Klingon A. Klingon C decides to take three actions this round: pick up his *bat'leth*, attack Corby, and dodge Corby's counterattack. This will impose a +2 to the Difficulty of all of his actions (or a -2 to his Dodge Test Result). Picking up his weapon requires no Skill Test, fortunately.

G'raash also declares two actions: draw his phaser and fire at Klingon C. Drawing his phaser requires no Skill Test.

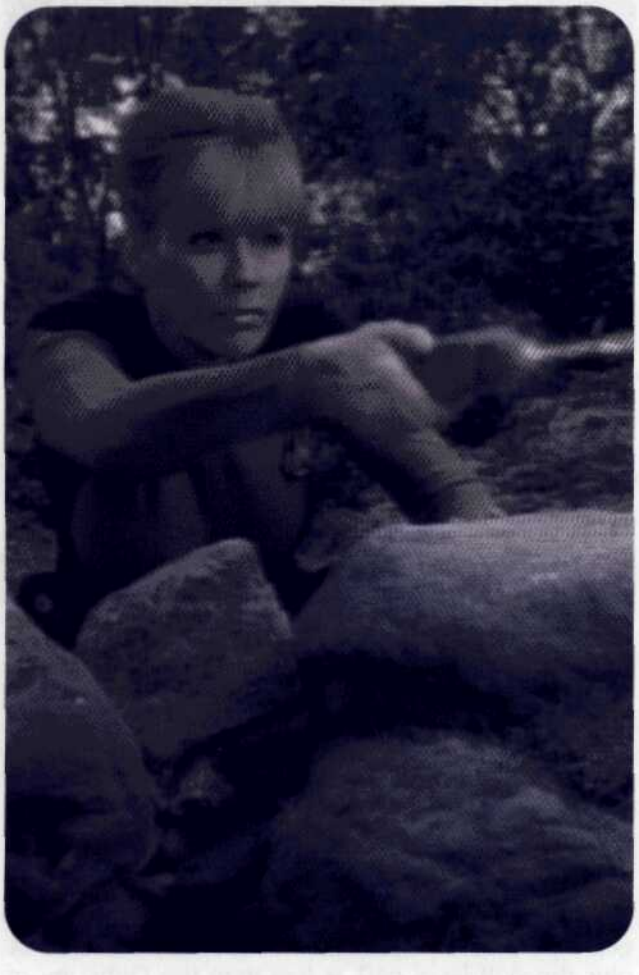
Semok declares he will move over to Klingon A and administer another Vulcan nerve pinch. The Narrator rules that Semok is only 1m away from Klingon A, so getting to him will not require an action. He also rules that because Klingon A is prone and Wounded, he will be easier to hit (Difficulty will be at -2). Semok rolls his five dice (for his Coordination + Reaction), and gets a 5 as his best result. This, plus his skill level of 3, equals 8 æ enough to hit even without the -2 reduction in Difficulty. The Narrator rules that, given Klingon A's current state of injury, the nerve pinch automatically knocks him out for the rest of the fight, so Semok's player doesn't bother to roll damage.

Corby declares two actions: block Klingon C's attack with the remnants of the chair, and then counterattack. He rolls three dice (two for Coordination, plus one for Dexterity) and gets a 5, which he adds to his Unarmed Combat (Starfleet Martial Arts) 1 (2) for a 7, and the Narrator grants him an +1 for the chair fragments, for a total of 8. That's the Difficulty for Klingon C's attack against him.

All characters having taken their first action, second actions begin. Klingon C slashes at Corby with his bat'leth. Klingon C has Primitive Weaponry (Bat'leth) 1 (2). He rolls his two Coordination dice, getting a 4 as his best roll. This means he missed (4 plus the skill level of 2 is less than the Difficulty of

hitting Corby, which is a base of 8, +2 because Klingon C has declared multiple actions, +1 because Klingon C is Stunned, for a total of 11). The Narrator rules that Corby deftly blocks the blow.

G'raash goes next; he fires his phaser at Klingon C. They are at Point-Blank range, so his Difficulty to hit is a mere 3. G'raash has Energy Weapon (Phaser) 2 (3). The Narrator is using the optional "Automatic Success" rule, so since G'raash's skill level equals or exceeds the Difficulty (he doesn't have a Dexterity edge), G'raash automatically hits the Klingon. G'raash's phaser was previously set on 2 (Medium Stun), which does 4+2d6 damage. G'raash rolls a 10 on his two dice, for a total of 14 points of damage. Klingon C resists 4 points of this damage, but takes the remaining 10 æ enough to take him from Stunned all the way down to Wounded. Because the phaser was set on stun, Klingon C is rendered unconscious, and will remain so for 10 minutes. (Remember, even though Klingon C's Wound Level is Wounded, he is still only unconscious.) The player characters then take the three Klingons prisoner so they can turn them over to the authorities.



COMBAT QUICK REFERENCE SHEET

I. INITIATIVE: Who Acts First

A. *Initiative Test*: Each character in combat rolls a Initiative Test using the related skill–for examp Unarmed Combat if the character is involved in fistfight, Primitive Weaponry if he is using a mele weapon such as a knife or Energy Weapon (Phase when using that weapon.

1. *Reaction*: Each character's Initiative Test modified by his Reaction edge.
2. *Highest Result Acts First*: The character wh gets the highest Initiative Test Result acts firs the remaining characters act in order of the rolls, from highest to lowest.
   a. *Ties*: If two or more results tie, th character who rolled higher on his Dram Die is the victor. If the Drama Die rolls ar the same as well, the character or side wh began the fight wins Initiative.
3. *Courage Points*: A player cannot spen Courage Points to increase his Initiative Te result.

II. ACTIONS: What Characters Can Do

A. *Rounds*: Combat takes place in rounds, which ar five seconds long. Characters may take one or mor actions during each round.

B. *Declaring Actions*: After Initiative is determined each character declares what actions he will attempt.

1. *Immediate Actions*; *Timed Actions*: There ar two types of actions characters can take Immediate Actions, which take no time in combat and do not have to be declared (such as dropping a weapon, moving up to 1m, or turning around); and Timed Actions, which take time in combat and must be declared (such as firing a weapon, dodging or punching).
2. *Delayed or Changed Actions*; *Surprise*: Characters may delay their actions, but must engage in an Opposed Coordination Test if they later attempt to "interrupt" another character's action. They may also change a declared action to dodge or parry an attack, or, at the Narrator's discretion, to do something else or even add another action. Characters who are surprised by an attack can take no action (not even Immediate Actions or dodging/parrying) during a surprise attack.
3. *Multiple Actions*: Characters may declare multiple actions in a round. The first action is "free", but every action after the first adds a cumulative +1 Difficulty to all Tests that round (even the first one). For example, taking four actions imposes a +3 Difficulty to all Tests the character has to roll that round. (For Initiative Tests and dodge/parry rolls, which involve no Difficulty Numbers, subtract the Difficulty modifier from the Test Result.)

C. *Movement*: Characters can move up to 10m per round at a brisk walk; moving faster may require a Test (involving the Athletics skill or Fitness), with modifiers for terrain.

1. Movement Maneuvers: Characters may also perform Movement Maneuvers, such as dropping prone, diving for cover or tackling an opponent.

III. RANGED COMBAT

A. Ranged combat uses ranged weapons such as phasers or arrows.

B. *Difficulty Numbers*: Each weapon has four range categories. The Difficulty to hit a target depends on how far away it is: Point Blank (3), Short (4), Medium (7) or Long (10).

1. *Dodging*: If a target dodges a ranged attack, the Difficulty is not based on range, but on the Test Result of his Dodge roll; however, the minimum Difficulty is still based on range.
2. *Combat Variables*: There are numerous situations that can modify a character's ability to make a successful ranged attack, including cover, weapon targeting systems and zero gravity conditions.

C. *Hitting a Target*: To hit a target, the character rolls his attribute (plus his Dexterity edge, if he has one) and adds the highest die to his skill; Drama Die rules apply.

IV. MELEE COMBAT

A. Melee combat involves punches, martial arts or other combat maneuvers, and weapons such as knives.

B. *Difficulty Numbers*: The Difficulty Number for melee combat depends upon the type of attack, maneuver or weapon being used. For example, the Difficulty for a basic Punch is 7.

1. *Dodging/Parrying*: If a target dodges or parries a melee attack, the Difficulty is based on the Test Result of his Dodge roll; however, the minimum Difficulty is still based on the attack type.
2. *Combat Variables*: There are numerous situations that can modify a character's ability to make a successful melee attack, including cover and zero gravity.

C. *Hitting a Target*: To hit a target, the character rolls his attribute (plus his Dexterity edge, if applicable) and adds the highest die to his skill; Drama Die rules apply.

V. DAMAGE

A. *Normal Damage; Stun Damage*: Most weapons and attacks cause normal damage (*i.e.*, damage that can injure or kill someone). Some attacks, including phasers set on stun and punches, only cause Stun damage; stun damage simply renders a target unconscious once he reaches a certain Wound Level.

1. *Brawling Attacks*: Untrained, unarmed melee attacks cause damage equal to the attacker's Fitness + Strength (Stun damage).
2. *Weapons; Combat Maneuvers*: Weapons and combat maneuvers have their own damage codes to indicate how much damage they cause (typically a base number plus an additional number rolled on one or more dice); Strength modifies the damage roll for melee combat. For example, a basic Punch does 3+1d6 damage, modified by the character's Strength.

B. *Rolling Damage*: The damage done by an attack equals the total rolled on the dice.

1. *Courage Points*: Courage Points may not be spent to increase damage rolls.

C. *Resisting Damage*: Characters may resist a number of points of damage equal to their Resistance (plus any Armor) from each attack. All points of damage beyond that apply directly to the character, injuring him.

D. *Wound Levels*: The state of a character's health is measured by Wound Levels. There are seven Wound Levels: Healthy, Stunned, Injured, Wounded, Incapacitated, Near Death and Killed. A character can take his Resistance in damage before dropping to the next level. The worse a character's Wound Level, the more penalties he suffers to Difficulty Numbers; there may be other ill effects as well.

E. *Healing*: Characters may heal naturally, or with medical help. Either type of healing requires the character to make Fitness Tests (modified by Vitality, if the character has the edge) to improve his Wound Level. Healing with medical attention is normally quicker and easier.

Rules of Engagement

The U.S.S. Beowulf shook with the force of the disruptor beam. "Shields down to forty-five percent, captain." Lieutenant Ramirez reported, gripping the tactical station.

"Fire phasers." Captain Rixx ordered.

Ramirez's hands danced across the control panel, and the Beowulf's phasers lanced out across space to hit the pirate vessel. Their shields appeared to hold. The enemy ship returned fire as it passed over the Beowulf. The volley hit the main saucer. Again, the ship shuddered.

"Shields down to fifteen percent. She can't take much more, captain!"

"Route more power to the shields." The officer at Ops worked furiously to allocate more power to the proper systems.

"Firing phasers... we hit them again, sir," Ramirez said.

"She's coming around for another pass," Lieutenant Combs reported from Conn. On the main viewscreen, they could all see the little raider streaking towards them astern of the Beowulf. Three more disruptor beams found their mark.

The ship lurched, pitching crewmen on the bridge to the floor. A fire broke out at Science Station I. Luckily, Ramirez remained standing. "There's a short in the EPS couplings to the shields. Shields collapsing, sir!"

Again, the Beowulf fired her weapons, but this time, they missed. The raider launched a torpedo from their aft launcher. The Beowulf shuddered differently, not from the inertia of a shield hit, but a more solid sensation. Captain Rixx and the rest of the crew could feel it in their legs. The computer alert sounded. "There is a hull breach in Deck 12," it reported coldly.

"Fire photon torpedoes. Spread pattern delta!" Rixx ordered.

Five torpedoes fanned out from the launcher, two hitting the raider squarely. It erupted in a ball of flame and debris. The Beowulf was safe.

Rixx rose from his chair, adjusted his uniform and walked towards his ready room. "Damage reports, all stations." Then he turned to his First Officer. "Mr. Shelby, find out all you can about that ship. I want to know who attacked us and why."

Safeguarding the peace in the 24th century is one of Starfleet's main priorities, and conflicts can arise at any time, in any region. Adversaries of the UFP often have at their disposal weapons of awesome destructive power, and these enemies use this power willingly to conquer and oppress. Although Starfleet rigorously trains its personnel to diffuse conflicts without resorting to force, and considers it the option of last resort, sometimes starship captains have no other choice. Therefore it is necessary for Starfleet ships to be well armed, well defended and operated by some of the most brilliant tacticians in the galaxy. When push comes to shove, Starfleet is both ready and able to put up quite a fight.

Starship combat depends largely on the characteristics and equipment that a ship possesses. Information on ship characteristics can be found in the *Starships* Chapter. Narrators and players should familiarize themselves with that information before proceeding or running a starship combat.

Readers should also familiarize themselves with the basic rules of the *Star Trek: The Next Generation RPG*, which can be found in the *Tactical* Chapter. Many of the rules for starship combat are the same as, or are based on, the rules and concepts found in that section of this book.

Time

Starship combat is organized into rounds, just like personal combat. Each round lasts five seconds. During this time, a starship can take one or more actions; starships suffer no penalty for performing multiple actions in a round. The characters who operate the various stations on a starship, however, can also take multiple actions in a round (for example, making a sensor check and then firing a weapon), and are subject to Multiple Action Penalties.

Character Roles

Starships do not fight battles by themselves. Instead, a vessel depends on the training and discipline of her crew. Everyone on the bridge has a role to play during a battle. The Conn maneuvers the ship, the Tactical officer fires the weapons, the officer at Ops allocates power and so on. Much like any other endeavor, the crew of a starship must work together to achieve their ends, and everyone has a Skill Test to make. During a space battle, the Narrator should work to include all the players, not just the officer manning the phasers. This helps to keep everyone involved, as well as giving them the feeling that their role is crucial to the survival of the ship.

Multiple Actions In Starship Combat

Characters aboard a starship who perform multiple actions in a single round (for example, establishing three sensor locks, firing two weapons, or establishing a sensor lock and then firing a weapon) are subject to a Multiple Action Penalty, just like in personal combat (see page 125). This is why starships assign specific individuals to particular tasks in combat; doubling up on duties makes characters inefficient.

Example: Lieutenant Commander B'rek mans Tactical during a battle. He wants to fire twice in one round (one phaser attack, one torpedo launch). Because he performs more than one action this round, he suffers a +1 Difficulty on both of his Shipboard Systems (Tactical) rolls to hit the targets.

Operations

Starships have a finite amount power, provided by the warp core. Everything a ship does (operating sensors, firing phasers, raising shields) consumes power. Sometimes there's not enough to go around. It is the job of the Operations Manager (and/or Engineer) to allocate power to the appropriate systems and keep them running efficiently.

Power Allocation

The Power characteristic represents the amount of energy a ship can generate each round. A *Galaxy*-class ship, for example, can generate 200 points of Power each round. Every system on the ship, from weapons to life support, costs a certain number of Power points per round to operate. A quick glance at the various ships in the *Starships* Chapter shows that each ship has enough Power to run its systems (including shields and weapons) at their normal levels without significant Power concerns. However, when the Crew starts to redirect power to improve weapon or shield performance, Power usage can become a balancing game.

The Operations and Engineering Officers must allocate Power in the most efficient ways possible.

During battle, the character at Ops carefully balances the amount of Power allocated to various systems. At the beginning of every round, the Ops Officer allocates Power to each shipboard system; this should be done in concert with the Tactical Officer, to ensure she has enough Power. For example, if the Tactical Officer fires the phasers at half power, the Ops Officer has enough Power to allocate somewhere else–the shields or sensors, for example. Conversely, if the Tactical Officer wants to fire the phasers at maxium power, the Ops Officer has to give him the Power to do so. If necessary, some systems can be shut down or run on decreased Power (and thus decreased effectiveness) so that other systems can receive more Power.

Generally, reallocating Power does not require a Skill Test; an Engineer or Ops Officer simply makes the change, though coaxing more strength or effectiveness out of individual systems may require Tests (see elsewhere in this chapter and specific systems descriptions in the *Starships* Chapter). If the Narrator feels that a Test is necessary (perhaps because of damage to the Engineering section or the electro plasma system (EPS)), the base Difficulty for any Power transfer should be Moderate (7). Some systems are designed to prevent Power from being taken from them –most notably, the life support system. Taking power from these systems requires a Shipboard Systems (Ops) Skill Test to over-ride their failsafes.

Freeform Power System

Using the Power Allocation system adds a level of complexity to starship combat, and requires detailed record-keeping. If you prefer not to use the Power system for determining how well a ship's systems function, it can easily be ignored. The Narrator can simply keep track of all of a ship's functions currently in use and limit how much they can be strengthened or altered. Similarly, as the ship suffers damage, the Narrator can simply declare certain systems or functions now work at some percent of maximum capacity.

Starship Maneuvers

Maneuver	Difficulty
Turn to port/starboard	Routine (4)
Climb/dive	Routine (5)
Climb/dive and turn	Moderate (6)
Hard to port/starboard	Moderate (7)
Steep climb/dive	Moderate (7)
Steep climb/dive and turn	Moderate (8)
Steep climb/dive and hard turn	Challenging (9)

Flight Control

Because battle takes place in a gravity-free, three-dimensional environment, a starship's ability to maneuver is limited only by its physical tolerances and capacities, and the skill of its Flight Control Officer. The Conn directs the movement of the ship, making Shipboard Systems (Flight Control) Tests to position the ship in battle–to avoid a collision or for some similarly pressing reason. The number of possible maneuvers that a starship could make in combat is virtually limitless. The *Starship Maneuvers* table lists just a few possible maneuvers, with a Difficulty for each when making Shipboard Systems (Flight Control) Tests. If the ship is merely attempting to dodge attacks (see *Dodging*, page 142), use a flat Difficulty of Moderate (8) for all maneuvers.

Full Impulse

Impulse Speeds

The standard Starfleet designation for "Full impulse speed" is .25c. Vessels may travel faster than this, but such speeds are generally inefficient (it is more efficient to simply go to warp speed). Starship combat represents one of the few situations when high impulse speeds are common.

The Playing Surface

Although the rules provided in this chapter allow players to "roleplay" ship-to-ship battles, it is often helpful to use a physical representation of the battlefield. This not only allows players to actually see where their ships are in relation to their opponent's vessels, but it makes it easier to calculate movement distances and weapon ranges.

Any large, flat area works for a playing surface. Last Unicorn manufactures starship miniatures, and the use of miniatures goes a long way towards allowing players to visualize a battle. If you don't have ship miniatures, simply use coins, counters, small pieces of paper or anything you like to represent the vessels involved in combat.

On the playing surface, one inch represents one Movement Unit (30,000 km). Although not required, it may be helpful to use a surface with hexes or squares already marked on it (available at many game and hobby stores). Of course, a playing surface isn't mandatory; the Narrator can keep track of ranges and movement, informing the players as they choose their actions.

If the Flight Control Officer wishes to try a maneuver not listed here, the Narrator should use the maneuvers in the table as guidelines for assigning a Difficulty to the new maneuver.

Movement

Starship combat usually takes place at impulse speeds. Starships must both be traveling at roughly the same velocity and in the same direction to fight at warp speeds. Even then, they can only use photon torpedoes or similar missiles; they cannot use phasers, disruptors or other beam weapons (or tractor beams).

For purposes of starship combat, starship movement is broken down into Movement Units. Each round, a ship may move one Movement Unit for each .10 of impulse power it is using to move and maneuver. For example, a ship moving at .25c moves 2 Movement Units per round; one moving at .50c moves 5 Movement Units per round. Each Movement Unit equals roughly 30,000 kilometers.

Starships in battle can accelerate at one-half their maximum impulse speed per round (thus, it takes a starship two rounds to reach its full impulse speed from a dead stop). They can also decelerate all of their impulse movement (*i.e.*, come to a dead stop) in one round. For example, suppose the *U.S.S. Manassas* (an *Ambassador*-class starship which can move at .75 *c*/.9 *c*) moves through a battle at .25 impulse. The captain realizes it must get to the far side of the battlefield as soon as possible to prevent a sneak attack on several other ships. She orders the Conn to accelerate by .45 *c* (half its maximum impulse speed) this round, bringing its speed up to .70 *c*.

While starships are quite maneuverable, they cannot turn on a dime. When a ship must turn around, the Conn can do one of two things. First, she can bring the ship to a dead stop, use impulse thrust to turn around and then head in the direction she wants to go. This takes an entire round, and counts as being immobile for combat purposes. Second, she can turn the ship in a broad arc. This takes one round, requires a Moderate (7) Shipboard Systems (Flight Control) Test and requires the ship to use all of its Movement Units for the current round to make the turn. At the end of the round the ship faces the opposite direction from its original heading; the ship is also a number of Movement Units away from its original position, in the direction of the turn, equal to half the Movement Units it used to make the arc.

> *Example: The* Manassas *moves at .9 c and needs to turn around quickly and head back in the opposite direction. Her captain orders a broad arc to starboard. It takes 9 Movement Units and an entire round to make this arc. At the end of the arc the* Manassas *faces the desired direction, but will be 4.5 Movement Units to the starboard of its starting position.*

Dodging

The Conn can also make his ship more difficult to hit through clever maneuvering. The base Difficulty to avoid any attack this way is Moderate (8). For every two points by which the Test Result exceeds this number, opponents have a +1 Difficulty to hit the ship with any attacks that round. For example, if the Shipboard Systems (Flight Control) Test Result was a 12, the ship increases the Difficulty of any attempt to hit it that round by +2.

The Picard Maneuver

The Picard Maneuver was developed by Captain Jean-Luc Picard when he commanded the *U.S.S. Stargazer*. It is best used against ships using lateral sensors alone, since it relies on a starship's ability to move faster than light without being detected. The maneuver consists of moving briefly from the ship's current position at warp speed, so that the opponent will still "see" the ship as being in its previous position. The attacking ship then drops out of warp near its target, striking from complete surprise since the target still thinks the attacking ship is at its original position.

The Picard Maneuver is tricky, and often dangerous. In addition to the right conditions, it requires a Difficult (13) Shipboard Systems (Flight Control) Test.

Tactical

Just as a starship's movement depends on the skill of the officer at Conn, firing the weapons depends on the Tactical Officer. Attacking a target during starship combat primarily involves the Shipboard Systems (Tactical) or (Weapons Systems) skill. The Tactical Officer rolls a Skill Test against the Difficulty of the attack, which is based on the type of weapon being used and the range to the target. (See the ship templates in the *Starships* Chapter for details regarding ships' weapons.)

Targeting Modifiers

A number of situations can modify an attack during battle. These include:

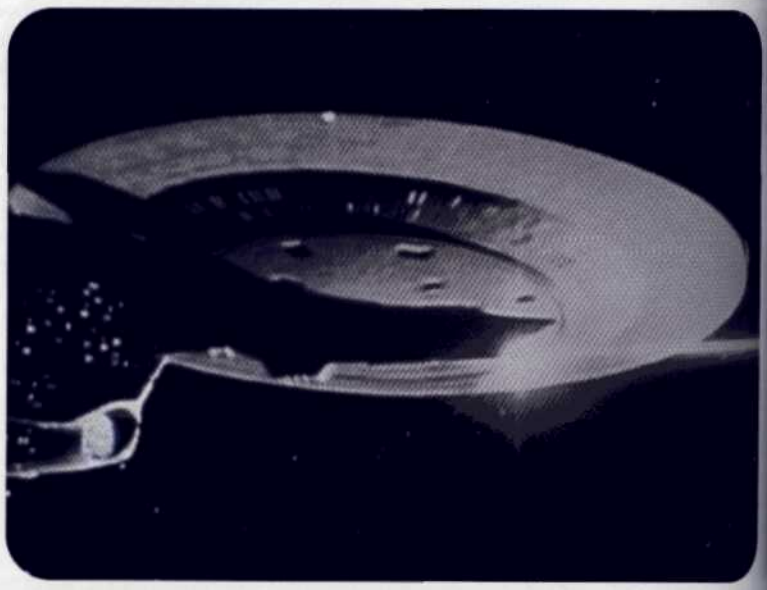
- ***Aiming*** A Tactical Officer may spend time aiming at a target. Aiming takes an entire round, during which the starship can make no attacks (with any weapon) nor any maneuvers which would require a Shipboard Systems (Flight Control) roll. For each round spent aiming, the Difficulty to hit a target is reduced by 1.
- ***Called Shots*** Characters may attempt to target specific locations on a starship. Though more difficult than a regular attack, this offers the benefit of possibly disabling a vital system on the target ship (assuming that the ship's defenses can be penetrated, of course). *The Hit Location* Table provides Difficulty

Starship Hit Location

Roll	Location	Difficulty Modifier	Effect
2	Bridge	+10	A hit to the Bridge that does 10 points of damage or less damages equipment, imposing a +2 Difficulty on all Tests made using Bridge equipment. Two such hits, or one hit that does 15 or more points of damage, destroys the Bridge. Destruction of the Bridge typically kills all characters on the Bridge, but some may be able to get to escape pods in time to be saved.
3	Communications	+6	The first hit on Communications that does any damage increases the Difficulty of all Tests made with Communications equipment by +3; the second hit, or any hit that does 15 or more points of damage, destroys the ship's communications capabilities.
4	Engineering	+8	Each 15 points of damage to Engineering increases the Difficulty of all Engineering Skill Tests which involve the damaged equipment (including Tests to repair the damage) by +2. It also decreases the maximum speed of the impulse and warp engines by 20%. After taking 75 points of damage, Engineering is completely destroyed.
5	Impulse Engines	+7	The Impulse Engines' maximum speed is reduced by 25% for each 6 points of damage they take. When they take 24 or more points of damage, the ship cannot travel at impulse speeds.
6	Life Support	+8	Life Support's effectiveness is reduced 25% for each 12 points of damage it takes. When Life Support is completely destroyed, the ship is incapable of supporting life; anyone remaining on the ship dies as soon as ambient oxygen is depleted.
7	Main Deflector	+6	The Main Deflector can take 40 points of damage before ceasing to function. At that point, all of the ship's shields are reduced to half power and its navigational deflectors are completely inoperable (rendering warp travel dangerous).
8	Sensors	+6	The effectiveness of the Sensors is reduced by 25% for each 8 points of damage they take. Each loss of 25% reduces the sensor's gain modifier by -1 (maximum reduction is to -2), and increases the Difficulty Numbers for all Tests made using the equipment by +2. After Sensors take 32 or more points of damage, the ship can no longer use them at all, rendering it effectively "blind."
9	Shield Generators	+7	Each hit against the Shield Generators which does 10 points of damage or more reduces the effectiveness of all shields by 10%, to a maximum loss of 50% effectiveness.
10	Transporters	+6	Each 6 points of damage destroys one of the ship's transporters (Narrator determines which one).
11	Warp Nacelle	+7	Each Warp Nacelle can take 30 points of damage before being rendered inoperable. If a Warp Nacelle becomes inoperable, the ship's maximum warp speed is reduced by 50% (or 33% or 25% if the ship has three or four nacelles).
12	Weapons System	+8	Each Weapon System (phaser bank, photon torpedo launcher) can take 10 points of damage before being destroyed. The Narrator should determine which weapon system the attack hits (for example, a forward phaser bank or aft torpedo launcher).

modifiers and effects for targeting various sections of a ship. Narrators can use these as guidelines to determine modifiers and effects for areas not listed here.

As an optional rule, Narrators may roll randomly on the Hit Location Table to determine where a given shot hits when it penetrates a ship's shields.

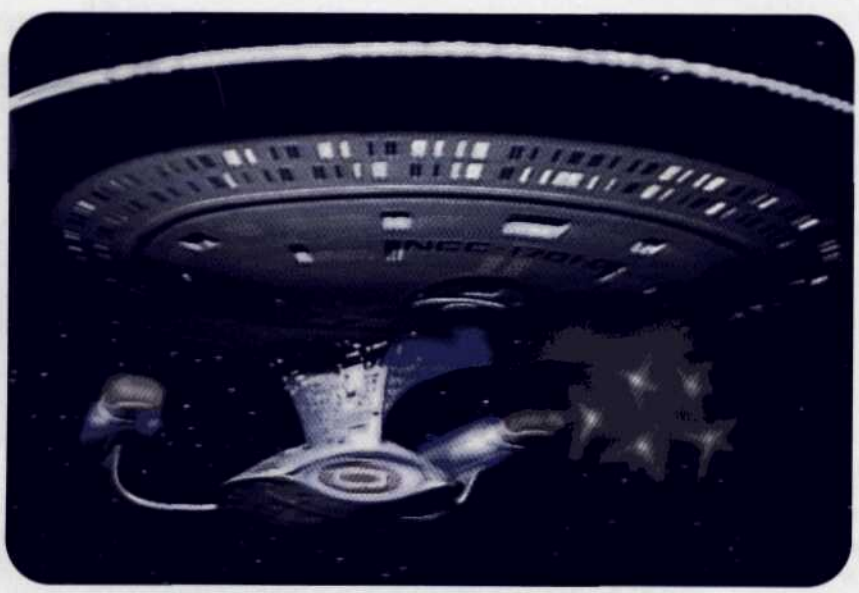


- ***Cloak*** Usually, a cloaked ship is invisible to both sensors and viewscreens, preventing effective attacks against it (though a starship can always fire at random in the area where its crew thinks a cloaked ship is lurking). If the ship happens to fire in the proper direction, it will hit the cloaked ship if the Tactical Officer makes a Difficult (13) Shipboard Systems (Tactical) Test; bonuses from the sensors, Command skill and the like do not apply to this roll.

Since shields cannot be used while a ship is cloaked, there is typically a multi-second delay between when a ship decloaks and when it activates its shields. This delay affords a window of opportunity in which to attack the now vulnerable ship, if reaction-response time allows. The Crew of the attacking ship must make a Challenging (11) Shipboard Systems (Sensors) roll to detect the decloaking/shield activation as it occurs. If successful, add +3 to the Difficulty of any attempt to attack the target during this brief time period. If the sensor test failed, attack during this interval is not possible–the Crew failed to react in time.

- ***Cover*** Although it is much rarer in starship combat than in personal combat, sometimes a ship can hide behind physical or visual cover during a space battle. For example, a starship could hide in an asteroid field or nebula, making it harder to hit. This increases the Difficulty of attempts to hit the ship by +1 to +3, depending upon the extent of the cover.
- ***Immobility*** A ship remaining stationary–either because of damage or design– is easier to hit. Reduce the Difficulty to hit immobile targets by 2.
- ***Multifire*** Photon torpedo launchers and phasers can launch more than one attack at a time. This depends on the weapon being fired:

  Photon Torpedoes When firing multiple torpedoes, roll to hit the target normally. If the Test Result indicates a success, one attack hits; for every 2 points by which the attacker's Test Result exceeds the Difficulty, an additional attack hits. For purposes of determining the damage to shields (but not to the structure of the ship itself), the multifire burst is considered to do its base damage, +1 point per shot that hits the target.



Example: The Manassas *fires a spread of four photon torpedoes at another ship at a range of 200,000 kilometers (Difficulty 5). The Tactical Officer rolls a 9 on his Test. This means that three torpedoes hit (one for making the roll, and one for every 2 points by which the Test Result exceeded the Difficulty). For purposes of damaging the shields, this spread of torpedoes did 23 points of damage; if the torpedoes get through the shields, each one's 20 points of damage will be applied to the ship separately.*

Beam Weapons It is also possible to use multifire with beam weapons such as phasers, but this works a little differently. The Tactical Officer must first decide how many shots to fire (up to a maximum of five). The shots fired can only be at 75% of

maximum power, and the Power cost must be paid for each individual shot. Roll to hit the target normally. However, for purposes of determining the damage to shields (but not to the structure of the ship itself), the multifire burst is considered to do its base damage, +1 point per shot that hits the target.

> *Example: The Tactical Officer of the* Manassas *fires a volley of five phaser shots at the enemy ship. Each shot will do 14 points of damage (75% of the Type IX Phaser's normal maximum of 18) and cost 14 Power. If three shots hit, the damage for purposes of breaching the target's shields is 17. If that is enough to breach the shields, each shot's 14 points of damage is applied separately to the ship's Resistance and Structural Points.*

- ***Size*** Larger ships are easier to hit and, conversely, smaller ships are harder to hit. If the defender is larger than the attacker, for every point of difference between two starships on the *Starship Size Table* (page 212), subtract 1 from the Difficulty of hitting the target. For every point of difference that the target is smaller, add 1 to the Difficulty. For example, a *Constitution*-class ship (Size 6) has a -2 Difficulty to hit a *Galaxy*-class starship (Size 8), but +3 to hit a Romulan Scout (Size 3). Of course, the Narrator may rule that certain targeting systems or modifiers negate (or further modify) the size difference.

- ***Targeting systems*** Most starships have advanced tactical systems, which aid a Tactical Officer when targeting an enemy vessel. If these systems become damaged as a result of battle, or incapacitated (by the energy discharges in a nebula), increase the Difficulty of Tests to hit targets. For example, the lack of a targeting system might increase the Difficulty of all Tests to hit targets by 2.

Tractor Beams

Although not technically a "weapon," it is possible to use tractor beams during battle (to immobilize a target, for example). A focused beam of graviton particles, the tractor beam can be used to physically manipulate objects at a short distance. A starship trapped in a tractor beam is effectively helpless; it cannot go to warp or move at impulse power. To break out of a tractor beam a starship can attempt to overload the tractor beam by physically pulling free at impulse power, or destroying the tractor beam generator (a Called Shot).

When a starship attempts to latch onto another ship with its tractor beam, the Tactical Officer makes a normal Shipboard Systems (Tactical) Skill Test and spends the Power to use the tractor beam that round. If the attack succeeds, consult the *Tractor Beam Table* (page 213) to determine the rating needed to hold the target immobile. If the attacking ship cannot generate that rating at the range between itself and the ship, the tractor beam automatically fails to "grab hold" of the target. Once the tractor beam grabs hold, the attacking ship must continue to pay the Power cost to run its tractor beam every round.

The immobilized ship can try to break free using the raw power of the impulse engines. Each .10 worth of impulse power counteracts 1 point of tractor rating. If the ship's impulse power exceeds the tractor beam's rating, the ship breaks free. Otherwise it remains trapped. For purposes of breaking out of a tractor beam, the Power cost for impulse travel is doubled.

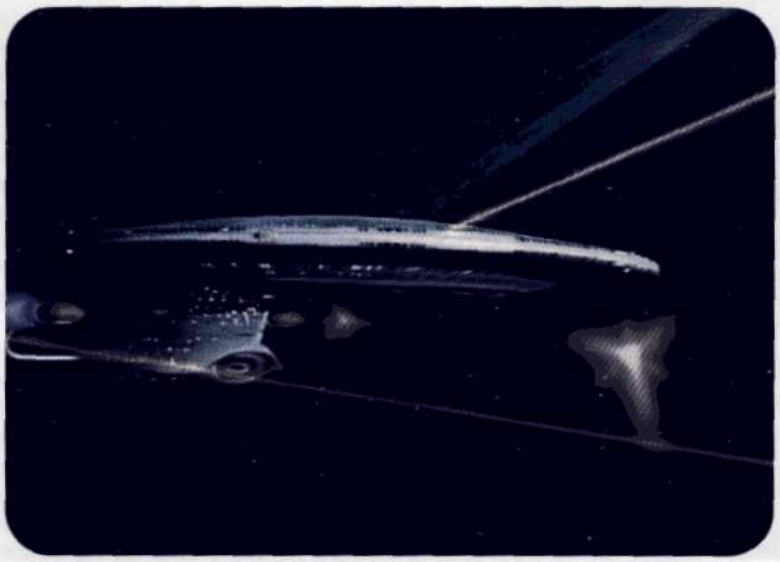
The Narrator may allow a Difficult (13) Propulsion Engineering (Impulse) Test to increase the output of the impulse engines slightly (by no more than +.20 impulse, with a maximum impulse speed of .90 c). Any additional impulse speed obtained in this way costs four times as much Power as normal impulse speed.

Damage

Each type of starship weapon causes a certain amount of damage, as indicated by its Damage characteristic (see individual ship templates in the *Starships* Chapter for this information). For example, a Type X Phaser can cause up to 20 points of damage. Some weapons (like phasers) can cause a variable amount of damage, depending on their current setting. The cost in Power equals the amount of damage at which the weapon is set. A Type X phaser set at half power, for instance, would cause 10 points of damage and cost 10 Power to fire.

The damage that a beam weapon causes can be increased to a maximum of 125% of its normal listed damage. For example, a Type X Phaser can be made to generate up to 25 points of damage. This costs 3 Power per additional point of damage over the weapon's maximum, and requires a successful Moderate (6) Systems Engineering (Weapons Systems) or Shipboard Systems (Operations Management) Test.

Missile weapons cannot be set to cause increased damage, but their damage can be reduced. A Moderate (6) Systems Engineering (Weapons Systems) Test allows an engineer or technician to "set" a photon torpedo or other missile at a lower blast setting. The character can choose the new damage total (as long as it does not



exceed the weapon's normal damage rating). For example, a photon torpedo that normally does 20 points of damage could be set to do only 10, but it could never be set to do 30. The Power cost for arming and launching the missile does not change even if set to cause reduced damage.

Damage that penetrates Deflector Shields is subtracted from a ship's Structural Points. When a ship loses all of its *Structural Points*, it is completely destroyed; when it loses half of them, it is half destroyed, and so forth. At the Narrator's option, when a ship loses a percentage of its Structural Points (say, 50%), some or all systems and other functions are decreased by a like percentage (in this example, by half). However, it is often preferable to use the *Ship Hit Location Table* to determine more precisely when various systems are damaged by attacks.

Beam Weapon Frequency Modulation

Phasers and deflector shields operate at certain frequencies. If the modulation frequency of a beam weapon can be matched to that of a shield, the beam weapon ignores the shield, passing through it as if it did not exist. This is hard to do, requiring two Skill Tests: a Challenging (10) Shipboard Systems (Sensors) Test, followed by a Difficult (13) Systems Engineering (Weapons) or Shipboard Systems (Tactical) Test. If both Tests succeed, the sensor operator correctly deduces the opponent's shield frequency and the Tactical Officer successfully modulates the phasers to match. The attacking ship's beam weapons ignore any protection provided by the target's shields until the target ship alters its shields' frequency (which typically takes one round). Altering a shield's frequency is a Moderate (7) Shipboard Systems (Tactical) or Systems Engineering (Weapons) Skill Test.

Narrators should be wary about letting the Crew modulate the frequency of beam weapons this way; frequent use can unbalance a game. Generally it should only be allowed as a desperate, last-ditch tactic.

Ramming

In extreme circumstances, a starship can ram its opponent. A ramming attack involves piloting one starship directly into another in a forced collision. This typically results in the destruction of the ramming ship, and often the rammed ship as well. Ramming a target requires a Shipboard Systems (Flight Control) Test against a Difficulty of Moderate (7). At the Narrator's discretion, this Difficulty may be decreased for extremely large ships (such as Borg cubes) or increased for small ones (such as shuttlecraft). If the target tries to dodge the ramming vessel, the Test Result of the dodge sets the Difficulty for the ramming attempt.

A successful ramming attempt causes damage equal to the number of Movement Units moved in the round that the ram is completed times the ship's Size, times 2. Both ships suffer this amount of damage. Thus a *Galaxy*-class ship which rams a Klingon attack cruiser at full impulse power (.92 c) causes 144 points of damage to itself and its target ((9 x 8) x 2 = 144).

Resisting Damage

Shields

A starship's primary defense against damage are the deflector shields. Deflectors work by "deflecting" or ablating the incoming energy of an attack. Every ship has two shields—a forward shield and an aft shield-rated in terms of a number of points of protection they provide. The forward and aft shields of a *Galaxy*-class starship, for instance, normally provide 60 points of protection, and 80 points of protection at their absolute maximum. (See

the individual ship templates for information on a ship's shield strength.)

When a shield is hit by an attack, it takes a number of points of damage equal to the attack. Its ability to protect is reduced by that many points. For example, if a 60-point shield is hit by a photon torpedo and takes 20 points of damage, the shield now only provides 40 points of defense.

When a shield is reduced to 0 points, it buckles and collapses. The ship is now open to attacks, having only its Resistance (the strength of its hull) to protect it from damage. Once a shield collapses, it cannot be re-established until a successful Challenging (11) Systems Engineering (Weapons) Test is made. If an engineer or other Ops officer manages to make temporary repairs during combat, the shield comes back online at 10% of its normal strength (or 20%, if the Test Result for the repair is a Dramatic Success). Depending on the situation and the extent of the damage, the Narrator may decide that such field repairs take more than one round. Of course, if the Narrator rules that the shield generators have been completely destroyed, the shield cannot be brought online again at all (it requires significant repairs; see *Repairing Damage* at the end of this chapter).

At normal strength, each shield costs Power per round equal to the number of points of protection it provides. Powering a 60-point shield costs 60 Power per round, even if the shield has been damaged so that it provides less than full protection. A 60-point shield reduced to 40 points by damage still costs 60 Power per round, for example.

If a shield has been damaged and the Crew wishes to reduce that shield's strength, the reduction equals the appropriate percentage of the shield's full strength. If the ship decides to cut the power to a 60 point shield by half (so that it only costs 30 Power to maintain), then the shield loses 30 points of protection. To continue the previous example, a ship with damaged 60-point shields producing 40 points of protection reduces the power by half; now it provides a scant 10 points of protection, at a cost of 30 Power. If the ship decides to cut power to a shield entirely, it can be turned back on in subsequent rounds, but only at the same strength and Power cost it was at when it was turned off.

If the ship wishes to strengthen a shield so that it offers the maximum protection it can (80 points on a *Galaxy*-class ship, for example), then all points of protection above the normal strength cost 3 Power per point. Thus, for a *Galaxy*-class ship to use a shield at full strength costs 120 Power (60 + 60) per round.

Resistance

In addition to deflector shields, a starship's hull provides a limited amount of resistance against attacks. Resistance is rated from 1 to 4 points in most cases. Unlike shields, attacks do not reduce hull resistance; all attacks which penetrate a ship's shields must then cut through the Resistance of the hull before affecting things inside the ship.

Strengthening Damaged Shields

Although starships lose deflector shield integrity as the result of damage, it is possible to strengthen or "repair" a shield before it collapses.

First, if a shield operates at less than its full normal strength, it can be increased by the number of strength points not being used (for the usual Power cost). This requires an action by the Tactical Officer. For example, if a ship's 60-point shields currently operate at 40 (to

save on Power) and are hit by an attack reducing the shields' strength to 25, the ship can increase shield strength by 20 points (the difference between 40 and 60). This costs an additional 20 Power per round.

Second, if the ship operates its shields at normal strength, it can increase the shields' strength up to its maximum at the normal cost for operating a shield at maximum strength (3 Power per point of defense). For example, if a *Galaxy*-class ship's 60-point shields are reduced to 40 points, the Crew can increase their protection back to 60 by increasing the strength up to the maximum the shield can provide (20, because 80 is 20 more than 60). However, those extra 20 points of protection cost 60 Power.

Third, with a Moderate (7) Systems Engineering (Weapons) Test, power can be transferred from one shield to another, at the rate of 1 point of protection gained per 2 points transferred. However, no shield may be reduced below 10 points of protection this way. For example, if a *Galaxy*-class ship's forward shields are damaged down to 30 points, it could transfer 50 Power points (at most) from its rear shields, thus boosting its forward shield's strength by 25 points (to 55). Transferring points of protection this way does not cost extra Power.

Fourth, in some instances a shield's frequency can be modulated to offer more protection against a particular beam weapon. If the Narrator rules this is possible, it requires a Moderate (7) Shipboard Systems (Sensors) Test to determine the frequency of an attack, and a Challenging (10) Systems Engineering (Weapons) or Shipboard Systems (Tactical) Test to perform the modulation. If this procedure is successful, the shields offer +5 protection against a defined type of attack (such as phasers, disruptors or Borg weapons). This extra protection costs no extra Power, but it leaves the ship vulnerable to other types of attacks. This benefit is not indefinite; the opponents will eventually catch on to the ploy and modulate the frequency of their own weapons.

OPTIONAL RULE: AUTOMATIC DEFENSE

As an optional rule, the Narrator may decide that attacks below a certain power level (typically 20% of a shield's normal full strength) cannot do any damage at all. Thus, attacking a *Galaxy*-class ship (60-point normal strength shields) with a Phaser IV (8 points of damage) results in no damage whatsoever to the shields, since 8 is less than 12 (20% of 60).

The Automatic Defense rule always applies to attacks by hand-held weapons against shields; personal phasers and the like can do no damage to shields at all.

Sensors

There is more to attacking than simply making a single roll. To fight, a starship requires a complete picture of the battlefield. Where is the opposing ship's current heading? Where is it targeting its weapons? Does the target have its shields up, and what are their current status? The character operating the ship's lateral sensor arrays can increase or decrease the likelihood an attack succeeds by providing this kind of information to the Tactical Officer. This may be the Flight Control Officer, a Science Officer or some other character, depending on the situation.

During battle, the Crew member manning the sensors should make a Shipboard Systems (Sensors) Skill Test, the Difficulty for obtaining a good sensor lock depending on the circumstances. The standard Difficulty is Moderate (7), but this may increase due to range, interference, the opposing ship's countermeasures and similar factors. For every 2 points that the Test Result is above the Difficulty Number, the Tactical Officer gets +1 die to roll when making his Shipboard Systems (Tactical) roll against the target ship. Conversely, for every 2 points by which the character fails his Shipboard Systems (Sensors) roll, the Tactical Officer suffers a -1 die penalty.

> *Example: Lieutenant Ridgeway operates his ship's sensors during a combat. He has Shipboard Systems (Sensors) 3 (4) and uses the lateral sensors (providing +2 to his rolls). The Narrator rules the Difficulty to obtain a sensor lock is Moderate (7). Ridgeway rolls his dice; his best result is a 5. Five (his roll) + 4 (his Skill level) + 2 (for the sensors) = 11. This is 4 above the Difficulty Number. The Tactical Officer receives a +2 on his rolls to hit the opposing ship this round.*

Each sensor lock (or failure to obtain a lock) only provides a modifier to Shipboard Systems (Tactical) tests made during the current turn. Next round, another sensor Skill Test needs to be made. Confronted by several ships, the character operating the sensors must make multiple sensor rolls to affect the Tactical Officer's Skill Tests against those ships, but this will incur a Multiple Action Penalty; alternately, several characters may use different sensor systems to establish target locks for multiple targets, or the character may switch his attention from one target to another each round.

> *Example: Lieutenant Ridgeway directs the sensors to focus on one Romulan warbird. He rolls his Shipboard Systems (Sensors) against a Moderate (7) Difficulty. As above, his Test Result is 11, four above the Difficulty Number, providing the Tactical Officer with a +2 bonus to hit the warbird this round. Suddenly, a second warbird decloaks to starboard. If Ridgeway wished to obtain sensor information about both opponents this*

round, he would incur a Multiple Action Penalty, increasing the Difficulty of both his Shipboard Systems (Sensos) Tests by one.

Instead, Ridgeway waits until the next round to focus the sensors on the second warbird. Not wanting to incur a Multiple Action Penalty, he waits until the following round to attempt a second sensor lock on the first warbird.

Command

During battle, Commanders (either the captain or the first officer) coordinate the activities of each station and make tactical decisions. The Narrator may grant a bonus for an attacking ship based on the skill of its commander. If appropriate, the Narrator may allow the captain (or other commander) to make a Starship Tactics Test. For every 2 points by which the Starship Tactics Test Result exceeds the Difficulty Number, the Tactical Officer receives +1 die to roll when making Shipboard Systems (Tactical) rolls against a single ship. However, for every 2 points below the Difficulty Number, the Tactical Officer suffers a -1 die penalty. As with the use of sensors, this bonus or penalty applies to all rolls made against a target ship during the current round. Commanders may attempt multiple rolls to assist attacks against several targets, but incur the Multiple Action Penalty. Unlike the use of sensors, only one character on a ship (usually the captain or other person in overall command) can make a Starship Tactics roll to assist the Tactical Officer. In some situations, Opposed Starship Tactics Tests may be appropriate (attacking commander vs. target commander).

Engineering

In battle, starships suffer damage. Systems short out, warp core breaches occur and sensor arrays are destroyed. It is the job of the engineers to repair this damage as quickly as possible, to prevent its destruction or to keep the ship in the battle. During a space battle, engineer characters will make many Engineering Skill Tests.

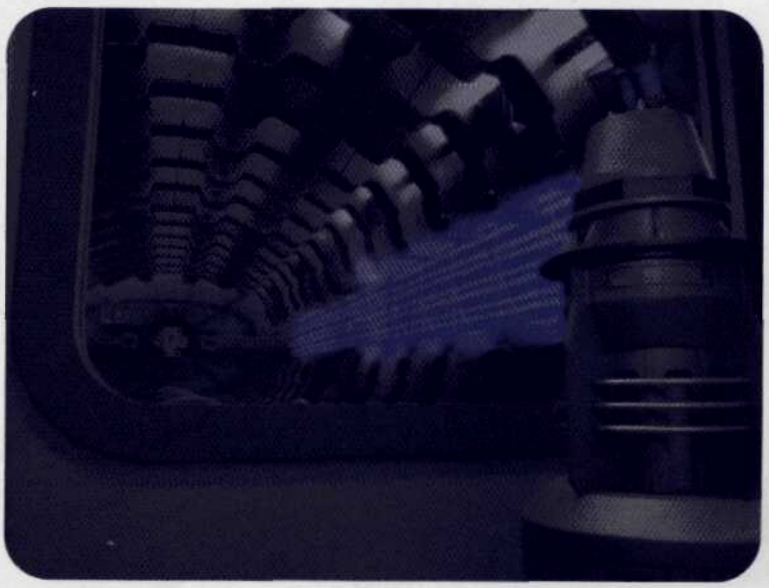
In some situations, a good engineer can temporarily make the engines run more efficiently, providing more Power for a brief period. Whether this is possible is up to the Narrator; if it is allowed, it requires a Challenging (10) Systems Engineering or Propulsion Engineering Test. Success indicates that the engines produce an additional 3d6 of points of Power each round for the next 1d6 rounds. Engineers should only be allowed to do this once per combat; any more tampering is likely to damage the warp engines, with catastrophic consequences.

Repairing Damage

In the heat of battle, an Engineer may be required to repair a specific section of the ship, or discrete systems. This may require either an Extended or Combined Engineering Skill Test, depending on the extent of the damage. As a good rule of thumb, consult the *Ship Hit Location Table* for guidelines regarding how many points of damage it takes to destroy a particular part of the ship or system. Depending upon the system and the damage, it will take from one hour to one day to repair every four points of damage; this often becomes an Extended Test, and the Narrator should set an approximate repair time, a Turn length and a cumulative Test Result requirement for the repairs.

It could take a long time to repair a ship, particularly if it is badly damaged. This generally involves making Extended Tests, with the Narrator establishing the Turn duration and cumulative Test Result. Assuming good repair facilities (such as those available at a starbase) and plenty of repair parts, repairs should take one day per four Structural Points lost; this time should be extended for repairs made without sufficient facilities (in deep space for example), supplies or personnel.

Several characters can combine their efforts to make repairs to a given system, or to a ship as a whole. This is a Combined Test (see page 122); their success indicates their progress towards completing repairs. The Narrator may increase the result of the Combined Test to reflect the additional efforts of NPC crew members.



To Boldly Go

It's no exaggeration to say that the Narrator has the biggest job in the game. Often, the Narrator, or Gamemaster, is compared to the director of a movie or a television show; she builds a story from the performances of the actors (the players) that will entertain the audience (everybody in the game) by coordinating their actions according to the script (the scenario or series story). This comparison tells only the beginning of the story. The Narrator is not only the director but the set designer, art director, sound effects technician and every other job that tells the actors, or shows the audience, what things look and feel like. The Narrator is also an actor — a lot of actors, in fact — potentially every other sentient and nonsentient being in the universe.

However, the Narrator is not necessarily the scriptwriter — she shares that responsibility with the players. In fact, players often take a Narrator's story in directions she had never imagined. That's why in the Star Trek: The Next Generation Roleplaying Game, *we call this person the Narrator. To "narrate" is to tell or describe, to construct a narrative that takes everything that happens, "on-stage" and "offstage", and transform it into a coherent story.*

If you're new to roleplaying, or a new Narrator, please read these next two chapters carefully. No advice can replace experience, but it can prevent you from making some common mistakes, and help point the way to self-confidence without getting sidetracked. Experienced gamemasters or players of other roleplaying games may find much of this advice familiar. Read these two chapters anyway; we discuss some techniques that make the Star Trek: The Next Generation Roleplaying Game *special, and can help your games capture more of a* Star Trek *feeling. By using what works best for you, you'll develop your own style of narration, a storytelling style as distinctive and effective as that of any individual writer or director of the* Star Trek *movies and series.*

The Narrator's Mission

The Narrator's real mission is to help all the players enjoy themselves and the game. The Narrator does not work against the other players, scheming to defeat them. She works with the other players, attempting to entertain them. Roleplaying is not about winning and losing; it is an end in itself. Every member of the *Enterprise* bridge crew works together to make the mission succeed. That's how every player, including the Narrator, should think of the game.

The Narrator not only provides the settings and helps guide the plot, but also fosters a sense of comradeship among all the players. Often, the Narrator will throw challenges at the players, from solar flares and wormholes to Cardassian battle fleets. These challenges are there to add to the players' enjoyment, not to be the Narrator's proxies in some contest of wits or strength against the players.

You will find, as Narrator, that judging the "threat level" of the players' opponents is a tricky task. Making every obstacle too easy to overcome is just as boring and just as destructive to the game as arbitrarily killing the player characters or inevitably overwhelming them with hordes of opponents. Players become a team by working together to defeat some foe or resolve some dilemma. The Narrator has to build that team by creating those foes or devising those dilemmas, while working to make sure that everyone gets something out of the game.

Preparing the adventure, presenting the occurrences, adjusting to the players' actions and adjudicating their results, and keeping everybody coming back for more: a difficult mission, perhaps, at least at first. But the rewards for the Narrator are perhaps greater than for any other player: She gets to see her vision enacted by her friends, gets entertained by every other player's acting and has the satisfaction that comes from creating something new.

Preparation: Setting the Scene

Before setting out to run an episode, the Narrator should prepare thoroughly. This is not "extra work", although it may seem like it. It's actually a vitally important part of making sure that everyone enjoys himself. Some experienced or talented Narrators may be able to "wing it", running every episode on the fly. No matter how gifted a storyteller is, however, any Narrator brings more to the table if he does some preparation before the players get there.

Know the Material

Make sure you understand the episode's story line thoroughly. If using a published scenario, read it well, and mark any places where your players might have questions or pull the story off course. Sending the story off course is not a bad thing, necessarily — but it's very important to know the material so you can direct them back or make up for the differences in your own game. Try to "customize" it for your own series; if you've always had Admiral Nakamura give your characters their orders, and the scenario calls for Admiral Brand to deliver the briefing, change it. If your series takes place on the Romulan border and the planet in the scenario is set on the Cardassian border, set the scenario on a different planet, one near the Neutral Zone. Just make sure you don't alter some key element of the scenario by customizing it; if it depends on Cardassian influence, you'll have to stick to the original script.

Read the scenario and try to see it from your players' perspective — read it with an eye toward their styles of play. If none of your players portray experienced diplomats, for example, make sure the scene involving tricky negotiations has a "back door" so they can solve it some other way. You don't have to memorize an adventure word for word, of course, but you need to know the plot, the climax and any key scenes along the way, so that a quick glance at the text (or your notes) should be enough to get you going.

If you've written the episode yourself, make copious notes. (See the chapter *Where No One Has Gone Before* for advice on writing your own *Star Trek: The Next Generation Roleplaying Game* episodes.) This way, you won't forget that "great scenario idea" after the first hour of play. Make notes not only of the plot, but also of the names of the

people and beings and places the characters will encounter. Players get more enjoyment out of a session if they encounter "Lieutenant Kostos" on "Surimar IV" rather than "Lieutenant ... Smith" on "Gamma ... Theta ... 2."

Scripts and Props as Preparation

Script the key scenes on paper; although your players won't do exactly what you think they will, you should have some idea what their reaction will be to things like a renegade Klingon attack or a tricky Ferengi con man. With an idea of their likely responses, you can determine beforehand how the situation might unfold, saving you time and confusion. Depending on the complexity of the episode, you might want to "script" a number of scenes in advance, as well as a possible "chaser" scene to herd the characters back onto the story line. Fight scenes make great chasers, and are easy to script in advance since all they need is an enemy. Make the enemy powerful enough to chase the Crew in the direction you want them to go, or let the attack itself point the players in the proper direction using clues like enigmatic shouts, weapons or details of the attackers' costumes.

Present highly visual clues and scenes with some kind of props or illustrations. Visuals set the mood and give extra feel or information. Whether you use miniature figures, illustrations (such as collectable cards or simple sketches), deck plans, mood music or anything else, have it ready and know how you're going to use it. Don't slow the game down by flipping through a big stack of cards looking for "just the right Borg." Have that Borg card out, and keep it with the scenario notes until you spring it on your players. Finally, it sounds obvious, but make sure to have plenty of paper, pens or pencils, and dice for everyone. Nothing slows down a dramatic phaser fight like the security chief fumbling for dice.

Storytelling: Running an Episode

Once you've prepared for the session and the players have arrived, it's time to start the most important part of the Narrator's job — telling the story. Setting up the stakes, devising the situation and presenting the obstacles is the storytelling part of the Narrator's mission, without which there is no narrative and no game. You'll find advice on the actual structure of episode and series design in the chapter entitled *Where No One has Gone Before*; this section focuses on running the scene. Having read (or written) the episode, the Narrator has to transfer that information from the page to the players, and make it come alive.

Describing the Scene: Setting the Stage

The first, and most important, way to get the story across is to start telling it. Tell the players what their characters see, hear, and understand about the events going on around them. Make sure you mention everything that is both important for the story and obvious to the characters.

Setting the Scene

- Describe anything that would be obvious to the Crew
  - What do they see?
  - What do they hear?
  - What other senses get immediate impressions?
- Make sure to include pointers to the vital facts in any scene
- Choose your words to convey your intended tone
- Make sure your voice and body language keep the players' interest

As an example, let's say the scene occurs in an alien temple on the planet Locris III, which is somehow connected to the Romulan *Tal Shiar* secret service. Start with the obvious. What can the characters see? The temple is open to the sky, with flat walls, statues in the corners, and no doors besides the open front. Other impressions might include the emptiness of the surrounding area, or the fact that the temple sits on a low hill. Are there important noises (like the whir of hidden air recirculators), or simply an eerie stillness? If so, mention them as well.

Some things will be obvious to the characters' other senses: The temple is warmer than the outside, the air smells of ozone, no breeze blows against the Crew's cheek. Aliens or other beings with enhanced senses (like La Forge's VISOR) might detect something else: infrared signatures on the floor above the buried Romulan powerplant, or a psychic feeling of treachery.

Into this basic background, stir in the important elements of the scene, the ones that drive the plot. In

our alien temple, the vital facts are the temple's connections to the Romulans and its use as a base for Romulan infiltrators. However, those things may not be obvious. The Narrator might say, rather, that the statues have pointed ears or that there doesn't seem to be a lot of trash or dirt around for a deserted ruin. The actions of the supporting cast can also set a tone for a scene, or for the whole story. When the characters mention the temple, do the Locrians make superstitious gestures, grovel and look away in fear and terror? Or do they simply clam up and look stupid, hiding something obviously but effectively?

Choose your words well; describe things to give your narrative color and feel over and above the characters' impressions. For example, a Narrator interested in emphasizing the temple's unnerving and mysterious danger might describe the scene this way:

> *As you walk up the canted steps on the hillside to the yawning, pillared front of the temple, the still air seems to warm around you. Blank-faced statues with vaguely pointed ears stare vacantly from the corners, any hieroglyphs long ago erased by the elements from the now-smooth walls. The roof of the temple must have crumbled centuries ago, leaving the temple open to the unfamiliar constellations of the alien sky. The site itself seems almost sterile, devoid of stray scraps of trash or dirt, deserted even by the ghosts of the builders. Only a low buzz in the air, perhaps from insects, and a faint, sharp smell give the area any sign of life besides your presence.*

A Narrator more interested in the conventional dangers of the scene might describe it this way:

> *You move slowly up the sloping steps to the open front of the temple; the pillars are just wide enough to hide a man. Shadowy figures stand motionless in the temple's corners, but upon getting a little closer they're only statues of some alien idols or heroes. Approximately the size and shape of humans, they have pointed ears like Romulans or Vulcans. The temple is a smooth cul-de-sac with no other visible exits, vulnerable to the elements because of its missing roof. Because the temple sits on a hilltop, you're visible to any watchers outside. The air inside the temple is still and warm, although a faint hum and an acrid smell come from somewhere. Where, you can't tell, since there's not a scrap of anything or even a dust speck out of place.*

Notice how those two descriptions both gave a good and accurate description of the site and left plenty of clues for clever players to notice, but each set a specific mood and tone. Not every word you say as Narrator needs to set a tone, but before describing any important scene, person or object, consider what subliminal message you want to send to the players. Is the Cardassian ambassador "proud" or "arrogant?" Is the ship onscreen "peaceful" or "still?" Is the neutron star "fascinating" or "enigmatic?" (For more detailed techniques for developing and describing people and places, see *Where No One Has Gone Before*)

Your tone of voice and delivery can send the same kinds of messages; a rapid monotone conveys a sense of tedious filler while a lively, emotional description signals the scene's importance. A conspiratorial whisper gets the players in an investigative frame of mind, while a loud announcement or a clipped, businesslike tone gets them ready for a confrontation. Leaning back in your chair and idly flipping through a rulebook indicates your boredom. Leaning forward, making eye contact with the players and gesturing holds the players' interest and can get them excited. Try to keep the players' attention.

Understanding the Scene

Every scene exists for a dramatic purpose— to create an emotional state in the players— and for a narrative purpose— to forward the plot or story line. Each scene has to grab the players' attention long enough to deliver those two payloads. Give them some question they need to answer in the first couple of minutes: What happened to the mining colony? Are these animals dangerous? What does the Klingon captain intend to do now? Where is the admiral? What is the secret of this temple? Know what question the scene asks, and know when it's been answered.

The answer to this question should lead the players further into the plot; often the answer leads to more questions. A plague wiped out the mining colony — is it still present? The animals are indeed dangerous — how can we stop them? (See also *Where No One Has Gone Before* for notes on scene composition.) Give the players a reason to pay attention in every scene; if you run a lot of scenes

that only seem like filler, the players won't pay attention during the climax, and everybody will feel cheated by the game. If the Narrator doesn't care about the scene or know what's going on, neither will the players.

Understanding the Supporting Cast

A similar caution applies to the supporting cast, which is every other character besides the player characters. The Narrator must bring these characters to life. That's why supporting cast characters are also called NPC's, for "Narrator Player Characters" or "Non-Player Characters." While there will always be anonymous faces in the crowd or techs in the engine room, everyone the players personally interact with should be interesting and believable. If you prepare the scenario ahead of time, they should all have names, at the very least; it's only a little more work to give them all one-line descriptions and motives: "Mot the Bolian is a happy barber with a lot of free advice." "Admiral Henry is a busy man with a sense of fairness." "Satok is a coldly efficient Vulcan who believes his planet is logically the head of the Federation." Bring those features out in play. As you do more and more narration, you should be able to sketch NPC's in a couple of minutes of roleplaying. Use descriptive words, characteristic actions, turns of phrase and sensible, consistent reactions to the Crew.

Once the players have a solid hold on these one-dimensional figures, add additional details every time they reappear. Always add depths, intensities and even surprises to these people — remember that every NPC has emotions and interests all his or her (or its) own. Just as we discovered new facets of Picard, Data or Riker every few episodes of *Star Trek: The Next Generation*, let your players discover new sides of their acquaintances' personalities. This is especially true, of course, of fellow Crewmates. But it also adds a lot to the game to bring alien leaders, Romulan enemies or recurring visitors from the Q Continuum to the same sort of life. Let your NPC's change or be unpredictable on occasion; let Mot have a bad day, or Admiral Henry make an unfair snap decision. Use the stereotypical characteristics of the various alien races as guidelines, not hard and fast rules. Vulcans are all logical, but one Vulcan may have logically decided on complete pacifism while another may have determined that the only logical route to peace requires a preemptive attack on an enemy of the Federation.

Keep Everything Moving

Of course, while juggling these issues, don't let the game bog down. In roleplaying, just as in Starfleet, making any decision quickly is better than making the perfect decision too late. Keep the dramatic tension high, keep the plot moving and the characters involved. Always have those questions hovering around the corner; the players should be asking themselves "What next?" just before the Narrator begins the following scene. Each scene needs to ask a question that leads to the next scene. That scene should answer that question and pose a new one.

The answers to the accumulated questions should lead to the ultimate question posed by the story. In standard mystery or problem-solving episodes (from "Elementary, Dear Data" to "Darmok") the plot itself poses the questions. What is Moriarty up to? How can we make contact with the Tamarians? In more action-adventure episodes such as "Gambit", the question is simply "Wow, what could possibly happen next?" Keep the players asking those questions and you keep their interest.

The characters will ask their own questions as well. The Narrator should encourage the players to let their characters react to these situations on an individual, personal basis in addition to reacting as Starfleet officers. Don't let the game slow down too much as the players mull over the questions, of course; always be ready to supply some answers in the form of a Cardassian warship coming onscreen, a transporter malfunction or some other crisis demanding immediate action.

Many good *Star Trek: The Next Generation* episodes have a lot of different questions and crises going on at once; *Star Trek: The Next Generation Roleplaying Game* episodes should feel the same way. In the ideal episode, the players' questions and the characters' answers will feed everybody's enjoyment; the Narrator may wind up as surprised as anyone when the formerly nervous Engineering lieutenant takes it upon herself to act decisively and create a solution to the problem with the warp core.

To that end, the Narrator should always provide several different solutions to any problem, or several paths to the right solution. Even if you have to run scenes out of order, rapidly script an unforeseen encounter with a useful bystander, or introduce a sudden time element to hurry the characters (and players) toward the climax, leap in and tell that story. Your goal as Narrator should be to involve every player and every player's character in the episode, giving your group as much drama, excitement and character-building as possible.

Judging: Using the Mechanics

Every game has rules, and the *Star Trek: The Next Generation Roleplaying Game* is no exception. Unlike chess or boardgames, however, roleplaying games require cooperation. The goal is not "winning", but having fun. The rules aren't meant to restrain the players, but to create an environment in which everyone works together to create a truly interactive, involving story. There's a time and a place for the rules, and a time and a place to break them in order to maximize everybody's game fun. Sometimes the spirit of the game rules means bending the letter of them.

Of course, you shouldn't just ignore the rules and play chaotically. Such games can become arbitrary exercises in feeding the Narrator's ego, or they can degenerate into a passive experience as everyone watches one (or two) people tell a story. With that in mind, here's a few times when loosening the rules is a good idea.

Cleverness

Don't penalize your players for being clever or thinking their way through a problem and solving it "early." Let's say, for instance, the story centers on Cardassian attempts to infiltrate a newly discovered planet by controlling its computer network. You had intended the characters to spend some time exploring the planet, interacting with the new alien species, and only springing the truth on the players when the Cardassian warship shows up. But one of your players, picking up on some subtle clue or sudden insight, taps into the planet's computer network before the Crew beams down. Let him uncover the Cardassian influence fairly, without any unnecessary tests or sudden obstacles.

As the Narrator, you want to reward the players for using their heads. Obstinately refusing to let them profit from thinking will only encourage them to shoot their way out of every crisis instead. The story is by no means over when the character discovers the Cardassian control of the planet's computer: It's actually taken on a new urgency. The players now know the Cardassian are on their way — how do they convince the planet to turn off its computer network without violating the Prime Directive?

On a related note, don't penalize the players for coming up with some solution that you hadn't considered. These flashes of creative insanity are the Narrator's true reward, the time when you get the rare experience of watching an unfamiliar story unfold. If, for instance, the players decide to hide their starship behind an asteroid and ambush the Cardassian warship, don't insist this system has no asteroid belt, and don't ask for a lot of skill rolls to find a suitable rock. You can always add a second warship and turn a "sure thing" ambush into an exciting space battle.

Foolishness

On the other hand, don't let the dice save the players from their own foolishness. If they pull a phaser on the Klingon ambassador, all the successful Persuasion rolls in the galaxy shouldn't save them from a duel (at best), a serious interstellar diplomatic incident (most likely) or being ignominiously stunned by the ambassador's bodyguards (who should make their Disruptor rolls automatically to enforce this salutary lesson). Players should never count on the letter of the rules to keep them safe from the universe's punishment for their stupidity.

Common Sense

If a character made it through Starfleet Academy, he can probably walk down a starship corridor without checking his Coordination. Don't ask for die rolls if the characters are doing something routine, simple or easy. Any competent science officer can extract data from the ship's computer; any competent flight officer can plot a course to the nearest Federation outpost; any competent botanist can recognize common plants. Unless you intend something tricky, don't slow the game down by

calling for needless rolls. If an alien intelligence possesses the ship's computer, an exploding nebula interferes with the navigational sensors or those plants are actually carefully constructed duplicates, then a roll would be called for, even necessary.

Irrelevance

Related to the common sense principle is the principle of irrelevance. If making a roll would distract from the story, or is simply unimportant to it, let the characters succeed and narrate the consequences. If the characters are on their way to the Neutral Zone to respond to rumors of Romulan subversion, don't make them roll Flight Control Skill Tests simply because they passed through an uncharted region of space, or even an unexpected ion storm. The point of the story is the arrival at the Neutral Zone. If the characters somehow botch the roll, they've crippled both the ship and your story. Players don't mind reversals or plot twists, but irrelevant reversals and pointless sidetracks just annoy everyone and detract from the game's flow.

Pacing

Common sense and avoiding irrelevance together reinforce the concept of pacing. No matter how smooth the transition, how well everyone knows the rules or how adept the Narration, rolling dice slows down the game. At times, it's important to hustle the players along. Just narrate the scene as it occurs and don't take a breath until the climax, where a brief pause to roll dice can add to the dramatic tension.

For example, let's say the characters' investigation of that alien temple somehow outrages native sensibilities. The clues lead to the Romulan embassy, so the Crew has to find the Romulan embassy on Locris III and get inside. Unfortunately, a mob of angry locals chases the Crew. Finding the Romulan embassy and persuading the guards to let them in (or sneaking in) are the key rolls here. If the Crew happens to have a map of the Locrian capital in their tricorder, the Narrator doesn't even need the first roll.

At all costs, don't slow down the pace to roll for every little scuffle and skirmish. Ask the lead character for her orders, and then narrate the rest, keeping the pace fast and the tension high.

Here's how it might be handled: "As you find the Romulan embassy on the readout, you hear the Locrian mob growling and shrieking behind you. Any orders?" The leader of the Away Team thinks for a bit. She seems to be taking a little too long, and the tension begins to drop. The Narrator adds helpfully, "The mob grows closer, and you can see that some of the leaders have some sort of antique disruptors." The threat of being shot speeds up deliberations (and note that the Narrator didn't call for a Perception check to see the weapons). The leader says, "Phasers on stun, stay together."

The Narrator continues: "As the mob boils around the corner, you fire and stun some of the leaders. This buys you a couple of seconds to turn and race down the city's twisting alleys toward the Romulan embassy. You can hear the mob take up the cry and follow you, disruptor blasts echoing off the primitive stonework. Their shots go wide, although a couple of times falling plaster and wood chips dust your uniforms. At the fountain you can make a brief stand, the bright blue disruptor fire keeping the Locrians at bay long enough for you to topple over a cart and sprint toward the Romulan embassy, now in sight."

No real damage to anyone, the Narrator assumed the leader's orders would be obeyed, and the real climax of the scene can take place. If the leader had ordered the characters to make a stand when the mob showed up, of course, that would have created its own climax; either Persuasion or Phaser rolls, or both, would have been called for.

Drama

Each of the previous principles together form the principle of drama: The story is king. Don't call for rolls that could slow down or derail the story. Dice add a random element. Don't have the players roll the dice if you want to keep the story on track. For example, let's say the characters successfully escape from the Romulan embassy by using the embassy's subspace communicator to contact their ship and beam them out. Don't make the transporter operator roll to beam them out successfully. If he succeeds, you merely added an unnecessary roll to the climax and slowed things down. If they fail, you've created an anticlimax; the Crew succeeded in their mission but the ignorant dice rob them of their rightful reward. Any later escape attempt will be ruined for the players by the memory of their clever and

dramatic plan spoiled by the dice. Identify the true climax points of each scene and the episode at large; ideally, you'll only call for dice rolls at those points.

Of course, some scenes, especially those at the beginning of the episode, actually benefit from a lot of dice rolling, as the players get a sense of a detailed and thorough investigation. Here, rolling the dice actually helps the drama build; each successful roll adds to the entire picture just as every unsuccessful one raises the stakes and heightens the suspense. Like everything else in narrating, setting the scene's dramatic tone is a tightrope act. Use your best guess and your knowledge of your players' style to tell you when to call for dice rolls and when to fade out to the next scene or narrate a fast-paced action sequence. As you get more experience, you'll get more confidence in your own judgment. This confidence will transmit itself to your players, and everyone will get more out of the game.

Counseling: Working with the Players

The last part of the Narrator's job somewhat resembles that of Counselor Troi on the *Enterprise* — he has to make sure everybody is ready and willing to make the game happen. This can involve providing advice to individual players, making sure nobody brings 20th century personal issues with them to the 24th century, balancing the amount of action and attention each player receives, and keeping track of every player's attitude toward the game. However, the Narrator should usually do all of this in the background. Players don't want a baby-sitter, they want a game. If the Narrator has to say something to a disruptive player, take him aside to talk; be calm, fair and open to discussion. In the final analysis, though, it's the Narrator's job to make the game work, and sometimes a disruptive player has to be asked to leave.

Gauge Player Reactions

Guiding players is a matter of paying attention to how they react to situations in the game, and adjusting your own narration style accordingly. Not all players are created equal. Part of the fun of roleplaying games is the concept of people with different skills and approaches working together to help solve problems and tell stories. Some players prefer to puzzle out intellectual puzzles but freeze up in game combat. Others delight in negotiation and roleplaying but don't care about letting the story move forward. Still others prefer combat — smooth and intelligent in fist-fights, phaser battles or *bat'leth* duels but hopelessly out of their depth dickering with Ferengi or pulling strings at Starfleet.

Some gaming groups are happy with one style of play — everyone plays a phaser-toting security officer or skilled negotiator. As long as everyone has fun, the stories are told with minimal loss of interest and nobody complains, then there's no need to change. Design your episodes and series around your players' strengths and be glad that everyone is enjoying himself. On the other hand, you can adjust your players' (or group's) reactions relatively easily. If you notice a tendency for them to shoot their way out of trouble, pit them against Q, or set a scene at an embassy party where they can't use phasers (even if they had them). If they're overly subtle, run a nice straightforward episode. If they dawdle or argue too much, run an action-heavy episode with a premium on rapid decision-making over introspection.

If things go wrong for them, especially after such a change-up session, players may ask you for a critique. Don't tell them right out; first ask them what *they* thought went wrong. If they can't answer, point them toward other, similar episodes they resolved successfully, and ask what went right in those. An occasional soft-pedaled reminder that "not all problems can be solved with phasers" or "not all decisions require ten minutes of discussion" can work, but don't be confrontational and don't name names. Often, simply letting Starfleet's structure work for you can help improve play: Put pressure on the highest-ranking character to make decisions, and have his superiors evaluate his performance in briefings. Players are more likely to accept and act on advice delivered "in character" that they might reject from the Narrator directly. Of course, you should never use this method to humiliate a player.

Treat Players Equally

The key to helping players improve lies in keeping them focused on the game rather than on interpersonal issues around the table. This is best accomplished by running the most enthralling and exciting game possible. The players want to "escape" into the *Star Trek* future; the Narrator should always work to let that happen. Don't play favorites. If your group includes your best friend and someone you only see on

game nights, treat them equally. Don't give one more promotions, a better response from NPC's or other rewards for out-of-game considerations. This is especially true for any romantic attachments you may have, or make, within the game group. Reward players based on their contribution to the game itself and not on personal consideration.

Treating players equally is more than a matter of die rolls and Starfleet commendations. Every player should feel as though his character contributes to the game and helps to tell the story. Everyone should have a roughly equal share of the spotlight. Make sure every episode has an opportunity for all the characters to shine. Make sure the crisis can only be resolved with teamwork. Ideally, each episode should depend on a different character to save the day or contribute to the success of the climax. Give the security officers an infiltrator to spot, the science officer a completely unknown form of energy to marvel at, the medical officer a bizarre disease to diagnose. Don't let the captain get all the attention or solve every problem. Even if the doctor doesn't have a disease to cure, she can still make a difference, using other skills or simply providing a key suggestion.

No player can shine all the time, but someone will eventually notice if all his character does is open hailing frequencies in episode after episode. Naturally shy players should be encouraged to take center stage (unless they really are happier in the shadows). Put the character in command of an Away Team, present a crisis that only he can solve or have Q demand to talk to him about his current prank. *Star Trek: The Next Generation* would have suffered if every episode focused solely on Riker or Data; don't make that mistake in your series.

Keep Everyone Interested

Finally, it's up to the Narrator to make sure everyone enjoys himself. Don't ask, "is everyone having fun?" Watch your players play; are they excited or just rolling dice to humor you or pass the time? Keep an eye out for players getting bored with your stories, with their characters or with the game itself. Stay excited and focused yourself; nothing bores players faster than a bored Narrator. Let players change characters if they wish; a character is a personal expression, and forcing someone to play a character he's unhappy with will only spoil the mood faster. Vary your episodes: If you've done a lot of planet stories, set some adventures on the ship. If lately all your stories have been high-tension action stories, do a more humorous episode. Put the Crew in the holodeck and run something really different; almost any kind of non-space story can be constructed as a computer simulation.

In short, the Narrator should pay as much attention to the players as the players pay to the Narrator. Your job doesn't end with sitting at the end of the table and making marks on a deck plan. If you treat your players right and keep them in tune with each other and with your narration, you'll find that, like the *Enterprise's* warp engines, there's no place they can't take you.

Where no one has gone before

Now that we know how to narrate a Star Trek: The Next Generation Roleplaying Game session, the next question, logically, is what to narrate. What story are you telling? Who is it about? What kind of structure should a Star Trek: The Next Generation Roleplaying Game episode have? Like journalism, exciting narrative answers the questions who, what, where, when, why and how.

The Narrator must come up with at least some of the answers ahead of time, when she writes the story and designs the episode. This chapter addresses episode design from the viewpoint of telling stories the Star Trek way. Of course, all stories, no matter what their origin or nature, have some elements in common. Elements like theme, characters, setting and plot are universal parts of all drama — plays, novels, comic books, TV shows, movies and roleplaying games. If you're new to roleplaying, we'll tell you how to put these elements into your own Star Trek: The Next Generation episodes and series. Even if you've played other roleplaying games, you may see something new about these elements here.

Axioms of the Universe: What Makes It Star Trek?

Part of determining what stories to tell is determining what kind of stories fit in the *Star Trek* milieu. Stories of dark corruption, for example, may be riveting stories in their own right, but they don't fit with the *Star Trek* vision. Even some science fiction standbys like nihilistic cyberpunk or debilitating disaster only fit into the *Star Trek* universe around the edges, if at all. What makes one story *Star Trek* material, and another one not quite right?

Most *Star Trek* stories share a number of elements, or axioms. These axioms, and the themes arising from them, are like a skeleton under the flesh of every story or, rather, like the physical laws of the universe within which the characters operate. You can write stories that violate or ignore these elements, of course, but they won't seem like *Star Trek*, and your players will be justifiably confused, or even annoyed, perhaps without consciously realizing why. These axioms may not always be obvious, but they should be present, at least by implication.

Cinematic Action

Cinematic action is one such central element, and one more visible than most. Sleek spaceships orbit brightly colored planets, or flit through brightly colored nebulas. *Star Trek* is also big on cinematic science; *Star Trek* technology works the way that it does because that's the way the best stories come out. Players who want to argue about the power curve for the impulse engines or devise galaxy-conquering weapons using the transporter and medical nanites miss the point. Even more than the physics, the politics are cinematic. It's easy to tell the good guys from the bad, even if it's not readily apparent. Starfleet defends and expands a sphere of peace and freedom; its men and women are patriotic, loyal, competent and (for the most part) confident of their morality and their place in the universe. The Borg machine intelligence is vile, the Romulans are up to no good and the Cardassians are bullies. Certainly, there are noble adversaries and less-than-ideal allies, but those are the exceptions that throw the normal way of things into bright relief.

Human Action and Free Will

The great questions of the day are often solved by the direct action of the characters. In the *Star Trek* cosmos, human action, by identifiable individuals, can alter the course of history and the cosmos. Vast economic forces, the logic of history and other impersonal concepts have little role in *Star Trek* reality. People are the masters of their destiny, collectively and individually. Even on the occasions when humans simply witness something beyond their control, they can still influence it. We are repeatedly told, by Q and by members of other "evolved" races, that humanity is in control of its own fate and individuals determine their own future. *Star Trek* is a universe where free will reigns. In Starfleet, at least, individuals take responsibility; the ship on the spot makes the decision, right or wrong. Nearly everything works to maintain the axiom of human action and direct individual responsibility.

Individual Competence

Individuals, moreover, are highly skilled. No laggards, antiheroes or incompetents make appearances in Starfleet uniforms. Not only have the characters been professionally trained for their jobs, they often pursue additional arts and hobbies, from Picard's archaeology to Riker's jazz trombone. In addition, Starfleet encourages intellectual flexibility among its members; they can make rapid and accurate deductions from fragmentary clues and uncertain data. Their confidence in their skills and judgment helps to center them emotionally. Skill, and the self-confidence it brings, are key elements in their ability to take direct action against any problem, from an unfortunate love affair to the impending destruction of the entire space-time continuum.

Triumph of the Human Spirit

In fact, no obstacle can survive for long against the application of sufficient will, skill and emotional

understanding. Earth survived a nuclear exchange, and expanded into space to lead a peaceful confederation of alien species in exploration and defense. Wars against the Romulans, Klingons, Cardassians and Borg have not dimmed humanity's insistence that peace, science and open-minded discovery are the keys to the future. At its base, *Star Trek* stories are about the triumph of the human spirit, even if that spirit is embodied by a Vulcan, a Bajoran or an android. Not every story needs to emphasize this truth, but the Narrator and the players should be aware that no problem is too big to solve, even if one or two of them might be a trifle too big to solve right now.

Common Star Trek: The Next Generation Themes

These axioms are the metaphysical laws by which the universe operates. The series, or the individual episodes, will center on more discrete themes. These themes resonate with the elements of the *Star Trek* setting, but they answer different questions. The axioms answer the question, "How does the universe work?" Themes answer the more immediate question: "Why is this happening?" You can go an entire series without directly referencing any of these themes, but one of them will probably appear in every episode you narrate. Not every episode needs a theme, of course; there are plenty of episodes which just tell a fun story. But the thrust of the series should follow a theme: The *Enterprise* is on a mission, not a vacation.

Exploration and Discovery

The first, and most explicit, theme in *Star Trek: The Next Generation* is one of exploration and discovery. The show's opening announces it as the very purpose of the *Enterprise's* existence: to explore strange new worlds. Exploration and discovery, of course, are not restricted to voyages to far corners of known space or investigations of unique interstellar phenomena. For every mission studying gravitational flux around a collapsing quasar there is an episode devoted to introspective self-exploration: Worf exploring the nature of his Klingon-human heritage, Picard exploring the nature of leadership and his personal demons, Data discovering what it means to be human. These voyages of exploration are just as key to discovering the universe of your game as any number of journeys to seek out new life and new civilizations. Sometimes both types of exploration are served by a single story, such as when some new planet dramatically illustrates some element of human nature that the Crew can identify in themselves.

Defending the Good

The other explicit theme in *Star Trek: the Next Generation* is that of defending the good. That good can be as narrow as the personal safety or integrity of one Crewman or the existence of the *Enterprise*. On the other end of the scale, it can encompass the security of the Federation, the integrity of the timestream or the very existence of life itself. Note especially that Starfleet characters consider all of these things worth defending with every resource at the characters' disposal, and are always willing to sacrifice themselves in order that good may prevail. Episodes thematically centering on defense can be simple thrillers pitting the Crew against a Romulan

plot, abstract puzzles involving dangerous wormholes or intense personal dramas. Many times, a mission of exploration becomes a mission of defense as the characters discover something that turns out to be a threat of some sort. The universe is full of dangers, and only Starfleet can protect our corner of it.

Moral Dilemmas

Many episodes center on moral dilemmas; the theme involves determining the nature of the good to protect, how far to go in protecting it and similar issues. Often these moral dilemmas crop up in the course of exploration and discovery, such as those involving a newly discovered planet or society in mortal danger and the Prime Directive. Games centering on moral dilemmas may seem unfair to some players, and run the risk of bogging down in lengthy dialogue scenes, but if presented correctly they can lead to some truly memorable and powerful roleplaying. The decisions the characters make in these episodes will go a long way to establishing them as morally independent beings, bringing them to life in a way that any number of phaser battles won't accomplish. The Narrator should always remember to balance the moral dilemma with attention to the axiom of cinematic morality: The impossible choice doesn't exist in *Star Trek*. As Admiral Kirk said, "I don't believe in the no-win situation." Neither should your players, and neither should you.

Free Will

In keeping with that spirit, the theme of free will is a powerful one in *Star Trek: The Next Generation*. Omnipotent beings repeatedly interfere with humans to test their free will, to tempt them away from free will by offering power in exchange for service, or demonstrate that it leads to disaster. Such tests only prove the opposite, that free will is a key part of that indomitable human spirit. Time travel stories are another type of episode focusing on free will: The crew of the *U.S.S. Enterprise* actively decides to restore the "original time stream." Even when humans embrace predestination, they do so of their own free will. Human destiny may be positive, but the route we take is a personal decision and a personal responsibility.

Some people will embrace exile, loneliness or even death willingly, to further one of the objectives mentioned earlier as main themes: exploration (a scientist refusing to leave his doomed laboratory in order to complete his research), defense (an officer sacrificing her life to preserve a universe) or moral dilemma (Kamala choosing Chancellor Alric of Valt despite her love for Captain Picard). Moral choices based on these themes are important to *Star Trek*. By definition, they are part of the axiom of individual responsibility, because you make a choice about your own life, and individual effectiveness, because that choice influences the universe. Any choice offers you the opportunity to play on the theme of free will.

IDIC

The last major theme of the *Star Trek: The Next Generation Roleplaying Game* is the cornerstone of Vulcan philosophy: Infinite Diversity in Infinite Combinations. Seldom explicitly stated as a theme in *Star Trek*, every alien being and alien viewpoint has value, as evidenced by the sheer weight of their presence. While some cultures are dangerous or primitive, none should be destroyed. To do so would be immoral and would impoverish the universe. This philosophy lies behind the Prime Directive, serving as the centerpiece of Picard's decision against deploying the invasive program that would eradicate the Borg menace, and plays a major part in exploration and discovery. Part of the destiny of mankind, according to *Star Trek*, is to discover the infinitely diverse panoply of the universe and to invite every being to explore the frontiers of destiny with us.

When you, as Narrator, devise a story line for a *Star Trek: The Next Generation*

Star Trek: The Next Generation Themes

Here are some sample story lines that correspond to common Star Trek: The Next Generation themes:

Exploration and Discovery

- The ship visits a new planet, or a planet previously encountered by an early Earth vessel.
- The Crew encounters a life form they have never seen.
- Self-exploration in a Crew member to discover her true self or her heritage.
- A new culture or a story from the holodeck throws new light on the human personality.
- The Crew encounters some object or being of tremendous power, such as the energy barrier at the edge of the galaxy or Q.
- First contact between the Federation and some new race.

Defending the Good

- The Crew must make peace between warring worlds or warring factions.
- One Crewman's life is in danger and must be saved at great risk.
- Terrorists, rebels and renegades must be stopped.
- Holodeck stories of danger and risk against great odds.
- A breakdown in ship's systems endangers the Crew.
- Espionage stories: Federation against the Cardassians or the Romulans.
- War stories: Federation against the Cardassians or the Borg.

Moral Dilemmas

- The Prime Directive prevents or hampers the defense of the good.
- The Q or other omniscient energy beings test the Crew as representatives of humanity.
- A Crewman must balance duty and some other moral imperative (love, honor, ambition).
- Making peace now runs the risk of war later.

Free Will

- The Crew or the ship is captured by some force and must escape.
- A time paradox forces a decision about the original timeline.
- A Crewman chooses to sacrifice himself for the greater good.
- The Q or other omniscient energy beings tempt the Crew to give up exploring and serve them instead.

IDIC

- A being thought harmful becomes friendly and helpful once understood.
- A new planet must be guided as it joins the Federation.
- A seemingly barbarous civilization actually holds the key to great wisdom or science.
- The answer to some danger or dilemma comes from an unexpected or overlooked source.

Roleplaying Game episode, try to see which characteristic theme, or themes, your plot highlights. By strengthening the aspects of your story which point up these themes, you make your episode part of the *Star Trek* universe and give your players a sense of "rightness." This will, in its turn, go a long way toward keeping the players involved and interested in the episode's progress and the series as a whole. The themes don't need to be thrust in the players' face every minute, of course. The episode's first job (roleplaying or televised) should be to entertain everybody. But on a deeper level, it should resonate with the players' notion of *Star Trek* and the fundamental truths on which your game world operates. By building a consistent world, in theme even more than in technology or astropolitics, you also build a more entertaining one.

Creating the Supporting Cast

If the axioms answer the question "How?" and the themes cover "Why?", the supporting cast helps answer the question "Who is this story about?" First and foremost, of course, it's about the player characters. Your players should portray the main characters of every episode, the "series regulars", as it were. Just as every episode of *Star Trek: The Next Generation* has its guest stars, walk-on players, extras, etc., so your adventures will have their own supporting casts. It's the Narrator's responsibility to bring each member of the supporting cast to at least transient life. Some supporting cast members will recur throughout the series, others will show up only sporadically and still others appear but once. All of them play an important part in bringing the universe to life for you and your players. If they seem flat and uninteresting, no exciting story and no exotic setting will make up for their lack. As we saw earlier, individuals matter in *Star Trek* — everyone the characters interact with should be an individual. Without their personalities, your players are just talking to the scenery and to themselves.

Name

The first key to creating an individual, rather than a cardboard cutout, is to give that NPC a name. Even if the supporting cast member is part of a culture that rejects individual names (such as the Borg), give him a name in your own mind, like "Three of Eight." Every NPC with whom the player characters directly interact should have a name; if it makes sense, make sure the players learn it so that they can refer to her again. If you're stuck for a name right now, just make something up as a place holder until you flesh the NPC out further in the process of writing the episode.

Role

The next key element is determining his, her or its role in the setting and your the story. What is this Romulan doing on the planet? What is the Starfleet Admiral's role in the story? Plenty of NPC's don't have a direct role; they're "assistant to the chief

Pakled" or "third victim of the core breach", or similar background characters. That's still an important thing to remember and to write down. If you don't know what the NPC is doing there, or why you put him there, take him out. You've got enough of a job on your hands without adding stray characters to keep track of.

Goals and Motives

Now take yourself out of the story for a minute; look at things from your NPC's viewpoint. He doesn't know he's just "supporting cast" in a roleplaying game episode. From his point of view, he's the central character in the most important story ever told. What does he think is going on? When you have to roleplay that NPC in the course of the episode, you'll be able to reuse that point of view and act as he would. In short, what does the NPC want? What does he want to accomplish in the story? He might want to get rid of these disturbing foreigners, help out his friend the Romulan ambassador, get home safely or simply to enjoy a Saurian brandy in peace. This motivation should be established within the context of the story.

On a larger scale, you might want to determine what the NPC wants out of life, what his long-range goals are. That's less important for minor characters than it is for the more important, or regularly appearing, supporting cast members. If you take a few seconds to determine whether a given Cardassian guard is a timeserver hoping to retire with all his limbs intact or a fanatical patriot serving the Union, that might become a vital element when the Crew has him at phaser-point.

Personality

Along the same lines, you should determine the NPC's general attitude — her personality. Is she angry, cooperative, lazy, dedicated, sarcastic? This will affect how you roleplay her when and if the players run into her in the course of the episode, as mentioned in the previous chapter. Come up with at least a couple of good, general adjectives to describe her personality and general outlook on things. It's important to use more than one term. "Ambitious" is fine, but "ambitious and greedy", "ambitious and patriotic", and "ambitious and bureaucratic" are *vastly different in play and in their effect on the story.* Each adjective you add more than doubles the depth of your NPC's personality; it's worth the time you spend to come up with a second descriptor. Remember, a single good sentence can serve as the backbone of a good NPC.

Some Sample NPC Personalities

- Subtle and manipulative human ambassador
- Loyal and direct Andorian security guard
- Proud and stubborn Klingon pilot
- Conservative and family-loving Ferengi trader
- Angry and resentful Romulan subcommander
- Determined and ruthless Cardassian admiral

Try mixing these twelve descriptors around, as well: Consider the difference between a "determined and ruthless" Cardassian admiral and a "determined and manipulative" one, or between a "subtle and manipulative" human ambassador and a "subtle and resentful" one.

Appearance

Now that you've done some work on your NPC's interior world, take a look at his exterior appearance. What does he look like? When the players ask about any given member of the supporting cast, that will be their first question. You can use this to bring the NPC's goal and personality to the forefront when roleplaying him. Give a corresponding marker to each NPC for each element of his personality. For instance, an "ambitious and greedy" Romulan diplomat might look slightly lean and wolf-like, and wear an expensively cut formal uniform at any chance. An "ambitious and patriotic" one, however, might stare off into the middle distance, and always wear parade-crisp military garb. An "ambitious and bureaucratic" Romulan might have a bluff and friendly manner with shrewd eyes and be a bit overweight from putting in a lot of desk time.

Background

Finally, it never hurts to come up with a bit of background for your supporting cast member. Does he have some reason to like Starfleet? Maybe a Federation ship once saved his home planet from a plague. Does she have a tragic past that influences her attitudes? Perhaps our Romulan diplomat is ambitious because her parents were poor, and she sees rapid promotion as the key to future prosperity. Often an NPC is introduced into the story because of some connection to a player character, a relative or friend perhaps. That connection should be written out beforehand, and in some detail. If you announce to the player of the First Officer that, "You have a personal interest in the colony at Cestus III because your brother lives there," you'd better have an answer for the player when she asks, "When did I last see him and what was our childhood like together?"

Skills and Attributes

Once you've given your supporting cast member a name, role, goal, personality, looks and a little bit of background, you can assign attributes, skills and other elements that fit with the description. You don't need to fill out an entire character sheet for him right away. The only attributes or skills he needs initially are those that come up in the story. Creating a computer scientist for your scenario, for example, you might need his Computer skills. If, on the other

hand, he is only important because a virtual entity has driven him mad, his only important skills might be Fist and Kick for his maniacal attack on the player characters. In general, the statistics are the one area of supporting cast design that you can skimp on. Just rolling the dice and letting the dramatic necessity of the plot decide can work just as well as obeying some arbitrary numbers you made up a week ago.

Defining the Supporting Cast

The supporting cast makes up everyone else except the players, from tiny liquid-crystal beings in the permafrost of Velara III to enormous transdimensional energy constructs from Andromeda. Hence, the Narrator should be prepared to take on the persona of anything with which the characters interact, from their starship computer to their Starfleet superiors to the ruler of an alien planet they may never see again. Some of this preparation can be done ahead of time, but much of it has to be improvised on the spot. In the best episodes, the Narrator will get at least as much roleplaying time as any player. Some individual NPC's will even begin to accumulate a lot of time, if the Narrator enjoys playing them, they play an important role in the episode or the series, or they're just convenient. So, to begin with, let's look at supporting cast members based on their screen time.

Important NPC background questions

- What was the most important event in this NPC's life?
- Does the NPC have any unfinished business from her past?
- How does this NPC feel about Starfleet specifically?
- Have previous meetings with strangers usually gone well?
- Does this NPC have any significant experience with people from outside his culture?
- Has this NPC ever met any of the Crew, and, if so, what was that meeting like?

Special Guest Stars

These NPC's play pivotal roles in an episode. They are the main opponents or main assistants of the player characters. Sometimes, special guest stars also exist to further the plot vitally: They set up the situation, reveal a crucial clue or provide the key to a solution. In general, if the plot line would not work without the NPC in question, he's a special guest star. In creating these characters, the Narrator should go into as much detail as possible. Anyone that important must seem real to the players, or the episode won't seem real to them. Be sure those details not only mesh with the NPC's role in the plot but with actual experience.

For example, and most importantly, villains never think of themselves as villains. When you're developing the motivation for your renegade Klingon terrorist and *Kahless* cultist, you need to go beyond "Wants to kill all humans." Why? To restore the glory of the Empire? To punish the heirs of Kirk? To remove all witnesses to the disgraceful era of Klingon subordination to the Federation? What positive goal is he trying to accomplish? For your villain to seem like more than a one-dimensional painting, he has to have some reason and some motivation behind his actions.

Also Appearing

These characters are often the other crew members on the player characters' starship, the equivalent of Guinan, Barclay and O'Brien. They're also the regularly appearing NPC's who don't quite drive the plot themselves. Q or Lore is a "special guest star", but the admiral who gives the player characters their orders every four episodes only "also appears." Finally, the main assistants, sidekicks and henchmen of the special guest stars also fall into the "also

appearing" category. These characters can eventually develop the depth of special guest stars, of course, simply by taking on new dimensions as they continually reappear. In general, none of these characters should stay static over time; always add something new or give them some element of change. In the real world, people aren't always the same every time you see them, and they always have some news if you haven't run across them for a couple of months. Think of these NPC's in those terms.

Extras

The extras are just there to fill out the scene. They get killed in the core breach, stand around in the background on the viewscreen or make up the crowd on the streets of Rigel IV. For these NPC's, the Narrator only needs to come up with generalized personalities and attitudes: A Vulcan crowd will be calmly efficient, a Tellarite crowd will be noisy and chaotic, a human crowd will be confused but easily directed. Of course, it never hurts to have a little list of names handy. When the warp core breaches, it means a lot when the engineering chief can say, "We lost Gomez, Nguyen and Farkiss," rather than "We lost three techs." In any group of extras, it is a good idea to have a "sample member" drawn up in more detail. That way, if the players ask someone at random about the alien temple, for example, the NPC can suddenly become more than just a Locrian face in the crowd.

The Alien and Unfamiliar

In addition to questions of screen time, a couple of other elements apply specifically to the *Star Trek: The Next Generation Roleplaying Game*. In this game of exploration and discovery, it's vital to keep the entities the characters encounter truly alien, not just humans in funny suits. On the other hand, given *Star Trek: The Next Generation's* emphasis on brotherhood and unity, they have to be sympathetic, real and understandable on their own terms. This can be a fairly tricky tightrope to walk as Narrator. Keep in mind that the game is the thing; don't slow everything down to a crawl while you meticulously explain the kinship structures of Altair VI or how the biochemistry of the Spican jewel apes influences their social mores. Keep the twin goals of alienness and sympathy in mind; some creatures, races or cultures will tend toward one side or another, of course, but don't make everything in the galaxy yet another version of the same being.

New Lifeforms

The various alien monsters, beings, races, etc. the characters will encounter often develop personalities of their own. They're not just monsters to kill; they're individuals. Treat them as such. Put as much thought into them as you do to a Romulan, Klingon or human NPC. Of course, nonsentient aliens can have fairly understandable "animal" motivations: eat, breed, flee from predators, protect their young, etc. (See the *Creatures* Chapter for more ideas.) Many of the *Enterprise's* encounters with alien life involved dealing with seemingly incomprehensible behavior that, in retrospect, becomes perfectly natural. Be sure that you've established what's normal for a creature before you introduce one that plays against type. For example, if you want the players to learn that Spican jewel apes are somnolent but friendly, don't make their first encounter one with a hyperactive, rabid specimen who attacks on sight.

New Civilizations

The many isolated planetary cultures scattered across the galaxy have whole ranges of values and societies. The Narrator should make sure it seems as though the player characters have crossed the quadrant rather than the street. (See the *Aliens* Chapter for more ideas.) Many societies are based on Earth societies directly, such as the Highland-influenced Caldos colony. Others simply share a strong resemblance to such societies (no doubt explicable by parallel cultural evolution), such as the similarities between the Romulan Empire and the Roman and Japanese Empires. Any Narrator can easily develop a truly alien-seeming civilization by mixing and matching genuine human customs. Draw upon the thousands of different cultures, customs and beliefs that have existed on Earth throughout its history. It's important to use the NPC's as exemplars of their alien culture. If you decide the culture of Palos II values introspection and calmness, make sure most of the Palosian NPCs are placid, meditative types who speak slowly and think before answering. That will get your point across better and more subtly

than having the computer report that "the natives of Palos II value introspection and calmness."

Creating the Setting

The question of setting is closely related to creating the supporting cast, especially aliens and NPC's from newly encountered cultures. The setting of the story answers the question "Where?" and sometimes "When?" However you answer, the setting should eventually be understandable to the players. Usually, this means it must have sufficient detail for the players to imagine their characters in it, as well as rules and laws (whether overt or implicit) that the characters must follow. Painting the setting in a few words or through instructive NPC encounters is as important to immersing the players in the game as describing the NPC's. The settings in a *Star Trek: The Roleplaying Game* episode break down into three categories, although some stories contain elements of two categories at once, or introduce a second setting as a subplot.

These Are the Voyages

Ship stories are stories that, logically enough, take place primarily on the ship itself. The player characters' ship should become an intimately familiar setting. It's home base, where the characters live, work and play. The ship makes an excellent backdrop for stories that center on the characters' interactions and personal development. On the other hand, of course, plenty of outward-focused stories of action and adventure can happen on the ship. Infiltrators can invade it, the systems can mysteriously malfunction, it can pass through an energy field with profoundly odd effects and so on. Stories of ship-to-ship combat are also ship stories. Facing off against a Cardassian battle fleet or showing the flag along the Neutral Zone combine the adrenaline of space confrontation with the implied danger to the characters' home.

To Explore Strange New Worlds

Planet stories, on the other hand, put the characters into a different environment, usually a new planet with a new culture and new challenges. These stories can range from morality plays to mysteries to anything in between. Time travel stories and "mirror universe" stories are also "planet stories" since the emphasis is on the strange new (or old) world outside the ship (even if all the action takes place on shipboard). Building the setting for a planet story is very much like building an NPC. (See also the *Planet Creation Rules* on page 256.) The setting, after all, will be in every scene and its nature will influence the outcome of the story, often profoundly. As with NPC's, naming the planet (or asteroid, space station or derelict ship) comes first. Next, determine the setting's role in your story. In an exploration and discovery story, the planet might well be the central element of the plot. The characters have to investigate the planet in question, or its native life forms, or its cultural mores. In a moral dilemma story, the planet's nature may set up the dilemma (it's volcanically unstable and going to destroy itself), or its culture might (a planet with very little protein supports a society of cannibals). Other planets are more "supporting actors": The real story centers on chasing down the Cardassian spies or the rogue Maquis ship, and the planet is just there to contain the action.

Planets don't really have goals or personalities, although their cultures certainly do. Vulcan's goal is to continue to support the Federation and the cause of galactic civilization; its personality is logical and traditionalist. Planets certainly have distinctive appearances: Is it (or at least the region of it that the characters are in) rocky, lush, glacial, urban? Is the sky red, blue or green? How many moons? How many suns? Once again, answering these questions can be the key to establishing the "alienness" and "reality" of the game world in the players' minds. Any planetary culture has a background, of course. Often this explains the dilemma or sets up the conflict. Determining the relevant history of the planet's civilization is a crucial part of determining the role the setting plays in the story. Was the planet occupied by the Klingons before the Khitomer accords? Was it neutral? Was the first Federation contact positive? Are outworlders common or a once-in-a-lifetime occurrence? Just as story influences planet creation, so sometimes planet creation can influence the story. Finally, filling out a Planetary Template is as important as filling out a character sheet for the main NPC. It's even more important if the characters ever return; you don't want the sky to be orange one episode and greenish-gray the next.

Hollow Pursuits

Holodeck stories can be about anything the Narrator (or the players) wish. Holodeck stories make great opportunities to explore the characters' personalities. What programs do they enjoy? How do they react to a challenge when the stakes don't involve life and death or the survival of the Federation? Holodeck stories provide great opportunities to lighten up and let the players run wild. Run games in any genre from high fantasy to occult horror, and at the end the reassuring words "End program" let you know that everything is (mostly) back to normal. It still helps to come up with some details for holodeck stories, though it's less crucial to get everything perfect here than it is outside, or even elsewhere on the ship.

Creating the Story

All that is left to consider is the final question, "What actually happens?" This is the plot or story line, the meat of the narrative. It's both the trickiest and the easiest part of building an episode. Tricky, because an incoherent story adversely affects the whole episode. Easy, because most stories (unlike supporting cast or setting) follow a fairly consistent structure.

To begin with, every story needs a theme. Pick one from the theme section; remember, it doesn't have to be immediately obvious. Deciding the story's direction will help you keep it on track when you're writing and narrating it. At the same time, decide what the story's central conflict will be. Will it be a moral dilemma, a conflict of ideals? Will it be a mystery, a conflict between the players and the unknown? A more overt conflict, perhaps between the ship and an alien vessel? A conflict between the characters and time, as they have to solve some problem before the ship's warp engines overload? Elements of several of these conflicts could appear at the same time, though you should pick one to start with.

Borrowing and Cliche

Especially at first, or if you're a new Narrator, don't be afraid to borrow. Take a *Star Trek: The Next Generation* episode you particularly enjoyed and rework it for your series and characters. Take a story from another *Star Trek* series, or from some other TV show entirely. Adapt the plot of a favorite movie, novel or comic book. Plenty of *Star Trek* episodes take situations and conflicts from classical sources: Moby Dick, Milton, Shakespeare. The classic stories are classic for a reason. Steal from them with pride. Don't worry too much about clichés, either. The story may seem just like any other spy, adventure, war, mystery or love story from the outside. From the "inside", from the players' perspective, it will be new and exciting. A certain amount of familiarity can be comforting early in the process. Also, if the background seems familiar to players, they can spend a little more time examining their characters' personalities. Clichéd plots, therefore, don't necessarily mean inferior roleplaying, or an inferior game. As with everything else, take your cue from your players: If they're stumbling around lost, simplify the story next episode; if it seems too smooth and predictable, add a plot twist or a subplot for variety.

The Purpose of the Scene

Every episode is composed of scenes. Just like the TV show, a scene in the game takes place between defined sets of characters in one location. In the show and in the game, the job of the scene is to deliver a piece of information, or to set a given conflict in motion. When narrating a scene, ask yourself, "What is this scene's purpose in my story?" If it's meant to set up a conflict between the characters and an officious Andorian ambassador, make sure the players notice the Andorian's arrogance and bad attitude. Don't get distracted by diversions. If the job of another scene is to unmask the Andorian as a Cardassian spy, make sure the elements necessary to do the unmasking are present: a tricorder, the Betazoid character, etc. If the scene exists to get the characters from the embassy banquet

to the ambassador's quarters, don't distract the players with options that go nowhere, and don't put a hundred guards in the corridor to block them.

In the same vein, end the scene when it's job is done. Don't linger once the players realize that the Andorian is unpleasant — have him storm out of the room. Don't stay in the corridor after the Vulcan character nerve-pinches the embassy guard— move right to the ambassador's quarters. Slowing down a scene slows down the game. Most scenes have the job of advancing the plot. Some scenes serve to play up the theme by getting two characters together to exchange views. Other scenes serve as comic relief, as foreshadowing for a later episode, or as something similarly unrelated to this episode's story. Those scenes should be kept to a minimum.

Every scene is important; equally important, the players should never think of a scene as trivial or "filler." Ask yourself when writing or deciding on any scene: What is the job of this scene? How will it move the plot forward or enhance the theme? Who needs to be there for it to work? What ends the scene? With those questions answered, you're ready to put that scene into your story line.

Some scenes are vitally important to the story's climax. These should be scripted with one or two "entrances" for the players. Also make sure these scenes lead the player characters in the proper direction. If, for example, they must visit the Locrian temple to find the clue to the Romulan plot, give every character his own reason to go. Science officers can be drawn there by enigmatic radiation, paranoid security types might follow other clues there and other officers can follow personal interests (archaeology, a friend or relative in the area or orders from Starfleet). Sometimes the story doesn't quite hook the Crew, or the players get distracted by some element besides the crucial one. This is a good time for a scripted "chaser" scene (see *To Boldy Go*). For example, if the characters spend all their time in the Locrian capital and show no sign of visiting the temple on the outskirts, an angry local mob or Romulan provocateurs can attack them — and the Crew can find clues pointing to the temple hidden on the stunned bodies of their attackers.

Scene Purposes

Some possible purposes that a scene might serve:

- Identify the main antagonist or opponent.
- Set up an important character conflict.
- Establish an atmosphere of crisis.
- Drop a clue needed to resolve the plot problem.
- Give meaning to a clue dropped earlier.
- Chase the Crew back to the confrontation with their opponent.
- Allow the Crew to confront their opponents once and for all.

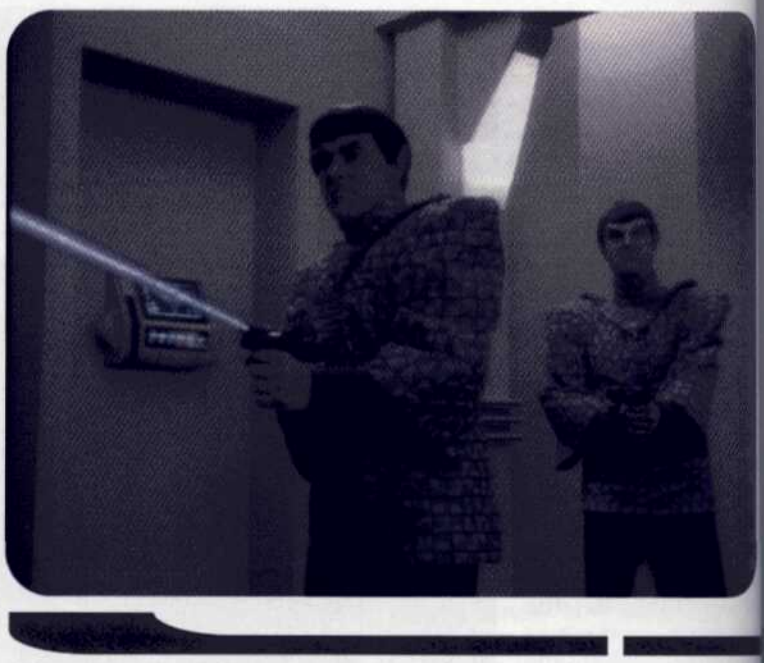
The Three-Act Model

Virtually every screenplay follows something called the Three-Act Model. This makes an admirable model for your *Star Trek: The Next Generation Roleplaying Game* episodes, as well. In the first act, you set up the conflict to come, and get the characters ready to begin the main story. In the second act, the characters determine the nature of their opposition, gather resources or information and struggle against their antagonists. In the third act, the characters (usually) triumph and the results of the conflict become apparent.

Act One, The Introduction

Called the premise, or "hook", the job of the first scene is to draw the characters into the main story line. This can be as simple as a quickly role-played

scene in which the characters walk onto the bridge in time to see the Cardassian cruiser appear out of warp, or it can involve a Starfleet briefing and a journey to a strategic border planet. The hook can be a "teaser", giving a little taste of the conflict to come, or it can be more of a threat — the ship will be destroyed by a supernova unless the Crew can get the engines started in ten hours. Often the introduction joins our story *in medias res*, Latin for "in the middle of things." Don't waste time waiting for the ship to get to Quasar 710, start the action with the ship in orbit around the quasar. Better yet, start the action with the red alert blaring and panicked calls from the engineering room announcing that the quasar's radiation is disintegrating the dilithium crystals, and only an hour's worth of power remains before the ship falls into the quasar's core ....



Fundamentally, the introduction should establish the conflict to come and give the players a direction to follow. By the end of Act One, the characters should be well and truly hooked into the story line and know what their challenge is. They've accepted the challenge and are now ready to confront its dimensions. The scene that sets up the confrontation is called the "first plot turn." This scene, which usually happens right at the end of Act One, turns the plot around and provides the direction and the momentum for the confrontation in Act Two.

For example, let's go back to that alien temple episode. The introduction sets up the necessity to find out what is going on Locris III: Perhaps Starfleet orders the Crew to investigate, or the final scene from last week's episode pointed the Crew toward Locris III or the ship just arrived in orbit around Locris III as part of a standard patrol route. The first plot turn is the Crew's discovery that the Romulans are up to something on Locris III. That turn might involve the detection of a Romulan plasma trail in the system, analysis of signals from the planet's surface which turn out to be Romulan ambassadorial code or a desperate last transmission from a Federation agent on the planet before he is killed by a disruptor beam. From a generic "mystery episode", the first plot turn has pivoted our story line into a spy story on an unfamiliar planet and introduced the shadows of our enemy, the Romulan *Tal Shiar*.

Act Two, The Confrontation

In the second act, the characters confront their opposition. In stories of personal drama, they have to confront their attitudes toward their problem. In mystery stories, they have to realize the scope of the puzzle and the nature of the solution. In adventure stories, they have to get into a fight with the alien gladiators or the Cardassian secret police or the Breen warship. Ideally, the players spend the first half of Act Two discovering the nature or parameters of their problem and the second half of Act Two deciding on a course of action and preparing to carry it out.

Between those two halves lies the "midpoint" of the episode. At the midpoint, the nature of the confrontation changes. The hunted becomes the hunter, the confusing mystery becomes tense pursuit, the baiting of the trap becomes the tightening of the noose. Sometimes the midpoint scene is an investigative scene where a key clue is revealed; in the Locris III episode, perhaps the discovery of the *Tal Shiar* base underneath the ancient temple is the midpoint that spins the episode from investigation to action. Now the Crew knows that the Romulans are behind everything on Locris III, and the secrets must

Introductions

Possible *Star Trek: The Next Generation Roleplaying Game* introductory scenes might include the following:

- A crisis occurs on a Federation outpost that only the Crew's starship can respond to in time.
- An unknown alien ship appears that seems hostile.
- A Crew member is endangered while on an Away Team mission to a new planet.
- Q shows up on the starship bridge.
- The Crew gets a briefing from Starfleet on some urgent problem.
- The ship is endangered by some unforeseen phenomenon.
- The Crew enters the holodeck and tells the computer to select a random program.
- The Crew encounters someone or something out of their past, or out of Earth's.

lie in the Romulan embassy. Sometimes the midpoint scene represents the Crew's first failure — the scene where they are beaten by their opponents only to rise again with new resolve or new knowledge of their antagonist's tactics and resources (if, for instance, the Crew had attacked the *Tal Shiar* base and been defeated rather than simply overhearing the Romulans' plans). The midpoint, as you can see, is more a psychological point than a purely narrative one; it needn't happen exactly halfway through the episode (although the story will usually feel more satisfying when it does), but rather when the characters, and players, become active rather than reactive.

The second act is also where any red herrings or false leads are resolved or uncovered, although they might be introduced along with the genuine conflict during the first act. At the end of the second act, the characters are ready to face, and one hopes, to defeat, their opponent. This can be the hardest part of the episode to script, since you can never be sure how your players will react to any given set of stimuli or piece of information. Be sure to have a lot of paths, clues or other scenes leading from the hook to your climax; any or none of them may become necessary. Ideally, the players should feel as though the Narrator is in charge during the introduction, but that they are making all the important decisions during the confrontation.

At the end of Act Two comes the "second plot turn." Although there may be any number of twists or plot turns between the introduction and the climax, the second plot turn is the key scene that spins the story line into the climax. After the second plot turn, the climax should almost seem inevitable: There has to be a showdown, the spy has to be unmasked, the tormented engineer has to decide if he loves the ship more than the girl, the warp engines have to be shut down and restarted dangerously fast.

In our example, the second plot turn may come when the Crew discovers that the *Tal Shiar* uses ancient technologies from the temple to make its cruisers vastly more powerful. Now the player characters find themselves in a race against time: The hidden Romulan warbird will destroy their ship unless they can get the essential codes from the Romulan embassy to break the warbird's cloak. Everything points to the Romulan embassy. Here is the make-or-break point.

Act Three, The Resolution

The third act is composed of the climax and its results. Here, the players' plan reaches fruition, the final combat occurs, the last clue falls into place or the ship is saved. If you've got a surprise ending in mind, spring it right at the climax, when the players' attention and excitement peaks. Too early and it will distract them from the point of the episode, too late and it will almost always seem anticlimactic. If in Act One the players should feel as though the Narrator has control and in Act Two they should feel in control themselves, in Act Three the results of their choices in Act Two should seem logical and sensible; "the story" should be in control by Act Three.

It's usually a good idea to begin writing an episode by writing the resolution. Generally, you can't figure out how to get the characters to the end of the story unless you have a fairly good notion of what happens then. You might even want to script the resolution in some detail. Our Locris III ending might go like this: "Having broken the Romulan code, the Crew beam onto the concealed warbird and, after a tense struggle, capture the ship and fly it, under cloak, back to Federation space."

Often, characters will wander all over the place, following their players' instincts and guesswork, and it's very hard to get the story back on track if the Narrator doesn't know how it should end. Don't worry about it too much or you run the risk of over-scripting and making the story seem pointlessly predestined rather than pointlessly random. Simply make sure you always have some sort of sensible resolution in mind, even if it's not the one you started out with. It should make sense in hindsight, both to you and to your players. Ideally, it won't be too obvious or predictable ahead of time, but a predictable ending is better than a story that just trails off and dies in the middle of nothing.

After the climax, tie off any loose ends, or leave them visibly dangling. For instance, "As the ship shudders, you see an escape pod firing — that devilish ambassador has somehow gotten away to plague the Federation in the future." That is an example of an "open" ending. "Two-part" episodes might end that way, as well: A climax of one episode may set up the conflict for the episode immediately following. A "closed" ending, by contrast, ends with the problem wrapped up, for now at least. The characters break up the spy ring, keep the planet in the Federation, solve the mystery of the missing dilithium or the engineer resolves to announce his love for the visiting scientist.

Confrontations

Possible *Star Trek: The Next Generation Roleplaying Game* second-act scenes might include the following:

- The Crew finds clues to the cause of the alien plague.
- The Cardassian ship and the Federation ship maneuver for position in an asteroid field.
- A Crew member develops an increasing attachment to some outside person or cause.
- Q presents a seemingly impossible (or irresistible, or trivial) choice, problem or paradox.
- The political situation at the ambassadorial conference becomes more tense and difficult as a result of Romulan meddling.
- The ship is losing power at an increasing rate.
- The holodeck program rapidly escalates to an uncontrollable or dangerous level.
- The mystery is solved, but the motive of the villain remains unclear.

Resolutions

Possible *Star Trek: The Next Generation Roleplaying Game* climactic scenes might include the following:

- Curing the plague requires killing the sufferer by flash-freezing and reviving him.
- A complex, exciting and interesting space battle ensues.
- A Crew member must decide between duty and love.
- The answer to Q's dilemma rests on one key choice in a subtle debate or game of wits.
- Discovering the key to the planet's culture allows the Crew to escape.
- An experimental technology must be employed to save the ship.
- A hidden loophole in the holodeck's programming will either be discovered by the Crew or release the program into the navigational computer.
- The poisoner is discovered to be an alien who was offering the blessing of release to the ambassadors; on his planet it is a high honor to be murdered in this fashion.

The Three-Act Episode Model

This is a simplified outline of nearly every *Star Trek: The Next Generation Roleplaying Game* episode. Once you have a command of this model, feel free to add subplots, collapse scenes into each other, and play any number of variations on this theme.

Act One: Introduction

- Introductory Scene
- First Plot Turn: scene that spins the story from introduction into the confrontation

Act Two: Confrontation

- Characters reactive, investigating, trying to understand their situation
- Midpoint: nature of the story line changes
- Characters active, in command of their situation
- Second Plot Turn: scene that spins the story from confrontation into the climax

Act Three: Resolution

- Climax: Do the characters succeed or fail?
- Ending: either provides closure or sets up the next episode

Subplots

Once you've run two or three episodes using the three-act model, you may want to introduce subplots. These are extra conflicts that interfere with, or add to, the main conflict. For instance, not only are the characters trapped on the planet looking for the Romulan spies, pirates also attack the ship. Not only is the ship caught in a wormhole, but the Crew begin traveling back in time one by one. Not only has a Cardassian double agent infiltrated the ship, the Crew must deliver a load of vaccine to a strategic outpost in ten days or see millions die. Simply write the subplot like any other story, and interweave the scenes from one into the other.

Ideally, of course, the two plots will turn out to have something in common: The pirates are actually in the pay of the Romulans, the wormhole is actually a temporal vortex, the Cardassians hope to get a foothold on that strategic outpost. Act One of the subplot should usually occur early in Act Two of the main plot, and both stories should resolve themselves nearly simultaneously. Often, of course, the players themselves will provide the subplot by pursuing their own character growth and interaction alongside the main story line. Eventually, you might even be able to narrate an episode in which the Crew's interactions are the main plot and the other crises, if any, are mere distractions.

Subplots

Here are some possible subplots to introduce into *Star Trek: The Next Generation Roleplaying Game* episodes:

- The ship's systems suffer from serious degradation that endangers the Crew.
- An officious Starfleet Admiral is on board looking for problems.
- Some Crewman (NPC or regular crew) is distracted from his duty by a personal problem.
- The Cardassians are making trouble in the system while the ship investigates it.

Creating the Series

All the episodes of your game together make up the series, or, as it is often called in other roleplaying games, the campaign. The series as a whole might have a single theme, or simply reinforce all of the traditional *Star Trek: The Next Generation* themes. The series, if it answers any question at all, might be seen as answering the question, "And then what happened?" However, many excellent campaigns occur with no more purpose than everybody's enjoyment. An overarching theme is by no means a

requirement for an entertaining *Star Trek: The Next Generation Roleplaying Game* series.

Episodic Series

Episodic series are just those sorts of campaigns. Composed of simple collections of episodes, these series are unified by the characters, and perhaps by their ship and a few recurring supporting cast members. Games centering on exploration and discovery make an excellent example: Every week introduces a new planet or lifeform or personal revelation. Episodic series have the advantage of being almost impossible to script too tightly. Players who strongly object to scripting (those who enjoy a lot of divergent and off-the-wall thinking during games, for instance) will enjoy this type of campaign. Of course, the Narrator should make an extra effort to bring the characters' ship or any recurring NPC's to multidimensional life. Without a connecting theme or unified story, players will need something extra to hold on to to give a sense of continuity to the campaign as a whole.

The Story Arc

A group of episodes that together create a unified story of their own is a story arc. Story arcs can explore one theme in detail, present a lengthy exploration of a given culture or setting, tell some important story about developments in the Federation or outside it, or simply involve the Crew in a continuing struggle against a particularly clever nemesis. The nemesis story arc is a particularly satisfying one, given the strong emphasis on character in the *Star Trek: The Next Generation Roleplaying Game*. By the end of his arc, the nemesis should be as realistic and as multidimensional as any player character; be sure to reveal that personality to the players. Part of the enjoyment players derive from the nemesis arc is getting to know the ins and outs of their villain, and ideally using his weaknesses or interests against him.

Story arcs can cover two episodes, thread through an entire series or anything in between. Not all of the episodes in a story arc need to occur one after another. An unrelated episode in the middle can help relax the tension or simply provide a welcome change of pace. For example, in the fifth season of *Star Trek: The Next Generation*, five other episodes separated the second and third episodes of the "Sela arc." Elements of a story arc can begin as a casual mention in one scene of one episode, become a subplot two episodes later, be the main story of another episode and then recur sporadically in successive episodes. Also, arcs can interweave. Those five "inter-Sela" episodes include the beginning of the "Ensign Ro arc" and a further development in the "Data arc" that also serves as the conclusion of the "Crystalline Entity arc." A given story arc can unfold over years, if the Narrator is patient and the players stay in the series long enough. For example, the four-episode "Klingon succession" story arc in *Star Trek: The Next Generation* took place over three seasons. Even more dramatically, the "Q arc" ran from "Encounter at Farpoint" to "All Good Things", encompassing the entire series!

Story arcs can be simply "planted" in the midst of episodic campaigns. If the players follow up on the clues presented as subplots or casual mentions in another episode, they won't object as much to following a prewritten story arc, since, after all, they chose it.

Story Arcs

Here are some possible story arcs for a *Star Trek: The Next Generation Roleplaying Game* series:

- The Cardassians and Romulans are negotiating a secret alliance against the Federation.
- A member of the Crew must explore a mystery regarding her past.
- Many of the planets in this sector were part of a long-vanished culture with useful secrets.
- An experimental computer system slowly increases the surrealism of the holodeck.
- Q takes a personal interest in a member of the Crew.
- The Ferengi are desperately afraid of something, and are leaving the quadrant in droves.

Epic Series

An epic series is one in which every episode, or almost every episode, tells a connected story or draws on one main theme. Such a campaign can be very difficult to narrate over a long period of time. Often, a given story arc can serve as an epic within a larger campaign frame, although this tends to mitigate the impact of a given theme or narrative. However, if the Narrator and players cooperate and explore the richness of a theme, or weave an epic story, the rewards can be rich and deep. The examination of a given theme from many angles and perspectives creates more realistic characters and emphasizes the mythic nature of *Star Trek* storytelling: a positive myth of a positive future.

In sum, creating and telling a story in the form of a *Star Trek: The Next Generation Roleplaying Game* episode is as much like directing an actual mission of the *Enterprise* as it is like writing a television script. You have to have a direction in mind, a course plotted, an idea of the dangers you face and a willingness to improvise when the situation changes. You should understand the capabilities of your vehicle, whether it be story or starship. You should trust, and have the trust of, your Crew and your players.

Rewards

Ensign Millard sat in a holographic recreation of the Paris Opera House, watching a performance of the Centauran Lewell Sitar's latest play. The second act had begun, and the lead character — Robarth — just learned of his brother's treachery when the computer interrupted with a message.

"Captain Jellek to Ensign Millard."

Millard commanded the computer to freeze the program. "Yes, captain?" Millard replied.

"Please report to my ready room."

"Aye, sir."

Millard saved the program at its current point in the story and exited the holodeck. As he walked along the corridor to the turbolift, he ran through his mind all the possible reasons the captain would want to see him. In the previous seven months, he'd seen the captain only once, and that was during a briefing to the entire science division. The thought occupied his mind during the ride up to the bridge — perhaps he'd done something wrong, and he was in for a reprimand. No, that wasn't it. His immediate superior, Lieutenant Commander Landers, would have done that himself. He wasn't in trouble.

The turbolift doors hissed open and he entered the bridge. His certainty drained away as everyone on the bridge stopped what they were doing and watched him cross to the Captain's Ready Room. Millard felt self-conscious. Maybe he was in big trouble, though he couldn't think what it was.

"It's not a good idea to keep the captain waiting, ensign," the First Officer, seated at the center chair, reminded him. Millard approached the door, adjusted his uniform, then walked into the captain's office.

Captain Jellek sat at his desk, the ship's counselor seated on a nearby sofa. Both stood when he entered. Both were smiling. "Come in, Ensign," the captain said.

The captain circled his desk, turning serious. The counselor joined him as his side. "It is one of the advantages of command that captains get to hand out promotions. Some captains give the duty to their First Officers, but it's one of the things I like to do personally." He paused for the information to sink in. "As of Stardate 53672.5, by order of Starfleet Command, I hereby promote Ensign Benjamin Millard to the rank of Lieutenant, junior grade. Congratulations, Lieutenant."

Characters are not static. Rather, they are dynamic individuals who experience things, interact with the world, and learn and grow from their encounters and adventures. In game terms, this process is simulated by granting characters Experience Points. Experience Points are used to buy new skills, improve existing skills, improve attributes and edges and sometimes even buy or improve advantages. In this way characters become better at what they do, learn new things and advance through the ranks of Starfleet.

Awarding Experience Points

The Narrator awards Experience at the end of each game session (or, in the case of episodes which stretch over several game sessions, at the end of the entire episode). Such awards are based on three factors: what the characters accomplished; how well they accomplished it; and how well the players roleplayed their characters.

As Narrator, you should first consider whether the characters accomplished their goals during the episode. If they did, they deserve Experience Points, but the number depends upon how good a job they did. If, for example, they solved the primary mystery in an episode or defused a crisis, but only barely, and in the process caused other problems (or even loss of life), they should get few, if any, Experience Points. Conversely, if the characters did an excellent job during the scenario — refrained from doing stupid or destructive things, were clever and innovative, and caused very few other problems — they deserve extra Experience Points for doing so well.

Failure to accomplish goals in an episode is not a reason to deny characters Experience Points — characters (and players) often learn as much from failure as they do from success. If the characters fail, look at why they failed. If they failed because they made foolish decisions or took foolish actions, did not act in character, overlooked things they should not have or simply were careless, then an Experience Point award probably isn't justified. But if they did their best, made good decisions and took appropriate action, yet still failed (perhaps because of some unfortunate dice rolls or other things beyond the characters' control), then there's no reason not to award them Experience Points. Sometimes just trying is enough, provided that the characters try with heart and spirit.

Experience Point Awards

Points	Circumstance
1 to 2	Characters accomplished the goal(s) of the episode
-1	Characters accomplished the goal(s) of the episode, but did so poorly or caused additional problems
+1	Characters accomplished the goal(s) of the episode in an exemplary and clever fashion
1	Characters failed to accomplish the goals of the episode, but nevertheless did their best and learned from their failures
+0	Characters were roleplayed properly
+1 to +2	Characters were roleplayed well
-1 to -2	Characters were roleplayed poorly
+1 to +2	Characters did or accomplished something which was of extraordinary service or benefit to Starfleet, the Federation or its citizens, or which required great personal sacrifice on the characters" part
+1	Characters triumphed against overwhelming odds or overcame tremendous obstacles

Roleplaying is equally as important as accomplishing goals. In the *Star Trek: The Next Generation RPG* players interact with the game setting and portray the parts of Starfleet officers. Players who do this well, who "get into character," act as their character would act, and think as their character would think, deserve extra Experience Points for their performance. Players who participate perfunctorily, act out of character or do not act in a manner befitting Starfleet officers don't deserve as many Experience Points. Examples of poor roleplaying include playing a Vulcan but acting emotionally, Starfleet officers who resort to force at any opportunity or saying or doing things that are inappropriate for a character's personality or background.

The accompanying table provides some guidelines for awarding Experience Points. Note that these rewards are fairly small — typically just a point or two. Characters normally gain 1 to 3

Experience Points per episode; more than that would indicate an extremely good performance by a character or characters. Limiting the number of Experience Points that characters receive leads to slow, fairly controlled character growth. This allows the Narrator to keep track of character effectiveness more easily.

The minimum experience point award is zero, even if a character incurs enough penalties to take his award into negative numbers. Characters cannot be forced to "give back" previously earned Experience Points just because they performed poorly in the current episode.

Spending Experience Points

Experience Points are most often spent to buy new skills, improve existing skill levels or buy new specializations. This reflects the new things that a character learns and experiences during the course of his adventures. For example, during an episode a character who knows Shipboard Systems (Sensors) might have made several difficult Tests to analyze a new and unusual stellar phenomenon. The player decides that the character learned a lot from this experience, so he spends his Experience Points to increase the character's level in that skill. Or perhaps the character spent a lot of time with Vulcans during the episode, which sparked an interest to learn more about their language and culture (*i.e.*, to buy Culture (Vulcan) or Language (Vulcan) as new skills).

If a player wants to buy a new skill, he should justify it in some way through game play. Characters cannot simply learn an entire new field of knowledge overnight. Either they have to be exposed to it at great length during an episode, or they have to spend time studying and practicing (the holodeck is an excellent resource for this sort of study; it can help a character learn just about any skill). The player should set aside the Experience Points to buy a new skill and then let the Narrator know his character wants to learn that skill. The Narrator decides how much game time is required for the character to learn enough to buy the skill. If several weeks of game time pass between episodes, the character may very well be able to put the skill on his character sheet before the beginning of the next episode. If episodes occur more closely together, it may take several game sessions before the character actually knows the skill.

Less commonly, characters can improve attributes or edges. This isn't always appropriate — it's not likely that characters will become smarter or develop a more forceful personality overnight. However, a character could spend time exercising and weightlifting to increase his Fitness or Strength, or participate in combat simulations to hone his Coordination, Reaction or Dexterity. Improving negative edges is often the best way to spend Experience Points in this area; this reflects a character's gradual efforts to improve himself.

Even less common, characters may sometimes spend Experience Points to buy new advantages. Advantages tend to represent special innate qualities, things that can't really be learned. You don't simply wake up one morning with an Eidetic Memory, or a Mixed Species Heritage. Certain advantages can't be gained through experience.

However, it is appropriate to buy certain advantages with Experience Points. A character might acquire an Ally, Patron, Contact or Favor Owed during an adventure, or become a Species Friend because he performs a great service for a particular species. Becoming a Department Head or earning a Promotion are also good ways to spend Experience Points.

At the Narrator's discretion, characters can use Experience Points to reduce or eliminate disadvantages. It isn't appropriate to simply buy off a Dark Secret and claim it never existed. But characters might be able to eliminate physical problems like Physically Impaired or Poor Sight due

Experience Point Costs

Item	Cost
Buying a new Skill (level 1)	5
Improving a known Skill...	
to level 2	3
to level 3	3
to level 4	4
to level 5	5
to level 6	6
Buying a new Specialization (at one level higher than the governing skill)	3
Improving an existing Specialization...	
to level 3	2
to level 4	3
to level 5	4
to level 6	5
Improving Attributes..	
to level 2	4
to level 3	4
to level 4	5
to level 5	6
to level 6	7
Improving Edges	4 per point improved
Buying a new Advantage	4 x value of Advantage
Improving an existing Advantage	4 x improvement in value
Reducing or eliminating a Disadvantage	4 x reduction in value
Courage Point	5

to Federation medical advances, or through counseling and self-help remove harmful personality traits such as Argumentative, Arrogant, Bloodlust, Obsessive Tendencies or Phobia.

Experience Point costs differ significantly from the Development Point costs used during character creation. The accompanying *Experience Point Cost Table* lists the costs for experience-based character improvements.

All costs for improving skills, attributes and edges are cumulative. Thus, improving a skill from level 3 to level 5 costs a total of 9 Experience Points (4 for rank 4, 5 for rank 5); going from Dexterity -2 to Dexterity 0 costs 8 Experience Points (4 points for each point of improvement).

All experience point expenditures must be approved by the Narrator. Renown cannot be purchased with experience.

Courage Points

In addition to, or in lieu of, giving out Experience Points to reward character conduct, Narrators may give characters additional *Courage Points*. Each character starts the game with at least 3 Courage Points. If spent, they "refresh," or return to the character, at the end of the episode (or in mid-episode if the character does something particularly heroic or courageous; see page 118 for details on recovering spent Courage Points).

Characters can buy additional *Courage Points* with Experience Points. In some cases the Narrator may wish to give them out as a reward for good game play. However, this should be rare; Courage Points are extraordinarily useful things, and only the most heroic characters should have a lot of them. If a character conducts himself in a particularly noble, heroic or self-sacrificing fashion, an award of an extra Courage Point (or, at most, two) might be appropriate. Examples would include a character who puts himself in extreme danger to rescue people (particularly children or helpless people), who overcomes a Phobia or other personal Disadvantage to accomplish some great heroic feat, who is nearly killed when he stays behind to hold off some threat while his comrades (or those under his care) escape to safety or who braves and overcomes incredible dangers and obstacles to warn the Federation of an impending threat.

Narrators should be wary of letting characters have too many Courage Points, regardless of how they get them. Courage Points allow a character to affect his Tests directly, and often mean the difference between success and failure. A character who accumulates too many of them will almost never fail at anything, and that makes for poor storytelling. A

Renown Awards Table

Incident	Renown
Saving the life of an important NPC during a secret diplomatic mission	1-2
Saving the life of an important NPC during a public diplomatic mission	2-3
Saving the life of an important NPC during a highly- publicized or well-known diplomatic mission	4-6
NPC who is saved is extremely important (*e.g.*, the Federation President, a member of the Vulcan Council, a member of the Klingon High Council)	+1-4
Uncovering a Romulan spy in Federation space	1-2
Uncovering a Romulan spy in a dangerous position (*e.g.*, a listening post near an important starbase) in Federation space	3-4
Uncovering a Romulan spy in an extremely dangerous position (*e.g.*, secretary to a Starfleet Admiral) in Federation space	5-6
Displaying skill or valor in a skirmish	1-2
Displaying skill or valor in a minor battle	2-3
Displaying skill or valor in a major battle	4-6
Displaying skill or valor in a battle that threatens the very existence of the Federation (*e.g.*, Wolf 359)	7-12
Successfully completing a minor diplomatic mission	1-2
Successfully completing an important diplomatic mission	2-3
Successfully completing an extremely important diplomatic mission	4-6
Successfully completing a diplomatic mission which may affect the course of galactic politics for decades to come	7-12
Making a scientific discovery of minor importance	1-2
Making a scientific discovery of major importance	3-4
Making a scientific discovery which may have a profound effect on Federation technology	5-10
Discovering a new and important use for existing technology	1-4

character who can do everything well is no fun; even the greatest heroes have flaws and weaknesses.

Renown

Characters earn Renown through their actions, and Narrators should award Renown Points to characters based on their actions during episodes. Generally, if an accomplishment could conceivably get a character noticed, she earns Renown. Saving the Klingon Ambassador from assassination, for example, would garner a character Renown. The typical Renown award is 1-2 points, but this depends on the nature of the character's actions and the events surrounding them — things that would attract galaxy-wide attention to the character could conceivably earn him a dozen Renown points or more.

Commendation	Renown Award
Silver Palm with Cluster	6 Skill
Gronkite Order of Tactics (Class of Excellence)	6 Skill
Kragite Order of Heroism	6 Initiative
Preantares Ribbon	6 Discipline

The Aspect of a Renown award depends on the circumstances surrounding the character's action. If she disregarded her own prejudice against Klingons and obeyed orders while saving the Ambassador, she would receive Discipline Renown. If, on the other hand, she saw the threat and acted instantly, that would imply Initiative Renown, and so on. If no particular Aspect seems entirely appropriate, reward Skill Renown.

Suggested Renown Guidelines

The *Renown Awards Table* provides some rough guidelines for character Renown awards. Of course, almost any action taken in the proper context could garner Renown for a character, so this list should not be considered exhaustive.

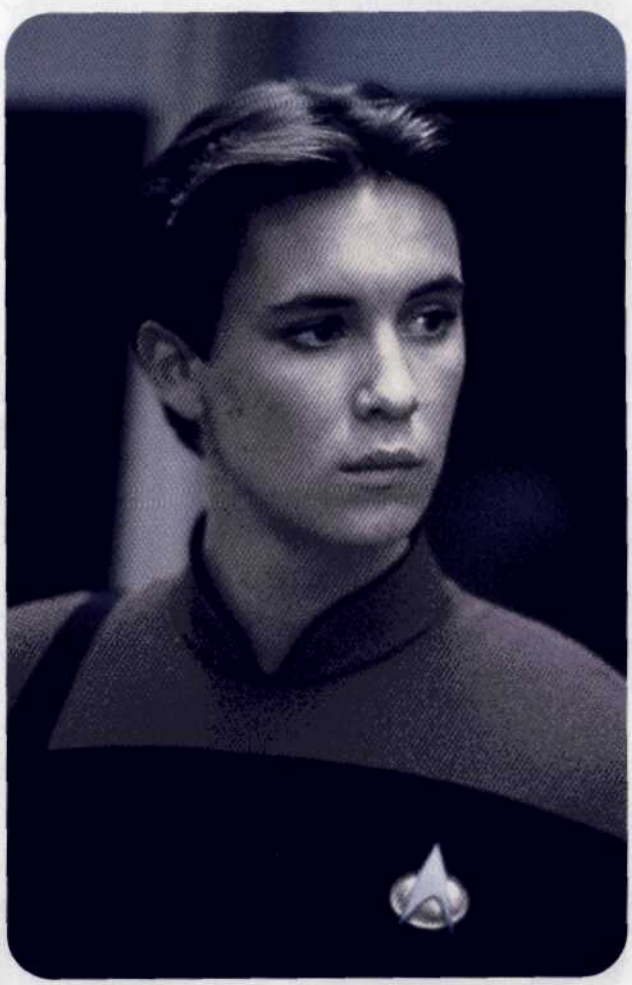
Commendations And Awards

Commendations, awards, medals and other such indicia of exceptional valor, bravery or merit often accompany significant Renown awards. The above table provides a list of Federation commendations, along with suggested Renown awards (awarded for a single incident) that might qualify a character as a recipient (the names of some of the commendations also provide some guidance as to what they should be awarded for).

Promotion And Rank

Unless your group has discussed it prior to play (and the narrator allows it), no beginning character should start with a rank higher than Lieutenant Commander. Part of the fun of the *Star Trek: TNG RPG* is watching your characters grow and develop from one episode to the next, and earning promotions and peer recognition becomes an important part of such ongoing development.

Achieving a promotion to a higher rank should not normally be a matter of simply earning enough Experience Points to buy the necessary skills at the required levels and becoming (in)famous enough due to one's Renown. Instead, the situation should be roleplayed and made a part of the overall story or series. For example, suppose that a character in Flight Control decides that he would like to command his own starship one day. Getting there is more than a matter of playing enough games to earn the Experience Points to "buy" his way up the ranks. He needs to talk to his current commander (*i.e.*, the Narrator, in most games) about what is required, and make arrangements to meet those requirements (which will normally take years). Typically the quest for command involves one or more transfers so that the character can learn all the skills he needs and can familiarize himself with all of the major subsystems of a starship. This presents plenty of roleplaying and storytelling opportunities which a good Narrator can work into an ongoing series (or many series).

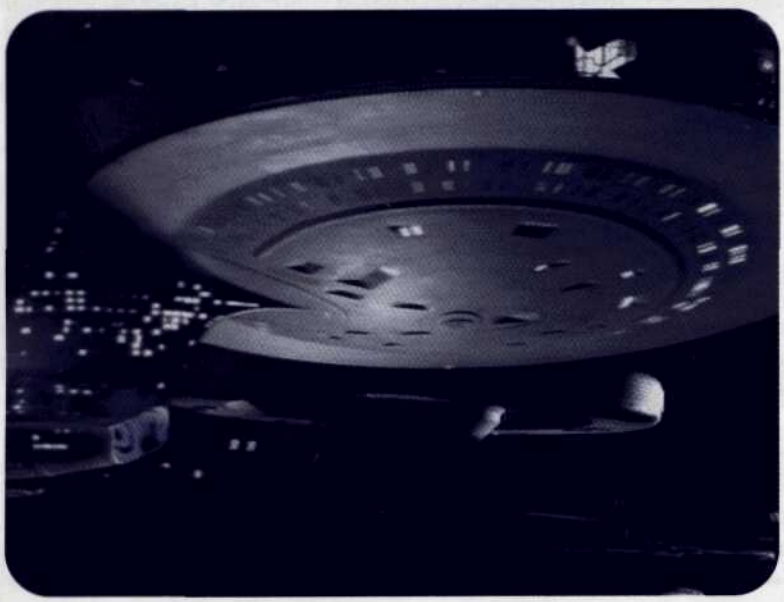


Characters should never be allowed to buy a Promotion advantage or force their way up through the ranks of Starfleet simply by spending points. Like anyone else in any other organization, they need to get the approval of their superior officers (as represented by the Narrator). More importantly, they have to deserve the promotion. Regardless of how skilled and well-known a character is, if he is not worthy of a higher rank, he's not likely to get it in Starfleet.

The following section presents some guidelines for Narrators to use when considering player characters for promotion. Keep in mind that these are only guidelines; the circumstances surrounding any promotion should first and foremost add to the story. A suitably dramatic or important event might lead to the promotion of a character without fulfilling all of the criteria listed here. Of course, Starfleet expects the beneficiaries of such informal field promotions to devote much of their time to study and activities intended to bring them up to speed with their peers. Characters should also, at the Narrator's option, purchase the appropriate Promotion advantage as soon as possible. See the *Starfleet* chapter for details on the Starfleet rank structure and the nature of field or brevet promotions.

- ***Lieutenant (Junior Grade)***: 2 skill levels in the primary skill for their department, 1 skill level in one other departmental skill
- ***Lieutenant:*** 3 skill levels in the primary skill for their department, 1 skill level in two or more other departmental skills
- ***Lieutenant Commander:*** 25 Renown, 15 in Starfleet-favored Aspects (Discipline, Skill, Openness); 3 skill levels in the primary skill for their department, 2 skill levels in at least two other departmental skills, 1 skill level in the primary skill of another department
- ***Commander:*** 40 Renown, 25 in Starfleet-favored Aspects; 4 skill levels in the primary skill for their department, 2 skill levels in at least three other departmental skills, 1 skill level in the primary skill of two other departments (Security, Engineering, Ops, Science, Medical)
- ***Captain:*** 60 Renown, 45 in Starfleet-favored Aspects; Law (Starfleet Regulations) 4(5), Command (any Specialization) 4(5), Administration (any Specialization) 3(4), 2 skill levels in the primary skill of at least two other departments
- ***Admiral:*** 80 Renown, 60 in Starfleet-favored Aspects; Law (Starfleet Regulations) 5(6), Command (any Specialization) 5(6), Administration (any Specialization) 4(5)
- ***Departmental Skills:*** The Narrator has a bit of latitude when determining a character's "departmental skills." Primary skills (such as Command, Security or the various types of Engineering) are always required. However, depending on a character's assignment or mission, Persuasion could be more important for a Security officer than Espionage (if the officer were stationed planetside on a strange but friendly world, for example). Remember that when a rank calls for "2 skill levels in other departmental skills," this only represents a general guideline for Narrators and players. Specifics always depend on the character and the series.

These guidelines are for Narrators who prefer a mechanical method of promotion over a purely event-driven one. The Narrator can either have the character's superior officer (or other Starfleet official) roll a Challenging (10) Renown Test (to simulate the character coming to the attention of Starfleet) either after a Challenging (9) Administration (Starfleet Bureaucracy) Test or after a suitably dramatic increase in character Renown. No character should be promoted using this method until they qualify at least at the minimum levels given above; the Narrator is encouraged to come up with other, additional qualifications if she wishes. Characters receiving field or brevet promotions should not be considered for further promotion until they meet the minimum standards of their field or brevet rank.



Transferring Departments

Characters may wish to transfer from one department to another at some point during their career. Perhaps they want to study new subjects, or maybe they are hoping to work their way up to command of a starship (which requires a depth of knowledge in many different departments on a ship). In either case, characters who wish to transfer must put in a request for transfer with their captain.

A good captain won't approve transfer requests blindly. The character must be worthy of transfer, and that

means he has to meet several requirements. These include:

- ***Satisfactory Reason:*** The character must offer a satisfactory explanation for his request. "I want to buy more skills!" is not usually a valid explanation. The character's request should reflect a good in-game reason why the character wants to transfer, not a reason primarily motivated by game rules.
- ***Good Renown:*** The character should have positive totals in Renown for Skill, Discipline and Openness. If the character has negative Renown in any of these Aspects, his request for transfer is almost certain to be turned down — unless the captain feels that the transfer would improve the character's performance and attitude (and thus his Renown), or the transfer would get a troublesome character out of the captain's hair.
- ***Satisfactory Performance:*** The character's performance while in his current position must have been satisfactory. This includes having no demotions, demerits, reprimands or other negative notes in his personnel record. Any such negative reports makes it highly unlikely that a transfer will be approved.
- ***Replacement:*** There must be another crewmember who can take the character's place in his current position. If necessary, the character will be required to remain in his current position long enough to train a successor.

Assuming that the character can meet these requirements, his request will probably be granted. If necessary, the character can improve his chances by making an Opposed Persuasion Test against his captain.

Transferring To A Larger Ship

Characters who perform their Starfleet duties particularly well can look forward not just to being promoted, but, in many cases, to being transferred to a bigger, better ship. Obviously, if the characters start out on a *Galaxy*- or *Ambassador*-class ship, there aren't many places for them to go, but they could still be transferred to a ship commanded by a more prestigious captain or which undertakes more "glamorous" missions.

To be considered for transfer to a larger or more prestigious ship, characters typically need at least 20 Renown, 12 of it in Starfleet-favored Aspects. Beyond that, they need to get themselves noticed as "up-and-comers" by Starfleet Command or the captain (or first officer) of the new ship. A Patron, Ally or Favor Owed may help; so will a commendation or large Renown award for a single incident.

The Narrator should work the transfer into the game. Transferring to a better ship generally should not be an exercise in game mechanics and dice-rolling; rather, it should be roleplayed and worked into the overall series. Moving the characters to a better ship is sometimes a good way to re-focus a *Star Trek: The Next Generation RPG* series, or to change the current series' direction and tone.

For example, suppose that the characters' ship has to work together with the better ship (and perhaps several other ships) to fight a major battle or thwart some extreme threat to the Federation. During the episodes that portray this activity, the Crew will be noticed by the captain or first officer of the better ship (the Narrator should make sure that the Crew gets the chance to work with these NPCs — perhaps they are temporarily posted to the better ship to acts as liaisons, for example). This will give the Crew a chance to strut its stuff and impress the captain. If some of the crew of the better ship are injured or killed during the incident that is the basis for the episode, the captain of the better ship can then request that the Crew be permanently transferred to his ship.

Another good way to engineer a ship transfer is to tap the Crew to man a newly-commissioned ship. This new ship may be a reconstruction of an old ship which suffered extensive damage, a new ship of a standard model, or, most fun of all, a new experimental ship of some kind. Being the ones to put a newer, bigger, shinier ship through its paces should be enough to excite any Crew.

Adventure Among the Stars

Fleet Admiral Elisa Keil sat at her desk, staring into the face of Captain Lau of the U.S.S. Renegade on her computer display. He looked grim.

"We've received additional reports of Romulan activity, this time near Psellus III. A Harelian merchant vessel claimed to have seen a warbird. That's the third since the initial report from Starbase 24." Keil leaned back in her chair and raised her cup of coffee to her lips.

"Do you think it's credible enough to warrant an investigation?" Keil knew what his answer would be as she asked the question. Lau liked to check things out when it came to the Romulans. He was a bit of a hawk. "We haven't had any reports from Starfleet Intelligence, and long range sensors haven't detected any shift in Romulan movements."

"Can we afford not to? What if it's a part of a major Romulan offensive in the region?"

She shared that sentiment, though she had to balance caution with instinct. Increased Federation activity along the Neutral Zone would elicit a response from the Romulans. One miscalculation could lead to another war.

"The Renegade stands ready. I request permission to patrol the region between Psellus III and the Romulan border." Lau added. Keil didn't like something in his tone, a bit too eager. Yet there was something to be said for the argument. Three reports of a Romulan warbird in the area couldn't be ignored.

"Permission granted, captain. But for investigation only. You are not authorized to cross the zone. If you come across any warbirds, I want to be informed of it immediately."

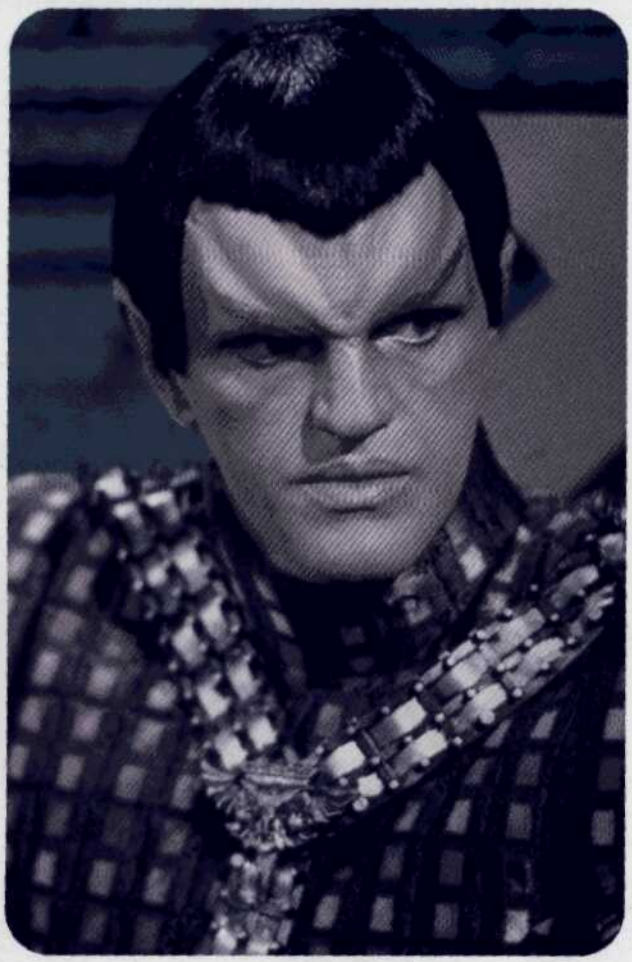
"Understood."

"Starbase 39-Sierra out." she said as she cut the connection. She took another sip of coffee and inwardly hoped she hadn't made a bad decision.

Let's apply what we've learned ...

Now that the players have their characters and the Narrator is ready to run a session of *Star Trek: The Next Generation*, they need a setting — an area of space filled with mysterious phenomena, alien civilizations and exciting adventure. The Arteline Sector provides Narrators with a starting point for their own stories. In addition, the Crew needs a ship in which to explore space — in this case, the *U.S.S. Discovery*. The information below provides Narrators with enough information to start their own Series. (For more complete information about the Arteline Sector, see the upcoming supplement, **A Fragile Peace: The Neutral Zone Campaign**).

Years ago, Captain Christopher Pike partially mapped the Arteline Sector as part of his first five-year mission. Then, even with Federation technology, information on this sector remained sketchy. At the time, Starfleet's primary objective was simply to patrol the Neutral Zone. Even though Federation colonies and starbases dot the sector, large parts remain unexplored, either due to fear of the Romulans or a lack of resources. The growing Romulan threat, however, has made exploring the region a Starfleet priority.



The Arteline Sector

Where is the sector located?

The Arteline Sector stretches twenty light years along the Romulan Neutral Zone, toward the galactic rim. It is part of a region of space known as 'The Frontier'. Starfleet administers the area from the centrally located Starbase 39-Sierra. Although present for some 200 years, Federation starships have yet to map and survey the region reliably, and many planets remain only lightly explored.

How does the sector interact in astropolitics?

Prior to the Treaty of Cheron, this sector was a Romulan protectorate. The sector's inhabitants were made to serve the empire, providing labor and resources to their Romulan overlords.

The sector became a part of Federation space with the establishment of the Romulan Neutral Zone. Initially, the Federation concerned itself with establishing bases and listening posts along the border with Romulan space, to guard against invasion. The Federation Council approached the indigenous populations cautiously, concerned with appearing like another occupying force. The local inhabitants were left to govern themselves, many for the first time. Over the years, settlers established colonies on uninhabited planets, and the Federation began to institute relations with the native species.

Although the Romulans have not had an open base in this sector for decades, their threat remains a constant concern. There have been few proven violations of the Neutral Zone, but rumors of Romulan *Tal Shiar* spies, assassins and saboteurs persist.

What races or cultures dominate the sector?

No one species dominates the Arteline Sector. The Artelines share the region with the Pselliads, inhabitants of an independent planet once a client world of the Romulan Star Empire. The Federation supports a colony on Valer II, while Starfleet maintains several starbases along the Romulan Neutral Zone. The independent Harelians, whose homeworld lies in a neighboring sector, operate several mining settlements, extracting dilithium, borellium and vionium.

At roughly the same time, both the inhabitants of Arteline IV and Psellus III developed warp drive capacity. Because no one species controls the sector,

some strategists at Starfleet Command worry about future conflicts between the Pselliads and Artelines. The Federation Council hopes that through membership in the UFP this can be avoided.

The Harelians hail from a Class M planet, and have a thriving interstellar economy specializing in mining. Because they manage several mining operations throughout the region, the Harelians have a significant presence in this sector.

How many systems lie within the sector?

There are a total of eight systems within the Arteline Sector. The inhabitants of Arteline IV only recently developed warp drive capability and joined the Federation. Two decades of internal debate preceded their decision to petition for membership, revolving around their desire for neutrality. Though historically the Artelines remained uninvolved with the sector's politics, they begin to exercise their influence more and more. Many within the Federation, however, consider this peaceful and spiritual race politically removed.

The Pselliads make up the other local spacefaring species in the sector. Evolved from herd creatures, they retain their group mentality. Their culture adapted easily to the authoritarian rule of the Romulans, who conquered the world centuries ago. Although the Pselliads possess warp drive technology, internal strife has kept Psellus III from joining the Federation.

Are there any unusual phenomena within the sector?

An unusual black hole, called Collapsar 49, presents a hazard to navigation as well as an opportunity for scientific study. Collapsar 49 emits dangerous warp pulses which affect subspace.

Starfleet Operations

Starfleet maintains a presence in the Frontier, performing its usual functions: exploration, scientific research and defense. The proximity to the Romulan Neutral Zone makes the Frontier area of particular concern for Starfleet Command, and the presence of Federation cruisers here is significantly heavier.

Starbase Sierra, under the command of Fleet Admiral Elsa Keil, is the center of Starfleet activity in the area. Most inhabited systems in the Frontier have a Federation starbase, while Starfleet listening posts and sensor arrays dot uninhabited rocks. The primary exception is Psellus III, which objected strenuously to any proposed Federation bases.

The Tal Shiar

Few people know of the *Tal Shiar*. Those who do, fear it.

The intelligence agency for the Romulan Star Empire, the *Tal Shiar* wields considerable discretionary power. Its agenda is simple: to enforce loyalty among the Romulan citizenry and military through espionage and intimidation. (It's no linguistic accident that their name is very close to *tal-shaya*, an ancient Vulcan execution technique.) No boundary exists between domestic and foreign operations. Agents can arrest, detain, spy upon and interrogate any Romulan citizen, and often indulge in these activities with outsiders as well. They are deceptive, ruthless and bound by no ethics beyond service to the Romulan Star Empire. The *Tal Shiar* sets its own agenda and answers, in theory, only to the *Praetor* and the Senate.

Starfleet Intelligence can say little for certain about the *Tal Shiar* operations along the Frontier. However, rumors suggest they utilized the following strategies in previous intelligence campaigns.

- They have a broad array of interrogation techniques, including physical and psychological torture. Some believe they use a perversion of the Vulcan mind-meld called "cerebral gutting." Fortunately, Starfleet Intelligence believes this technique requires special training and is not a simple or reliable process.
- They kidnap people in order to insert Romulan operatives surgically modified to resemble the kidnap victim. These "doppelgangers" perform surveillance, sabotage and assassination

missions. The Romulans possess sophisticated surgical disguise techniques, able to modify their agents down to the genetic level in order to fool a transporter ID trace. (An extended medical examination would still reveal the deception.)

- Some in Starfleet Intelligence suspect the *Tal Shiar* currently experiments with personal cloaking devices that would render an individual invisible (or at least blurry and unrecognizable) for short periods of time. Some more imaginative, or paranoid, Starfleet officers believe these devices are already in use in the field.

Counterintelligence estimates place the number of active *Tal Shiar* agents in the Frontier somewhere between three and seventeen. Each agent presumably draws upon a network of dupes or local operatives in pursuit of his mission goals.

Intelligence experts believe the *Tal Shiar* concentrates on several goals:

- Acquisition of detailed technical data on Starfleet sensor technology, including that used on ships, sensor arrays and listening posts;
- Starfleet's defensive plans against a possible Romulan invasion;
- Strategic information to select targets of maximum strategic value; and
- Weakening the Federation position in the Frontier, by creating dissent and disorder or by compromising influential individuals (particularly Starfleet personnel) through blackmail or extortion.

Area Locations

ARTELINE IV

Planet Name: Arteline IV
Class: M
System Data: Arteline has one moon.
Gravity: 1 G. Arteline's gravity is Earth-like.
Year/Day: 380/30
Atmosphere: Oxygen-nitrogen.
Hydrosphere: 60% surface water.
Climate: Tropical: Hot, moist and rainy.
Sapient Species: Artelines (humanoid, vegitable/animal hybrid), approximately 2.5 billion.
Tech Level: Level Five — Six (recently developed warp drive capability, but mostly the equivalent of Earth ca. 2060)
Government: Direct democracy.
Culture: The Artelines enjoy a peaceful, spiritual culture that woships a local sun god.
Affiliation: Federation
Resources: Arteline IV is a lush, tropical world producing a variety of agricultural products. The Federation is especially interested in Tamor root, a highly-nutritious plant. The exotic hardwoods of Arteline's forests particularly interest merchants. Arteline also has rich mineral wealth.
Places of Note: Mount Sashera, the sacred mountain where the Artelines worship their sun god, Sashera. Known for its breathtaking views and towering height.
Ship Facilities: Arteline IV has one ground-based starport, for constructing and launching their primative warp ships. Their strangely designed ships resemble crystalline spheres.

The Federation only recently admitted Arteline IV as a member world. A kindly, spiritual and somewhat shy people, the Artelines sought admission to protect their world from possible Romulan attack. Practicing a pure form of democracy, every eligible citizen votes on important decisions, which kept them from coming to a consensus on joining the Federation. Previously, the Artelines had little interest in sector politics, but as they venture out into space their culture has begun to change. More and more, they've begun to express their opinions and involve themselves in interstellar matters. The Federation Council hopes that Arteline membership in the UFP will help guide them as they enter this new period.

Biologically, the Artelines consist of mutually dependent vegetable and animal components. Because of their physiology, they lack a particular size or shape, and they do not require sleep or the ingestion of food (activities that seem puzzling to them). They appear as a mass of vivid blue and green vines, gradually contorting themselves into various shapes, including a rough humanoid form. Artelines communicate among themselves by scent and must use a universal translator to speak with outsiders. Once per year, they bloom, producing a variety of spectacular colors.

Collapsar 49

This dead star lies along the edge of the Neutral Zone. In addition to producing subspace interference and a dangerous gravity well, Collapsar 49 also randomly emits dangerous warp pulses. This phenomenon elicits considerable scientific curiosity, but so far Starfleet Command has been too cautious to put a station into permanent orbit. The *U.S.S. Montgomery*, an *Oberth*-class ship, currently investigates this phenomenon.

Palmas

Because they lack warp drive technology, the Federation maintains a strict "hands off" policy towards Palmas, in accordance with the Prime Directive. Although the Romulans subjugated the inhabitants, the Federation Council felt it best to allow Palmian civilization to develop naturally, despite the fact that the locals had obviously learned of the existence of other, starfaring species. If they wanted to venture out into space, they would have to do it on their own. According to Starfleet observer missions, the Palmians possesses a peaceful and stable world government, though their society clings to a strict caste system. They appear to have little interest in spaceflight, and retain their simple, agrarian way of life. Recently, radical elements of Palmian society have begun to question their

conservative society, and blame the caste system for their lack of technological sophistication.

Physically, the Palmians resemble large Earth centipedes, composed of segments about two feet long. The first segment contains the brain, heart and sensory organs, while the rest hold the digestive tract and four muscular, segmented limbs. Segments can be severed without endangering the Palmian's life. They can grow to a maximum length of 12 feet, though they can only rise up to half that. Their bodies are covered in a soft fur of alternating brown and orange bands. They have no need for clothes. Palmians only eat vegetation, using their mandibles for clutching and chewing.

For more information about Palmas, see the *ST: TNG* RPG supplement **A Fragile Peace**.

Psellus III

In the centuries after they conquered Psellus III, the Romulans transformed this world from a mosaic of agrarian states into a single government based around mass food production and heavy industry. With the establishment of the Neutral Zone, Psellus III suddenly found itself in Federation space. When the Romulans abandoned the planet, they destroyed much of the Pselliads' industrial capacity. The Pselliads spent the next few decades rebuilding. Despite this, pro-Romulan sentiment remains strong among some Pselliads, who credit their former overlords with bringing social unity and technological achievement to their world. Using the remnants of Romulan technology, the Pselliads developed ships to ply the trade routes throughout the Frontier.

The Pselliads evolved from herd animals and have a hierarchical society. Leaders develop thick manes around their heads and shoulders. Pselliads see these manes as a sign of leadership, and have a natural tendency to obey individuals with this trait. Their physiology impacts their emotional reactions, but it does not overwhelm reason, experience or self interest.

Despite a stable world government, a holdover from the days of Romulan control, and warp drive ability, Psellus III did not seek Federation membership until only

NEBULA-CLASS EXAMPLE

NEBULA-Class Starship — **Power Usage Per Round**
Class And Type: *Nebula*-class Cruiser
Commissioning Date: 2357

HULL CHARACTERISTICS
Size: 7 (350 meters long, 21 decks)
Resistance: 3
Structural Points: 140

OPERATIONS CHARACTERISTICS

Crew/Passengers: 550/2000	7
Computers: 6	6
Transporters: 4 personnel, 4 cargo, 4 emergency	6
Tractor Beams: 1 ad, 1 fd, 1 fv	2/rating used

PROPULSION AND POWER CHARACTERISTICS

Warp System: 6.0/9.2/9.6 (12 hours)	2/warp factor
Impulse System: .75 c/.92 c	7/9
Power: 190	

SENSOR SYSTEMS

Long-Range Sensors: +2/17 lightyears	6
Lateral Sensors: +2/1 lightyear	4
Navigational Sensors: +2	5
Cloak: None	
Sensors Skill: 5	

WEAPONS SYSTEMS

Type X Phaser:

Range: 10/30,000/100,000/300,000	
Arc: All (720 degrees)	
Accuracy: 3/4/6/9	
Damage: 20	
Power: 20	20

Type II Photon Torpedoes:

Number: 250	
Launchers: 1 ad, 1 fv	
Spread: 8	
Arc: Forward or aft, but are self-guided	
Range: 15/300,000/1,000,000/3,500,000	
Accuracy: 3/4/6/9	
Damage: 20	
Power: 5	5
Weapons Skill: 5	

DEFENSIVE SYSTEMS

Name/Type: Starfleet Deflector Shield	
Protection: 60/80	
Power: 60	60

recently. The government petitioned for UFP membership to participate in Federation trade relations. This sparked a five-year-long terrorist campaign by those who seek reunification with Romulus. In addition, the Federation hopes that by admitting both Psellus III and Arteline IV, they can avert a conflict over control of the sector.

For more information about Psellus III, see the *ST: TNG* RPG supplement **A Fragile Peace**.

Starbase 22

This Starbase lies between Starbase Sierra and Arteline, orbiting a small, lifeless planet in an unnamed system. It serves as an outpost, monitoring Romulan movements on their side of the Neutral Zone. Though small, it's well armed and considered the first line of defense against an invasion.

Starbase 25

This tiny Starbase orbits a white dwarf star lacking other satellites. Primarily an early warning station, it has a huge sensor array, and lies one light-year from the Romulan border. With no nearby celestial objects to obscure its view, Starbase 25 receives remarkably clear signals from deep within Romulan space.

Starbase 39-Sierra

The largest Starfleet facility in the region, this starbase serves as strategic headquarters for starships throughout the Frontier. It lies five light-years from the Romulan border, and has a full-service orbital repair platform. Ships assigned to the sector report to Admiral Elsa Keil.

Valer IV

The most recent Federation colony in the region, the inhabitants exploit the mineral resources of this Class M planet. Human and Vulcan settlers share the planet with a Harelian mining operation. Many colonists feel jumpy about the Neutral Zone, imagining cloaked ships behind every blip on their sensor screens. Some colonists agitate for a Federation military buildup, and a few even talk about forming a militia to prepare for Romulan aggression. The Vulcan colonists argue that a militia would be easy for the *Tal Shiar* to manipulate, and so far no action has been taken. See the *ST: TNG RPG* supplement **A Fragile Peace: The Neutral Zone Campaign** for more information.

Introducing the Characters' Ship

Starships serve as both home and workplace to their Starfleet crews, and a large part of every adventure is spent on the characters' ship: in this case, the *U.S.S. Discovery*. The Narrator should give the player character's ship a concrete sense of place. You can accomplish this narratively, by describing the sleek, futuristic interiors or by giving the ship its own character. The ship presented below should serve as a model for ships of the Narrator's design, or can be used as the setting for the group.

Not as spacious or comfortable as a *Galaxy*-class ship, the *U.S.S. Discovery* (NCC-62049) is a *Nebula*-class cruiser, one of the workhorses of Starfleet. Officers receive their own cabins, and the ship comes equipped with a lounge and holodeck, but narrower corridors and cramped workstations make the *Discovery* feel confined. The *Nebula*-class design calls for versatility, from well equipped labs for scientific missions to guest quarters for visiting dignitaries to an array of weapons. The design features a large upper equipment module that can be customized for a variety of mission profiles.

One of the older *Nebulas* in Starfleet service, the *Discovery* performed deep space exploration missions within Federation space. The ship distinguished itself in the Battle of Po Ucan IV, a small planet near the Cardassian Demilitarized Zone, where it suffered severe damage. Rather than scrap it, Starfleet completely refitted the ship at the Utopia Planitia shipyards. There, engineers replaced older or damaged components with the latest designs. Starfleet then reassigned the ship to patrol the Romulan Neutral Zone.

Like most Federation vessels, the *Discovery* is not a warship, but is designed to perform a variety of missions. Nonetheless, it can hold its own in a fight.

The Crew

Below, Narrators will find supporting-cast characters for every major position on the *U.S.S. Discovery*. Use these characters as needed to fill a position left open by the players. If someone wants to play a character assigned to a particular position, simply substitute the player character for one of the non-player characters. (If a player character replaces one of the department heads — Chief Medical Officer, Chief of Security, etc. — make sure they have the three point advantage Department Head. Narrators should keep this in mind during character creation; if a player wants to play the *Discovery's* Chief Engineer, they should allocate three points to this advantage.)

Alternately, you may prefer to include one of the NPC's below, even though a player designed her character to fill the position. If the player character fills a mid-level position, you can have the two characters share the duty — one might be Conn during the day shift, the other at night. If the character fills a senior staff position, keep in mind there can only be one Chief Engineer, Chief of Security or Chief Security Officer on a given ship. You could switch the characters' roles, "demoting" one of the supporting-cast and allowing the Crew member to play the department head (be sure to adjust the NPC's characteristics to reflect this change). Frequently, most player characters will serve under their respective department heads. A Security officer can staff the Tactical Station on the Bridge alongside Lieutenant Commander Korudos, for example, while a doctor could work in Dr. Lukin's sickbay.

The latter is the best option, as it gives your Crew room to grow and advance in their careers. As your characters gain experience, they will eventually assume these key positions. You can always have Lieutenant Commander Korudos transferred to a new posting, and promote the player character security officer to Chief of Security.

CAPTAIN ANN POTRIKOS

Image: A short, heavyset woman in her forties, Captain Potrikos conveys a sense of confidence and strength. She has thick, curly hair, black except for a single streak of white.

Personality: Ann Potrikos is an experienced captain with several years of command experience under her belt. All business on the bridge, she relaxes considerably when off-duty. Her calm and professional demeanor serves her equally well in diplomatic negotiations and the weekly poker game. Her favorite snack is ice-cold milk and double chocolate cookies.

History: Previously the captain of the *U.S.S. Anduril*, Capt. Potrikos recently assumed command of the *Discovery*. She received a commendation for bravery after leading the rescue of a kidnapped Betazoid diplomat. Graduating *summa cum laude* from Starfleet Academy, she received a Certificate of Special Merit for her paper on "The Tactical Use of Unorthodox Sensor Arrays."

ATTRIBUTES:
Fitness 2
Coordination 2
Dexterity +1
Reaction +1
Intellect 2
Perception +2
Logic +1
Presence 3
Willpower +1
Psi 0

SKILLS:
Administration (Starship) 3 (5)
(Starfleet Bureaucracy) (5)
Athletics (Parrises Squares) 2 (4)
Command (Starship) 4 (5)
Computer (Research) 1 (2)
Culture (Human) 1 (2)
Diplomacy (Federation Frontier) 1 (2)
Dodge 1
Gaming (Poker) 2 (3)
History (Federation) 1 (2)
(Human) (2)
Language
Federation Standard 3
Law (Starfleet Regulations) 4 (5)
Personal Equipment (Tricorder) 1 (2)
Persuasion (Negotiation) 2 (5)
Planetary Survival (Desert) 1 (2)
Planetary (Planetology) 1 (2)
Shipboard Systems (Flight Control) 1 (3)
(Command) (4)
Social Science (Anthropology) 2 (4)
(Political Science) (3)
Space Science (Astronomy) 1 (4)
(Stellar Cartography) (2)
Starship Tactics (Starfleet) 2 (3)
Systems Engineering (Command) 2 (3)
Vehicle Operations (Shuttlecraft) 1 (3)
World Knowledge (Earth) 2 (3)

ADVANTAGES/DISADVANTAGES:
Bold
Commendation (Certificate of Merit)
Contact (1 pt.) (Lt. Cmdr. Moore, assigned to Starbase 39)
Department Head (Conn)
Rank (Captain)
Rival (2 pts.) (Captain Jellico)

Courage: 5
Renown: 70 Aggression: -10 Discipline: 12
Initiative: 15 Openness: 14 Skill: 19
Wound Levels: 2/2/2/2/2/2/0

FIRST OFFICER LIEUTENANT COMMANDER ARAX PAPAUB (AH-RACKS PAW-PAWB)

Image: A Tellarite, Papaub stands somewhat shorter than average for his species. He possesses a prickly, bearish demeanor, which junior officers find mildly intimidating.

Personality: Lieutenant Commander Papaub handles crises with a calm and clear-headed demeanor. Attentive and a bit demanding on duty, off duty he eagerly mingles with his friends among the crew. He enjoys an active social life off the bridge, though it takes time to win his friendship. Although he tries not to show it, he wishes other Tellarites served on board the *Discovery*.

History: Originally assigned to the Engineering Division, Papaub transferred to Command during his second tour of duty. Since his graduation from the Academy, Papaub has served only on board the *Discovery*. When the captain died during the Battle of Po Ucan IV, he distinguished himself by assuming command. Starfleet Command offered him a position on the *U.S.S. Yamato,* but he elected to remain with the *Discovery*. He has served on the ship longer than anyone else on the crew.

ATTRIBUTES:
Fitness 3
Coordination 2
Reaction +1
Intellect 3
Logic +1
Presence 2
Psi 0

SKILLS:
Administration (Starship) 2 (3)
Athletics (Running) 1 (2)

Command (Starship) 2 (4)
Computer (Programming) 1 (3)
Culture (Tellarite) 1 (2)
Dodge 1
History (Federation) 1 (2)
(Tellarite) (2)
Language
Federation Standard 1
Tellarite 2
Law (Starfleet Regulations) 2 (4)
Material Engineering(Metallurgical) 2 (3)
Personal Equipment (Tricorder) 1 (2)
Persuasion (Debate) 2 (3)
Planetside Survival (Jungle) 1 (2)
Security (Security Systems) 2 (4)
Shipboard Systems (Operations) 1 (2)
(Command) (3)
(Tactical) (3)
Starship Tactics (Cardassian) 2 (2)
(Romulan) (2)
(Starfleet) (4)
Systems Engineering(Tactical) (3)
Vehicle Operatons (Shuttlecraft) 1 (2)

ADVANTAGES/DISADVANTAGES:
Argumentative
Department Head (Tactical)
Enhanced Vision
Promotion (Lt. Cmdr.)
Tactical Genius
Vengeful (2 pts.) (Cardassians)
Zero-G Intolerance

Courage: 4
Renown: 33 **Aggression:** 0 **Discipline:** 12
Initiative: 6 **Openness:** 10 **Skill:** 5
Wound Levels: 3/3/3/3/3/3/0

SCIENCE OFFICER LIEUTENANT JOAN AKSAH (AWK-SAH)

Image: Lieutenant Aksah is a tall, slender woman with dark skin and Arabic features. Her quiet, almost shy personality makes her difficult to approach.

Personality: A recent graduate of Starfleet Academy, Lieutenant Aksah feels too inexperienced for her position, and she both hopes and fears for the time she will have to prove herself. Her dread of failing at her job leaves her uncomfortable sharing her scientific opinions until she's checked them thoroughly. Additionally, she has taken great risks to gather data and worries that she might put the ship in danger while proving herself.

History: Aksah graduated from the Academy with honors, despite a grueling schedule that covered two disparate fields of study — exobiology and particle physics. During her cadet cruise, she participated in an investigation of an irregular Cepheid variable. Her shuttlecraft became trapped in an energy burst when she flew too close to obtain sensor data, earning herself a reprimand. Despite this blemish, she received a posting to the *Discovery*.

ATTRIBUTES:
Fitness 2
Coordination 2
Intellect 3
Perception +1
Logic +1
Presence 3
Willpower +1
Psi 0

SKILLS:
Athletics (Jumping) 2 (3)
Computer (Research) 2 (3)
Culture (Human) 2 (3)
Dodge 2
Energy Weapon (Phaser) 1 (2)
History (Federation) 1 (2)
(Human) (2)
Language
Federation Standard 3
Law (Starfleet Regulations) 1 (2)
Life Science (Exobiology) 2 (3)
Personal Equipment (Tricorder) 2 (3)
Physical Science (Physics) 1 (3)
Planetside Survival (Lunar) 1 (2)
Propulsion Engineering (Warp Drive) 1 (2)
Shipboard Systems (Sensors) 2 (3)
Space Science (Astrophysics) 2 (3)
(Thermodynamics) (3)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Luna) 1 (2)

ADVANTAGES/DISADVANTAGES:
Curious
Impulsive
Mathematical Ability
Innovative
Promotion (Lt.)

Courage: 2
Renown: 11 **Aggression:** 0 **Discipline:** -5
Initiative: 5 **Openness:** 0 **Skill:** 1
Wound Levels: 2/2/2/2/2/2/0

CHIEF ENGINEER LIEUTENANT ALIOK (AY-LEE-OCK)

Image: A tall, muscular Vulcan male, Aliok somehow manages to keep himself completely tidy, even when crawling around in ducts or fiddling with dusty machines on alien planets. He exudes confidence, bordering on arrogance.

Personality: Aliok likes to tinker with the various systems on board the *Discovery*, experimenting with various theories (both his own and those of others). He sees Main Engineering as his personal laboratory, his modifications sometimes befuddling his fellow engineers. He also rejects Vulcan psychic abilities, preferring technology to his inherent abilities.

History: Against his parent's wishes, Aliok joined Starfleet and studied engineering. Specializing in warp dynamics at Starfleet Academy, he presented a paper on transwarp dynamics at the Daystrom Institute. During his previous assignment on board

the *U.S.S. Lakota*, he managed to perform a cold restart of the warp engines using an experimental process pioneered by Geordi La Forge. On the flight to Starbase 39-Sierra, he spent much of his time integrating the new phaser and sensor arrays. Aliok holds the rank of Master in chess.

ATTRIBUTES:
- Fitness 2
  - Strength +1
- Coordination 2
- Intellect 3
  - Logic +2
- Presence 2
  - Empathy -1
- Psi 1
  - Range -1

SKILLS:
- Administration (Logistics) 1 (2)
- Athletics (Lifting) 1 (2)
- Computer (Modeling) 2 (3)
- Culture (Vulcan) 1 (2)
- Dodge 2
- Energy Weapon (Phaser) 1 (2)
- First Aid (Wound/Combat Trauma) 1 (3)
- History (Federation) 1 (2)
  - (Vulcan) (2)
- Gaming (Chess) 3 (4)
- Language
  - Federation Standard 2
  - Vulcan 2
- Law (Starfleet Regulations) 1 (2)
- Material Engineering (Spaceframe) 1 (3)
  - (Starship Design) (2)
- Mind Meld 2
- Personal Equipment (Tricorder) 1 (2)
- Planetside Survival (Arctic) 1 (2)
- Physical Science (Mathematics) 2 (3)
  - (Physics) (3)
- Propulsion Engineering (Warp Drive) 2 (5)
- Shipboard Systems (Flight Control) 2 (3)
  - (Medical) (3)
  - (Operations) (3)
- Space Science (Thermodynamics) 2 (3)
- Strategic Operations (Neutral Zone) 1 (2)
- Systems Engineering (Weapons) 2 (3)
- Unarmed Combat (Nerve Pinch) 2 (3)
- Vehicle Operations (Shuttlecraft) 1 (2)
- World Knowledge (Vulcan) 1 (2)

ADVANTAGES/DISADVANTAGES:
- Arrogant
- Code of Honor (Vulcan)
- Department Head (Engineering)
- Hides Emotions
- Innovative
- Pacifism (-3)
- Patron (+2) (Ambassador Spock)
- Promotion (Lt.)

Courage: 3
Renown: 20 **Aggression:** -5 **Discipline:** 4
Initiative: 4 **Openness:** 0 **Skill:** 7

Wound Levels: 2/2/2/2/2/2/0

FLIGHT CONTROL OFFICER LIEUTENANT
DAN CHEUNG (KEY-UNG)

Image: Dan Cheung is a handsome, athletic man in his early thirties. He has a deep scar on the inside of his left forearm, which is usually hidden under his uniform.

Personality: Cheung stops just short of being cocky — usually. He knows his skills and limitations, and feels he's got nothing to prove. Even in the most hazardous situations, Cheung manages to crack a joke. When not on duty, he studies the *bat'leth* on the holodeck.

History: Cheung hails from Earth, where his father and mother work in Starfleet Command. Early on, he showed promise as a Starfleet officer, frequently visiting the Starfleet Museum and traveling with his parents on inspection tours. Cheung idolizes Captain Hikaru Sulu, and studied his service record meticulously. He received a promotion to Lieutenant after his cool thinking and superb reflexes aided a *Constellation*-class ship in escaping two marauding Ferengi vessels. The incident left him with a healthy concern for Ferengi activities, and he made studying the race and its tactics a priority.

ATTRIBUTES
- Fitness 2
  - Vitality +1
- Coordination 2
- Intellect 3
- Presence 2
  - Willpower +1
- Psi 0

SKILLS:
- Administration (Starship) 2 (3)
  - (Starfleet Bureaucracy) (2)
- Athletics (Running) 1 (2)
  - (Soccer) (2)
- Charm (Opposite Sex) 1 (2)
- Computer (Research) 1 (2)
- Culture (Human) 2 (3)
- Dodge 1
- Energy Weapon (Phaser) 1 (3)
- History (Federation) 1 (2)
  - (Human) (2)
- Language
  - Federation Standard 3
- Law (Starfleet Regulations) 1 (2)
- Personal Equipment (Environmental Suit) 1 (2)
- Planetside Survival (Arctic) 1 (2)
- Shipboard Systems (Flight Control) 2 (4)
  - (Operations) (3)
  - (Sensors) (3)
- Space Science (Astrogation) 1 (3)
- Starship Tactics (Ferengi) 1 (2)
  - (Romulan) (2)
- Systems Engineering (Flight Control) 1 (2)
- Primative Weaponry (*bat'leth*) 1 (2)
- Vehicle Operation (Shuttlecraft) 3 (4)

World Knowledge (Earth) 1 (2)
(Dessica II) (2)

ADVANTAGES/DISADVANTAGES:
Contact (1 pt.) (Starfleet)
Promotion (Lt.)
Rival (2 pts.) (Shuttlecraft Pilot)
Rival (3 pts.) (Ferengi DaiMon)
Shrewd
Vengeful (1 pt.) (Nausicaans)

Courage: 4
Renown: 10 **Aggression:** 2 **Discipline:** 6
Initiative: 2 **Openness:** 0 **Skill:** 0
Wound Levels: 3/3/3/3/3/3/0

SECURITY CHIEF LIEUTENANT KORUDOS (KO-RUE-DOSE)

Image: Korudos is an Andorian. Despite his small stature, Korudos often intimidates those who oppose him. He tends to glare at people, and he often grins sarcastically.

Personality: Suspicious and cynical by nature, Korudos does not take anything at face value. Like most Andorians, he is quick to anger, something he must learn to control. He often comes across as abrasive, but to his friends he is ferociously loyal.

History: Lieutenant Korudos transferred to the *Discovery* from counterintelligence detail. Starfleet Intelligence does not allow its personnel to discuss their intelligence work, and Korudos avoids the subject in conversation. While awaiting his new assignment, a Breen assassin tried to kill him, apparently on orders from the Obsidian Order. Luckily, he's a crack shot with a phaser.

ATTRIBUTES
Fitness 3
Vitality +1
Coordination 3
Intellect 2
Perception +1
Logic -1
Presence 2
Willpower +1
Psi 0

SKILLS:
Athletics (Jumping) 1 (2)
Behavior Modification (Resistance) 1 (3)
Command (Combat Leadership) 1 (3)
Computer (Intrusion) 1 (3)
Culture (Andorian) 1 (2)
Dodge 1
Energy Weapon (Phaser) 2 (5)
Espionage (Traffic Analysis) 1 (2)
(Covert Communications) (3)
(Intelligence Techniques) (4)
History (Andorian) 1 (2)
(Federation) (2)
Language
Andorian 2
Federation Standard 1
Romulan 1
Law (Starfleet Regulations) 3 (4)
Personal Equipment (Tricorder) 2 (4)
Physical Science (Computers) 1 (2)
Planetside Survival (Urban) 1 (2)
Primitive Weaponry (*Chaka*) 2 (4)
Security (Security Systems) 5 (6)
Shipboard Systems (Tactical) 2 (5)
Systems Engineering (Security Systems) 1 (4)
Unarmed Combat (Starfleet Martial Arts) 2 (5)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Andoria) 1 (2)

ADVANTAGES/DISADVANTAGES:
Contact (+2) (Starship Captain)
Department Head (Security)
Excellent Balance
Excellent Hearing
Excellent Sight
Favors Owed (Orion Captain)
Obligation (-1) (to Starfleet Intelligence)
Promotion (Lt.)

Courage: 5
Renown: 19 **Aggression:** 7 **Discipline:** 2
Initiative: -3 **Openness:** -2 **Skill:** 5
Wound Levels: 4/4/4/4/4/4/0

CHIEF MEDICAL OFFICER DOCTOR RAMONA LUKIN

Image: Tall, with thick light hair and bright green eyes, Ramona Lukin cannot hide her striking looks. She does little to emphasize her beauty, believing it gets in the way of people's opinions of her.

Personality: Despite her skill and compassion, she has a fiery temper. When patients do not take her medical advice seriously — ignoring her instructions, for example — she becomes angry. Dr. Lukin has a sharp tongue and does not hesitate to voice her opinions.

History: Lukin began her career as a doctor in the Rigellian System Patrol, a reserve outfit responsible for policing Federation trade routes. She never attended Starfleet Academy, instead receiving basic training through the RSP. Captain Potrikos requested Lukin be assigned to the ship after meeting her during a medical emergency at Rigel IV. Lukin holds the provisionary rank of Lieutenant.

ATTRIBUTES:
Fitness 2
Coordination 2
Reaction +1
Intellect 2
Presence 2
Willpower +1
Empathy +1
Psi 0

SKILLS:
Athletics (Climbing) 2 (4)
(Raquetball) (3)

Bargain (Haggling) 1 (2)
Computer (Research) 1 (2)
Culture (Human) 1 (2)
(Vulcan) (2)
Dodge 1
Energy Weapon (Phaser) 1 (2)
First Aid (Human) 4 (5)
History (Federation) 1 (2)
(Human) (2)
Language
Federation Standard 3
Law (Starfleet Regulations) 1 (2)
Life Science (Biology) 1 (3)
Medical Science (Pathology) 4 (5)
(Surgery) (5)
Personal Equipment (Medical Tricorder) 2 (5)
Planetside Survival (Mountain) 1 (2)
Search 2
Shipboard Systems (Medical) 2 (4)
Starship Tactics (Pirate) 1 (2)
(Ferengi) (2)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Rigel IV) 1 (2)

ADVANTAGES/DISADVANTAGES:
Bold
Department Head (Medical)
Promotion (Lietenant)
Resolute

Courage: 2
Renown: 17 **Aggression:** 0 **Discipline:** 0
Initiative: 7 **Openness:** 5 **Skill:** 5
Wound Levels: 2/2/2/2/2/2/0

COUNSELOR RIAL ELBRUN

Image: Counselor Elbrun is a heavy-set, energetic white Betazoid male. Unlike some counselors, he prefers to wear his Starfleet uniform to emphasize his connection to the crew. Exuberant, Elbrun is given to sweeping gestures and dramatic hyperbole.

Personality: Elbrun is a peaceful man, seeking nonviolent ways to resolve conflicts. He takes his advisory role to the captain seriously, often providing valuable insight on possible antagonists or the crew's mental state.

History: Rial Elbrun is the older brother of Tam Elbrun, who was unable to screen out the telepathic noise of other people. After caring for his younger brother, Rial chose psychology as his profession. He applied to Starfleet Academy as a cadet at the age of 28, after four years as a civilian counselor, and holds the rank of Lieutenant. Unknown to the rest of the crew, Elbrun is attracted to Dr. Lukin.

ATTRIBUTES:
Fitness: 2
Coordination: 2
Intellect: 2
Perception +1
Presence: 2
Empathy +1

Psi: 2
Focus +1
Range +1

SKILLS:
Administration (Starship Personnel) 2 (3)
Athletics (Running) 1 (2)
Charm (Influence) 2 (3)
Computer (Research) 1 (2)
Culture (Betazoid) 2 (3)
(Human) (3)
Dodge 3
Energy Weapon (Phaser) 1 (2)
First Aid (Combat/Trauma) 2 (3)
History (Betazoid) 1 (2)
(Federation) (2)
Language
Betazoid 2
Federation Standard 2
Klingon 1
Law (Starfleet Regulations) 1 (2)
Medical Science (Psychology) 2 (5)
Persuasion (Counseling) 2 (4)
(Negotiation) (3)
Planetside Survival (Ocean) 1 (2)
Projective Telepathy 2
Receptive Telepathy 4
Unarmed Combat (Karate) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)
World Knowledge (Betazed) 1 (2)
(Qo'noS) (2)

ADVANTAGES/DISADVANTAGES:
Promotion (Lieutenant JG)
Sexy (+2)

Courage: 1
Renown: 20 **Aggression:** -6 **Discipline:** 4
Initiative: 2 **Openness:** 6 **Skill:** 2
Wound Levels: 2/2/2/2/2/2/0

Shakedown Cruise

Accusing the Federation of establishing a secret listening post along the Demilitarized Zone, the Cardassians attacked, and destroyed, a Federation science station. Responding to the station's distress signal, the U.S.S. Ward and U.S.S. Discovery confronted the Galor-class ship. In the battle that ensued — known as the Battle of Po Ucan IV — the starships drove the Cardassians back into their own territory, but both paid a heavy price, the destruction of the Ward and severe damage to the Discovery.

Rather than scrap the ship, Starfleet refitted the Discovery at the Utopia Planitia shipyards, where she received a major overhaul. Now assigned to patrol duty along the Romulan Neutral Zone, the ship requires a shakedown cruise to test her new systems. It should be a simple mission involving a brief tour of the Arteline Sector.

Synopsis

The adventure begins with the Crew arriving at Starbase 39-Sierra to rendezvous with the *U.S.S. Discovery*. There, they have an opportunity to become acquainted with each other before being piped aboard.

The *Discovery* then sets out for a shakedown cruise. Their orders require them to travel to Uiono's Star, to test the phasers against sensor drones, then on to Collapsar 49, to test the ship's sensors. Afterward, they are to travel to Detweiller III to transport supplies to a small science station there. Along the way, several problems crop up with the *Discovery's* various systems, from doors that don't operate properly to delicate calibrations of the warp drive.

After their test at Collapsar 49, the *Discovery* picks up a mysterious broadcast from a barren moon. Adjusting course to investigate, the Crew discovers an unregistered Harelian mining operation. Interference on the planet below prevents transport down to the surface, requiring the use of a shuttlecraft. While the Crew sorts things out with the mine's administrator, it becomes clear that much more is going on than the extraction of minerals. The miners act suspiciously, and their outpost has a sophisticated subspace transmission array; evidence suggests a transporter scrambler as the cause of the interference. Decoding the initial transmission reveals the Harelians for what they are — spies for the Romulans. Meanwhile, the Harelians attack the away team. If the Crew escapes by beaming up to a waiting starship, a battle ensues. The Crew must stop the Harelian spies at all costs. The security of this Federation outpost is at stake.

Act One: Arrival and Shakedown

The story begins when the *Discovery* picks up her crew at Starbase 39-Sierra. Each character arrived at the starbase on some other ship, such as the *U.S.S. Lexington* or the *Grissom*. Narrators can use this opportunity to allow the Crew to become acquainted with each other. Some Crew members might wait at the starbase for several days for the *Discovery's* arrival, while others could travel to the starbase on the same ship. You can also use this opportunity to develop Starbase 39-Sierra, as the player characters shop at the starbase's stores or meet with starbase officers.

Once the *Discovery* arrives, the Crew beam up. As they materialize on the transporter pad of the *U.S.S. Discovery*, the high-pitched buzz of the transporter room hums in the background. Commander Papaub, a diminutive, portly Tellarite, stands near the transporter station and welcomes them on board. (See the entry for *Papaub*.) He expects the Crew members to identify themselves and report for their assigned duties. If they forget, Papaub reminds them gruffly, then he offers to take them to the captain.

As the Crew walks along the ship's graceful, curved corridors and takes the turbolift to the bridge, they can make polite conversation with their First Officer about the *Discovery*, the trip to Starbase 39 or the captain. He answers all questions politely, but curtly; everything is either "fine" or "nice." When Papaub speaks about the ship, that's when he opens up; he is proud of the *Discovery*, telling them of the Battle of Po Ucan IV, the previous captain and the recent overhaul of the ship. Otherwise, Papaub says nothing along the way.

When they arrive on the bridge, the Crew members find Captain Potrikos speaking with an engineer, discussing a problem with the warp drive that occurred on the trip: an imbalance in the intermix flow. She interrupts the conversation to welcome the Crew aboard and introduces any NPC bridge officers. If one of the player characters is the new Chief Engineer, she informs him of the recent problems in engineering. Although they repaired the problem, she advises him to keep an eye on the situation. She then directs an ensign to show the Crew to their quarters, where they can stow any personal gear. They are to report for duty within the hour.

The Mission

After everyone assumes their stations, the *Discovery* sets out on her shakedown cruise. Admiral Keil sends a message wishing the ship well. Then Captain Potrikos orders the ship taken out of orbit.

Potrikos explains their mission. Because the Starfleet Test Fire Range lies closest to Starbase 39, the *Discovery* is first to proceed to Uiono's Star at maximum warp, and identify and destroy five drones hidden in a dense asteroid belt there. Next, they are to move on to Collapsar 49 for routine sensor tests. Afterwards, they are to proceed to Detweiller III, to resupply a small science station there and test the transporters.

She orders Flight Control to lay in a course for the Uiono system, at warp 9. This is a Routine (4) Shipboard Systems (Flight Control) Test.

Problems

A shakedown cruise tests a starship's systems under conditions of actual use. Although the *Discovery* traveled from Utopia Planitia to Starbase 39, all the bugs haven't been worked out yet. Much of the new equipment has yet to be integrated fully, and new problems crop up as the various systems interact. During the adventure, the Crew must identify and repair these glitches.

Throughout the adventure, throw in some minor problems to plague the crew: Replicators that produce only cold food, turbolifts that get stuck between decks, an unresponsive LCARS system, or doors that open and close on their own. Use these as colorful digressions throughout the adventure.

The problems encountered below depend on the Crew's stations. Not every accident described has to occur. You may want to discard problems that don't effect the Crew directly, though this affects the adventure's final outcome. If you discard one of these problems, you should replace it with something more appropriate. For example, if none of the players portray the tactical officer, ignore the phaser "overburn" problem and have the ship's guidance system or EPS fail. The ship could accidentally drift into an asteroid field, causing the hull to get pummeled with giant rocks, or phaser fire might cause the EPS system to short out on certain decks.

Test #1: Uiono's Star

The first major problem to occur is a phaser malfunction. When the ship reaches Uiono's Star, the captain orders the ship to the edge of an asteroid field at impulse speed. As the *Discovery* nears the field, she tells the tactical officer to identify and destroy the drones hidden there.

A total of five drones lurk within the field. This requires a Challenging (10) Shipboard Systems (Sensors) Test, rolled for each drone. As each is identified, it activates, performing standard evasion maneuvers. The Difficulty to fire on a drone depends primarily on its distance from the ship (but also on such factors as the drone's Size (most are Size 1), the amount of cover provided by the asteroids, and the quality of the sensor locks the ship obtains on the drones; see *Rules of Engagement*, page 143-145, for details). Thus, hitting each drone requires Shipboard Systems (Tactical) Tests whose Difficulty ranges from Moderate to Nearly Impossible.

During the tests, the phasers must be fired at various power levels; the tactical officer should specify the setting (25% power, 80% power, and so forth) before making a Test to hit a drone. The new sensors work normally, as do the phasers set at maximum power. However, when fired at anything less than 40% power, the phasers "overburn" — they don't shut off. Furthermore, they increase their power by 10% every turn. If this continues unchecked, the phasers burn out in ten turns and put a severe drain on the warp core.

If the tactical officer sets the phasers to their highest setting any time after "overburn", but before they completely overload on their own, they can then be shut off. (Remember, the phasers worked just fine at maximum power.) Let the officer think of it on his own, as he tries various ways to bring the weapons under control. If after seven turns a player

Roleplaying

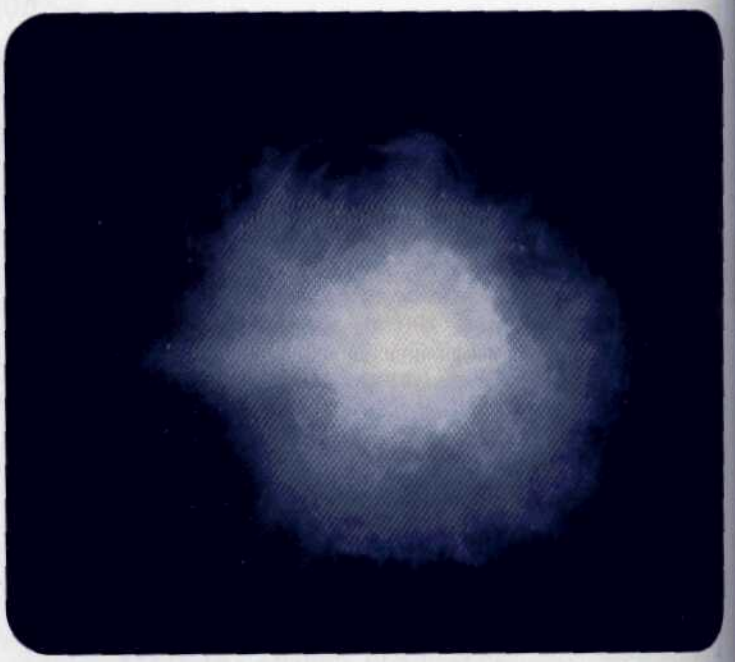
Often, published adventures cannot cover every possible roleplaying opportunity, due to space constraints. For example, when a ship usually approaches a planet, the Conn officer informs the captain, saying, "Captain, we're approaching Detweiller III." Then the captain might say something like, "Take us into a standard orbit." Although these interactions don't appear in the adventure, think about how characters handle things on an episode of Star Trek, and include them.

doesn't think of this solution on his own, have him make a Challenging (10) Starship Systems (Tactical) Test. Failing this, the character can try again, using the Additional Attempts rules (see page 122).

You can increase the pressure on the character by having Captain Potrikos order the tactical officer to shut down the phasers after five turns. She becomes increasingly anxious with every passing turn. If the phasers burn out, she demands an explanation from the character, and orders a Level 1 Diagnostic.

Once the tactical officer brings the phasers under control, it takes a Moderate (7) Systems Engineering (Weapons Systems) Test to find the faulty coupling and repair it. If the phasers burned out, the *Discovery* must do without them until it can return to Starbase 39-Sierra for repairs.

If the phasers burn out, Captain Potrikos will decide to continue on without phasers. In any event, when the appropriate time comes, she orders a course for Collapsar 49 (another Routine (4) Starship Systems (Flight Control) Test).



Test #2: Collapsar 49

When the *Discovery* reaches warp speed en route to Collapsar 49, the warp drive fails to shut down for approach to the black hole. The Conn officer should make a Routine (4) Starship Systems (Flight Control) Test to realize that, at the current rate of speed, the ship will plunge into the crushing heart of a black hole. The ship has 30 minutes before this occurs.

Captain Potrikos asks for input from her bridge crew. (This can happen on the bridge, or the staff could retire to the ready room.) If the player characters play the roles of Engineering and Conn, have them inform the captain of the three possible options (listed below); if not, the captain receives this information from the proper stations. However, she wants the Crew's involvement in this important decision. This is her chance to see how well they work together: how they argue, suggest solutions and finally choose one course from the many possible options — and, most importantly, how they live with the consequences of their decision. After listening to all opinions, the captain chooses the consensus option — even if she believes it to be the wrong one. She will not allow the ship to be unduly endangered, but wants the Crew to see the results of their decision.

The possible options are: The Crew can scrub the mission to Collapsar 49 and change course, try to stop the ship using the black hole's gravity, or perform a hot shutdown of the warp core. Each option has its challenges.

To change the ship's course requires a Routine (4) Starship Systems (Flight Control) Test, though the ship continues to warp out of control.

To bring the *Discovery* out of warp near the collapsar requires the use of the black hole's gravity well for braking. While the collapsar has more than enough pull for the braking maneuver, a slight

The Balin System

System Name:	Balin
Affiliation:	None
System Type:	Type A5 V (dim white main sequence star)
Inhabited Planets:	None
Other Planets:	*Five:* Balin I (Class F), Balin II (Class F), Balin III (Class D), Balin IV (Class H), Balin V (Class K)
Other Stellar Objects:	None
Artificial Objects:	None
SIS:	An unremarkable system containing several barren worlds, unsuitable even for terraforming.

Moon

Planet Name:	P80-AS
Class:	D
System Data:	P80-AS is a small moon orbiting Balin IV
Gravity:	.8G
Atmosphere:	None
Hydrosphere:	None
Climate:	None
Affiliation:	Independant
Resources:	metal-rich; nickel, iron, radioactives, vionium

miscalculation could put the ship into a flat spin. Worse, it could stop the ship too close to the gravity well. To stop the *Discovery* safely using the collapsar's pull requires a Difficult (13) Starship Systems (Flight Control) Test. The Narrator should choose the result of a failure — either a flat spin or a dead stop in the maw of black hole. Both require additional Skill Tests, as the maneuver takes the engines off-line (another (Flight Control) roll to correct the spin or a Propulsion Engineering (Warp Drive) roll to bring the engines back).

The other option is to shut down the warp drive, normally a gradual process. Suddenly stopping the flow of matter and antimatter to the engines can

cause a dangerous energy backlash. It is a Routine (3) Propulsion Engineering (Warp Drive) Test to recognize the dangers of taking the engines off-line. If the engineer (or somebody else in the bridge crew) does not come up with a solution to handle the energy backlash, the matter/antimatter injectors become damaged, requiring service back at Starbase 39. It is a Difficult (13) Test to bleed off the unwanted energy successfully. If this fails, the only other solution is to eject the warp drive, leaving the ship nearly powerless.

Shutting down the warp drive leaves the ship on impulse power until the engine can be gradually restarted (which typically takes three to five hours and a Routine (4) Propulsion Engineering (Warp Drive) Test). First, the engineer must make a Moderate (7) Propulsion Engineering (Warp Drive) Test to identify and repair the warp engine malfunction.

Harelians

Harelians, a humanoid race, come from the planet Harelia, located in a nearby sector. Generally 5-8 cm shorter than humans, their ears extend outward with pale, thin flaps of skin strung between cartilage, similar to a bat's wing. Harelian skin tones go through monthly changes depending on their neurochemical state. When Harelians' skin turns reddish-gold, they become prone to intense emotions and rapid mood swings. At the other end of the cycle, when their skin develops an aqua tone, they become sluggish and distant. In between, Harelians have a pale white tone, and their emotions achieve a general balance. The red phase lasts for five days, followed by ten days of normal coloration, then the green phase lasts for five days, followed by another ten days of normal coloration.

Harelians are not ruled by their emotional tendencies; a Harelian in red phase is no more aggressive or angry than in the pale phase, but is more likely to feel emotions strongly. All Harelian culture takes these emotional tendencies into account. They often find the uncertainty of human emotional states amusing or puzzling.

Attributes

Fitness 2 (5)

Vitality +1

Coordination 2 (5)

Intellect 2 (5)

Perception +1

Presence 2 (5)

Psi 0 (5)

Skills

Bargain (Haggling) 2 (3)

Culture (Harelian) 2 (3)

History (Harelian) 1 (2)

Language, Harelian 2

Merchant (choose specific commodity) 1 (2)

World Knowledge (Harelia) 1 (2)

Vionium

Vionium is an extremely dense gray material which fluoresces brightly under ultraviolet light. It can be activated to produce a wide variety of energy forms — light, heat, X-rays, and subspace pulses. Certain species, such as the Harelians, use vionium as a power source for their colonies until more efficient fusion generators can be brought in.

A Strange Signal

After a stop at Collapsar 49, the ship either limps back to Starbase 39 to repair its faulty systems or continues on to Detweiller III (the destination depends on just how badly damaged the ship is). On the way, the new sensors pick up an unusual subspace signal as the ship passes by the Balin system. It is too diffuse and orderly to be natural background noise, but not regular enough to be a

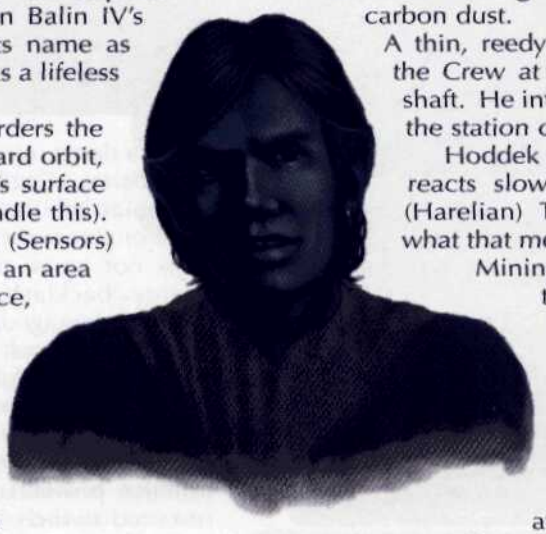
pulsar emission. A Challenging (10) Shipboard Systems (Sensors) Test allows a Crew member to recognize the patterns of a linguistic broadcast. Using the long-range sensors narrows the signal enough to be identified: It is a communication signal, though the message is encrypted. The signal comes from Balin IV's moon.

Learning more about the signal requires going to the moon's surface to investigate. The trip to Balin IV takes two minutes at warp 6. Reluctantly, Captain Potrikos decides to investigate the signal and orders a course set for Balin IV.

Act Two: Away Team

As the ship follows the signal, the captain requests all known information on Balin IV's moon. A starmap entry reveals its name as merely "P80-AS" and describes it as a lifeless rock, made mostly of carbon.

Lieutenant Commander Papaub orders the Conn to take the ship into a standard orbit, and requests a scan of the moon's surface (either Science or Tactical can handle this). A Routine (4) Shipboard Systems (Sensors) Test reveals the signal comes from an area of unusual ionic interference, preventing transporters from beaming crew down to the source and blocking surface scans in that area. The captain wants an Away Team to travel to the moon and determine the source of the signal. An Away Team could beam down at the edge of the interference without complications. Alternatively, they could take a shuttlecraft, and land closer to the source. (Narrator's choice; have the captain decide, unless a Crew members can sway her toward a particular option.) Either way, the surface lacks atmosphere, so the away team must wear environmental suits.



The captain designates one of the Crew as mission commander to head up the Away Team. She chooses by rank or department specialty.

Once beamed onto the moon, the Crew surveys the barren, lifeless rock. The moon has no atmosphere with which to refract the light of stars, and a black blanket of utter night weighs upon the visitors. Tricorders give anomalous readings, making it a Challenging (10) Personal Equipment (Tricorder) Test to screen out the static. If successful, the Crew identifies life signs approximately 3.2 kilometers away from the beam-down point.

Piloting a shuttlecraft to the source of the signal, the Crew spots an artificial structure on the moon's surface. If they use the shuttle's sensors (a Routine (5) Shipboard Systems (Sensors) Test), they detect several life signs.

The Mining Colony

Whether they land next to the building or walk, the Crew traces the source of the transmission to a small, domed building, featureless except for an airlock door. A successful Moderate (7) Search Test uncovers a powerful subspace transmitter hidden behind the building. By using the com panel at the door, the Crew can talk to the inhabitants and ask to be let in. The people inside refuse to unlock the door until the Crew identify themselves. Aggressive characters may want to force the door, which calls for a Routine (5) Security (Security Systems) or Computer (Programming) Test.

The door opens, revealing an empty industrial elevator. After the Crew enters, the door closes and the elevator pressurizes, descending for five minutes until the doors open once more, revealing subterranean caverns twenty feet below the moon's surface. The network of dark, rough corridors typical of lunar mining is covered in fine, black carbon dust.

A thin, reedy-looking Harelian waits for the Crew at the bottom of the elevator shaft. He introduces himself as Hoddek, the station commander.

Hoddek is in his green phase, so he reacts slowly. (A Routine (3) Culture (Harelian) Test tells a Crew member what that means.) He welcomes them to Mining Operation 327 and leads them to the station's control room. Various computer stations and screens line the walls, the displays showing different station functions. He seems surprised to see Starfleet officers, but not alarmed or afraid.

When asked about the station, he says that the settlement mines vionium from the moon's crust. Twenty miners live here, supplied once a month by a commercial ship. If the Crew ask why the colony didn't show up in their records, he cites the Harelian Mining Bureau's notoriously slow bureaucracy: "Perhaps they haven't filed a report with Starfleet," he suggests. Characters who make a Moderate (7) Administration (Harelian Government) Test know this to be true — the Harelian bureaucracy is slow.

If the Crew ask to see his mining license, he invites them to his office and produces a "temporary license." Their official license, he says, should have arrived four months ago. A Difficult (12) Espionage (Forgery) Test reveals the temporary license as a

forgery. A successful Moderate (7) Receptive Empathy or Receptive Telepathy Test reveals Hoddek is lying.

Hoddek has a lot of questions for the Crew as well. What are they doing in the area? Why did they come to P80-AS? Is there anything he can do for them? Have they heard any news?

If the Crew asks about the unusual interference, Hoddek explains that his miners hit a large vein of vionium with a positron emitter drill, causing the vionium to emit broad-band radioactive static. Asking about the strange subspace signal they received, Hoddek has no explanation. Again, successful Moderate (7) Receptive Empathy or Receptive Telepathy Tests reveal Hoddek to be lying, although vionium does react the way Hoddek describes (as anyone making a Moderate (7) Planetary Science (Geology) or (Mineralogy) Test knows).

If asked, Hoddek gladly shows the Crew around the settlement, including the miners' quarters, galley, main office and recreation room — but not the mine itself. According to Hoddek, the mine is flooded with radiation from the active vionium, making it far too dangerous for anyone to visit. (Hoddek is lying again.)

HODDEK

Fitness	2
Strengt	+1
Vitality	+2
Coordination	3
Dexterity	+1
Intellect	2
Perception	+1
Presence	2
Psi	0
Wound Levels:	
Healthy	4
Stunned	(+1) 4
Injured	(+1) 4
Wounded	(+2) 4
Incapacitated	(—) 4
Near Death	(—) 4
Killed	

Advantages/Disadvantages: Ally (+2) (Tal Shiar commander), Night Vision (+2)

Skills: Espionage (Cryptography) 2 (3), Energy Weapon (Phaser) 2 (3), Security (Security Systems) 1 (2), Computer (Programming) 1 (2), Personal Equipment (environmental suit) 1 (2), Language (Romulan) 2

Equipment: Old-style Type II phaser, numerous PADDs, Environmental Suit

Roleplaying Notes: Hoddek works for the *Tal Shiar*, supervising a secretive communications post. Unlike loyal Romulan agents, Hoddek does what he does for the money. However, he knows that falling into the hands of the Federation will mean years spent in a penal colony, and will stand his ground as long as possible. Like many in his profession, Hoddek lies whenever necessary. To outsiders, he's friendly, acting the part of a mining colony administrator.

Clues

Observant Crew members can pick up on several clues. The sensors on the *Discovery* reveal that no vionium exists on the moon (make a Routine (4) Shipboard Systems (Sensors) Test). With a successful Moderate (7) Planetary Science (Geology) or (Mineralogy) Test, a character knows that, even if there were vionium veins on the moon, it would be impossible to activate them with a mining drill; that requires intense bombardment, more than a mining drill produces. Furthermore, characters may notice a curious lack of mining equipment lying around: No cargo loaders, no digging equipment, no mined ore. Finally, a Challenging (9) Personal Equipment (Tricorder) Test indicates a lack of dangerous radiation coming from the mine. Instead, it appears the interference may be caused by a transport scrambler. A close inspection (a successful Moderate (7) Shipboard Systems (Transporter) Test) of the control panels in the mine reveals a transport scrambler. A Crew member might try to deactivate the scrambler; the panel is protected by a security lockout, requiring a Difficult (13) Computer (Programming) or Security (Security Systems) Test. This would attract the miners' attention; go to *Final Confrontation*, below.

While Hoddek has a superficial knowledge of mining, the Crew can easily trick him. For example, if a Crew member makes up a type of mining tool — the tribeam plasma drill, for example — he pretends he's heard of it.

What's Really Going On

Hoddek and his "miners" actually work as spies for the Romulan Star Empire, and the mine serves as a front for their operation. The station on P80-AS relays messages between Romulan space and *Tal Shiar* agents in Federation space. The *Discovery* intercepted one of these messages and Hoddek expects a reply message — an important one — soon. He must figure out a way to get rid of the Starfleet officers, so that he can keep P80-AS a secret. Narrators should feel free to adapt to their players' actions and intentions. If the players seem interested in a cat and mouse game of outwitting Hoddek, go with that. On the other hand, if they want to draw phasers and provoke a confrontation, that too is acceptable. Keeping that in mind, what follows are some guidelines for the various basic plotlines.

On the Discovery

While the away team investigates the moon below, the captain orders a science officer to decode the original transmission. Use this section if one of the Crew members remained behind on the ship, to give him something to do. If not, the ship is unable to decode the message, and play should proceed to *Confronting Hoddek*.

Remember, the signal seemed to possess evidence of language. Working with the computer, a science or operations officer can try to narrow the signal, then decode the rhythmic beepings. This requires either a Challenging (10) Shipboard Systems (Communications), Computer (Programming), or Physical Science (Computer Science) Test. A science officer can also trace the signal's trajectory with another Challenging (10) Shipboard Systems (Communications) Test. The destination is somewhere within this sector, towards the Neutral Zone. Repeated attempts for both Skill Tests can be made, using the Additional Attempt rules on page 122. The character has an hour before events move ahead.

If this attempt is successful, the signal is revealed as a normal subspace signal, though the message is encoded. To crack the code requires a Challenging (11) Computer (Programming) or Espionage (Cryptography) Test, as the character works with the computer to find the right cipher key. Successfully decoding the message reveals it to be Romulan, although poorly spoken, as if it is not the speaker's native language. The Universal Translator translates it as follows:

"Greetings, servants of the emperor. I relay to you important data collected from your noble agents within enemy space. Great danger hangs on our heads to bring you this, but courageous are we to brave it. Very useful you will find the knowledge of Starfleet military movements and the locations of their ships."

The message continues with a short data stream, detailing the location of nearby starbases and the recent movements of Starfleet starships. There is even a copy of the highly confidential duty roster for the *U.S.S. Ajax*, a starship currently positioned in an adjacent sector. If the classified information in this signal were to fall into Romulan hands, Starfleet's military defense of the sector would be greatly compromised. It is imperative that it not reach enemy ears.

Captain Potrikos calls down to the Away Team, and asks to speak privately with whichever character commands the team. Hoddek offers the use of his office, excusing himself to check on the radiation levels in the mine. Once the Crew is alone, the captain reveals the nature of the signal and warns the Crew to beware. Just then, the office door opens: Hoddek and three other miners stand there, armed with old-style Type II phasers.

If the miners catch the Crew by surprise–with their phasers still in their holsters–they confiscate the group's phasers, tricorders and communicators. Otherwise, a firefight breaks out; see *Final Confrontation*, below. Remember, they can't beam back to the ship with the transport scrambler in operation.

Once the ship loses contact with the Away Team, Captain Potrikos could send another to the moon below to rescue the Crew. If any Crew members remain on the ship, she orders them to beam down (or fly down) and find the Away Team. She assumes the worst — that the crew has fallen into the clutches of the Romulans. If all the Crew members were included in the first away team, Commander Papaub leads a group of NPC security guards. Either way, the second away team arrives just in time for the final confrontation (see *Final Confrontation* below), unless a fight already broke out in the office, in which case the Crew is triumphant or imprisoned *(see Captured, below)*.

If the ship does not translate the signal, Potrikos does not contact the away team, and the miners don't kidnap the Crew.

Confronting Hoddek

Taking into account the various clues — the powerful communications array, Hoddek's lies and physical evidence — the Crew could decide to confront Hoddek.

If the Crew points out these inconsistencies to Hoddek, he acts evasively at first. After a while, he finally sadmits to working on a classified project for the Federation Science Council. Although he can't discuss it, he is willing to show them his lab–but not the work as evidence. Make a Moderate (6) Receptive Telepathy or Receptive Empathy Test to detect this lie.

Inside the mine, miners armed with old-style Type II phasers surround the Crew. Unless the Crew fights, the miners confiscate the group's weapons, tricorders, and communicators and imprison them. Hoddek figures he can use them as hostages, to negotiate safe passage into Romulan space.

Hoddek's Spies

Fitness	2
Strength	+1
Vitality	+1
Coordination	3
Dexterity	+1
Intellect	2
Perception	+1
Presence	2
Psi	0
Wound Levels:	
Healthy	3
Stunned	(+1) 3
Injured	(+1) 3
Wounded	(+2) 3
Incapacitated	(—) 3
Near Death	(—) 3
Killed	

Skills: Espionage (Cryptography) 1 (2), Energy Weapon (Phaser) 1 (2), Personal Equipment (Environmental Suit) 1 (2)

Equipment: Old-style Type II phaser, knife, Environmental Suit

Roleplaying Notes: The Harelian "miners" serve under Hoddek, and are well aware that the colony is a front for espionage. While not loyal to the Romulan empire, they are not pleased about the prospect of losing their pay; they'll fight to preserve their freedom, but they're unwilling to die for the *Tal Shiar*. Generally, play them as a typical technician.

The Crew does not have to confront Hoddek by calling him on his lies. As long as they play dumb and don't do anything to arouse Hoddek's suspicions, the group should be able to take Hoddek by surprise and march him out of the station to beam-out distance (or to their shuttle, if they flew down). Although the miners outnumber the away team, they won't shoot as long as the Crew has Hoddek.

Doing Nothing

The Crew might not figure out the meaning behind the clues, or they could intentionally do nothing, hoping to get back to the *Discovery* to advise the captain. The Crew leaves, returning to their original beam-down point or the waiting shuttlecraft.

Act Three: Finale

This scene can begin one of two ways: with the Crew captured by the miners or with a fight between the Crew and miners.

Captured

Hoddek knows that another message, a reply to his first one, will arrive soon. So far, he's been patient with the Crew, answering their questions and showing them around the station — anything to keep them from becoming suspicious. If the Crew sticks around for more than an hour, Hoddek and three other miners brandish old-style Type II phasers and try to detain the group.

Crew members might also become the Harelians' prisoners if they follow Hoddek into the mine or confront him with their suspicions. The miners take the Crew to one of the empty quarters and lock them in; Hoddek plans to use them to negotiate with Captain Potrikos for free passage off the moon.

At some later point, one of the miners checks on the prisoners, providing an opportunity to overwhelm him and escape. Or the players might come up with their own ingenious escape plan.

Final Confrontation

The Crew could find themselves in a fight with the Harelian miners in one of several ways: When Hoddek and the miners confront them in the office (after the captain revealed the nature of the mysterious signal), in the mine or if the Crew remains on the station for too long.

Throughout the firefight, the "miners" duck around corners, fire from behind overturned furniture, and set up ambushes. During or after the battle the characters can deactivate the transport scrambler and beam back up to the ship.

Once fighting breaks out, Hoddek makes his way to the "mine", the only part of the station the Crew has yet to see. It's not a mine, of course, but the control room for the communications array on the surface. Once inside, Hoddek destroys as much evidence as possible, erasing computer files and destroying equipment. The Crew might follow him and try to stop him.

If the Crew took a shuttle down, they can easily reach it if they get to the elevator. If they beamed down, they must travel two miles to get out of the static before they can beam up, unless they successful disabled the transport scrambler.

The Second Message

Whether the Away Team remains on P80-AS or returns to the *Discovery*, another message comes in. If the Crew returned to the *Discovery*, the ship's sensors pick up the message. As before, the signal is diffuse and scrambled. Make a Challenging (11) Shipboard Systems (Sensors) Test to determine the source — from Romulan Space! The message is a request for a password. If any miners remain on the station, they alert the Romulans that they've been discovered, and the call is broken off. If the miners are in custody, the Romulans can't receive the proper password, and they break off contact.

If the Crew remains on the moon, the message comes through the station's communications array. (Note: Hoddek may or may not be in custody at the time.) Crew members with the Language (Romulan) Skill can understand the message — it asks for a password. Unless prevented, Hoddek yells out in Romulan, *"Shon shaya!"* Even if Hoddek doesn't reply, the Romulans break communication when they don't receive the password. If Hoddek has imprisoned the Crew, he gives the proper response and records the message on an optical chip. He then contacts the *Discovery* and demands free passage out of the sector.

The Enemy Ship

Regardless of how matters were resolved on the moon below, Starfleet is now aware of the secret base and the Harelian spies. At this point, two things happen:

- If the Harelians are still free, the moon base deactivates the transport scrambler and a Harellian ship decloaks; or
- if the Harelians have been imprisoned, a ship decloaks and destroys the base from orbit. It then warps toward the Romulan Neutral Zone.

The ship is a Harelian freighter modified by the Romulans for covert operations — it has a Romulan cloaking device, disruptors and plasma torpedoes. (Use the statistics in *Starships*, page 222, for a Romulan scout ship, but add a plasma torpedo launcher mounted in the forward ventral position; consider this weapon to be the same as a photon torpedo launcher. The ship has 25 torpedoes.) The Harelians' battle plan is to decloak on the first round, as the station drops the interference field. On the second round, they keep their shields down and open fire on the *Discovery* while they beam the miners up from the surface of the moon, or fire on the station. On the third round they raise their shields and flee. The moon base is mined, and it blows up on the fourth round after the miners have fled (assuming one of them can manually trip a fuse before leaving, or send a signal from orbit to do so).

It is possible that the *Discovery* will face the Harelian ship with its phasers broken and its warp core impaired, thanks to the earlier glitches. (Assume that while the Crew were on the surface, the warp core has been restored to 50% of its usual capacity. If a Crew member engineer stayed behind to work on it, it's at 75%.)

Captain Potrikos wants to capture the Harelian ship, and orders the tactical officer to disable it. The ship must not return to Romulan space. Should the Harelians cross the Neutral Zone, they escape. Disabling the Harelian ship requires targeting its engineering section (Difficulty +8) or its impulse or warp engines (both Difficulty +7); see page 143 for more details on the effects of targeting these areas of a ship.

On both the first and second rounds of combat, the Harelians have their shields down — because of the cloaking device and the transporters. Particularly bold Starfleet officers may decide to beam straight onto the enemy ship. A Routine (4) Shipboard Systems (Transporter) roll places them right on the bridge, where they face five Harelian insurgents. (Use the stats for Hoddek's "miners" for four of them, and Hoddek's stats for the Harelian captain.)

Resolution

The repercussions of "Shakedown Cruise" depend on how successfully the *Discovery* dealt with the Harelian insurgents.

- If the Crew managed to capture Hoddek, that's worth 2 Experience Points and 2 Renown (Skill).
- If they capture the Harelian ship, each player receives an additional 2 Experience Points and 1 Renown (Skill).
- If they destroyed the Harelian ship, the Crew members each gain 1 Experience Point but receive -1 Renown (Skill).
- If the *Discovery* captured the Harelians without phasers and warp power, the players earn an additional Experience Point and 2 Renown (Skill)

(compare Renown earnings to the commendations listed on page 181; characters may qualify for commendations, at the Narrator's option).

- If the *Discovery* lost its battle with the Harelian ship, the base was destroyed and Hoddek escaped, the Crew members each get 1 Experience Point, -1 Renown (Skill), and detailed reports to fill out for their superiors.

After returning to Starbase 39-Sierra to drop off Hoddek and his spies, and receive any necessary repairs, the *Discovery* and her Crew are ready for regular patrol duties. They have new worlds to explore, new civilizations to encounter and adventures to live.

Ever near, the Neutral Zone hides its silent, invisible threat ....

Starships

It had been a grueling five years at Starfleet Academy, but Benjamin Millard had made it. He was Ensign Millard, assigned to the U.S.S. Gorkon. Standing in the shuttle, flying across the dockyards at Starbase 74, he thought about his mother and father at graduation. They had been so proud of him. His father gave him a word of advice, his mother just stood there with tears in her eyes.

He would miss them.

Then, the shuttle rounded a curve and Millard could see sections of the Gorkon's outer hull — the end of a nacelle, the leading edge of the main saucer — hidden behind another ship. He strained from side to side to get a better view. His pulse quickened.

He'd seen the Gorkon before, of course, in computer files. But back then, it was just a name and an image. Now, it was his ship.

They passed under the saucer section of the intervening ship, and he forgot about missing his parents. It was an awesome sight, the Gorkon, much larger than he imagined. An Excelsior-class ship, it had been named for Chancellor Gorkon, a previous chancellor of the Klingon High Council and one of the architects of the Khitomer Accords. 470 meters long. 30 decks. Entered service in 2284. Flagship of Admiral Necheyev. Millard rattled off these and a dozen other facts in his head.

The shuttle drifted gently over the Gorkon's saucer, then arced gracefully around the bridge towards the stern. They flew between the two softly glowing nacelles, past the ship's bow. Suddenly, they yawed sharply to the right for approach to the main shuttlebay.

As the shuttle touched down, excitement grabbed his heart. Perhaps Boothby had been right after all — your first ship is like no other.

What is a Starship?

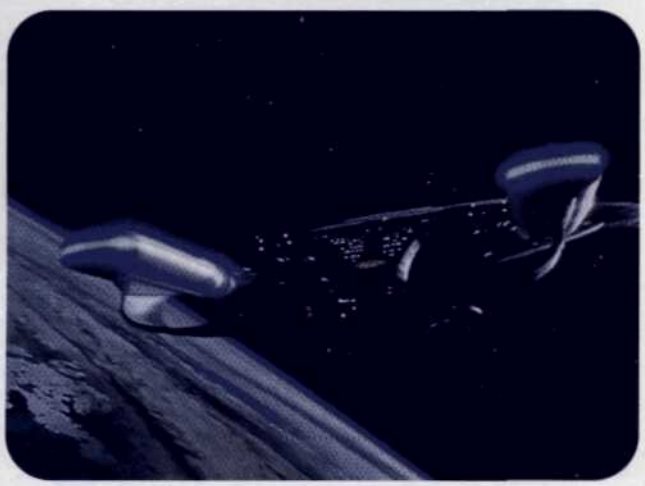
A starship is an interstellar craft that uses warp propulsion to enable it to achieve faster-than-light speeds. This broad classification includes many types of vessel, from the old *Daedalus*-class ships to the massive *Galaxy*-class ships to transwarp-capable Borg cubes. Starfleet ships project Federation influence throughout the quadrant, and are capable of handling a variety of missions — exploration, diplomatic and humanitarian, to name a few. Perhaps the best known starships in Federation history are the starships *Enterprise*. Starfleet classifies sub-light ships like shuttles as *craft*, while large generation ships like the worldship *Yonada* or sleeper ships like the *S.S.Botany Bay* are usually referred to as *spaceships*.

Ship Types

The Federation commonly designs ships according to intended function. This is a common practice among starfaring civilizations, although some cultures use fewer designs, and a few use very generalized ships. Most civilizations develop ships based on cultural imperatives. The Ferengi, for example, have only a few warship types (mostly designed for raiding commercial ships) but many cargo and trading vessels. The Klingons have several warship designs but few trading ships. Starfleet starships of the last century have focused on exploration.

Starfleet recognizes the following ship types for purposes of Starfleet vessel design:

Explorers are multipurpose starships capable of performing a variety of duties, from patrolling Federation space to exploration and diplomacy. Although their primary function is exploration, these ships come heavily armed, to cope with any threat encountered. Explorers are among the largest Federation starships in service, usually stocked for multiyear missions. The *Galaxy*–class is the best-known example of an Explorer.



Frigates are medium- to large-sized starships primarily intended for military, patrol, interdiction and related duties. However, like Explorers, they can perform many other types of missions, such as escort duty or diplomatic relations. *New Orleans*-class ships are Frigates.

Cruisers are small- to medium-sized starships. Though designed primarily for patrol and interdiction duties, they can also perform some other functions. Cruisers are well-armed for their size and generally well-equipped for a long service life. *Nebula*-class ships are Cruisers.

Scouts are small ships used to make short-range expeditions into unknown territory and report back to a starbase, usually in person. Starfleet designs their scout ships to be self-sufficient and capable of sustained high-warp speeds, but they are generally stocked only for one-year missions. Scouts are usually well armed for their size, but no match for a dedicated warship. They come equipped with plenty of long-range probes for exploration missions, paving the way for future scouting missions.

Couriers are transport vessels dedicated to delivering highly sensitive, rare, and valuable cargo or diplomatic personnel. Equipped with powerful warp engines, Couriers can achieve high warp speeds. They have low mass, small crews, functional passenger quarters and limited cargo space. Although not heavily armed, they often possess powerful deflector shields.

Escorts tend to be small, heavily armed and shielded, combat-oriented ships. Their typical mission is to protect convoys or patrol space near strategically important sectors or starbases. Because of their small size and limited operations theater, escorts require regular resupply and maintenance at a starbase. Escorts tend to be inexpensive to produce, but draining in maintenance. Starfleet observers note that one can tell Starfleet's strategic expectations by watching its escort ships: When produced in large numbers, Starfleet expects a period of hostilities; when being decomissioned, Starfleet expects peace. Recently, the *Defiant*–class of escorts entered development as a potential counter to Borg incursions.

Fighters are tiny starships with short ranges, limited warp capability, relatively powerful tactical systems and small crews (often a single pilot).

Surveyors handle long-term scientific or cultural studies, often dedicated to a particular broad class of research. Stellar survey ships concentrate on astronomical phenomena and confirm or update astro-navigational charts; science ships collect data on known and rare physical phenomena; cultural observers perform long-range and covert short-range surveys on prewarp civilizations. Surveyors tend to be equipped for long-term, short-range missions; they have powerful sensors but weak tactical systems. *Oberth*-class vessels are Surveyors.

Tankers are fuel transports, usually carrying large amounts of deuterium. Generally slow and poorly

Navigation

To get from point A to point B, you need to know where you are going. This requires the ability to navigate, which is the responsibility of the Flight Control Officer (Conn). There are three ways in which the Conn can input navigational data. Use these as color for your own *Star Trek* episodes.

Relative heading and bearing: Starships are considered to be at the center of two 360 degree circles: the azimuth, horizontal to the ship's gravity plane; and the elevation. The ship's relative heading is defined as 000 on the azimuth and 0 on elevation, referred as a heading of to as 000 mark 0. Another object's bearing is defined on these planes: an object exactly 90 degrees port and 45 degrees "above" is bearing 90 mark 45. Relative bearing can also be used to determine flight path by ordering a heading of, for example, 290 mark 35. Once turned and proceeding the ship's computers reorients relative heading, using the current direction as 000.0.

Absolute heading: This refers to a ship's heading on astronomic charts. This method uses azimuth/elevation bearings based on the center of the galaxy. A ship moving on heading 000 mark 0 is heading directly toward the Galactic Core. This navigational method is useful for communicating galactic coordinates, especially to civilizations using alien navigation protocols.

Analog: The analog method requires the ship's navigational computer and database to be online. This is the easiest method of navigation, as the Conn need only enter the intended destination by name. Analog destinations can be planets, star systems, sectors, starbases or even abstract areas, such as "the Neutral Zone."

Celestial navigation can be a tricky business. Navigation must take into account changes like differential galactic rotation, stars going supernova or collapsing into black holes and the wide array of moving stellar bodies that must be avoided in flight. Each space-faring race compiles an enormous database of navigational information to make this process easier. Exploratory craft, powerful subspace observatories like the Argus Array and scientific exchange treaties continuously update these databases. To aid in navigation, starships rely on artificial navigational devices and natural celestial objects.

Artificial Navigation Aids

Artificial navigation devices include Federation chronometric relays, navigation buoys and subspace radio relays placed by Starfleet for use by Federation ships. These aid in navigation by transmitting navigational datafeeds on subspace radio. Each Federation sector has at least one navigation buoy, more in hazardous sectors. Loss of contact with these navigation aids increases the navigation Difficulty by +1 or +2. This is not crucial, as any starship should be able to navigate by celestial phenomena.

Stellar Navigation Aids

Any competent pilot can navigate using known celestial reference points. Ancient techniques such as navigating by the stars are unreliable in space, as constellations visible from Earth lose their shape even a few degrees away. The most reliable method is to use the long-range sensors to locate a variety of celestial navigational objects, such as stellar pairs, black holes, pulsars, nebulae and distant quasars. Starship navigation databases include spectral signatures for thousands of known celestial objects. As long as a starship can maintain sensor contact with the these phenomena, it is very difficult to get lost. Navigating without natural navigation references increases the Difficulty by +6.

Making Skill Tests

Normally, navigation doesn't require a Test. For routine operations, as long as the external sensors remain operational, most Starship Systems (Flight Control) Tests will be made against a Routine (3) Difficulty. When necessary, navigation Tests can be called for when the course is being plotted (using stellar maps across known areas, using known routes) or when an unexpected phenomenon appears (an uncharted asteroid crosses the ship's path or a subspace rift opens in front of the ship).

There may be times when the Narrator calls for a Test, such as traveling through a nebula, being near massive gravity wells or a plasma storm (where the sensors are adversely affected) or because of a technological failure. The Difficulty should be determined by the Narrator, based on the situation, such as the violence of the ionic storms within a nebula, the strength of the gravity well and so forth.

Condition	Difficulty
Open space	Routine (3)
No artificial aids (FCR, radio relays)	+1 or +2 Difficulty Number
Inability to detect celestial navigation constants	+6 Difficulty Number
Dangerous area (nebula, ion storm, plasma storm)	+1 to +6 Difficulty Number (depending upon strength of phenomenon)
No sensors or computer	+12 Difficulty Number

Example: Due to an uncharted wormhole, the *U.S.S. Lexington* finds itself in an unfamiliar region of space. The wormhole has damaged the sensors and the ship finds itself far from any Federation navigational aids. The ship is effectively blind (though the main viewscreen works). Lieutenant Carstairs can set a course using an absolute heading, but the Difficulty is Nearly Impossible (15) (Routine (3), +12 for total lack of sensors or computers).

armed, tankers usually have strong structural integrity fields to prevent leakage.

Cargo carriers are transport vessels primarily used for moving cargo from planet to planet. Most Starfleet cargo carriers move supplies that cannot be replicated (or are difficult to replicate), such as dilithium, medical supplies or personal property. Carriers tend to generate only moderate speed, and have limited tactical systems.

Transports refer to long-range personnel shuttles. Moderate in size, they have few tactical systems to speak of, and can attain moderate warp speeds. Transports have a longer range than shuttlecraft.

Most starships are equipped with several types of *Shuttlecraft* — short-range spacecraft with limited tactical systems and limited speed. Shuttles were originally used strictly for intra-system or ship-to-ship transport, but some types of shuttle possess warp capability. There are several subtypes of shuttle:

Personnel shuttles are primarily used to transport personnel to destinations beyond transporter range or when transporter use is inappropriate.

Larger *Cargo shuttles* ferry materials beyond transporter range or when transporter use is inappropriate.

Warp shuttles include inter-system shuttles with a range of about 20 light-years. Recent warp shuttles have gained the nickname "runabouts", and are most commonly used by starbases.

Work/construction pods are small one- or two-person shuttles used for EVA work activity, usually starship or starbase construction.

Direction Abbreviations in the Starship Template

The following abbreviations are used to describe the directions on the ship when indicating placement of weapons and other equipment:

Forward: f or fwd

Aft: a or aft

Port: p (to the left as one faces forward)

Starboard: s or stbd (to the right as one faces forward)

Dorsal: d or dsl (the "top" of the ship)

Ventral: v or vnl (the "bottom" of the ship)

These directions are combined as necessary: forward dorsal is fd, aft ventral is av, and so on.

Ship Templates

In the *Star Trek: The Next Generation RPG*, all starships are described using the same basic Starship Template. This gives Narrators and players a sense of the relative power and capabilities of each vessel, allowing different ships to be related to each other along a common reference scale.

Much like a player character, every starship, from the largest *Galaxy*-class cruiser to the tiniest shuttlecraft, has certain characteristics or "attributes."

Starship Size

Size	Example
10	Romulan *D'deridex*-class warbird
9	Experimental *Sovereign*-class ships currently under development
8	*Ambassador*-class starship (*U.S.S. Enterprise-C*, *U.S.S. Gandhi*), Galaxy-class starship (*U.S.S. Enterprise-D*), Klingon *Negh'Var*-class warship
7	*D'Kora*-class Ferengi Marauder, *Excelsior*-class starship (*U.S.S. Crazy Horse*, *U.S.S. Enterprise-B*), Nebula-class starship (*U.S.S. Phoenix*, *U.S.S. Sutherland*), *New Orleans*-class starship (*U.S.S. Kyushu*, *U.S.S. Thomas Paine*), Klingon *Vor'cha*-class ship
6	Cardassian *Galor*-class ship, *Constitution*-class starship (*U.S.S. Enterprise*)
5	*Miranda*-class starship (*U.S.S. Reliant*, *U.S.S. Lantree*), *Constellation*-class starship (*U.S.S. Stargazer*)
4	Klingon *K'Vort*-class ship, *Saber*-class starship (*U.S.S. Yeager*)
3	*Oberth*-class starship (*U.S.S. Grissom*, *U.S.S. Tsiolkovsky*), Romulan scout ship
2	Shuttlecraft
1	Type 15 Shuttlepod, any class of probe

Like many asteroids and other stellar objects, Borg cubes transcend the levels of scale shown on the Starship Size Table. Grant any ship that fits on this scale a flat +8 to hit a Borg cube.

These rate the ship's capabilities for moving, sensing things, attacking and defending itself.

Explanation Of Template Elements

Vital Statistics

These characteristics contain basic information about the ship:

Name or Name of Class: The designation of the ship and/or ship class.

Class and Type: This is the ship's class name and designation according to Federation standard protocols, such as *Galaxy*-class/Explorer.

Commissioning Date: Date of prototype launch, if available.

Hull Characteristics

Each ship's hull is rated for three qualities: Size, Resistance and Structural Points. Hull Characteristics do not require Power.

Size: How large the ship is, both in overall length (approximate length in meters) and number of decks in thickness. Ship sizes are not necessarily identical from ship to ship, as each is constructed separately and one ship may be slightly smaller or larger than another of the same class.

In game terms, ships are ranked in Size from 1 to 10, indicating rough relationships in size. Size affects how easy it is to hit another ship in combat. The *Starship Size Table* provides guidelines for ship size ratings:

Resistance: Resistance is a measure of the strength of the ship's hull—its capacity to protect those inside it from outside attack. Although starships do not primarily rely on the hull to provide such protection, preferring deflector shields instead, each hull does offer some amount of "armor" that protects the interior of the ship. Typically ships have 1-4 points of Resistance; smaller ships may have no Resistance at all.

Structural Points: This characteristic represents a ship's physical integrity. When weapons cause damage to ships, that damage is subtracted from the ship's Structural Points. When a ship loses all of its Structural Points, it is completely destroyed.

Every ship has a number of Structural Points equal to its Size x 20. Thus, a *Galaxy*-class starship (Size 8) has 160 Structural Points. For objects larger or smaller than the Size scale, the Narrator should assign a proportional amount of Structural Points; for example, a standard Borg cube would have at least 3,200 Structural Points (!).

Environmental Power Systems

Number of Persons	Power Cost per Round
1	1-2
2	3-8
3	9-32
4	33-125
5	126-500
6	501-2,000
7	2,000-8,000
8	8,001-32,000
...and so on	

Tractor Beam

Rating	Can Move This Much Mass ...	At This Distance
10	7,500,000 metric tons	1 kilometer (1,000 meters)
9	5,000,000 metric tons	10 kilometers
8	1,000,000 metric tons	50 kilometers
7	500,000 metric tons	100 kilometers
6	100,000 metric tons	1,000 kilometers
5	50,000 metric tons	2,000 kilometers
4	1,000 metric tons	4,000 kilometers
3	100 metric tons	8,000 kilometers
2	10 metric tons	14,000 kilometers
1	1 metric ton	20,000 kilometers

Tractor beams cost 2 Power per rating every round that they are used. Thus, for example, using tractor beams at rating 7 costs 14 Power per round.

The figures in the table above assume that the tractor beam generators are aboard a fairly large ship (Size 6 or higher). Smaller ships' tractor beams are proportionately less powerful.

Operations Characteristics

The Operations Characteristics reflect the capabilities of a ship's crew and some of its less combat-useful equipment.

Crew/Passengers: The normal ship's crew complement, plus the maximum number of passengers it can carry if necessary. Crew levels are fluid, as different missions require slightly different crew sizes. Some starships can be manned by as few as 20 crewmen for short periods of time.

Crew and passengers cost Power–power to maintain the ship's life support and other environmental systems. The Power cost per round depends on the number of people that the ship can carry.

If power to the life support systems is reduced, either due to damage or because power is diverted to other

systems, the Narrator should increase the Difficulty of Fitness Tests (because of reduced oxygen) or impose other penalties or problems for the characters as he sees fit.

Computers: This is the number of core computers a starship possesses to support all computer functions. A starship is considered to have one core computer for every 2 points in this catagory. All core computers must be disabled to compromise computer control of the ship. Even then, Engineering may be able to link subprocessors throughout a ship to form a primitive computer to keep the ship operating.

Computers cost 1 Power per point of Computers. Thus, a *Galaxy*-class starship, which has 6 points of Computers, must spend 6 points of Power per round to keep all of them operating at peak efficiency.

Transporters: The number of personnel, cargo and emergency transporters on board the ship. Note that emergency transporters have no receivers and can only beam out. Personnel and cargo transporters have ranges of about 40,000 kilometers, emergency transporters a range of about 15,000 kilometers. Transporters cannot be used while a ship's shields are up, nor can personnel transport into any area protected by shields.

The Power cost for Transporters varies by ship, depending upon the number and type of transporters it has. Typically the cost is 1 Power for every two transporters. If power to the Transporters is reduced, the transporters' range and ability to "punch" through interference is proportionately reduced.

Tractor Beams: The number, type and location of the ship's main tractor beams (shuttle bay and Reaction Control System tractor beams are not included). Tractor beams can latch on to very large masses; towing ability is a function of engine power available.

The *Tractor Beam Table* provides rough guidelines for how much mass a tractor beam can move at what ranges.

Propulsion and Power Characteristics

Perhaps the most important of a starship's systems are those which provide it with power and the ability to move. This category of characteristics covers those properties.

Warp System: This characteristic describes the ship's warp capability (if any). Listed in order and separated by slashes are the ship's Standard speed (the speed at which it commonly cruises through space), its Sustainable speed (the highest speed it can maintain without stressing the ship or its engines), and Maximum speed (the highest speed it can attain). Listed with the Maximum speed is the length of time the ship can maintain that speed. Running at Maximum speed beyond that time risks damage to the engines (The Narrator should roll two dice; on a result of 2, 3 or 4, the engines are damaged and lose 25% of their speed and ability to produce Power).

Warp System costs 2 Power per round for every warp factor being maintained. Thus, a ship moving at warp factor 5 would have to spend 10 Power per round to maintain that speed. However, since combat rarely takes place at warp speed, this cost usually does not come into consideration during play.

Impulse Travel Times

An average, Sol-like star system can be traversed at full impulse (.25 sublight) in about 11 hours.

Distance	Duration
Cross system	11 hours
Far orbit to star	5 hours
Planet to moon	5.4 seconds
Inner planet to inner planet	20-30 minutes
Inner planet to outer planet	1-4 hours

Multiply times by 1.75 for three-quarter impulse, 2 for half-impulse, and 4 for one-quarter impulse.

Impulse System: This characteristic represents a ship's impulse speed. This speed is expressed in terms of the percent of *c* (the speed of light) that the ship can attain. Both the Sustainable and Maximum speeds are listed. See the *Technology Chapter* on page 245 for more information on Impulse engines.

Impulse System costs 1 point of Power per round for every .10 of lightspeed being maintained. For example, a ship flying at .75 Impulse would spend 7 Power per round.

Although most ships can exceed .25c during combat or in emergency situations, .25c remains the Starfleet standard for "Full Impulse." Beyond this speed, it is often more efficient to travel at warp speeds (however, high impulse speeds are often necessary during battle).

Travel Times At Warp

SPEED	Number of Kilometers per hour	Number of times speed of light	Earth to Moon *400,000 kilometers*	Across Sol system *12 million kilometers*	To nearby star *5 light-years*	Across one sector *20 light-years*	Across Federation *10,000 light-years*	To nearby Galaxy *2,000,000 light-years*	NOTES
Standard Orbit	9600	< 0.00001 SUBLIGHT	42 hours	142 years	558,335 years	2 million years	1 billion years	223 billion years	synchronous orbit around Class-M planet
Full Impulse (1/4 light speed)	270 million	0.25 SUBLIGHT	5.38 seconds	44 hours	20 years	80 years	40,000 years	8 million years	normal maximum impulse speed
Warp Factor	1 billion	1	1.34 seconds	11 hours	5 years	20 years	10,000 years	2 million years	Warp 1 = SPEED OF LIGHT
Warp factor 2	11 billion	10	0.13 seconds	1 hour	6 months	3 years	992 years	198,425 years	
Warp Factor 3	42 billion	39	0.03 seconds	17 minutes	2 months	1 year	257 years	51,360 years	
Warp Factor 4	109 billion	102	0.01 seconds	7 minute	18 days	2 months	98 years	19,686 years	
Warp Factor 5	229 billion	214	0.006291 seconds	3 minutes	9 days	1 month	47 years	9,357 years	
Warp Factor 6	421 billion	392	0.003426 seconds	2 minutes	5 days	19 days	25 years	5,096 years	
Warp Factor 7	703 billion	656	0.002050 seconds	1 minute	3 days	11 days	15 years	3,048 years	
Warp Factor 8	1.10 trillion	1,024	0.001313 seconds	39 second	2 days	7 days	10 years	1,953 years	
Warp Factor 9	1.62 trillion	1,516	0.000887 seconds	26 seconds	1 day	5 days	7 years	1,319 years	
Warp Factor 9.2	1.77 trillion	1,649	0.000816 seconds	24 seconds	1 day	4 days	6 years	1,213 years	normal maximum speed of Federation starships
Warp Factor 9.6	2.05 trillion	1,909	0.000704 seconds	20 seconds	23 hours	4 days	5 years	1,048 years	
Warp Factor 9.9	3.27 trillion	3,053	0.000440 seconds	13 seconds	14 hours	2 days	3 years	655 years253	
Warp Factor 9.99	8.48 trillion	7,912	0.000170 seconds	5 seconds	6 hours	22 hours	1 year	253 years	
Warp Factor 9.9999	214 trillion	199,516	0.000007 seconds	0.2 seconds	13 minutes	53 minutes	18 days	10 years	subspace radio speed with booster relays
Warp Factor 10	<INFINITE>	<INFINITE>	0	0	0	0	0	0	Warp 10 unattainable, except with transwarp

Power: The warp core provides power to all ship systems, everything from the environmental systems and computers to weapons and shields. Every system on a starship requires a certain amount of power each round to function. This is expressed as a number of points. For example, to maintain environmental systems on a ship which carries four people costs 2 Power per round of battle (*see Environmental Power Systems Table*, page 213).

Power represents the amount of power the warp core can produce per round. A ship can produce a number of points of Power per round equal to its Power characteristic. Power can be rerouted between systems to give some systems greater power; see *Rules of Engagement*, pages 140-141, for details. The numbers in brackets on each ship template is the power cost of each ship system.

Sensor Systems

These characteristics detail a ship's sensors–its eyes and ears in space. Sensors are rated for their gain (which is represented by a bonus to any Shipboard Systems (Sensors) Test Results made with the sensor) and range.

Long-range Sensors: The long-range sensor array, located behind the main deflector in most starships, is a set of subspace devices which can detect things at faster than the speed of light. Its range is rated in light-years.

Long-range sensors cost 6 Power per round to use. For every +5 Power devoted to them, they provide an additional +1 to Shipboard Systems (Sensors) Tests.

Lateral Sensors: The lateral sensor arrays are smaller sensors which usually can only sense at the speed of light (or less); their range tends to be limited to one light-year or so.

Lateral sensors cost 4 Power per round to use. For every +5 Power devoted to them, they provide an additional +1 to Shipboard Systems (Sensors) Tests.

Navigational Sensors: These sensors collect and process the data needed to keep a ship on the proper course. They are tied into the long-Range and lateral sensors; their range is based on those sensors' range. They cost 5 Power per round to use; however, they are rarely used during combat situations, so this cost usually does not come into consideration during play.

Cloak: A cloaking device is a form of electronic countermeasure that prevents a cloaked ship from being detected with sensors (or normal human senses, either). Cloaking devices require enormous amounts of power–so much so that weapons, shields and transporters cannot be used while they are active. Romulan and Klingon ships often have cloaking devices; Federation ships do not, since they are forbidden to have them by the Treaty of Algeron (and, in any event, the devices are not to Starfleet's liking).

Cloaks are rated in terms of a number of points of effectiveness. Each point represents a +1 Difficulty to all Tests to detect the cloaked ship with sensors or senses. Cloaks cost 4 Power per point of effectiveness per round they are in use; no ship's weapons, shields, or transporters may be used while a cloak is activated.

Sensors Skill: For situations when the Narrator does not know the Shipboard Systems (Sensors) skill level of the persons operating a starship's sensors, use this characteristic as a general indicator of the competence level of the sensor operator. Consider it the equivalent of a Shipboard Systems (Sensors) Skill (assume an Intellect of 2). When using the Sensors Skill characteristic, bonuses for the gain of a sensor should not normally be applied.

Weapon Systems

Starships carry two types of weapons: beam weapons and missile weapons. Weapons are fired using Shipboard Systems (Tactical) or (Weapons Systems).

Beam Weapons: Beam weapons (such as phasers or disruptors) are rated for five characteristics: Range (the point-blank, short, medium, and long ranges for the weapon, expressed in kilometers); Arc (the combined arcs of fire for the ship's beam weapons; most vessels have a firing arc in all bearings, 720 degrees around the ship); Accuracy (the Difficulty to hit a target with the beam weapon at the various ranges); Damage (the amount of damage the weapon does); and Power (the amount of Power required for each shot).

Beam weapons cost 1 Power per point of damage done up to their maximum listed damage. They can be made to do more damage than their maximum by feeding them more Power—3 Power per additional point of damage up to 125% of their maximum listed damage. This requires a Moderate (6) Systems Engineering (Weapons Systems) or Shipboard Systems (Operations Management) Test. See *Rules of Engagement*, page 145, for details.

Weapons: Missile weapons (such as photon torpedoes) are rated for eight characteristics: Number (the typical number of torpedoes carried); Launchers (the number and location of the ship's launching systems); Spread (the maximum number of torpedoes that can be launched simultaneously from a single launcher); Arc (the arcs of fire for the ship's missile weapons); Range (the point-blank, short, medium and long ranges for the weapon, expressed in kilometers); Accuracy (the Difficulty to hit a target with the missile weapon at the various ranges); Damage (the amount of damage the weapon does); and Power (the amount of Power required to arm and fire one or more missiles from a single launcher). Missile weapons are typically self-guided and can correct course to follow a moving target.

Missile weapons cost 5 Power to arm and launch the torpedoes from a single launcher (regardless of how many missiles are launched by that launcher).

Weapons Skill: There will be times when the Narrator does not know the skill level of the character manning the Tactical station. For those times, use this characteristic as a general indicator of the likely level of competence of the weapons officer. Consider it the equivalent of a Shipboard Systems (Tactical) skill (assume an Intellect of 2); it could even represent automated military systems that attack targets without the help of living operators.

Defensive Systems

Defensive systems are those systems which protect the ship — primarily the deflector shields. They have two characteristics: Protection (the standard and maximum levels of protection the shields provide, rated in terms of a number of points), and Power cost. Deflector shields protect a starship as long as they have power, by deflecting the damage caused by weapons. When they are damaged, additional power can be diverted to the shields to keep them functioning. This requires a Moderate (6) Systems Engineering (Weapons Systems) or Shipboard Systems (Operations Management) Test. See *Rules of Engagement*, page 148, for details.

Shields typically cost 1 Power per point of Protection provided per round, up to their standard level (the full cost for the Protection must be paid even if the Protection has been reduced by incoming fire). Beyond their standard level, they cost 3 Power per round per point of Protection provided up to their maximum level. This cost must be paid *per shield;* most ships have two shields (forward and aft). Shields' Protection cannot be increased beyond their maximum level.

A Note on Power Costs

Whenever a Template element lists a Power requirement, the requirement appears in brackets. For example, [6 pwr/round] means that the system requires 6 points of Power each round to operate at maximum efficiency.

GALAXY CLASS

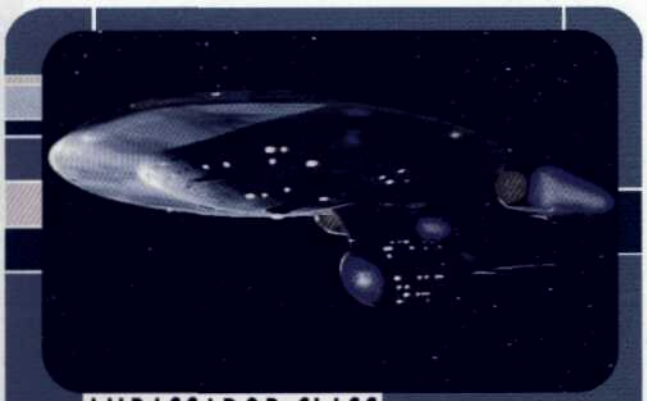
GALAXY-Class Starship

Class and Type: *Galaxy*-class Explorer
Commissioning Date: 2356
Hull Characteristics
Size: 8 (641 meters long, 42 decks)
Resistance: 4
Structural Points: 160
Operations Characteristics
Crew/Passengers: 1,100/5,000
[7 pwr/round]
Computers: 6
[6 pwr/round]
Transporters: 6 personnel, 8 cargo, 6 emergency [10 pwr/round]
Tractor Beams: 1 av, 1 fd, 1 fv
[2/rating used]
Propulsion and Power Characteristics
Warp System: 6.0/9.2/9.6 (12 hours)
[2/warp factor]
Impulse System: .75 c/.92 c
[7/9 pwr/round]
Power: 200
Sensor Systems
Long-range Sensors: +2/17 light-years
[6 pwr/round]
Lateral Sensors: +2/1 light-year
[4 pwr/round]
Navigational Sensors: +2
[5 pwr/round]
Sensors Skill: 5
Weapons Systems
Type X Phaser:
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 20
Power: [20]
Type II Photon Torpedoes:
Number: 250
Launchers: 1 ad, 1 fv, 1 aft in saucer
Spread: 10
Arc: Forward or aft, but are self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 5

Defensive Systems
Starfleet Deflector Shield
Protection: 60/80
Power: [60]

Description And Notes
Fleet data: The *Galaxy*-class of starships represents a major benchmark in Federation starship design. These highly utilitarian vessels can perform a multitude of missions. Intended for long term exploration, scientific investigation and defensive actions, the *Galaxy*-class embodies the Starfleet ideal. The *Galaxy*-class was built for a long service life, and can accomodate not only a large crew complement, but also their families. In times of danger, the *Galaxy*-class can separate its Saucer Module from the secondary hull to protect the civilians on board. The saucer possesses limited tactical systems and can only achieve sub-light speeds; power is provided by auxillary power systems.

Noteworthy vessels / service records / encounters: U.S.S. Galaxy, prototype; *U.S.S. Enterprise-D*, see extensive documentation; *U.S.S. Yamato*, destroyed by computer failure after contact with Iconian software weapon (2365).



AMBASSADOR CLASS

AMBASSADOR-CLASS STARSHIP
Class and Type: *Ambassador*-class Explorer
Commissioning Date: 2322
Hull Characteristics
Size: 8 (525 meters long, 40 decks)
Resistance: 4
Structural Points: 160
Operations Characteristics
Crew/Passengers: 900/4100
[7 pwr/round]
Computers: 4
[4 pwr/round]
Transporters: 4 personnel, 4 cargo, 4 emergency
[6 pwr/round]
Tractor Beams: 1 av, 1 fv
[2/rating used]

Propulsion and Power Characteristics
Warp System: 5.0/9.0/9.2 (6 hours)
[2/warp factor]
Impulse System: .75 c/.9 c
[7/9 pwr/round]
Power: 175
Sensor Systems
Long-Range Sensors: +1/15 light-years
[6 pwr/round]
Lateral Sensors: +1/1 light-year
[4 pwr/round]
Navigational Sensors: +1
[5 pwr/round]
Sensors Skill: 5
Weapons Systems
Type IX Phaser:
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 18
Power: [18]
Type II Photon Torpedoes:
Number: 250
Launchers: 1 ad, 1 fv
Spread: 8
Arc: Forward or aft, but are self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 5
Defensive Systems
Starfleet Deflector Shields
Protection: 55/75
Power: [55]
Description And Notes
Fleet data: One of the more successful starship designs of the 24th century, Starfleet intended the *Ambassador*-class of exploration vessels to take over for the older *Excelsior* class. The *Ambassador* was launched in 2322, thirteen years before the *Excelsior* class reached the end of its production life and 41 years before the launch of the *Galaxy*-class, and gradually assumed its cousin's duties exploring unknown space. Although smaller than the *Galaxy*-class, the *Ambassador*-class does not lack in utility; quite the contrary, these ships can perform many of the same duties. The experiences of the *Ambassador*-class eventually led to the inception of the Galaxy Class Development Project. The *Ambassador*-class itself is expected to finish its production design life in 2372, although the remaining ships can expect to be refit in this era of Borg incursions.

Noteworthy vessels / service records / encounters: U.S.S. Ambassador,prototype; *U.S.S. Adelphi*, conducted disastrous first contact with planet Ghorusda; *U.S.S. Enterprise-C*, commanded by Capt. Rachel Garrett, destroyed at Narenda III while defending Klingon outpost against massive Romulan attack (2344); *U.S.S. Excalibur*, served in blockade of Duras faction during Klingon civil war in 2367-68; *U.S.S. Horatio*, destroyed at Dytallix B by intelligent alien parasites attempting to infiltrate Starfleet (2364); *U.S.S. Valdemar*, patrolling Federation-Cardassian Demilitarized Zone in 2370. Also in service: *U.S.S. Gandhi*, *U.S.S. Zhukov*.

EXCELSIOR CLASS

EXCELSIOR-CLASS STARSHIP

Class and Type: *Excelsior*-class Cruiser
Commissioning Date: 2284
Hull Characteristics
Size: 7 (470 meters long, 30 decks)
Resistance: 3
Structural Points: 140
Operations Characteristics
Crew/Passengers: 770/3,500
[7 pwr/round]
Computers: 4
[4 pwr/round]
Transporters: 4 personnel, 5 cargo, 4 emergency
[6 pwr/round]
Tractor Beams: 1 ad, 1 fv
[2/rating used]
Propulsion and Power Characteristics
Warp System: 5.0/9.0/9.2 (6 hours)
[2/warp factor]
Impulse System: .75 c/.9 c
[7/9 pwr/round]
Power: 160
Sensor Systems
Long-range Sensors: +1/15 light-years
[6 pwr/round]
Lateral Sensors: +1/1 light-year
[4 pwr/round]
Navigational Sensors: +1
[5 pwr/round]
Sensors Skill: 5
Weapons Systems
Type VIII Phaser:
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 5/6/8/11
Damage: 16
Power: [16]
Type II Photon Torpedoes:
Number: 200
Launchers: 1 ad, 1 fv
Spread: 5
Arc: Forward or aft, but are self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 5
Defensive Systems
Starfleet Deflector Shield
Protection: 48/70
Power: [48]

Description and Notes
Fleet data: Originally launched as a test-bed for the unsuccessful transwarp drive, the *U.S.S. Excelsior* and the ships which followed it became the workhorses of Starfleet in the late 23rd and early 24th centuries. Though this class enjoyed a long service life, thanks to its versatile design and sturdy construction, they are no longer in production. Many are still on active duty.

Noteworthy vessels / service records / encounters: U.S.S. Berlin, patrolled Romulan Neutral Zone in 2364; *U.S.S. Enterprise-B*, destroyed under classified circumstances; *U.S.S. Excelsior*, launched in 2284 and commanded by Captain Hikaru Sulu beginning in 2290; *U.S.S. Fearless*, test-bed for failed experimental warp upgrade in 2364; *U.S.S. Intrepid*, first ship to respond to Khitomer massacre distress call in 2346; *U.S.S. Lakota*, fought *U.S.S. Defiant* during attempted coup in 2372; *U.S.S. Melbourne*, lost in the Battle of Wolf 359 (2367); *U.S.S. Roosevelt*, lost in the Battle of Wolf 359 (2367); Also in service: *U.S.S. Charleston*, *U.S.S. Crazy Horse*, *U.S.S. Gorkon*, *U.S.S. Hood*, *U.S.S. Lexington*, *U.S.S. Tecumseh*, *U.S.S. Repulse*.

NEBULA CLASS

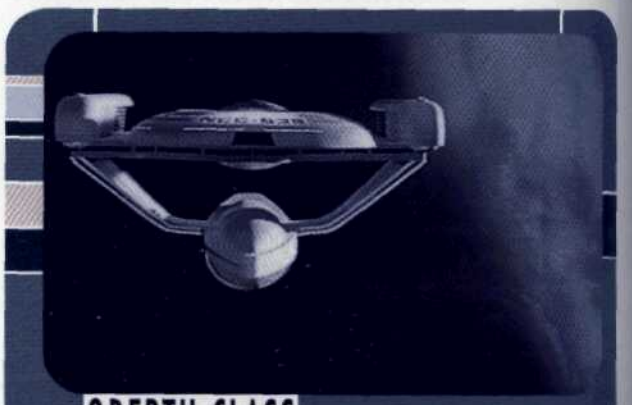
NEBULA-CLASS STARSHIP

Class and Type: *Nebula*-class Cruiser
Commissioning Date: 2357
Hull Characteristics
Size: 7 (350 meters long, 21 decks)
Resistance: 3
Structural Points: 140
Operations Characteristics
Crew/Passengers: 550/2,000
[7 pwr/round]
Computers: 6
[6 pwr/round]
Transporters: 4 personnel, 4 cargo, 4 emergency [6 pwr/round]
Tractor Beams: 1 ad, 1 fd, 1 fv
[2/rating used]

Propulsion and Power Characteristics
Warp System: 6.0/9.2/9.6 (12 hours)
[2/warp factor]
Impulse System: .75 c/.92 c
[7/9 pwr/round]
Power: 190
Sensor Systems
Long-range Sensors: +2/17 light-years
[6 pwr/round]
Lateral Sensors: +2/1 light-year
[4 pwr/round]
Navigational Sensors: +2
[5 pwr/round]
Sensors Skill: 5
Weapons Systems
Type X Phaser:
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 20
Power: [20]
Type II Photon Torpedoes:
Number: 250
Launchers: 1 ad, 1 fv
Spread: 8
Arc: Forward or aft, but are self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 5
Defensive Systems
Starfleet Deflector Shield
Protection: 60/80
Power: [60]

Description and Notes
Fleet data: The design of the *Nebula*-class of starships is based on Galaxy Class Starship Development Project plans. Although developed after the Galaxy Project was under way, *Nebula*-class ships are roughly twice as numerous as the *Galaxy*-class ships. Unlike their cousins, *Nebula*-class ships undertake specific, though broadly defined, duties, such as scientific and cultural surveys, threat response, humanitarian relief and the like. *Nebula* - class ships feature a large upper equipment section, usually used for sensor system augmentation, that can be customized for a variety of mission profiles. (This Template assumes the module is used for sensor systems.) *Nebula*-class vessels have no saucer separation mode.

Noteworthy vessels / service records / encounters: *U.S.S. Nebula*, prototype; *U.S.S. Monitor*, sent to observe suspected Romulan incursion on Nelvana III in 2366; *U.S.S. Phoenix*, attacked Cardassian ships in 2367 under command of Captain Maxwell; *U.S.S. Sutherland*, participated in blockade of Duras faction during Klingon civil war under command of Commander Data, 2367-2368; *U.S.S. Bellerephon*, destroyed in the Battle of Wolf 359 (2367); *U.S.S. Endeavor*, served in blockade of Duras faction during Klingon civil war, survived the Battle of Wolf 359 with heavy damage; *U.S.S. Hera*, *U.S.S. Merrimack*.



OBERTH CLASS

OBERTH-CLASS STARSHIP
Class and Type: *Oberth*-class Surveyor
Commissioning Date: 2275
Hull Characteristics
Size: 3 (160 meters long, 11 decks)
Resistance: 3
Structural Points: 60
Operations Characteristics
Crew/Passengers: 80/625
[6 pwr/round]
Computers: 4
[4 pwr/round]
Transporters: 2 personnel, 2 cargo
[2 pwr/round]
Tractor Beams: 1 av, 1 fv
[2/rating used]
Propulsion and Power Characteristics
Warp System: 5.0/9.2/9.6 (6 hours)
[2/warp factor]
Impulse System: .5 c/.75 c
[5/7 pwr/round]
Power: 115
Sensor Systems
Long-range Sensors: +1/15 light-years
[6 pwr/round]
Lateral Sensors: +1/1 light-year
[4 pwr/round]
Navigational Sensors: +1
[5 pwr/round]
Sensors Skill: 4
Weapons Systems
Type VI Phaser:
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 5/6/8/11
Damage: 12
Power: [12]
Weapons Skill: 4
Defensive Systems
Starfleet Deflector Shield
Protection: 36/50
Power: [36]

Description and Notes
Fleet data: Originally launched in the late 23rd century, these Surveyor ships are approaching their first century of service and are no longer in production. Starfleet currently mothballs these ships for parts as they come up for refit. Typically assigned to specific, long-term duties — such as surveying a single planet or solar system, or as a lab for scientific experimentation — its small size and limited capabilities hamper this class. *Oberth*-class ships feature an unusual twin hull design. Some *Oberth*-class ships are highly automated, requiring very small crews housed in the upper section, with the lower section dedicated to sensor platforms, an additional computer core or other specialized equipment. Currently, many of this class can be found detailed to science stations and research platforms.

Noteworthy vessels / service records / encounters: *U.S.S. Oberth*, prototype; *U.S.S. Grissom*, destroyed on survey mission by Klingon incursion while investigating Genesis planet (2285); *U.S.S. Vico*, lost in Black Cluster (2368); *U.S.S. Tsiolkovsky*, crew died in 2366 under effects of Psi 2000 virus, ship recovered; *U.S.S. Raman*, lost in atmosphere of Marijne VII (2370); *U.S.S. Pegasus*, destroyed during test of illegal cloaking device (2358); *U.S.S. Bonestell*, destroyed in Battle of Wolf 359 (2367). Also in service: *U.S.S. Cochrane*, *U.S.S. Copernicus*, *U.S.S. Yosemite*.

UFP SHUTTLECRAFT

UFP-SHUTTLECRAFT
Shuttlepod Type 15
Class and Type: Shuttlepod, Type 15
Hull Characteristics
Size: 1 (3.6 meters long, 1 deck)
Resistance: 1
Structural Points: 20
Operations Characteristics
Crew/Passengers: 2
[1 pwr/round]
Computers: 1
[1 pwr/round]
Transporters: None
Tractor Beams: None
Propulsion and Power Characteristics
Warp System: None
Impulse System: .5 c
[5 pwr/round]
Power: 75

Sensor Systems
Long-range Sensors: None
Lateral Sensors: +0/1 light-year
[4 pwr/round]
Navigational Sensors: +0
[5 pwr/round]
Sensors Skill: 3
Weapons Systems
Type IV Phaser:
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 5/6/8/11
Damage: 8
Power: [8]
Weapons Skill: 3
Defensive Systems
Starfleet Deflector Shield
Protection: 24/36
Power: [24]
Description and Notes
Fleet data: Most starships have Type 15 shuttlepods for use as crew transport and as manned probes. Lacking warp drive capability, they are intended for short range, in-system flights. The Type 15, and its similar siblings the Type 15A and Type 16, can shuttle two individuals when transporter use is either impractical or unavailable. Use of shuttlepods is not recommended beyond mothership retrieval range.

Personnel Shuttle Type 6
Class and Type: Shuttle, Type 6
Hull Characteristics
Size: 2 (8.5 meters long, 1 deck)
Resistance: 1
Structural Points: 40
Operations Characteristics
Crew/Passengers: 2/6 (2/2 for diplomatic ship)
[1 pwr/round]
Computers: 1
[1 pwr/round]
Transporters: None
Tractor Beams: 1 aft
[2/rating]
Propulsion and Power Characteristics
Warp System: 1.25 (48 hours)
[2/warp factor]
Impulse System: .5 c/.75 c
[5/7 pwr/round]
Power: 80
Sensor Systems
Long-range Sensors: +0/5 light-years
[6 pwr/round]
Lateral Sensors: +0/1 light-year
[4 pwr/round]
Navigational Sensors: +0
[5 pwr/round]
Sensors Skill: 3
Weapons Systems
Type IV Phaser (special operations shuttles only):
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)

Accuracy: 5/6/8/11
Damage: 8
Power: [8]
Weapons Skill: 3

Defensive Systems
Starfleet Deflector Shield
Protection: 24/36
Power: [24]

Description and Notes
Fleet data: This is a light, short-range warp shuttle, primarily used to transport up to six passengers. An upgraded version is now available with a 2100 millicochrane engine (Warp 2 for 36 hours). A roomier Personnel Shuttle Type 7 is also available with functionally identical performance statistics, except it has a longer range and can be armed with a Type V phaser emitter (use Type IV statistics, but it does 10 points damage). Other shuttle types include the Type 9 and 9A cargo shuttle, and the Type 9 personnel shuttle, none of which vary significantly from the profile presented.

***ANTARES*-Class Starship**
Class and Type: *Antares*-class Cargo Carrier
Commissioning Date: N/A
Hull Characteristics
Size: 3 (200 meters long, 3 decks)
Resistance: 1
Structural Points: 60
Operations Characteristics
Crew/Passengers: 12/6
[3 pwr/round]
Computers: 2
[2 pwr/round]
Transporters: None
Tractor Beams: 1 aft
[2/rating used]
Propulsion and Power Characteristics
Warp System: 4.0/6.0/8.0 (12 hours)
[2/warp factor]
Impulse System: .25 c/.5 c [2/5]
Power: 80
Sensor Systems
Long-range Sensors: +0/8 light-years
[6 pwr/round]
Lateral Sensors: +0/1 light-year
[4 pwr/round]
Navigational Sensors: +0
[5 pwr/round]
Sensors Skill: 3
Weapons Systems
Type IV Phaser:
Range: 10/30,000/100,000/300,000
Arc: 90 degrees forward, 90 degrees aft
Accuracy: 5/6/8/11
Damage: 8
Power: [8]
Weapons Skill: 3
Defensive Systems
Civilian Deflector Shield
Protection: 24/36
Power: [24]
Description and Notes
The *Antares* class of ships represents a common form of civilian transport in the 24th century. The profiled ship is typical of civilian Federation cargo carriers operating on the fringes of the UFP. Traders of several species use variations on the the same basic *Antares* model, including Corvallans, Bajorans, Talarians and Ferengi. They are typically used to shuttle raw materials from colonies to core worlds.

Threat Vessels

The Federation generally uses the same ship-type designations for alien craft as Federation craft, but Starfleet identifies three additional Threat classifications not included in the standard designations for Starfleet vessels:

Raider

Ships that conduct hit-and-run attacks on civilian and military targets are classified as raiders. Cardassian raids preceded major offensives, while prior to the Khitomer Accords Klingon raiders primarily attacked colonies and outposts. Early Federation encounters with the Ferengi involved raids of commercial traffic and unmanned outposts. Raids are generally quick, with no attempt to take or keep ground. A strong resistance is often enough to dissuade a raider. Raiders are typically well armed and shielded, but usually lack supplies for long-term operations. The *Maquis* Raider provides a good example of this type vessel.

Bird-of-Prey

This designation was originally used to refer to Romulan vessels with cloaking devices — named for the birds painted on the hulls of their ships. The designation stuck, referring to all small, cloaked ships. Currently, this refers primarily to Klingon ships, who began to use the same technology and tactic, borrowed from the Romulans during their brief alliance. A Bird-of-Prey typically decloaks, fires on an unsuspecting target and vanishes.

Warship

A Warship describes any large, powerful starship primarily or exclusively designed for war. While most of the Federation's opponents construct warships — Cardassian warships, Romulan warbirds, Klingon attack cruisers — Starfleet does not. Heavily armed and armored, these ships are not designed with the flexibility of Starfleet vessels (though they do possess some limited exploratory capability).

Much of the data provided below regarding Threat ships is conjectural; unfortunately, Starfleet lacks complete information about every type of Threat ship.

D'DERIDEX CLASS

D'DERIDEX-CLASS WARBIRD
Class and Type: Romulan *D'deridex*-class Warship
Commissioning Date: Mid-24th century
Hull Characteristics
Size: 10 (1,260 meters long, 83 decks)
Resistance: 4
Structural Points: 200
Operations Characteristics
Crew/Passengers: 1,700/6,000 (estimated)
[7 pwr/round]
Computers: 4
[4 pwr/round]
Transporters: 8 of each type (estimated)
[12 pwr/round]
Tractor Beams: 1 av, 1 fv, 1 fd
[2/rating used]
Propulsion and Power Characteristics
Warp System: 5.0/8.2/9.1 (6 hours)
[2/warp factor]
Impulse System: .5 c/.75 c
[5/7 pwr/round]
Power: 210
Sensor Systems
Long-range Sensors: +2/14 light-years
[6 pwr/round]
Lateral Sensors: +2/1 light-year
[4 pwr/round]
Navigational Sensors: +2
[5 pwr/round]
Cloak: 10
[40 pwr/round]
Sensors Skill: 5
Weapons Systems
Type L Disruptor
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 24
Power: [24]
Torpedoes:
Number: 300
Launchers: 1 ad, 1 fv
Spread: 10
Arc: Forward or aft, but are self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 5
Defensive Systems
Romulan Deflector Shield
Protection: 70/90
Power: [70]
Description and Notes

The *D'deridex*-class warbird is believed to be the most powerful warship in the Romulan Imperial fleet. Although typically encountered in hostile situations, Starfleet Command assumes that Warbirds perform many of the same functions of Explorer-type Starfleet vessels. Since their first appearance along the Romulan Neutral Zone in 2364, the *D'deridex*-class is the most commonly encountered Romulan starship.

Reliable intelligence reports that the Romulans power these ships with an artificial quantum singularity — a microscopic synthetic black hole. This system generates incredible amounts of power extremely efficiently; once activated, it can never be shut off (except with catastrophic consequences).

Romulan warbirds rely on their cloaking devices. Starfleet considers these to be more efficient and effective than Klingon cloaks, though they still draw vast amounts of power from tactical systems. There is typically a multi-second delay between decloaking and shield engagement. This delay affords a window of opportunity in which to attack a warbird, if reaction-response time allows (attacking ship must make a Challenging (11) Shipboard Systems (Sensors) roll to detect the decloaking/shield engagement as it occurs; if successful, it adds +3 to the Difficulty of any attempt to attack the ship during this brief time period; if unsuccessful, attack during this interval is not possible). Warbirds generally do not perform typical Bird-of-Prey tactics, such as diving in and out of cloaked state, perhaps due to power demands.

The great size of the Romulan warbird may be a subtle psychological weapon. Ship size can be intimidating, and although the warbird is thought to be somewhat more powerful than larger Federation starships, this advantage is not considered overwhelming. The overall bubble-shape of the warbird may somehow aid the cloaking system. Klingon experience with cloaking devices leads them to believe that the curve of Romulan warbirds makes EM warping more efficient than the former rectilinear design of the Romulan bird-of-prey.

ROMULAN SCOUT SHIP
Class and Type: Romulan Scout
Commissioning Date: N/A
Hull Characteristics
Size: 3 (100 meters long, 1 deck)
Resistance: 1
Structural Points: 60

Operations Characteristics
Crew/Passengers: 5/0
[2 pwr/round]
Computers: 2
[2 pwr/round]
Transporters: Unknown
[? pwr/round]
Tractor Beams: 1 av
[2/rating used]
Propulsion and Power Characteristics
Warp System: 3.0/6.0/7.0 (6 hours)
[2/warp factor]
Impulse System: .25 c/.5 c
[2/5]
Power: 115
Sensor Systems
Long-range Sensors: +0/6 light-years
[6 pwr/round]
Lateral Sensors: +0/1 light-year
[4 pwr/round]
Navigational Sensors: +0
[5 pwr/round]
Cloak: 8
[32 pwr/round]
Sensors Skill: 4
Weapons Systems
Type H Disruptor
Range: 10/30,000/100,000/300,000
Arc: Full forward (540 degrees)
Accuracy: 5/6/8/11
Damage: 12
Power: [12]
Weapons Skill: 4
Defensive Systems
Romulan Deflector Shield
Protection: 36/48
Power: [36]
Description and Notes
Starfleet Intelligence believes Romulan scout ships are used in intelligence-gathering excursions across the Neutral Zone. Relatively little is known about this Romulan ship's capabilities.

Ferengi Ships


D'KORA CLASS

D'KORA-CLASS MARAUDER
Class and Type: *D'Kora*-class ship
Commissioning Date: Mid-24th century
Hull Characteristics
Size: 7 (630 meters long, 38 decks)
Resistance: 3
Structural Points: 140
Operations Characteristics
Crew/Passengers: 450/2,500
[7 pwr/round]
Computers: 4
[4 pwr/round]
Transporters: 2 personnel, 4 cargo, 4 emergency
[5 pwr/round]
Tractor Beams: 1 av
[2/rating used]
Propulsion and Power Characteristics
Warp System: 6.0/8.2/9.0 (4 hours)
[2/warp factor]
Impulse System: .25 c/.5 c
[2/5 pwr/round]
Power: 150
Sensor Systems
Long-range Sensors: +2/15 light-years
[6 pwr/round]
Lateral Sensors: +2/1 light-year
[4 pwr/round]
Navigational Sensors: +2
[5 pwr/round]
Sensors Skill: 4
Weapons Systems
Type 8 Plasma Emitter
Range: 10/30,000/100,000/300,000
Arc: Full forward (540 degrees)
Accuracy: 4/5/7/10
Damage: 16
Power: [16]
Weapons Skill: 4
Defensive Systems
Deflector Shield
Protection: 48/64
Power: [48]
Description and Notes
For many years, sightings of these vessels remained only stories and unconfirmed reports, until first contact was made in 2364. Since then, the *D'Kora*-class Marauder has become closely associated with the Ferengi. As might be expected of a trading species, the ship is primarily devoted to cargo space, although the tactical systems are perfectly adequate. *D'Kora*-class cruisers seem to be under the control of Ferenginar's equivelant of a military, though how official (and how profitable) this organization is has yet to be determined. Officers receive a share of the profits from each voyage, and are thought to purchase commissions from their DaiMon. Not interested in exploration, but rather the exploitation of economic opportunity, these ships lack the facilities of Federation vessels. Their interiors tend to be lavish, at least for the commanding officer. Ferengi captains typically modify their ships according to their ability to reinvest; individual ships may vary significantly from this profile.

Cardassian Ships

GALOR-CLASS STARSHIP
Class and Type: *Galor*-class Warship
Commissioning Date: Mid-24th century
Hull Characteristics
Size: 6 (600 meters long, 30 decks)
Resistance: 4
Structural Points: 120
Operations Characteristics
Crew/Passengers: 600/1,000
[6 pwr/round]
Computers: 4
[4 pwr/round]
Transporters: 2 personnel, 4 cargo, 4 emergency
[5 pwr/round]
Tractor Beams: 1 av
[2/rating used]
Propulsion and Power Characteristics
Warp System: 4.0/7.4/8.2 (18 hours)
[2/warp factor]
Impulse System: .25 c/.5 c
[2/5 pwr/round]
Power: 150
Sensor Systems
Long-range Sensors: +2/17 light-years
[6 pwr/round]
Lateral Sensors: +2/1 light-year
[4 pwr/round]
Navigational Sensors: +2
[5 pwr/round]
Sensors Skill: 4
Weapons Systems
Galor-class Plasma Banks
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 16
Power: [16]
Compressor Beam
Range: 10/30,000/100,000/300,000
Arc: Full forward or Aft (540 degrees)
Accuracy: 4/5/7/10
Damage: 18
Power: [18]
Weapons Skill: 4
Defensive Systems
Cardassian Deflector Field
Protection: 48/64
Power: [48]
Description and Notes
Initially encountered during the Cardassian-Federation conflicts of the mid-24th century, the Cardassians closely guard the specifications of their *Galor*-class ships. Starfleet still does not know the interior configuration of these ships, nor whether the class is equipped for exploration. Current thinking at Starfleet Command, given the Cardassians' militaristic ethos, runs that *Galor*-class ships are built primarily for war.

Klingon Ships

VOR'CHA-CLASS STARSHIP
Class and Type: *Vor'cha*-class Cruiser
Commissioning Date: Mid-24th century
Hull Characteristics
Size: 7 (450 meters long, 30 decks)
Resistance: 4
Structural Points: 140
Operations Characteristics
Crew/Passengers: 740/900
[6 pwr/round]
Computers: 4
[4 pwr/round]
Transporters: 4 personnel, 4 cargo
[4 pwr/round]
Tractor Beams: 1 av
[2/rating used]
Propulsion and Power Characteristics
Warp System: 6.0/9.0/9.2 (12 hours)
[2/warp factor]
Impulse System: .5 c/.75 c
[5/7 pwr/round]
Power: 180
Sensor Systems
Long-range Sensors: +1/15 light-years
[6 pwr/round]
Lateral Sensors: +1/1 light-year
[4 pwr/round]

Navigational Sensors: +1
[5 pwr/round]
Cloak: 6
[24 pwr/round]
Sensors Skill: 5

Weapons Systems

Type X Disruptors:
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 20
Power: [20]

Forward Disruptor Cannon:
Range: 10/30,000/100,000/300,000
Arc: Full forward (540 degrees)
Accuracy: 4/5/7/10
Damage: 22
Power: [22]

Photon Torpedoes:
Number: 250
Launchers: 2 fv, 2 ad
Spread: 6
Arc: Forward or aft, but are self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]

Weapons Skill: 5

Defensive Systems

IDF Deflector Shield
Protection: 60/80
Power: [60]

Description and Notes

The *Vor'cha*-class attack cruiser is the main combat vessel of the Klingon Imperial Defense Force. They are typically commanded by high-ranking line, and low-ranking flag officers or the leaders of the great houses. Highly functional, they lack even basic comforts and are designed for their primary mission — battle. *Vor'cha*-class cruisers project Klingon influence throughout the empire, and can sometimes be found in Federation space. Any of these ships is a match for the most combat-capable Starfleet vessels. The *Vor'cha*'s forward disruptor cannon is detachable. It can be replaced with other weapons, or ejected in situations where greater speed is necessary (add +.10 to maximum impulse velocity when the cannon is ejected).

B'REL CLASS

B'REL-CLASS STARSHIP

Class and Type: *B'rel*-class Scout
Commissioning Date: Mid-24th century

Hull Characteristics

Size: 3 (250 meters long, 3 decks)
Resistance: 2
Structural Points: 60

Operations Characteristics

Crew/Passengers: 12/0
[3 pwr/round]
Computers: 2
[2 pwr/round]
Transporters: 1 personnel, 1 cargo
[1 pwr/round]
Tractor Beams: 1 av
[2/rating used]

Propulsion and Power Characteristics

Warp System: 6.0/8.0/9.0 (6 hours)
[2/warp factor]
Impulse System: .5 c/.75 c
[5/7 pwr/round]
Power: 150

Sensor Systems

Long-range Sensors: +1/12 light-years
[6 pwr/round]
Lateral Sensors: +1/1 light-year
[4 pwr/round]
Navigational Sensors: +1
[5 pwr/round]
Cloak: 8
[32 pwr/round]
Sensors Skill: 4

Weapons Systems

Type VIII Phase Disruptors:
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 16
Power: [16]

Photon Torpedoes:
Number: 100
Launchers: 2 fv
Spread: 4
Arc: Forward or aft, but are self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]

Weapons Skill: 4

IDF Deflector Shields
Protection: 54/75
Power: [54]

Description and Notes

The *B'rel*-class cruiser is among the most common combat craft in the Klingon Imperial Defense Force. Although it has a small crew compliment, it is used during peacetime for patrol and scouting, and in war for raids and massed surprise attacks. In battle, they often operate in groups of three.

K'VORT-CLASS STARSHIP

Class and Type: *K'Vort*-class Battle Cruiser
Commissioning Date: Mid-24th century
Hull Characteristics
Size: 4 (350 meters long, 27 decks)
Resistance: 3
Structural Points: 80
Operations Characteristics
Crew/Passengers: 52/50
[4 pwr/round]
Computers: 2
[2 pwr/round]
Transporters: 2 personnel, 2 cargo
[2 pwr/round]
Tractor Beams: 1 av
[2/rating used]
Propulsion and Power Characteristics
Warp System: 6.0/9.0/9.2 (12 hours)
[2/warp factor]
Impulse System: .5 c/.75 c
[5/7 pwr/round]
Power: 170
Sensor Systems
Long-range Sensors: +1/14 light-years
[6 pwr/round]
Lateral Sensors: +1/1 light-year
[4 pwr/round]
Navigational Sensors: +1
[5 pwr/round]
Cloak: 7
[28 pwr/round]
Sensors Skill: 5
Weapons Systems
Type VIII Phase Disruptors:
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 16
Power: [16]
Photon Torpedoes:
Number: 150
Launchers: 2 fv
Spread: 6
Arc: Forward or aft, but are self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]
Weapons Skill: 5
Defensive Systems
IDF Deflector Shields
Protection: 54/75
Power: [54]

Description and Notes

A larger version of the *B'rel*-class scout, the *K'vort*-class battle cruiser has become the standard ship of the Klingon Imperial Defense Forces. Not as large as the *Vor'cha* (or the old Klingon battle cruiser), it can nonetheless operate for extended periods and at long range. It is atmosphere-capable.

Technology

Lieutenant Millard beamed down to the surface of Merkora, a Class M planet in Sector 294. It was his first Away Team assignment since joining the crew of the Gorkon. Because of his background in science, the captain had assigned Millard to the botany lab, where he worked as administrative support alongside two scientists and a sensor specialist.

The senior officer, Lieutenant Commander Landers, ordered the group to fan out and obtain tricorder readings for every plant they could find. It certainly didn't sound exciting, but cataloging plants rarely does. Millard pulled out his tricorder and opened its duranium casing. Instantly, the device lit up.

He immediately noticed something was wrong. Something was interfering his tricorder's ability to scan. Millard looked around — the rest of the team seemed to have the same problem. He tried a series of commands. Internal input. Biological scan. Store to Library B. Nothing happened. He called up the tricorder's diagnostic program on the display screen, but it appeared to be functioning normally. Then he tried to adjust the EM frequency, in case the local atmosphere were somehow responsible. That didn't work, either.

Then he modified the tricorder's localized subspace field stress sensor.

That did it. Ben's tricorder began reading an unusual energy flux. He turned to tell the rest of the team how to fix their tricorders, when suddenly it hit him. A glowing figure, humanoid, appeared out of thin air and tackled him. There was a flash, and Millard was thrown off his feet.

When he regained consciousness, the others stood around him, calling his name, but he couldn't answer. Lieutenant Commander Landers stood up, tapped his combadge and said, "Away Team to Gorkon, emergency transport to sickbay..."

Faster-than-light travel. Matter-energy conversion. Artificial gravity. Semisentient computers. Matter/antimatter power plants. Technology in the 24th century is a wonder to behold. Extremely advanced technologies affect almost every aspect of life for the Federation's citizens. No *Star Trek: The Next Generation* episode would be complete without some use of high-tech gadgetry, whether it's a simple tricorder scan or a dangerous warp drive fly-by around a star. Although an episode should rarely be about technology — except insofar as it tells us something about ourselves — players and Narrators should not hesitate to use it to solve problems.

Guidelines for Technology in Star Trek

The following comments provide an idea of what technology should and should not be in the *Star Trek* universe.

- Federation technology is superscience. It can accomplish amazing, almost magical things. However, while it provides characters with great power, it does not grant perfection or invulnerability.
- Technology is human-enabled. It expands the powers of mind and body without replacing them. Remember, there is little drama to an episode if every problem can be solved by a machine — people are still far more intuitive and clever than their equipment.
- Technology is convenient. By the 24th century, small badges can transmit messages from a planet's surface to ships in distant orbit, and a hand-held device has more computing power than the 20th century's fastest super-computers.

While *Star Trek* technology is all of these things, there are many things it is not:

- Technology is not easily explicable. After all, it is superscience. If we could understand how it works, we'd possess it by now. Imagine a modern mechanical engineer trying to explain internal combustion engines to a Kalahari Bushman. Now imagine Geordi La Forge trying to explain a matter/antimatter reaction chamber to you.
- Technology is not incomprehensible. While we may not understand why it works, we can always explain what it does. Given that, there is almost always a way to describe why something will not work.
- Technology is not the answer. It gives the Crew great resources with which to solve problems, but it does not solve problems for them.
- Technology is not infallible. Nothing adds a little spice to a crisis like an equipment malfunction. If the Crew members rely a little too much on their technical marvels and too little on their brains, the Narrator should take their tech away for a while and see how they thrive without it.
- Technology does not break the laws of thermodynamics, although it does stretch them a little. That is to say, there are no perpetual motion machines. Everything needs power, and you never get something for nothing. Fusion and antimatter provide cheap and readily available power, but raw materials for its conversion must still be provided.
- Federation technology is not the most advanced tech there is. There are hundreds of races out there more advanced than the Federation, with technology that defies some or all of the guidelines given above.

Consistency

Like alien species or a distant setting, technology should be a storytelling consideration. Narrators should be careful how they allow technology to be used, and should rule consistently. If in one episode the Narrator allows the Crew to capture a marauding alien using the ship's internal force fields, the Crew should be allowed to use it against the pirates in another episode. This can have a profound effect on your game. A Narrator could receive a nasty surprise when his episode comes to a grinding halt because the Crew uses a piece of technology he forgot about. Players become understandably upset if their technology doesn't work the same way twice; they feel as though the universe, and the game, is arbitrary.

If a piece of equipment will affect the way your story unfolds, you should either provide a reason for the failure of the player's technology (a malfunction, a jamming device) or rethink your adventure idea. The adventure is not necessarily over when the Crew captures the intruders, to continue the previous example. They might barter information they have for their freedom, or their compatriots might attempt a rescue. See *Cleverness* in the chapter entitled *To Boldly Go* for advice on handling this type of situation.

Technobabble

If a Narrator or Crew member needs a quick explanation for an equipment malfunction, he can quickly identify the inoperative part of his gear by consulting the following table. For quick results, read across the columns; otherwise just pick one term from each column. For random results, roll one die for each column and combine the results.

For example, Ensign Alessara's shuttlecraft controls refuse to respond after the ship flies through an ion field. Opening up the console panel and crawling into the tiny space filled with wires and blinking lights, Alessara tries to identify the source of the malfunction. The Narrator rolls three dice (results of 4, 6 and 9) and consults the Technobabble chart: It appears that the gauss induction grid has shorted out. A simple Propulsion Engineering (Warp Drive) Skill Test allows Alessara to reroute control to another system, and she is once again in command of the shuttle.

Technobabble Chart

Roll	Result 1	Result 2	Result 3
2	quantum	flux	inhibitor
3	positronic	reaction	equalizer
4	gauss	field	dampener
5	osmotic	particle	chamber
6	neutrino	gradient	catalyst
7	molecular	induction	coil
8	resonating	conversion	unit
9	thermal	polarizing	translator
10	photon	displacement	grid
11	ionic	feed	regulator
12	multiphase	imaging	sustainer

Limiting Technology

Sometimes limits need to be imposed on a technology's effectiveness. For instance, a number of planets' atmospheres impose electromagnetic or ionic interference which greatly impairs a ship's sensors and communicators, and can often render transporters unusable. Ion storms can have similar effects and can occur practically anywhere. However, a Narrator should use these phenomena as infrequently as possible. Not only do such tricks get old when repeated too often, but if players are often unable to use their vast array of sensors and other devices, they may wonder why anyone bothers with this technology at all.

Other limiting options do exist, however. The force fields used around penal colonies and other high-security installations, as well as the force domes which protect colonies on planets with hostile atmospheres, each limit or prohibit the use of sensors and communicators. Most of these force fields completely block a transporter from beaming a Crew in or out of an area unless the transporter is synchronized with the force field. Also, species with technologies significantly more advanced than the Federation can easily defeat most Federation technologies. Perhaps the easiest option is simply to take the devices away. An away team's captors will usually confiscate their prisoners' equipment; with no way to contact their ship, the team must rely on their wits and skills.

The most rewarding roleplaying, however, allows characters to use their vast technological resources but still challenges them with situations solvable only with careful thought and cooperation. One of the best methods to evoke such situations is to confront the Crew with something completely unknown. If a new species, disease or device is not listed in the ship's data banks, then the characters' equipment can help them to study it, but they must still make important decisions for themselves.

Personal Equipment

Details are provided below for the most widely used Starfleet devices. Most away teams carry some or all of these devices with them on their missions.

Equipment Terminology

Each piece of equipment listed here has a short list of traits providing useful information about the device, such as its size and mass. The list may also include one or more of the following entries:

Range: A beam weapon's range is listed in point-blank/short/medium/long ranges. (Refer to the *Tactical* Chapter for the difficulties to hit targets at these ranges.) A sensor's range is the maximum distance at which it can read objects or energy patterns.

Duration: The amount of time the device can function before it must be recharged. Most times are listed in hours, but weapons list a number of charges, representing how many times they can be fired before recharging.

The note "+ induction recharge" means that the device contains induction coils made from sarium krellide. Such devices can be recharged by plugging them into standard power taps connected to a ship's electroplasma system, or by attaching them to portable bulk sarium krellide units (something like small portable generators). It takes approximately one minute to restore ten charges' worth of energy.

Armor: The degree of protection the device provides its user.

Block: The amount of damage a melee weapon can block when used to parry another melee weapon.
Damage: The amount of damage the weapon inflicts.

Environment Suits

Whenever starship personnel visit planets with hostile atmospheres or enter the vacuum of space, they must wear environment suits. While a Federation environment suit is comfortable and light, it still somewhat inhibits an untrained wearer's mobility; subtract one die from Skill Tests in this case. Crew members with the Personal Equipment (Environment Suit) Skill do not suffer this penalty.

An environment suit protects its wearer from pressure extremes (from vacuum to five atmospheres worth) and temperature extremes (from -100 C to 120 C). They are not heavily armored, however, and are easily punctured by most melee weapons and phasers. Most suits automatically repair rips and tears (self-sealing punctures of 4 points of damage or less). Larger punctures must be manually patched by the wearer; each suit typically carries six easily accessible patches. It requires an action to patch a suit but no Test needs to be made; if a Crew member performs any other actions that same round, he will suffer Multiple Action Penalties on all actions requiring Tests.

The suit itself consists of a full-body jumpsuit with removable gloves and a transparent helmet, as well as gravity boots which allow the user to walk on solid surfaces in zero gravity and even to climb steep surfaces under gravity — one may even attempt to walk clumsily on ceilings under full gravity (subtract three dice from Coordination and move no faster than a slow walk of 7 meters per round).

A small belt-pack houses the suit's life support system. Based on microreplicator technology, the life-support system can purify air and recycle drinking water for up to 25 hours. Wrist controls on the suit activate various functions: gravitic boots, a built-in communicator, and visor- and helmet-mounted lights.

The energy signatures produced by an environment suit are easily detectable by most sensors, making it nearly impossible to hide while wearing one.

Armor: 1 (Damage greater than 1 will puncture the suit)
Size: 12 L (folded) + boots and helmet
Mass: 8 kg
Duration: 25 hours

Medical Kit

On Away Team missions, Starfleet doctors and medics carry medical kits and medical tricorders. A kit contains an autosuture, a dermal regenerator, a hypospray and a neural stimulator. With these items, a doctor can perform most routine and emergency medical procedures on-site. Patients with severe injuries or illnesses, however, must receive full diagnosis and treatment in sickbay. A medical kit's devices are designed to work on all known humanoid life-forms and on most DNA-based nonhumanoids.

Size: 21 cm x 20 cm x 5 cm
Mass: 1 kg

Autosuture

An autosuture uses molecular bonding technology to seal ruptured blood vessels, mend broken bones and close wounds. None of these repairs can substitute for actual healing, but they stabilize a patient, allowing him to function until more extensive treatment can be delivered in sickbay. Only trained medical personnel can safely use autosutures without mishap (a Moderate (7) Medical Sciences Skill Test is required).

Size: 15 cm x 4 cm x 2 cm
Mass: 0.2 kg
Duration: 50 hours + induction recharging

Dermal Regenerator

A dermal regenerator instantly heals small and moderate-sized wounds, performs scar removal and eradicates mild infections. It is extremely easy to use, even by untrained individuals: Simply run it over the surface of an injury. A dermal regenerator will heal any wound caused by no more than 3 points of damage. No roll is needed to use this device unless there are adverse circumstances, in which case a Routine (4)

Tricorder Example

When closed, the tricorder is protected by its tough duranium casing. When open, it displays a number of touch pads and indicators. These are:

PWR STBY: Standby mode indicator.

F1/F2: This is the dual function control switch. Most controls on the tricorder have two separate functions. This control switches between the two.

I (Internal) & E (External): The "I" switch allows the tricorder to access data from its own sensors, while the "E" switch allows the tricorder to receive data from remote sources, including a starship's main computer.

Alpha, Beta, Delta, Gamma: Four indicator lights which let the user know if the tricorder is recording (Alpha), accessing (Beta), processing (Delta) or transmitting (Gamma) data.

Display Screen: This small screen and the concealed speaker beneath it are capable of displaying any audiovisual information recorded by or stored in the tricorder. This screen can also display sensor data from the tricorder, including visual representations of IR, UV or other invisible forms of radiation. It is possible to use a tricorder to perceive objects and creatures normally invisible to humans.

Library A/B: The "A" function directs the unit to store data in its main memory; "B" directs the unit to store data on one of the unit's two removable isolinear optical chips.

GEO/MET/BIO: These switches direct the unit to perform geological, meteorological or biological (lifeform) scans. When used with three adjacent buttons, the unit can control and receive data from up to 27 remote information sources. Using its built-in sensors, the unit can perform the following different scans:

Biological, long-range: The unit can detect the number and position of all lifeforms of a given size within its range. Individual lifeforms can also be tracked.

Biological, short-range: The unit can identify the type of lifeform (*e.g.*, humanoid, energy being, reptilian), including the exact species if that lifeform is known to Federation science. General information about the creature's physical condition is also provided.

Geological, long-range: The unit can locate large caves, significant mineral deposits, and important geological features, such as fault lines. This setting also allows the device to determine the rough chemical composition of any substance within range and to locate large concentrations of any desired material.

Geological, short-range: The unit can detect small caves and concealed features, such as underground water or small mineral deposits. The unit can also locate small concentrations (even a few grams) of a desired substance. The exact chemical composition of unknown substances can also be determined.

Meteorological, long-range: The unit can analyze local weather patterns, predict the weather up to twenty hours in advance, and detect problems like ionic interference. This setting will also reveal the magnitude, type, and location of any large energy sources within its range (such as a shuttlecraft).

Meteorological, short-range: The unit can determine the exact composition of the local atmosphere; it can also detect and locate small energy sources (such as another tricorder).

Comm Transmission: These four switches govern communication with other devices. "Accept" allows the unit to receive information from a remote source; "Pool" networks it with other devices; "Intership" links it to a ship's computer; and "Tricorder" links it with other tricorders in range. Like a personal communicator, a tricorder can contact a starship up to 60,000 km away and another tricorder or combadge up to 500 km away.

EMRG: This is an emergency transmission button. Once activated, the tricorder sends all its data to a starship. This transmission can take up to ten minutes and temporarily shuts down all other functions.

Image Record: These buttons allow the unit to record, play back and edit audiovisual recordings made by the unit. A tricorder may store more than 2,000 hours of high-density recording in its Library B memory.

ID: This touch pad can be set to a user's unique bioelectric field, so that no one else may use it.

Medical Sciences Skill Test is required. The dermal regenerator, however, cannot heal any wound longer or deeper than 8 cm; an autosuture must be used on such wounds.
Size: 20 cm x 5 cm x 2 cm
Mass: 0.2 kg
Duration: 100 hours + induction recharging

Hypospray
Hyposprays are Starfleet's primary form of drug delivery. When a hypospray is pressed against skin and activated, it sprays its drug through the patient's skin. It can deliver intravenous or intramuscular injections and will work through light clothing, such as a Starfleet uniform. A single hypospray holds up to five different drug ampules; each ampule provides ten injections. The user selects desired dosages with a simple touch pad.

While anyone can use a hypospray, selecting the proper drugs and dosages takes some medical training and requires a Medical Sciences Skill Test. The Difficulty varies with the patient and procedure: A medic unfamiliar with alien biology may find that setting tranquilizer dosages for a Vulcan is a Challenging task. Away team hyposprays usually contain stimulants, tranquilizers, pain-killers, tri-ox compound (a drug allowing recipients to function more easily in low oxygen atmospheres or at high altitudes) and a broad-spectrum poison antitoxin. Additional doses, as well as antibiotics and antiradiation drugs, are usually stored in a medical kit.
Size: 15 cm x 3 cm x 3 cm
Mass: 0.1 kg
Duration: 250 injections

Neural Stimulator
This device increases or decreases a subject's nervous system activity (usually to suppress pain or seizures), returns an unconscious or comatose patient to consciousness, or even temporarily supports a severely injured or dying patient. Like the autosuture, the neural stimulator requires medical training for effective use and a Medical

Sciences Skill Test. The difficulty depends on the patient's condition: Waking a patient with a mild concussion may be a Moderate task, while bringing a patient out of a weeks-long coma may be Difficult.

Size: 10 cm x 6 cm x 0.2 cm
Mass: 0.02 kg
Duration: 50 hours + induction recharging

Personal Access Display Device (PADD)

Personal access display devices are among the most common tools in the Federation; nearly every crew member and almost every inhabitant of an advanced planet has his own PADD. In essence, it is an extremely powerful hand computer capable of holding several billion pages of text and pictures in two isolinear optical chips. It consists of a high-resolution touch-sensitive screen as well as several multifunction touch pads. It also contains a subspace transceiver equal in power to a combadge; a user can communicate and even control a starship up to 40,000 km away (assuming he has proper command access, of course).

Civilians use these devices to keep track of appointments, play games and communicate with various planetary computer networks. On a starship, PADD's are often used to send and receive reports and to access the ship's computer. While its size significantly limits ease of use, a PADD can be configured to take over the functions of a starship control panel or work station. However, the slower response time of a PADD makes this highly irregular for common use, and would require special Command-level clearance in most instances.

PADD's allow users access only to authorized functions. Command staff members know security override codes which allow them aceess to any ship function with a PADD.

Size: 10 cm x 15 cm x 1 cm
Mass: 0.2 kg
Duration: 100 hours + induction recharging

Personal Communicator (Combadge)

Intraship voice communication on Starfleet vessels is primarily performed via personal communicators housed in the Starfleet badges worn by all crew members. Radio frequency (RF) signals are picked up by local antennae, routed to a local subprocessor, then through the Optical data network (ODN) to the intended recipient. Voice AI routines are quite intelligent, and able to understand conversational contextual cues to route transmissions properly.

Conversations may be ended with the properly contexted word "out", by opening a channel to another party, or by a ten-second pause.

Ship-to-surface communications are very similar in performance. If a channel is opened to an Away Team member, the computer, which remembers that the member has recently transported or shuttled off-ship and continues to keep tabs on his location while in range, routes the signal to the subspace transceiver.

Phaser Damage

	Setting	Damage	Chg	Notes
1	Light Stun	(2+2d6)	1	Stun a human for 5 minutes
2	Medium Stun	(4+2d6)	2	Stun a human for 15 minutes, or a Klingon for 5 minutes
3	Heavy Stun	(6+4d6)	3	Stun a human for 1 hour, or a Klingon for 15 minutes
4	Light Thermal	8+2d6	5	Cut a 1 m hole in 10 cm of wood in 3 minutes
5	Heavy Thermal	10+2d6	8	Cut a 1 m hole in 10 cm of steel in 3 minutes
6	Light Disrupt A	12+3d6	12	Cut a 1 m hole in 10 cm of steel or rock in 30 seconds
7	Light Disrupt B	14+4d6	15	Kill a humanoid; cut a 1 m hole in a duranium bulkhead in 10 minutes
8	Light Disrupt C	16+4d6	20	Vaporize a humanoid
9	Light Disrupt D	24+5d	30	Vaporize resilient alloys (beam ricochets possible)
10	Heavy Disrupt A	30+9d	40	Vaporize any substance (energy rebound prior to vaporization common)
11	Heavy Disrupt B	40+12d6	50	Explode 10 cubic meters of rock into glowing rubble
12	Heavy Disrupt C	60+12d6	60	Explode 50 cubic meters of rock into rubble
13	Heavy Disrupt D	80+18d6	70	Explode 100 cubic meters of rock into rubble
14	Heavy Disrupt E	100+12d6	80	Explode 160 cubic meters of rock into rubble
15	Heavy Disrupt	120+12d6	90	Explode 400 cubic meters of rock into rubble
16	Heavy Disrupt G	160+12d6	100	Explode 600 cubic meters of rock into rubble

Combadges have an effective range of about 500 meters under combadge power to more than 40,000 km if supported by local main communications devices. Personal communicators can be activated by voice as well as by touch. A dermal sensor verifies a user's identity.

Size: 5 cm x 4 cm x 0.5 cm
Mass: 0.01 kg
Duration: 1,000 hours + induction recharging

Tricorders

Tricorders are extremely compact and powerful sensory devices. In addition to containing a wide range of miniature electromagnetic, magnetic, audio, chemical and subspace sensors, tricorders also include extremely detailed databanks on a wide range of scientific and historical information. The computer in the tricorder can rapidly identify known lifeforms, materials and energy sources by comparing its sensory reading with its databanks. Tricorders can also attempt to analyze unknown lifeforms, materials or energy sources, although this could take up to a hour, during which the tricorder may still be used for other tasks.

Tricorders also contain subspace communicators with ranges like those of personal communicators. Tricorders can send and receive data of all types from a starship computer or other distant source.

Range: 2,000 meters for long range scans, 25 meters for short-range scans. All long-range scans are omnidirectional, but the user must aim the tricorder at a specific location to perform a short-range scan. Various types of ionic and other interference can greatly reduce the range of a tricorder's scans.
Size: 8.5 cm x 12 cm x 3 cm
Mass: 0.35 kg
Duration: 1,000 hours + induction recharging

Engineering Tricorder

An engineering tricorder is simply an ordinary tricorder with a special engineering peripheral (EP) added on one end. The EP contains a number of specialized engineering sensors capable of detecting minute energy fluctuations and a wide variety of particles and exotic energy signatures. The EP also contains an extensive database with detailed information on all ships and devices used by all known species, and a detachable high-resolution probe. This remote probe only has a range of 2 meters, but can determine the exact composition of any substance, as well as detecting precise details like minute energy residues, or microfractures and flaws in a material's crystalline structure.

Range: 2,000 meters for long-range scans, 25 meters for short-range scans, 2 meters for remote probe scans.
Size: 8.5 cm x 15 cm x 3 cm; the remote probe is a 7 cm x 1.5 cm x 1.5 cm cylinder.
Mass: 0.45 kg
Duration: 1,000 hours + induction recharging

Medical Tricorder

A medical tricorder is an ordinary tricorder with a special medical peripheral (MP) added. The MP contains specialized medical sensors as well as an enormous database of information on more than 200 humanoid and nonhumanoid aliens, and hundreds of thousands of diseases and medical problems. The sensors on the MP can identify species and detect vital signs at a range of 25 meters. Within 5 meters, these sensors can analyze a being's internal structure, in a manner similar to a 20th-century CAT scan; broken bones, internal injuries or other problems can be detected. The MP also contains a detachable high-resolution probe. This remote probe only has a range of 1 meter, but it is capable of extremely detailed observations, including DNA typing, blood chemistry analysis and detection of all known drugs, poisons, bacteria, viruses and prions.

Range: 2,000 meters for long-range scans, 25 meters for short-range scans, 1 meter for remote probe scans.
Size: 8.5 cm x 15 cm x 3 cm; the remote probe is a 7 cm x 1.5 cm x 1.5 cm cylinder.
Mass: 0.45 kg
Duration: 1,000 hours + induction recharging

Disruptor Damage

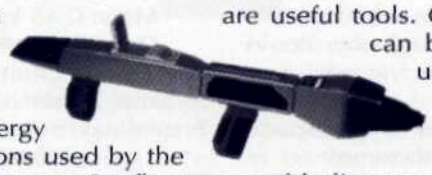
Setting	Damage	Change	Notes
1 Light Stun	(2+2d6)	1	Stun a human for 5 minutes
2 Heavy Stun	(4+2d6)	2	Stun a human for 15 minutes, or a Klingon for 5 minutes
3 Light Thermal	10+2d6	8	Cut a 1 m hole in 10 cm of steel in 3 minutes
4 Heavy Thermal	12+3d6	15	Cut a 1 m hole in 10 cm of steel or rock in 30 seconds; cut a 1 m hole in a duranium bulkhead in 10 minutes
5 Light Disrupt	24+5d6	35	Vaporize almost anything, including humanoids and resilient alloys
6 Heavy Disrupt	160+12d6	100	Explode 600 cubic meters of rock into glowing rubble

Personal Weapons

There are a variety of personal weapons used within and without the Federation. As much as Starfleet loathes violent solutions to conflict, weapons are often necessary for peacekeeping. Relics of past Earth cultures, such as Scottish claymores and fencing foils, and valued weapons of alien cultures, such as Klingon *bat'leths*, often serve as objects of a Crew member's personal fitness hobby: Martial arts and fencing are considered good means for physical improvement and mental discipline.

Energy Weapons

Although energy emitter technology has provided many boons, it has also produced some of the most dangerous hand-held weapons in the galaxy. Their dangers, however, are perhaps offset by their more gentle applications, such as the ability to stun their targets rather than wound them.



Phasers

Phasers (short for PHASed Energy Rectification) are the standard weapons used by the Federation and its allies. The common Starfleet models include the small phaser Type I, which is carried as a hand weapon on most away team missions; the larger phaser Type II, which is only issued when there is a significant threat of violence; and the phaser Type III, or phaser rifle. Most planetary security forces in or near the Federation issue their personnel the equivalent of Type II phasers. All phasers contain a subspace transceiver, which allows the ship's computer to monitor usage. This also limits all phasers on board to setting 3 (Heavy Stun) or below without special authorization from the command staff. If desired, the firing button can be set to the user's bioelectric field, so that only the unit's designated user can fire it. However, skilled tampering can sometimes remove these safety interlocks.

Phasers produce beams of rapid nadions (highly energetic, short-lived subatomic particles). These particles can produce a wide variety of effects, depending upon their energy state. At low energy, phasers produce a bioelectric shock which will stun most targets. At moderate settings, the beam heats the target; at the higher settings, this heating is replaced by large-scale subatomic disruption which can cause moderate-sized objects to vaporize and larger ones to explode.

Phasers can be fired in standard beams, pulses, continuous beams, or wide beams:

Standard Beam: The standard beam is the default setting for a phaser. It does the amount of damage and uses the charges indicated on the *Phaser Damage Chart*.

Pulse: A phaser pulse does more damage than other settings, but at the cost of more energy. When firing in pulse mode, add +1 point of damage to the roll, but spend two extra charges of energy.

Continuous Beam: The continuous beam mode uses extra energy (two extra charges) but provides greater accuracy: When using it, add one die to the character's Energy Weapon (Phaser) Test to hit his target.

Wide Beam: The width of the beam can be varied from its normal narrow configuration to a special wide-beam mode. When used on wide-beam setting, phasers only have a range of 10 meters, but the beam affects everything in a swath up to 8 meters wide. Using a phaser on wide beam takes three times as many charges as using it on the standard setting. Also, because of the extremely high-power densities in wide beam use, it can only be used on settings 1-6.

In addition to being powerful weapons, phasers are useful tools. On narrow beam setting, a phaser can be used as a cutting tool to clear undergrowth in the jungle or shape wood, metal or rock. On wide beam, phasers can be used to heat rock and provide warmth in cold climates, as well as to clear away obstacles like snow, ice or vegetation.

If a phaser is set on overload, the unit explodes within 30 seconds. The blast does 1 point of damage for every charge it contains and covers an area with a radius of 3 meters.

The energy in phasers is stored in sarium krellide cells. Phasers can be recharged by plugging them into the standard power taps of a ship's electroplasma system, or by attaching them to portable bulk sarium krellide units (something like small portable generators). It takes approximately one minute to restore ten charges' worth of a phaser's energy.

Phaser Type I
Settings: 1-8
Range: 5/10/25/50
Size: 12 cm long, 0.3 L in volume
Mass: 0.2 kg
Energy: 160 charges

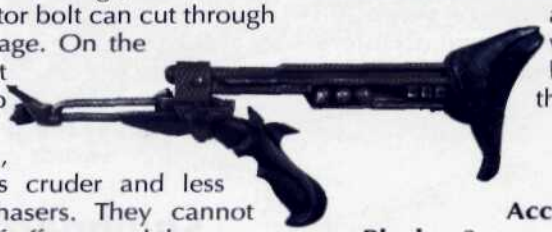
Phaser Type II
Settings: 1-16
Range: 5/20/50/100
Size: 25 cm long, 0.8 L in volume
Mass: 0.6 kg
Energy: 1,000 charges

Phaser Type III
Settings: 1-16
Range: 5/40/80/150
Size: 25 cm long, 0.8 L in volume
Mass: 0.6 kg
Energy: 1,500 charges

Disruptors

Disruptors are a common alternative to phasers, used primarily in the Romulan Star Empire and Klingon Empire. They fire bolts of highly charged plasma created by using microscopic amounts of antimatter. In the Romulan variation, this bolt leaves a residue of antiprotons for up to several hours.

Like phasers, disruptors can be used on a variety of settings, from Light Stun to Heavy Disruption. On the lower settings, disruptors stun their targets through a combination of concussion and neural shock. On higher settings, the thermal energy released by a disruptor bolt can cut through metal or cause lethal damage. On the highest settings, the impact can cause explosions due to thermal shock.



In the Federation, disruptors are regarded as cruder and less elegant weapons than phasers. They cannot produce the same variety of effects, and they are incapable of wide beam settings (though they can fire in pulse or continuous beam modes, using the same rules as phasers). However, the range of power is similar to that found with phasers, and, while potentially dangerous, the use of antimatter means the disruptors can hold many more shots' worth of energy than a comparably sized phaser.

Klingon and Romulan disruptors are functionally identical, but differ greatly in appearance. Unlike phasers, disruptors cannot be recharged with sarium krellide units or a ship's energy-plasma system. A new power cartridge containing additional antimatter must be loaded into the weapon.

A disruptor set on overload will explode within 30 seconds. The blast does 1 point of damage for every charge it contains and covers an area with a radius of 4 meters.

Range: 5/20/50/100
Size: 20-30 cm long, 0.7-1.1 L in volume
Mass: 0.6-1.2 kg
Energy: 1500 charges

Melee Weapons

Starfleet does not normally employ melee weapons, although civilian police use stunrods when necessary. Since they operate within the narrow corridors of starships, Starfleet security personnel prefer to use phasers set on stun. In contrast, many alien races use melee weapons of various sorts. The Klingon Empire is the culture most fanatically devoted to melee weapons and their use. To see a Klingon without a *mek'leth* or a *d'k tahg* on his person is usually to see a dead Klingon (the other obvious possibility being that he carries a *bat'leth*, instead).

Here are some of the melee weapons a starship crew may encounter. Each one is rated in terms of its Size, Mass, Accuracy (the Difficulty Number needed to hit a target unless the target dodges or parries; see page 129), Block (the modifier to any Skill Tests a character using the weapon to defend makes to parry or block other melee weapons, expressed as a number of points which is added to the Test Result), and Damage (how much damage the weapon does, expressed as a base number of points plus a die roll).

Bat'leth

The traditional Klingon "sword of honor." While difficult to use by untrained individuals, Klingon warriors have developed its use into an elaborate and beautiful martial art. The *bat'leth* is an extremely deadly melee weapon, especially in the hands of a being as strong as the average Klingon.

Size: 116 cm x 50 cm x 2 cm
Mass: 5.3 kg
Accuracy: 9
Block: +2
Damage: 5+2d6

Chaka

The *chaka* is the Andorian dagger. It is a three-bladed weapon held in the fist; the short blade projects out and up from the fist, while two slender, longer blades protrude to either side. The weapon's basket hilt protects the user's hand. A skilled *chaka*-fighter is a lethal opponent, since he can punch, thrust, and slash with equal ease.

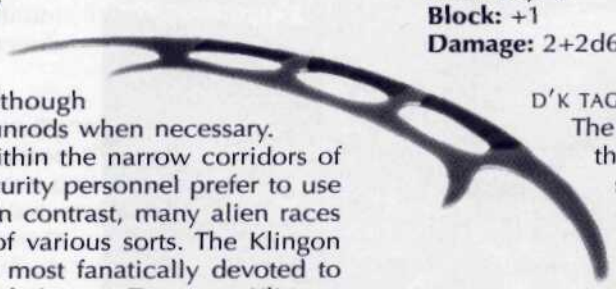
Size: 75 cm long side to side; 35 cm long from back of hilt to tip of forward blade
Mass: 1.8 kg
Accuracy: 8
Block: +2
Damage: 4+2d6

Club

Any moderate-sized blunt object which can be used as a weapon is treated as a club. Bottles, chair legs, and even tree branches can all serve as clubs.

Size: Usually around 40-60 cm long
Mass: 0.5-1.5 kg
Accuracy: 6
Block: +1
Damage: 2+2d6

D'k tagh



The Klingon ceremonial knife. This three-bladed weapon is of great symbolic importance to Klingon warriors and is used both in combat and as the preferred method of ritual suicide.

Size: 50 cm long
Mass: 1 kg
Accuracy: 8
Block: +2
Damage: 3+2d6

KNIFE

Knives are one of the most basic tools and weapons used by humanoids across the galaxy.

Size: 15-30 cm long with a 10-20 cm blade
Mass: 0.2-0.4 kg
Accuracy: 7
Block: +1
Damage: 3+2d6

LIRPA

The *lirpa* is an ancient Vulcan ritual weapon, essentially a long pole with a weighted club on one end and a razor-sharp blade on the other. Its only common uses today are as a martial arts exercise and during the *pon farr* madness, on those rare occasions when the ancient rites of mating combat are invoked.

Size: 160 cm x 30 cm x 20 cm
Mass: 5.6 kg
Accuracy: 9
Block: +3
Damage: Blade 3+2d6, Club 2+2d6

MEK'LETH

A popular type of Klingon sword which can be used with one or both hands.

Size: 70 cm long
Mass: 2.5 kg
Accuracy: 8
Block: +2
Damage: 5+2d6

STUNROD

Stunrods are energized melee weapons used by planetary police and security forces throughout the Federation. A stunrod is a padded club which does minimal physical damage, but which can inflict phaser-like stun effects upon anyone it hits.

Size: 50 cm long, 3 cm in diameter
Mass: 0.5 kg
Accuracy: 7
Block: +2
Damage: 1 + Stun effects equal to phaser settings 1-3; user can change the setting at will
Charges: 200

SWORD

Swords are basically long knives. Most known humanoids used some type of sword as melee weapons at some point in their history. Today, various forms of fencing are popular sports in worlds throughout the galaxy.

Size: 50-120 cm long
Mass: 0.5-2 kg
Accuracy: 7
Block: +2
Damage: 4+2d6 or greater (depending on size of sword)

Shipboard Technologies

Although Away Teams can carry numerous powerful devices with them, the equipment on board a starship is significantly more powerful and versatile than any portable device. Every starship in the fleet, from small *Oberth*-class ships to the *Enterprise-D* , shares certain components — replicators, sensors, a bridge and the like. The difference between ships lies in their specifications: An *Excelsior*-class vessel only has four personnel transporters, while a *Galaxy*-class starship boasts six. For information on various starship classes, see the *Starships* chapter.

The Bridge

The main bridge serves as the nerve center of a starship. It contains the command station and at least four other workstations: the Operations Manager Station, the Flight Controller Station, the Science Station and the Tactical Station. From here, all starship functions can be monitored, and all operations directed.

COMMAND STATION

The primary command station is the captain's chair. It features armrests that incorporate minidisplays and simplified Conn and Ops controls. From this station, the captain can override any system on the ship.

FLIGHT CONTROL (CONN)

The Flight Control console is where the actual navigation and piloting of the spacecraft takes place. From this control

panel, a flight officer can access the warp drive and impulse systems controls that direct a ship's flight, input flight information and supervise automatic flight operations. It displays navigational information from the long-range and navigational sensors, and monitors a ship's subspace field geometry. Using the manual sequence controls, the Conn can modify the flight plan to adjust for minor variations in course and compensate for navigational hazards. Manual control seldom occurs outside of emergencies or other precise and difficult situations. Shipboard Systems (Flight Control) is used to operate this station.

Operations Manager Station (Ops)

This station controls and oversees the coordination of different departments on the ship. Shipboard operations require the allocation of resources (such as power or sensor use) that affect a number of departments, sometimes resulting in conflicting requirements. This console presents the duty officer with a continually updated list of current major shipboard activities and status reports by department. The Ops computer programs automatically handle routine scheduling and resource allocation, freeing up the officer to make decisions beyond the capability of a computer. This may include requesting emergency power from engineering or shutting down all nonessential systems. Shipboard Systems (Operations Management) is the Skill used to work this station.

Science

The science station panels provide real-time scientific data gathered from the ship's sensors and probes, and allow science personnel to reconfigure and recalibrate sensor systems as needed. Information from various science laboratories and other departments feeds into this station, as well. The LCARS (Library Computer Access and Retrieval System) can be accessed through this terminal, which also provides back-up to Conn, Ops and Tactical. Isolinear chips containing specialized mission profile programs can be loaded as needed.

Tactical

The tactical station controls the ship's weapons, including the main phasers, photon torpedoes and deflector shields. Displays provide status reports on the various defensive systems (such as the current power levels of the deflectors), while the targeting computer translates incoming sensor data into a tactical display. Using this console, the tactical officer can identify external threats using the main sensors, monitor internal threats, and dispatch on-ship security teams. Other systems that can be accessed from this control panel include long- and short-range sensors, communications, sensor probes and tractor beams. Shipboard Systems (Tactical) is used to operate this station.

Other Stations

Larger ships often contain both a bridge engineering station and an environmental station. The engineering station allows the ship's engineer to oversee and control engineering operations while on the bridge. The environmental station allows the Environmental Systems Officer to oversee and control the life support system of the entire ship. Since the ship's life support system is highly automated, this station is generally manned only in emergencies. The mission ops control station provides additional support to the Operations Manager, and is specifically responsible for monitoring secondary missions (such as Away Teams or nonessential sensor usage).

The Computer Core

A starship computer is a marvel of isolinear technology. While fully sentient computers have proved unreliable, starship computers contain sophisticated — if nonsentient — artificial intelligence programs which allow them to understand and respond using ordinary speech. The primary interface between the computer and the crew is the Library Computer Access and Retrieval System (LCARS). This system allows crew members to use voice commands and graphic interfaces to access the computer.

The computer continuously monitors everything inside the ship, including the location of all crew members. The computer either deals with any emergency that occurs inside the ship on its own or it immediately notifies all command personnel. The computer's programs can be accessed using any of the configurable display panels found throughout the ship. The computer's databanks are extremely large, containing the equivalent of many trillions of pages of text.

The heart of all Federation computers is the isolinear optical chip. Roughly the size and shape of a microscope slide, these chips can each hold up to 2.15 kiloquads of data. On large starships, each computer core is a cylinder approximately 20 meters tall and 12 meters in diameter, and contains more than 200,000 isolinear chips. Every starship contains at least one backup computer core in case the primary core is damaged.

In spite of its vast resources, a computer is incapable of operating a ship without human control except during extremely routine maneuvers. The ship requires human control during any emergency or unknown situation, including all combats. Since the computer is not actually sentient, it is incapable of making complex judgments or anticipating the wants and desires of the crew unless it has been specifically instructed to perform a task. For example, the ship's computer will instantly know if a crew member vanishes from her quarters once her combadge cuts off, but it would not necessarily notify anyone unless asked. If instructed, it will report any occurrence of specific phenomena. All starship computers will instantly respond to and notify the crew about obvious emergencies, such as life support failures, but only because they have already been programmed to do so.

The computer also contains a universal translator program. A universal translator analyzes languages and compares them to its linguistic databank. Instant translation is available between any of the many thousands of languages stored in the translator. This translation is fully two-way, so each party can hear the other's speech in his own language. The universal translator can also analyze unknown languages and usually deliver a reasonable translation within minutes after exposure to a new language.

Control Panels

Control panels are found at every work station and in most hallways throughout a ship. Each control panel uses multilayered flat screen technology to display graphic and audio information. The entire surface of the panel is touch sensitive and can be configured into hundreds of separate touch-pads. Ops and Engineering control panels are optimized to display relevant information and to provide a useful array of controls. However, almost every control panel on the ship can be configured to control any system on the ship and to display any desired information. In short, all functions of the ship can be monitored and controlled from a single control panel. However, only members of the command staff have the required authorization to control critical systems. Most Starfleet personnel configure their work stations best to suit their needs: once programmed into the ship's computer, a personal configuration can be activated with a simple voice command.

Holodecks

All but the smallest starships contain at least one holodeck to assist with crew training and to allow expanded possibilities for recreation. On the holodeck, users can take part in interactive holonovels, travel to

Common Holodeck Programs

Holodeck programs are created or initiated using the panel outside the holodeck doors. Programs can be stopped at anytime by stating "Freeze program." They can also be saved at any point and will begin at that save point once reinitiated.

Here are a number of popular types of programs crew members often use during recreation:

- A variety of mystery and adventure scenarios are available wherein the user becomes an important spy or detective, including the popular Dixon Hill detective holonovels.
- Outdoor hiking, mountain climbing or kayaking scenarios.
- A variety of personal combat scenarios with a wide range of real and imaginary opponents and weaponry.
- Dinner at famous restaurants or locales from across known space

distant locations, perform elaborate training simulations or simply enjoy a vigorous physical workout. A holodeck is a square room, generally at least 8 meters on a side. The walls, floor and ceiling of the room contain a complex array of sensors, holographic generators, force field projectors, miniature tractor beams and microtransporters. Civilian holodecks are often known as holosuites.

Holodecks can produce images of any desired landscape or environment. While most of the "terrain" is composed of force fields covered by holograms, important objects or devices are actually created by replicators and beamed into the room. Holodeck force fields create the sensation of movement by producing a treadmill-like effect on the floor. A holodeck can even create holographic characters ("puppets") and other seemingly animate beings. These beings are made of holodeck matter, a form of matter requiring continual force field stabilization and input from microtransporters. If this matter is removed from the holodeck, it disintegrates within a few seconds.

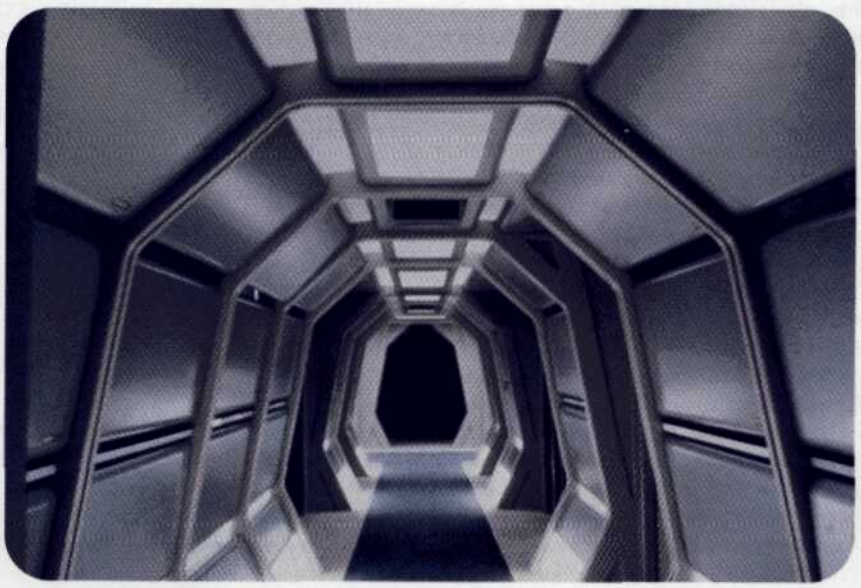
Characters created by a holodeck respond like normal people but are programmed to respond to a crew member's holodeck persona as if it were real. Holodeck creations "live out" their roles completely unaware that they are holographic simulations. However, on at least one occasion, a holodeck created a character which seemed to be fully sentient and aware of its status. The Federation has yet to work out the full moral implications of creating sentient life using the holodeck. While it is possible to create a holodeck simulation of a living person using the visual image, voice recordings and personality profile records of that person, it is considered unethical.

All holodecks are equipped with safety overrides which protect users from harm. Potential damage to users is limited to light blows and the equivalent of level 1 phaser blasts. While it is possible to turn off these safety features, it is not recommended. Nonetheless, these features have been known to fail if the starship is damaged or if the ship is exposed to unusual high-energy phenomena. With the safeties off, a holodeck-created pistol or sword can seriously injure or kill a user. When such malfunctions occur, it is even possible that the user will be unable to end the program or leave the holodeck.

A well made holodeck program is sometimes indistinguishable from reality. If someone has been unknowingly beamed onto a holodeck, he may literally be unable to tell that his experiences are illusory. The Romulans have been known to use holodecks to reveal spies and traitors, by dropping them into fictitious situations which they believe to be real. Using a holodeck in this fashion is, of course, considered unethical within the Federation.

Life Support

Life support systems are one of the most critical on board starships, maintaining a breathable oxygen-nitrogen atmosphere and a comfortable temperature and humidity. Built with multiple redundancies, ships rarely run out of oxygen, and personnel do not have to worry about freezing in the extreme coldness of space. Even in the event of a total life support systems failure, emergency backups should ensure crew safety. Although



supervision of the environmental systems is handled automatically by the computer, the Environmental Systems station on the bridge provides human oversight.

Atmospheric processors are located throughout the ship, constantly recycling the air by removing CO_2 and other waste gases, and replenishing O_2. Starship operational protocols specify a 96-hour duty cycle before switching between parallel atmospheric processors, to allow for routine maintenance.

Gravity is provided by a network of small gravity generators. This ensures the proper sense of "down" and allows the crew to move about the ship with constant gravity holding them on deck. The principle behind the gravity network is the same as the tractor beam — both create a controlled stream of gravitons. This system is tied to the inertial dampening system, to minimize motion shock during flight. Even then, the inertial potential can vary from one location to another, especially during sudden shifts (such as those resulting from a sudden turn or space combat).

In the event of a catastrophic failure of the primary and backup environmental systems, a separate reserve system provides life support to emergency support shelters located ship-wide.

Replicators

An advanced variant of transporter technology, replicators can make everything from spare parts to dinner. Replicators transform energy into matter to create any object stored in their memory banks. Instead of storing food, energy and recycled matter is transformed into new food. Similarly, instead of storing literally thousands of spare parts and personal devices, any device or part found on a starship can be replicated on demand.

There are two types of replicator systems on a starship: industrial replicators and food replicators. Industrial replicators make spare parts and replacement devices. Food replicators are found in each crew member's quarters as well as in most lounges and recreation areas.

There are only three major limits on replicator technology. First, replicating large objects requires a large amount of energy: It is standard procedure to replicate, for instance, a new sensor coil instead of an entirely new medical biobed. Second, replicators can only produce copies of objects stored in a computer's memory banks. While the computer contains templates for all components on the ship, as well as 4,500 different food and drink selections, new items can only be made once scanned in. A replicator cannot create a new type of phaser without an existing one to scan. In short, a replicator can only create a duplicate of the specific cup of coffee or plate of scrambled eggs which were scanned into the memory bank. Finally, due to the limitations of computer storage, it is impossible to replicate an object down to the exact quantum level used by transporters. Replicators only reproduce objects down to the molecular level. While replicated food is nutritious and is close to the original, reproduction errors do occur. Most people can tell the difference between replicated food and the natural kind.

For diplomatic and special occasions, most starships carry small stores of natural high-quality foods and drinks like caviar, gourmet coffee, or well aged Vulcan port. Because of the detail limits of replicators, living beings cannot be created using a replicator; all attempts have resulted in a dead or dying being.

In spite of the limitations on replicators, their use has radically transformed life in the Federation. The basic necessities of life can be cheaply and easily manufactured, effectively eliminating poverty from most advanced Federation worlds. However, demand for original, unreplicated luxury items continues to be high, and forms a basis for trade between most Federation worlds.

Safety interlocks exist on all replicators to prevent anyone from producing poisons, weapons, or other dangerous substances or objects without special authorization. A few substances, such as latinum, cannot be replicated, which explains latinum's popularity as currency outside the Federation. Also, certain highly complex compounds, including some medicines, cannot be effectively replicated. Such medicines must be created by conventional means and then delivered to their destinations. Delivery to planets with medical emergencies is one of the many important functions performed by Starfleet starships.

Sensors

Sensors are vital to starship operations, providing the ability to detect phenomena at great distances. They have wide application in scientific, engineering, medical and defensive endeavors. There is no single all-purpose sensor on a ship; rather, they tend to be grouped together in sensor arrays. Most sensors work by detecting various energy fluctuations, such as electromagnetic oscillations, spectral wavelengths and gravimetric distortions, which are then interpreted by the main computer into usable information.

Starfleet vessels have three primary sensor types: long-range, lateral (short-range) and navigational sensors. The main sensors are located at the front of the ship, designed to sweep far ahead to gather navigational and scientific information. The lateral sensors provide coverage in other directions — aft, port, starboard and so on. Both are tied into the science stations and various laboratories on board. The final group is the navigational sensors, which keep track of the ship's position and velocity, and are tied directly to the Conn's flight control systems. This combination provides starship crews with extensive capability for astronomical observation, planetary analysis and remote life-form analysis.

- Long-range sensors actively scan for subspace EM emissions, gravimetric particles, neutrino tracks and thermal images. At sublight speeds long-range sensors in medium-to-low resolution are able to detect activity up to 17 light-years away with up to 45 degrees of detectable arc from the front of the ship. High resolution scans can detect contacts up to 5 light-years away with a very high level of accuracy. Long-range sensors can be used at warp speeds, although they are increasingly restricted in angle of detection at warp speed, leading to "tunnel vision" at high warp. Long-range sensor pulses propagate at warp 9.9997, slightly slower than subspace radio. Refer to the *Warp Factor Chart* in the *Starships* Chapter to determine how long it takes for a long-range scan to contact and return (use the warp 9.9999 row; it's easier).
- Lateral sensor arrays can detect scientific data from numerous directions up to a range of approximately 1 light-year. Each sensor array is composed of several individual detection devices, such as wide-angle EM scanners, parametric subspace field stress sensors and low-level thermal imaging sensors (to name a few), arranged into a pallet. Starfleet lateral arrays include six standard science platforms able to detect a wide range of phenomena. The majority of pallets are standard Starfleet packages, with the remaining positions available for mission-specific packages. Lateral sensor systems are highly redundant and widely spread over a ship's hull surface to maximize signal gain.
- Navigational sensors process incoming sensor data through a number of processors, such as Federation chronometric relays, passive subspace multibeacon receivers and stellar graviton detectors. They are designed to gather incoming data constantly, which the computer processes into usable information using three- and four-dimensional flight motion software. They feed directly into the flight control system, this isolation providing for more rapid processing. The navigational sensors are critical for keeping a starship on course and warning of intervening space debris.

Probes

Type	Speed	Range	Long	Lateral	Navig.
Class I	.5 c	200,000 km	-	+2	-
Class II	.65 c	400,000 km	-	+2	-
Class III	.65 c	1,200,000 km	-	+2	-
Class IV	.6 c	3,500,000 km	-	+2	-
Class V	Warp 2, .5 c	430 billion km	-	+3	-
Class VI	.8 c	430 billion km	-	+1	+3
Class VII	Warp 1.5, .5c	450,000,000 km	-	+3	-
Class VIII	Warp 8/9	See Notes	+3	+3	-
Class IX	Warp 8/9	See Notes	+3	+3	-

Notes

1. Class V and Class VII probes are built with "stealth" technology that makes them harder to detect with sensors. This is the equivalent to a Cloak 2, but costs no Power.
2. A Class VIII's range depends upon which speed it uses. It can use warp 8 to travel a distance of about 12 light-years. At warp 9, it can travel for a maximum of 6.5 hours. A Class VIII probe's long-range sensors have a range of 6 light-years.
3. A Class IX's range depends upon which speed it uses. It can use warp 8 to travel a distance of about 76 light-years. At warp 9, it can travel for a maximum of 12 hours. A Class IX probe's long-range sensors have a range of 12 light-years.

Although modern sensor technology is extremely sensitive, some 15,000 substances are not detectable by standard Starfleet sensor systems. Unusual, rare and exotic materials are not included in standard analysis routines because of the low incidence of occurrence. Recalibration of sensor systems can allow detection of many of these substances, although this generally renders the pallet blind to other substances. Detecting the remaining particles requires specialized sensor pallets and/or analysis programming.

Probes

Probes are automated sensor platforms propelled by microfusion reactors or warp field sustainers, used to extend a starship's sensor range and sensitivity, to perform routine surveys, or to reconnoiter an area where a threat may exist. Probes can be retasked and piloted

from the mothership, although specialized scans typically require manual replacement of sensor pallets. All probes are roughly cylindrical and approximately 2 meters long, about the same size as a photon torpedo, and are launched using a photon torpedo launcher.

There are nine classes of probes, classified by mission type. Increase in class number does not necessarily indicate a corresponding increase in utility, although it does usually indicate an increase in speed and range.

Listed probe ranges indicate the expected distance before the probe ceases to function. This range can usually be extended by limiting velocity or thrust time.

Listed sensors indicate the probe's individual sensor capacity in the noted scan types. The probe's sensor capacity is listed as a bonus to the operator's Shipboard Systems (Sensors) Skill, since sensor telemetry is returned to the mothership constantly.

Probes have no Power characteristic; they are assumed to have sufficient internal power to run their systems until they reach their maximum range or otherwise cease to function.

- Class I & II probes are short-range astronomical probes capable of analyzing EM radiation, interstellar chemistry and subspace fields.
- Class III & V probes are designed to land on planets and return samples, providing a detailed on-site analysis of the planet.
- Class IV probes are used to perform close observation of stars and other high-energy phenomena.
- Class VI probes are communicator relays and emergency beacons. The beacon has no warp capability (to limit detection by subspace sensors) but has a high relativistic velocity. Once the probe's fuel is exhausted it coasts at speed, broadcasting a recovery signal toward Federation space. The probe has a navigational module to facilitate recovery and trajectory tracking.
- Class VII probes are designed to orbit an inhabited planet for up to three months, gathering data about the inhabitants and relaying it to a ship. They are designed to be invisible to all sensors used by prestellar civilizations.
- Class VIII & IX probes are long-range sensor probes which can travel at warp 9 for up to twelve hours. On rare occasions, a Class VIII or IX probe has been used to ferry a lone passenger on an emergency mission.

Common Probe Characteristics

All probes have the following characteristics in common:

Size: 1
Resistance: 0
Crew/Passengers: None
Computers: 1

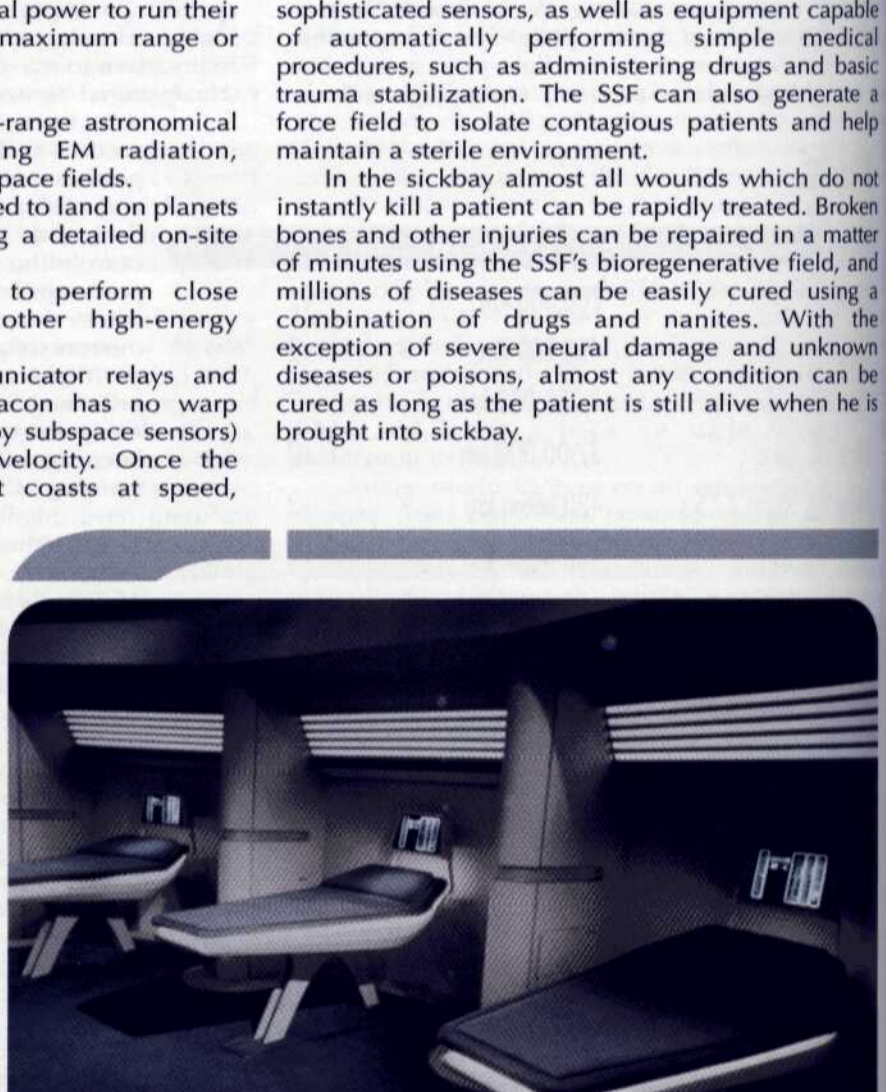
For explanations of probe characteristics, see the *Starships* Chapter.

Sickbay

A ship's sickbay contains a clinic, medical research laboratory and intensive care unit. Most medical treatments occur in the ICU. Each ICU has several biobeds, which can perform all the functions of a medical tricorder's MP unit.

For surgery or more detailed diagnoses, the arching surgical support frame (SSF) can be attached to the top of a biobed. The SSF contains more sophisticated sensors, as well as equipment capable of automatically performing simple medical procedures, such as administering drugs and basic trauma stabilization. The SSF can also generate a force field to isolate contagious patients and help maintain a sterile environment.

In the sickbay almost all wounds which do not instantly kill a patient can be rapidly treated. Broken bones and other injuries can be repaired in a matter of minutes using the SSF's bioregenerative field, and millions of diseases can be easily cured using a combination of drugs and nanites. With the exception of severe neural damage and unknown diseases or poisons, almost any condition can be cured as long as the patient is still alive when he is brought into sickbay.



Transporters

The primary method for entering and leaving a ship is the transporter. The standard personnel transporter can "beam" six people and their equipment to and from the ship at a range of up to 40,000 km in a single activation. All but the smallest starships contain multiple personnel transporters. Larger ships also carry cargo transporters (range: 40,000 km) and emergency transporters capable of beaming people from the ship (but not to the ship) (range: 15,000 km).

Transporters work by dematerializing a subject from matter into energy, broadcasting that energized matter stream down a narrow-focus subspace carrier wave, then reassembling the energy back into matter. Each transport carries with it a transporter ID trace, a computer log of all that occurred during transport. Ordinary transport takes approximately five seconds, but the process may take somewhat longer if there are problems. Transporters are unable to function through deflector shields or a cloak.

Transporters consist of six primary components:

1) The control station monitors and controls the operation of the transporter. Ordinary operation of the transporter is extremely routine and can even be preset on a time delay to transport a particular subject at a particular time in the future. If problems develop during transport, a highly trained transporter operator is essential to ensure the safety of the individuals being transported.

2) Scanners on the transporter pad analyze the subject down to a subatomic level. Other scanners on the outside of the ship control the destination of transport beams and scan subjects for transport to the ship. These scanners can lock on to combadge signals or can be used with other ship sensors to lock on to life signs.

3) The energizing and transition coils are responsible for the actual dematerialization and materialization of the subject.

4) The transporter biofilters scan all transported matter for known harmful bacteria and viruses. If such agents are found, they are edited out of the subject's matter stream.

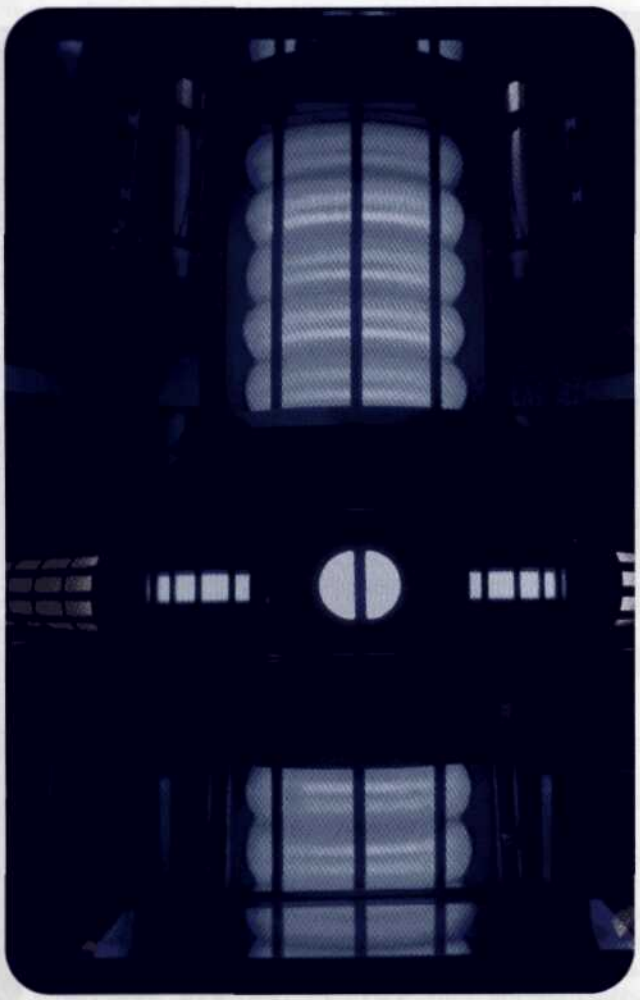
5) The pattern buffer is a magnetic holding tank where the subject's pattern is held before the actual transport begins. The matter stream is stored in the pattern buffer while the doppler compensators adjust the matter stream to counteract any relative motion between the transporter and the target.

Patterns may safely be stored in the pattern buffer for up to seven minutes. All transporters contain multiple pattern buffers in case one buffer fails. If there is a minor failure in both pattern buffers, transporter psychosis can result. This treatable but dangerous syndrome produces hallucinations and paranoid delusions, but can take several hours to manifest.

It is possible, but extremely dangerous, to store a matter stream for long periods of time by shuttling it back and forth between multiple pattern buffers. Chief Engineer Montgomery Scott managed to survive for 75 years in this fashion.

6) The emitter and receiver arrays on the outside of the ship are responsible for transmitting and receiving matter streams to and from the ship to the target.

Because of the complexity of the process, transporter operation is a very delicate task. While most transports are routine and uneventful, even mild ion storms or other high-energy phenomena subtle enough to go unnoticed by sensors or communicators can make transport unsafe. In situations where it is hazardous not to beam something away, command personnel can override the safety interlocks. Doing so, however, risks having the subject's molecules dispersed into deep space or fused to rock deep within a planetary mantle. Also, transport during risky conditions can produce numerous unusual problems. On at least one occasion a tragic systems failure resulted in the loss of crew life as their patterns overlapped and failed to properly re-integrate.



Impulse Drives

When sublight speeds are called for, starships employ impulse engines.

An *impulse drive* describes various propulsion systems which provide thrust for sublight travel. Impulse engines work much like conventional rocket motors, though to propel a vessel the size of a starship requires enormous amounts of power. Modern engines achieve the necessary thrust by employing a number of linked fusion reactors. The high-energy plasma exhaust is fed through an accelerator/generator, driver coil assembly and vectored exhaust director.

Traveling at warp speed inside a star's gravity well can be dangerous to both the ship and nearby planets, since the gravitational potentials must be precisely taken into account (this requires a Nearly Impossible Starship Systems (Flight Control) or Science (Astronomy) Skill Test). Impulse speeds are commonly used when entering, leaving or traveling within a solar system.

One-quarter the speed of light is the Federation standard for *full impulse* speed. Ships can exceed this speed, but usually do not; it's more energy efficient to go to warp speed. Vessels typically travel at slower speeds, usually three-quarters, half or one-quarter impulse. Impulse drives are used for orbital parking maneuvers and atmospheric travel, but low-powered thrusters are used for delicate maneuvers such as docking and landing. For travel times at full impulse, see *Impulse Travel Times*, page 214.

Starships typically drop to sublight speeds when encountering another vessel, either to establish contact or fight. Because phaser beams also travel at the speed of light, they are relatively ineffective at warp speeds; if a captain wishes to employ the ship's phasers, he should go to impulse. For more information about ship-to-ship battles, see the *Rules of Engagement* Chapter.

Warp Propulsion System

The warp engines are powered by matter/antimatter annihilation, this reaction mediated and controlled by specially shaped dilithium crystals. Dilithium is the only known substance which can interact with and control this reaction in a nondestructive way. The matter/antimatter reaction occurs in the main engine core, where the reaction is transformed into highly charged plasma. This plasma is channeled into two power transfer conduits (PTC's) which direct the plasma into the two warp nacelles, where it is used to energize the warp coils and generate the warp field which propels the ship faster than light.

The antimatter is stored in special magnetized storage pods and must be periodically replenished. This refueling can be done at any Federation starbase, though all but the smallest ships have an emergency antimatter generator. The matter used is deuterium, an isotope of hydrogen, which is kept partially frozen. Deuterium can also be replenished at a starbase, as well as collected from interstellar gases using the Bussard collectors on the front of each warp nacelle.

To repair or service the main warp core, the warp engines must be deactivated for the duration of the repairs. This is normally done at a starbase, but in emergencies may be done in the field. This type of shutdown is necessary to replace the dilithium crystals or to service the matter or antimatter injectors, the PTC' or the interior of the warp coils. A network of access tubes is provided in the warp nacelles, so that other components including the exterior of the warp coils can be accessed without taking the warp engines off-line. Heavy protective garments must be worn to access the matter fuel tanks and to prevent damage from the extremely cold, partially frozen deuterium. The exterior of the antimatter pods can be examined at any time; this is done periodically to make sure that the pods' containment fields are stable.

While Federation warp engines are extremely reliable, problems do occur. The main engineering control center is located next to the main engine core, to allow the engineers to observe any possible

problems. The dilithium crystals are the heart of the warp engines and they must be immediately replaced if they crack or become damaged. Also, any potential leaks in the antimatter pods or conduits could easily destroy the ship and must be repaired at once. Finally, little is known about the exact nature of subspace, but it seems that some varieties of energy beings are attracted to operating warp fields. Such beings can damage the engines or possibly the entire ship. Also, some noncorporeal entities feed off of high-energy plasma and, on at least one occasion, such creatures actually infested a ship's PTC's, drastically lowering the efficiency of its warp drive.

Ship Weapon Systems

Starships and starbases have a number of weapons systems used to defend themselves or others against aggression.

Phasers

Phasers are the standard starship weapons on Starfleet vessels, and are found on almost every Federation ship. Phasers are powerful and highly versatile weapons which can be used as tools to excavate and reshape terrain, as well as to remove obstacles from a ship's path. Phaser beams, however, travel at the speed of light, so they are useless in combat against warp-speed targets, unless both ships match speeds (a Difficult maneuver).

For more details on using phasers in starship combats, see the *Rules of Engagement* Chapter.

Photon Torpedoes

Photon torpedoes are Starfleet's heavy ship-to-ship armaments. They are self-propelled torpedoes equipped with several kilograms of antimatter. They are effective for planetary bombardment, often seeing use in limited terraforming and mining applications. Photon torpedoes are capable of speeds in excess of warp 9, allowing them to be used against all but the fastest vessels. Since every torpedo has its own internal guidance system, it can be independently targeted (even if many torpedoes are fired in a single volley), and it can follow a moving target.

Deflector Shields

A starship's deflector shields are powerful force fields which protect against interstellar particles and debris as well as against hostile actions. The navigational deflector operates continuously, creating a force field designed specifically to protect starships from low-level radiation and small particles. Transporter operation is not effected by use of the navigational deflectors.

The main deflector shields are only activated when a threat is perceived. They protect the ship from the vast majority of beams, particles and radiations directed against it. However, prolonged attack by powerful weaponry can weaken or even temporarily disrupt shield operation, leaving the ship vulnerable to harm.

Technotopia

There are many more examples of advanced technologies in the *Star Trek* universe. Future Last Unicorn Games *Star Trek* supplements will detail some of these, but it is not possible to publish every single technological artifact in creation. From alien tech to the forgotten relics of long-vanished, highly advanced races, the universe hosts many scientific mysteries. Narrators should feel free to create their own technologies and pseudoscience excuses for their workings.

The Galaxy

The U.S.S.Anduril entered the first solar system they encountered in Sector 342 at full impulse. This was the first time the sector had been explored, and the crew were in high spirits. Especially Lieutenant Commander Serra, the Chief Science Officer for the Anduril. Long range scans indicated seven systems in the sector, including what appeared to be a Lazarus star. Serra would have to wait to for the opportunity to study that phenomenon — which he called Siva; it lay on the far side of the sector. First up, an unremarkable system 3 light-years from the Anduril's current position.

Serra monitored the data coming in from the lateral arrays. The star was a type K4 subgiant with five planets orbiting it. The inner planets were unremarkable, but the fourth planet appeared to be Class M and inhabited. He focused on that planet. Due to the level of pollutants in the atmosphere and the presence of radio waves, the planet appeared to have a level five technology rating.

The first planet they passed — the outermost planet — was a gas giant, approximately the size of Neptune. Captain Newton ordered a class III probe to study the storms raging in the upper atmosphere and obtain chemical readings. Serra prepared and launched the probe. The yellowish-orange plasma trail streaked towards the planet and disappeared quickly into the thick ionosphere.

"Sir, we're picking up two unidentified objects leaving the fifth planet." Lt. Peters reported.

"Put them on screen." the captain ordered.

The gas giant, a large, deep blue planet with aquamarine streaks, appeared on the screen. Serra recognized the tell-tale signs of violent storms. Two small specks, ships perhaps, emerged from the gaseous surface. Serra and the rest of the crew watched as they grew larger and larger, approaching the ship.

"They appear to be organic, and they're making their way towards us." The captain ordered a magnified view, and the giant jelly-fish-like things became distinct on the viewscreen.

"Red alert!"

'Had they disturbed some unknown creature living in the planet's methane-rich environment?' Serra wondered.

Even after exploring the reaches of space for centuries, Starfleet has only charted a small portion of the Galaxy. Although the Federation encompasses over 150 member planets and still more colony worlds, scientific outposts and starbases, and stretches across over 8,000 light-years, "Federation space" covers roughly two percent of the Galaxy. Even within the boundaries of the Federation, thousands of star systems and tens of thousands of worlds remain uncharted. Starfleet's mission is to explore and defend these regions, while always expanding the sphere of space known to mankind. This chapter describes the Galaxy as Starfleet knows it. It also gives the *Star Trek: The Next Generation Roleplaying Game* Narrator some methods and advice for designing sectors, star systems and planets.

The Milky Way Galaxy

Earth's sun, along with 100 billion other stars, constitutes the Milky Way Galaxy. The Galaxy looks like a flattened version of the saucer section of the *Enterprise* 100,000 light-years across and perhaps 6,000 light-years thick at the center. Immense streamers of stars trail out from the center of the Galaxy in "spiral arms" many thousands of light-years thick. Earth orbits near the "coreward" edge of the Orion Arm, but the Sagittarius Arm lies between Earth and the Galactic Core over 40,000 light-years away. The Perseus Arm is "rimward" from Earth, between it and the energy barrier at the edge of the Galaxy 10,000 light-years away.

Other Galaxies

The Milky Way is only one of hundreds of thousands of galaxies scattered throughout space. Dense globular clusters of stars and clumps of interstellar matter cling to the halo around the edges of every galaxy, but even the nearest galaxies are millions of light-years distant — over a millennium away even at maximum warp. Even the Kelvan civilization of Andromeda, the regular galaxy closest to ours and possessing a higher level of technology, can only limp across these vast distances, which require the powers of the Traveler or the Q to span.

The Four Quadrants

Starfleet divides the Galaxy into four enormous quadrants, labeled Alpha, Beta, Gamma and Delta. These quadrants cover about eight billion cubic light-years each. Vast rimward sections of even the two "home" quadrants (Alpha and Beta) remain unexplored, and the Gamma and Delta Quadrants remain almost completely unknown territory. The border between Alpha and Beta Quadrants lies on the axis running from Sol to the center of the Galaxy; the other two quadrants lie on the other side of a line perpendicular to this axis at the Galactic Core.

Alpha Quadrant

This quadrant holds the Cardassian Union, the planet Bajor and the space station Deep Space Nine outside the Bajoran Wormhole. It also holds the "spinward" half of the Federation, the half positioned in the direction of galactic spin. This section of the Federation ranges from thickly populated worlds to the frontier Badlands abutting on Cardassian space. The Orion Syndicate operates primarily in the Alpha Quadrant, as does the Ferengi Alliance.

Beta Quadrant

The Romulan Star Empire contests this quadrant with the Federation and with the Klingon Empire to rimward. The "antispinward" half of the Federation extends into Beta Quadrant along the Romulan Neutral Zone and up to the Federation's boundaries with the Klingons at Narendra and Khitomer. Rigel and Alpha Centauri are only two of the important Federation stars in Beta Quadrant. This quadrant may be the most thickly settled and well charted in the Galaxy, but even now it holds billions of stars the Federation has never visited.

Gamma Quadrant

Little is known of the Gamma Quadrant. The immense distance of even its closest stars from Federation space would render it a complete mystery were it not for the Bajoran Wormhole. Discovered in 2369, this wormhole connects Bajor and a sector of the Gamma Quadrant over 40,000 light-years away. Federation ships have tentative plans to explore this new frontier, although the tense situation near Bajor makes large-scale expeditions risky at present.

Delta Quadrant

Delta Quadrant remains even more of an enigma than Gamma Quadrant, although Starfleet believes that the central systems of the Borg Collective lie somewhere within it. The Barzan Wormhole opens erratically in the Delta Quadrant, but it behaves too unpredictably for exploratory voyages. The shortest routes to the Delta Quadrant lead through Romulan space, and would take decades to reach even at Warp 9, so it is uncharted for now.

Sectors and Sector Design

Starfleet's stellar cartographers divide each quadrant into sectors. Most sectors are cubes of space approximately 20 light-years on a side (800 cubic light-years), although some sectors with particularly important or interesting features might be smaller or larger. A given sector contains, on average, about a hundred stars, between six and ten of which have potentially life-bearing planets. Sectors near the Galactic Core, in star clusters, or in the heart of spiral arms often have many more, and sectors between spiral arms, in nebulae or in gravitationally empty zones, might have fewer or none at all. Starfleet numbers the hundreds of thousands of sectors with three- to six-digit numbers: Earth lies in Sector 001, for example. Some sectors have older numbers from the early days of stellar cartography, especially in Beta Quadrant (Romulan Neutral Zone sectors are numbered 3-0, 3-1, etc.), and most inhabited sectors

(such as the Argus, Garrman or Seyna sectors) share colloquial names with the major stars or planets within their confines.

For a variety of reasons, a sector makes an ideal roleplaying environment. It is big enough to play an important role in galactic politics, but small enough for easy design and short travel times. It can support a wide variety of system types and planets, not to mention lifeforms and cultures, and can provide a coherent background for a series of adventures. The creation of sectors for your campaign is thus of crucial importance.

Creating a sector involves answering some essential questions. These questions will help you focus and flesh out your ideas and can serve as seeds for countless adventures. For the details of star systems and planets within sectors, see the sections later in this chapter on system and planet creation.

Where is the sector located?

The sector's location will have a large impact on its politics and situation. You needn't pinpoint the sector on a galactic map, but you should have an idea of its general location. If the sector is near a border, which border is it along? Cardassian border sectors might be war-ravaged, full of refugees and petty criminals, or even under martial law. Romulan border sectors might be tense and paranoid or thriving with black-market arms traders and shipyards. Klingon border sectors might be newly prosperous and optimistic from the recent peace, or jumpy with increased tensions and Starfleet deployments there. Frontier sectors may hold plenty of surprises for the Crew; adventures in core sectors at the heart of the Federation center on the politics of integrating diversity and maintaining the peace. Most sectors in the *Star Trek: The Next Generation Roleplaying Game* lie in Alpha or Beta Quadrants.

How does the sector interact in astropolitics?

You should decide if the planets in the sector owe allegiance to any political power. Since sectors normally contain between six and ten star systems, there may very well be planets of different affiliations. Don't shy away from this, since it provides good fodder for stories. While sector politics often involve the Federation and empires like the Klingons and the Romulans, don't be afraid to try something new. Many *Star Trek: The Next Generation* episodes feature new systems and local political struggles. These struggles can be used to pull the characters into the story. You can also create new and previously unknown empires. These empires may span an entire sector or just a few systems. The Breen and the Tholians are good examples of what you can do with such empires.

Conflict makes for good stories, especially political conflict. You should determine the burning political issues in this sector and which factions support each side. These issues will likely involve the relationships among the sector's planets, so this is a good chance to map them out. In-sector politics can also reflect the bigger picture. For instance, if the dominant planet of the sector is a Federation ally, its rivals will be more likely to ally themselves with the Romulans or Cardassians.

What species or cultures dominate the sector?

This should follow from the first two questions, but now you need to decide the racial and cultural makeup of the sector. Was it colonized by humans or Klingons, or is it the home of a native species? Even if the planets' inhabitants are human, they may be another one of the many human offshoot cultures such as the Ligonians, the Aldeans or the Coalition of Madena. You may also decide to make up your own alien race. Perhaps they are petitioning to join the Federation and this will be a recurring storyline in your game.

It's a good idea to talk to your players about the kinds of characters they'd like to play before fully answering this question, since it can help you decide some of the sector's key points. If you know in advance that someone wants to play a Vulcan archaeologist, for instance, you can work Vulcan, Debrune or Romulan ruins into the sector, which will mean that the sector should be in Beta Quadrant somewhere. The more you think about issues like this before the game, the more thematically and dramatically unified your game will be.

Unusual Stellar Phenomena

Antimatter Body: Although cosmologists believe that most of the Galaxy's original store of antimatter was annihilated early in the creation of the universe, clumps of antimatter might survive in the interstellar vacuum. Obviously, any normal matter such as starships or crew members coming into contact with an antimatter body would annihilate themselves; the antimatter body will emit gamma rays from such annihilations.

Black Hole: Stars of sufficient mass continue to collapse past neutron star stage into black holes with gravity so intense (a hundred billion Earth gravities) that light cannot escape. An accretion disk of dust, gas and radiation surrounds many black holes; as this matter falls into the black hole, gravity waves and powerful X-rays radiate outward, endangering starships or even nearby worlds. Moving into a black hole's gravity field runs the risk of a relativistic one-way trip up to a billion years into the future.

Cluster: A clump of stars close enough together (usually in the same sector) to remain mutually gravitationally influenced becomes a cluster; most stars in a cluster are the same age. Some clusters, such as the Pleiades, contain thousands of stars. Planetary formation, high levels of radiation and gravitational anomalies (such as those in the Black Cluster) are among the interesting features of clusters.

Cosmic Strings: Incredibly long and incredibly dense, cosmic strings, or superstrings, may make up the majority of the dark matter in the Galaxy. A cosmic string resembles a black hole one proton in diameter but light-years wide. Lost alien races might have used cosmic strings for cosmological engineering, or as unstoppable weapons since a single superstring could slice warships, planets or entire stars neatly in half.

Lazarus Star: Some supergiant stars survive their first supernova, expand again, then collapse into a second supernova. Nested shells of ionized gas surround these "Lazarus stars" in miniature nebulas. Any surviving planets or asteroids around Lazarus stars would be rich in heavy metals, radioactives and exotic compounds such as dilithium. Mining expeditions might prove worth the dangers such systems pose, especially in times of crisis. The Kavis Alpha neutron star is an amazingly regular and powerful Lazarus star, exploding every 196 years.

Nebula: Any large interstellar cloud of gas or dust can be called a nebula. Most nebulas result either from massive supernova explosions or from the emissions of protostars. Nebulas range from 1 to 200 light-years across; many nebulas block Federation sensors and subspace radio signals. Some nebulas contain radioactive contaminants or energy fields that interfere with warp engines, computer systems or even human metabolic processes. Some nebulas hold so much interstellar hydrogen and dust particles that they block starlight entirely; these "dark nebulas" make especially fertile grounds for star formation.

Plasma Field: In sectors where the space-time continuum is particularly unstable, the interstellar hydrogen often accretes into dangerous plasma disruptions, discharging across parsecs in a shower of fiery energy. Wormholes may be associated with these phenomena; in some sectors (such as the Cardassian border Badlands) the plasma disruptions make up a continuous plasma field which becomes a grave hazard to navigation.

Pulsar: A rapidly-spinning neutron star emits a powerful pulse of energy (in any wavelength from radio to X-rays including visible light) at a regular (although slowly-increasing) rate as it spins, throwing off energy. Pulsar spin periods range from a millisecond to nearly five seconds. Star-faring races often use pulsars as navigational beacons because of their regularity and their relatively even spacing.

Quasar: Quasars are superbright objects several light-hours across, emitting more light than a hundred galaxies. Quasars are most likely the nearly-solid accretion globe of light energy around a black hole the mass of a billion suns. Although 20th-century astronomers never located a quasar in our Galaxy, the *U.S.S. Enterprise-D* began charting the Merkoria Quasar in 2370, and the Federation has been studying the Murasaki 312 protoquasar near Taurus II since 2267. These quasars lie behind thick veils of interstellar dark matter.

Rogue Planet: A rapidly-passing neutron star or black hole can easily rip a planet out of its orbit and send it spinning into interstellar space. Since rogue planets have no intrinsic light, detecting them in deep space is almost impossible. This makes rogue planets excellent locations for secret military bases or research labs.

T Tauri Star: Yellow stars pass through the T Tauri stage very early in their stellar evolution, losing much of their solar lithium and other light metals in a vast "T Tauri wind" blowing billions of kilometers into space. Although virtually all T Tauri stars are too young to have planets, the starship *Enterprise-D* discovered a rare Class M planet around a T Tauri star in the Ngame Nebula.

Temporal Rift: In many cases sufficient stress to the fabric of space in a sector can create a temporal rift. Depending on the circumstances, as little as a photon torpedo barrage can open a temporal rift. The vehicles of many time-traveling cultures create temporal rifts. When rifts fold upon themselves, causality loops, such as the one that trapped the *U.S.S. Bozeman* from 2278 to 2368, can form where time either does not pass at all or loops back upon itself so that the same minutes or hours repeat endlessly. Some temporal rifts, especially those associated with quantum fissures, wormholes or ion storms, can also open gateways to parallel universes.

Variable Stars: Some stars alter their energy output, either their brightness, rotation, spectrography or surface change in a relatively brief period of time (as short as days or even minutes). Cepheid variables release built-up stellar energy in a nova-like explosion; flare stars simply shoot out giant solar flares which might endanger a ship in orbit or burn some luckless planet to toast.

Wormhole: A wormhole is a subspace tunnel connecting two points in normal space-time. Wormholes can span tens of thousands of light-years, although they often prove unstable and fluctuate wildly. Warp engines can destabilize a wormhole, and a sufficiently unbalanced warp engine will occasionally create a dangerous micro-wormhole. Highly advanced races may create wormholes; the Bajoran Wormhole is one such artificial construct.

How many systems lie within the sector?

You should have a good idea by now of the kinds of things you want in the sector. This will help you decide how big it needs to be to encompass everything you want. Although most sectors have between six and ten important systems, they can hold more if you feel you need them (the Dorias Cluster, for instance, has at least twenty star systems). Also remember that not every system is going to be inhabited, or even support life, so don't feel that you need to come up with details for all the systems in your sector.

Are there any unusual phenomena within the sector?

Many sectors hold items of interest besides stars and planets. These phenomena can be natural phenomena of purely scientific interest (a pulsar, for example, or a very rare quintuple star system), natural phenomena of military or technical interest (a nebula that masks sensors and subspace radio, or an asteroid swarm rich in dilithium) or even enigmas such as wormholes or a derelict spaceship. You can always introduce these kinds of things later, if you don't have a story in mind immediately for them.

Sector Design Hints

You can use sectors in two basic ways. The simplest is the classic *Star Trek: The Next Generation* mission, or the "episodic visitation." The Crew visits the sector, finds the problem, fixes it and moves on. If your plans run only this far, you needn't think too deeply about the sector. Give it a name, figure out what details you'll need to know for the story, and then run your adventure. You can use the names of the sector and its systems for color, but the main action will take place in space or on a single planet. If the adventure goes well, and the players seem interested in what you've done, you can always return to the sector and map it out in greater detail.

The other way to use a sector is to set a story arc, or even a series (see the chapter *Where No One Has Gone Before*) there. In this case, you should use the full sector design system and think very carefully about the kind of games you want to run. If you want an espionage-style story to unfold, you can set up a "cold war" type situation between two of the systems, or set the sector near the Romulan Neutral Zone. If you want to set your series against the backdrop of the war between Cardassia and the Federation, a sector of vital strategic importance would be ideal. For an epic of discovery, design a wild and unexplored sector with many new alien races and cultures. The more you plan ahead, the more coherent and satisfying your game will be.

The beauty of roleplaying games is that the Crew can visit a sector or world and become intimately involved. There is no one-hour time

Sector Design Example: Black Widow Sector

Ted wants to design a sector to start off his Star Trek: The Next Generation Roleplaying Game series. As Narrator, he feels more comfortable with stories of new worlds, strange civilizations and discovery, so he will work to build those kinds of stories into his sector.

• Where is the sector located?

Although there are plenty of unexplored sectors in Beta Quadrant, the boundaries of the Federation seem too firmly fixed against Romulan and Klingon space. Ted sets his sector in Alpha Quadrant, well coreward from the Cardassian border. Ted wants this to feel like the real frontier.

• How does the sector interact in astropolitics?

So far out from the heart of the UFP, this sector won't interact much in major affairs. It's always possible to have a Cardassian cruiser lurking around in Alpha Quadrant, if the series needs some space battles or an established enemy. Ted decides that one system will be a Cardassian trading partner, but that the Cardassian presence here is minimal. Ted also likes the Breen as villains, and decides that there might be a planet occupied by Breen pirates in the area.

• What races or cultures dominate the sector?

Since this is a new, unexplored sector, Ted thinks that no race or culture really dominates it. Most of the systems will have human or closely-human residents, but each system will likely have a culture of its own. Ted decides that there may be some human colonies here, but this far from Starfleet, they write their own rules. Some may even deal with the Breen.

• How many systems lie within the sector?

Ted wants enough systems to tell a few episodes; he'll start by plotting out five systems (the Cardassian trading partner, the world occupied by Breen pirates, a human colony or two, and a real mystery world), but the sector will hold ten or even twelve systems. Ted decides his sector had better lie within a spiral arm if it has that dense a population of stars.

• Are there any unusual phenomena within the sector?

Since Ted has decided to put his sector in a spiral arm, he wants to put in a really cool interstellar anomaly to set stories around. Ideally it should help tell both "exploratory" stories and "Breen pirate" stories; a dark nebula sounds perfect. Ted decides that this dark nebula, the "Black Widow" dominates the night sky from virtually every system in his sector, and that since it was formed by supernova emission, the systems in the Black Widow sector are rich in metals.

After answering these questions, Ted has gone from a vague notion of a frontier setting to a well-realized campaign background with two potential villains, a major enigma and lots of potential settings for "planet stories."

limit. Many times things on the television shows go unsaid or unseen, but that needn't be the case in your game.

Stars and System Design

Without stars, there would be no life, no planets, no metals and, most importantly, no stories to tell in *Star Trek*. Astrophysical minutia will often only slow you down, of course: *Star Trek* has never let the limitations of 20th-century astronomy interfere with a good story. However, a basic knowledge of stellar evolution will help you build your own star systems, and might even spark a story idea or two itself.

Stars coalesce out of energetic matter such as that found in nebulae or in the halos of spiral arms and star clusters. Once a clump of such matter passes a critical mass, it ionizes into plasma and a star is born. The mass of the new star determines its color and luminosity (see *Stellar Classification*); more massive stars begin hotter and bluer than smaller stars. The hotter the star, the more rapidly it burns up its fuel. Once the star depletes its fuel, its core begins to collapse. Energy from this collapse pushes the star's atmosphere outward, ballooning the star into a red giant. This red giant envelope either burns out into a planetary nebula (incinerating any planets in its way) or, if the star is part of a binary system, falls into the star's partner, triggering a vast thermonuclear explosion called a nova. Once the giant envelope has dissipated, all that remains is a small white dwarf. This fate will befall Sol in approximately 10 billion years. White dwarf stars slowly dim and go out, becoming cold black dwarfs after billions more years.

If the star is one and a half times more massive than Sol, gravity will collapse its white dwarf stage even further, compressing the star's atoms together into neutronium, a superdense form of matter. In very massive stars, this collapse can drive the star's giant layer outward in one immense explosion brighter than the whole Galaxy: A supernova. (A sufficiently massive star can become a supernova upon entering the white dwarf phase; virtually all the metals in the universe originate from these "thermonuclear supernovae.") The remnant becomes a neutron star, and usually a rapidly spinning pulsar (see page 252) as well. If the star was extraordinarily massive (twenty or more times Sol), collapse continues even past the neutron star stage: the very matter of the star is pulled out of the universe, forming a black hole (see page 252). A supernova often heralds the creation of a black hole; the metal-rich gases blown light-years into space by this supernova become the nursery of a new protostar.

System Templates

Once you know something about your sector, you can break it down and detail each important star system within it. *The Star Trek: The Next Generation Roleplaying Game* uses a simple template to describe each system, and a complementary template to detail each planet. Future supplements will use these templates to provide the essential information on a system in a handy format. We give the template

Stellar Classification

Stars are classified in three categories: spectral class, brightness and size. Any star except Type O can have planets, although dwarfs are unlikely to have Class M planets, which vaporize during the nova phase.

Spectral Class

Type O: Blue stars; they burn very fast and die out in only a few million years. They tend to be found only in spiral arms or the Galactic Core; they come only in supergiant and dwarf sizes.

Type B: Blue-white stars; even small Type B stars mass 10 times the mass of Sol. Spica and Rigel are typical Type B stars.

Type A: White stars; some Type A stars have metal-rich gas envelopes, their planets may be richer in minerals. Vega, Sirius A, Deneb and Altair are typical Type A stars.

Type F: Yellow-white stars; even Type F dwarfs mass two times Sol, and their Class M planets orbit correspondingly twice as far out. Canopus, Polaris and Procyon are typical Type F stars.

Type G: Yellow stars; these stars emit a balance of radiation and energy ideal for human life. Sol, Alpha Centauri A, Capella and Tau Ceti are typical Type G stars.

Type K: Orange stars; since they usually put out less radiation than Type G stars, humans need less radiation protection in Type K systems, and planets with thinner atmospheres are still considered Class M. Arcturus and Aldebaran are Type K giants; Epsilon Indi and Epsilon Eridani are typical Type K dwarfs.

Type M: Red stars; over two thirds of all stars are Type M, possibly because these stars burn slowest of all. Although Antares and Betelgeuse are Type M supergiants, red dwarfs like Barnard's Star and Wolf 359 are far more common.

Type D: White dwarf; they have no interior luminosity at all, but still possess a glowing hydrogen atmosphere.

Brightness

Relative brightness runs from 9 (the dimmest) to 0 (the brightest). Although bluer stars are hotter, and thus normally brighter, than redder ones, this rule is by no means hard and fast: the red giant Betelgeuse is over three times brighter than the blue dwarf Spica.

Size

Ia Large supergiant

Ib Supergiant

II Large giant

III Giant

IV Subgiant

V Dwarf, or Main-sequence

VI Subdwarf

Earth's Sun is a Type G2 V star: a yellow, bright, normal ("dwarf" or "main-sequence") star. Vulcan orbits a Type M0 III star: a red, very bright, giant star. Rigel is a Type B8 Ia star: a blue-white, relatively dim (but still much brighter than Sol), large supergiant star.

entries, and some details on their meanings and possible uses in the game, in the following sections.

System Name

Unless the system holds a planet of overwhelming importance (such as Vulcan), it is named for its primary star. Star names vary widely. Stars visible from prespaceflight Earth take their names from their relative brightness in Earth's constellations. The brightest star in Centaurus, for example, is Alpha Centauri; the second-brightest star in Auriga is Beta Aurigae, and so forth. After Omega (the 24th-brightest star in a constellation; as in Omega Sagitta), the sequence begins with capital letters: A Sagitta, B Sagitta, etc. Still dimmer stars often take names from the star catalogue in which they were first mapped: Wolf 359, Murasaki 312, etc. Many stars have ancient names in addition to their scientific designations; Rigel for Beta Orionis, Deneb for Alpha Cygni, etc.

Early in Federation history, a trend among stellar cartographers was to combine Earth usage with Andorian or Tellarite constellation names (Gamma Arigulon, Alpha Onias). As exploratory ships mapped more and more stars, Starfleet also adopted star names from the star catalogues of other civilizations, or, where possible, from the natives of the system in question. By now, the question of names is a tangled morass that only trained stellar cartographers can unravel. In official communications, Starfleet assigns galactic coordinates (such as "314.32228 by 022.5587 by 185.334") to every star, but even Starfleet admirals use the most common or familiar name in conversation and in verbal orders. In short, go with what sounds best.

Sample System Template

This system is Ted's big "mystery system" in the Black Widow Sector (see page 253). He intends to use the Asheraki as an enigma and then as a villain.

System Name: Asherak; the Asheraki call their planet "Asherak" and their sun "Asherak-Nokh," meaning "Asherak's Death."

Affiliation: Independent, although the Asheraki government has some Breen contacts.

System Type: Distant Cataclysmic Binary: Asherak-Nokh A (Type K7 III, dim orange giant) and Asherak-Nokh B (Type D9 VI, very dim white dwarf).

Inhabited Planets: Virt'Asherak (Asherak-Nokh III) (archaeologists in domes; Class K planet) Asherak (Asherak-Nokh IV) (Class M), Keu-Asherak (Asherak-Nokh V) (Class H).

Other Planets: Twelve other planets, including three Class J gas giants at the outer edge of the system.

Other Stellar Objects: Asherak-Nokh A is a variable star; its eruptions are touched off by the close approach of Asherak-Nokh B every ten thousand years. Inside the orbit of Asherak-Nokh IV lies an ionized shell of gases, a small planetary nebula surrounding the star. The Asherak system has a thick, metal-rich asteroid belt between Asherak-Nokh V and Asherak-Nokh VI.

Artificial Objects: There may be artifacts of the previous Asheraki civilizations, such as battle stations, spacedocks, etc. floating in orbits between Asherak-Nokh V and Asherak-Nokh XIV, or even in the Oort cloud of comets on the extreme outermost edge of the system.

SIS: Every ten thousand years, Asherakis must expand to other systems in a desperate war of conquest or die under a storm of solar radiation.

Affiliation

This describes the system's political affiliation, if any: Federation member, Klingon settlement colony, Romulan protectorate and so forth. A system might be controlled by more than one power, either as a peaceful "condominium" partnership or a contested potential battle zone: For example, if a system has two Class M planets, one might be a Federation colony and the other might be a Romulan ally. A system formally affiliated with one domain may owe some allegiance to another: Although the Rigel system is part of Federation space, Rigel VII is an Orion homeworld. Even independent systems may be dependent allies of other systems or other empires.

System Type

Star systems may have more than one star tied together by mutual gravitational attraction. In fact, over half of all star systems contain multiple stars. Binary systems have two stars; trinary systems have three stars; quaternary systems, with four stars, are usually composed of a pair of orbiting binaries. Each star in a multiple system takes a letter, in descending order of brightness. For example, Aldebaran A, a red giant, is the primary star in the Aldebaran trinary system; its two dim companions are Aldebaran B and

Aldebaran C. For each star in the system, give its stellar classification here as well (see box).

Close multiples (such as "contact binaries", where the two stars actually share a common chromosphere) usually don't have habitable planets; the orbital mechanics can make planetary formation difficult. In distant multiples, the stars orbit a mutual center of mass sufficiently far apart that planets can form, even Class M worlds. Cataclysmic systems, in which the close approach of one partner detonates nova-like explosions in the other, can be close or distant systems. These explosions can occur thousands, or even millions, of years apart, depending on the orbital periods of the stars.

Inhabited Planets

These are usually the most important planets in the system. You should detail them with planetary templates (see below) if they are to play an important role in your episode or story arc. Most inhabited planets are Class M worlds, although Starfleet may have terraformed previously uninhabitable planets around strategic stars, or at least planted domed colonies there. In addition, some planets might be inhabitable by races such as the Breen but not by humans. Any inhabited moons or asteroids should be listed here, as well.

Other Planets

The rest of the planets in the system will not usually enter your story unless the system becomes the scene of a complex space battle or a prolonged military operation. Given the advanced environmental and terraforming technology available to Starfleet (and to the Romulans and Cardassians), these planets may harbor pirates, secret military or research installations, or any number of other possibilities.

Artificial Objects

These can range from immense space-based shipyards such as Utopia Planitia or Antares, to space or research stations such as Federation Starbases or Cardassian Sector Commands, down to tachyon grid relays and subspace relay probes. This heading also covers derelict or lost spacecraft and space probes. Finally, many systems contain quietly orbiting remnants of ancient civilizations. Some of these, such as the Dyson Sphere near the Norpin Colony, can be used as settings for a number of adventures.

Other Stellar Objects

Anything else unusual or notable about the system falls under this heading. If the system holds a particularly thick asteroid field, a cometary Oort cloud rich in rare organics, a plasma field, a wormhole or any other interstellar wonder, note it here. (See *Unusual Stellar Phenomena*, page 252.) Often these objects serve as jumping-off points for whole story lines of their own.

SIS (System in a Sentence)

This one-sentence summation of the system has two purposes. First, it lets you determine the most important thing about the system; why does it exist in your game? Second, it lets you quickly remember the key points of your system when filing through your notes, or when a player mentions it in passing. Try to think of the one thing that most defines the system, whether social, political or military, and write it down. For instance, the SIS for the Malcor system (from "First Contact" (*Star Trek: The Next Generation*)) would be "Planet of humanoid race on the verge of inventing starflight wracked by resulting social stress."

Planetary Classifications

Class D: Small, rocky planetoids such as Ceres in the Sol system asteroid belt, or Regula in the Mutara Sector (before the Genesis Device test of 2285).

Class F: Larger rocky worlds such as Luna or Mercury in the Sol System fall into this class. Class F planets have no water or atmosphere of any kind present, but are larger than Class D worlds. Dwellings on Class F worlds are usually functionally indistinguishable from spacecraft environments in design.

Class G: These worlds have low gravities, but possess ices or sludges (water, methane, ammonia, etc.). Any atmosphere on a Class G world is, by definition, unbreathable. Titan, a moon of Saturn in the Sol System, and the planet Pluto in the Sol System, are Class G worlds.

Class H: Extremely dry worlds, marginally inhabitable with personal atmosphere (and usually temperature) gear. Mars in the Sol System began as a Class H world; Tau Cygna V is another such example.

Class J: These worlds are "Jovian" gas giants similar to Jupiter or Saturn in the Sol System. Such worlds have crushingly high gravities and very turbulent atmospheres. This classification also covers subjovians such as Uranus or Neptune in the Sol System, and superjovians (brown dwarfs which orbit stars but are not quite at the critical mass to ignite stellar fusion) like Barnard III.

Class K: These planets, although possessing Earthlike gravity, have temperatures or atmospheres preventing human settlement without pressure domes and life-support systems. Venus in the Sol System, the Breen Homeworld and Elba II are all examples of Class K worlds.

Class L: One of the large number of planets possessing oxygen-argon atmospheres. Often, as with Indri VIII, Class L worlds show signs of ancient terraforming.

Class M: A planet habitable by humans and other compatible species within certain norms of atmosphere, temperature and gravity. These norms are quite broad; Earth, Vulcan and Cardassia Prime are all Class M worlds.

Planets and Planetary Design

A planetary template is similar to a system template, but describes one world instead of an entire star system. You can use these templates to detail all the important worlds within the sectors and systems you design. This will help flesh out a detailed series or story arc background, and help you plan stories well in advance. Or, of course, you can concentrate on designing only one world and leave the system material vague. If, as with many *Star Trek: The Next Generation* episodes, your story focuses only on one world, this may prove the most efficient method. We give the template entries, and some details on their meanings and possible uses in the game, in the following sections.

Planet Name

Many times, the planet's name derives simply from its position in the solar system: Deneb IV is the fourth planet out from Deneb, for example. (Moons work analogously: Deneb IV's second moon would be Deneb IV b, for example.) Many planets have local names, bestowed by their discoverer or by their residents. Some planets have more than one name: Earth, for example, is also called Terra, or Sol III or Manhome. Planets can be named after their discoverer (Sherman's Planet), a famous hero (Gagarin IV) or god (Jupiter), their purpose (Parliament), a place on another planet (New Gaul), their physical nature (Pacifica) or anything at all.

Class

Starfleet classifies planets by their environments (see the *Planetary Classification* box). Since colonization and potential colonization makes up a major portion of Starfleet's exploratory mission, this classification is specifically concerned with human habitability. Specialized planetologists have other methods of classification based on core density and makeup, tectonic potential, etc. Virtually all the planets the Crew will operate on for any great length of time will be Class M worlds. Starfleet tends not to terraform planets far from the Class M ideal.

System Data

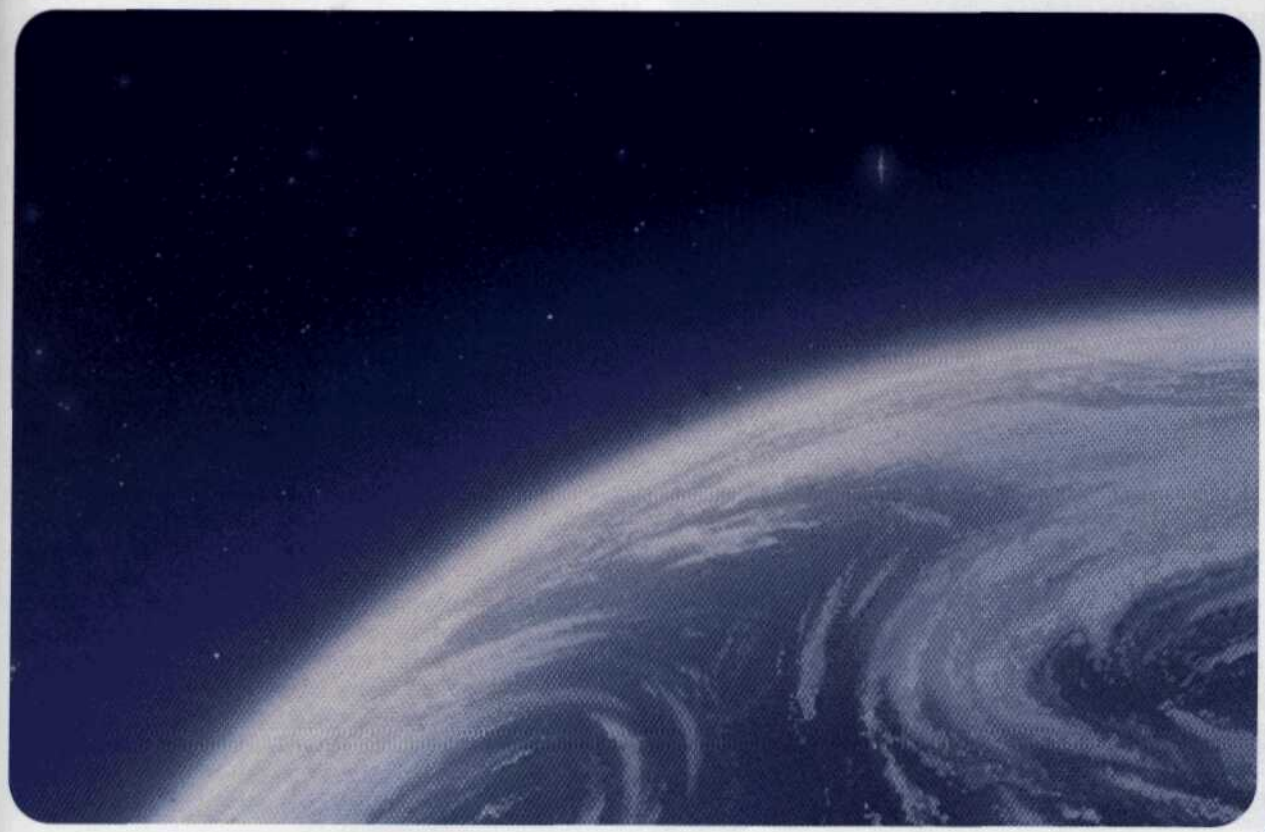
This heading covers the planetary system: its moons or smaller satellites, a ring system (if any), greatly eccentric orbit, ionized gas torus and similar astrophysical data. If this template profiles an inhabited moon, such as Luna in the Sol System, rather than a true planet, note that here. Rings seem limited to Class J planets, although some scattered exceptions exist, especially on very old Class M or Class H worlds.

Gravity

Unless you feel an urgent need for density-volume formulae, gravity can simply be expressed relative to Earth (human-normal) gravity. Humans can survive at any gravity from zero to three times Earth's (0 to 3 G), although long-term human settlement is unlikely on planets with gravities higher than 1.25 G. Class M planets usually have gravities between .75 and 2 G. Planets with gravities higher than 3 G require the use of specialized environment suits. Usually, higher-gravity terrestrial planets are either larger in size (such as Vulcan) or contain more metals in their core. Lower-gravity planets the size of Earth or larger have fewer metals in their core.

Year and Day

The numeral before the slash is the number of *Earth* days in the planet's year and the numeral after it is the *Earth* hours in the day. For example, Earth's listing would read 365.25/24. A year is defined as the amount of time it takes the planet to travel around its star. The closer a planet is to its star, the shorter the year; outer planets have very long years. The length of the day is the amount of time it takes a planet to rotate on its axis. When designing planets, remember that the shorter the day, the more intense the Coriolis forces, and the stronger the winds and storms. Moons slow rotation and lengthen the day. Ten hours is a good



minimum for Class M planets; the year can be almost any length. Very old planets, or planets close to a massive primary, can become tide-locked (like Earth's moon); they always keep one face to the star, and thus have an infinite day in one hemisphere and an infinite night in the other. Tide-locked planets are Class F or D worlds.

Atmosphere

Atmosphere has two important components: composition and pressure. If either is too far from Earthlike norms, human life (and organic life as we know it) cannot flourish. Class M planets need oxygen, but if oxygen makes up over 30% of the atmosphere, it will be too flammable, reactive and corrosive to breathe. Most Class M worlds have nitrogen-oxygen atmospheres. Class J worlds normally have reducing atmospheres high in hydrogen-helium or hydrogen-methane. Starfleet has encountered methane-breathing life, but not methane-breathing sentient life. Class K worlds might have corrosive atmospheres high in caustic nitric or sulfuric acid vapor and sulfur dioxide, poisonous atmospheres tainted with deadly fluorine or chlorine gas, or intense greenhouse atmospheres high in carbon dioxide or carbon monoxide. Class H worlds are likely to have thin atmospheres, usually of inert gases like nitrogen, carbon dioxide or argon. Class G or distant Class K worlds might even have ammonia atmospheres. Class M planets will have atmospheric pressures between three-quarters and one and a half times Earth's. Higher-pressure atmospheres occur on some Class K worlds, and the atmospheric pressure on some Class J worlds can liquefy gases and disintegrate metals.

Federation Technological Classifications

These broad classification levels exist primarily as "shorthand" for nonspecialist reference. Anthropologists, sociologists and other specialists have a vastly more nuanced matrix for classifying technological progress and capability.

Level One: human power only; no domesticated animals or agriculture (Neolithic and earlier cultures)

Level Two: human and animal power; domesticated animals, agriculture; iron-metallurgy common at this level (Increasing regions of Earth from 5000 B.C. to 100 A.D.)

Level Three: wind and water power; sailing ships, windmills, watermills; large empires common at this level (Various Earth cultures from roughly 100 A.D. to 1750)

Level Four: steam, fossil, and electrical power; industrial civilization, heavier-than-air flight (Europe and North America from 1750 to 1950)

Level Five: fission and fusion power; early spaceflight (ion drive) possible, nuclear weapons, electronics and computers (Earth from roughly 1950 to World War Three)

Level Six: antimatter power; starflight, impulse and warp drives, energy weapons, teleporters common (the Federation, Klingons, Romulans and others are at this level)

Level Seven: directed transmutation power; although vast effects are possible, the culture may still depend on physical instrumentality to operate (such as the Traveler, or the builders of the Bajoran Wormhole)

Level Eight: total conversion power; any amount of energy, including a single thought, can be translated into any effect without any intervening instrumentality (such as the Q).

Hydrosphere

This covers the amount (in percentage of surface area) and nature of the water on the planet. Class H worlds have water over less than 25% of their surface area; on Class H worlds without Federation oxide-cracking fusion plants, water often serves as the currency or as a black-market commodity (or both). Class M worlds can have anywhere from 25% water cover (desert worlds like Vulcan) to near-100% water cover (ocean worlds like Pacifica). On cold planets (such as Class G or similar worlds), the water cover might be entirely or mostly ice cap. Even Class M worlds suffering ice ages see as much as 25% to 30% of their surface covered in glaciers, lowering the sea level elsewhere on the planet. Water oceans can be toxic to humanoids depending on the level of pollutants or suspended metal salts. Note any significant contaminants on a Class M world.

Climate

Climate depends upon the planet's distance from the sun, atmospheric thickness, water cover, gravity and hundreds of other variables. The only climate that matters in game terms is the relatively narrow band of climate on Class M worlds (and, to a lesser extent, that on Class L and H worlds). As a general rule, the two variables to consider are temperature and rainfall: Deserts can be cold and dry (the Gobi

Government Types

Anarchy: No formalized government; this can lead to a savage war of all against all, as in the gang cultures of Turkana IV, or to peaceful interaction on a purely voluntary basis, as in the Q continuum.

Democracy: Rule by the people, either directly (as on Breen) or through elected representatives (as on Earth).

Feudalism: Rule by local authorities, usually family-based or at least hereditary; the Nausicaans are an extreme example, although the Klingon House structure retains many feudal traits.

Oligarchy: Rule by a small ruling class. A hereditary oligarchy, such as the Klingon Empire, is an aristocracy. A military oligarchy, such as the Cardassian Union, is a hoplocracy. An economic oligarchy, such as the Ferengi Alliance, is a plutocracy. Most oligarchies become hoplocracies and plutocracies by default, regardless of their origin.

Monarchy: Rule by one person, restrained by tradition, advice or ritual. The Klingon Empire is theoretically a monarchy.

Despotism: Rule by one person given absolute power. Khan Noonian Singh and the other eugenic supermen instituted despotisms in their empires.

Hive Mind: The concept of individuality does not exist; the collective governs itself. Bynaus is governed by such a hive mind, as is the Borg Collective.

on Earth) or hot and dry (the Sahara on Earth), for example. A warm, dry climate near an ocean seems to be the "human ideal", but occurs only in widely spaced locations on even the most idyllic planets. Keep in mind that most planets vary widely, from poles to tropics at least.

Sapient Species

If the planet holds intelligent life, give the species present and their rough populations. The system affiliation from the system template (see page 255) will impact this entry: If it's a human-settled planet conquered by the Cardassians, it might hold humans (30 million), Cardassians (3 million) and Bajorans (1 million). If the planet has indigenous sentient life, follow the suggestions in the *Aliens Chapter* (pages 284-285) to tailor the species both to their planet and to your story.

Tech Classification

Give a broad notion of the technical capabilities of the planet' indigenous technology. Even Federation colonies might not have access to the cutting edge of Federation technology, and lost human colonies might actually have regressed to industrial or even preindustrial levels. Use the *Federation Technological Classification* (see box) as a first approximation, and go into detail where necessary. Usually, the technologies immediately important for a game episode are military, followed by transport, repair and medical.

Government

Most planets that Starfleet interacts with have a reasonably unified world government (in fact, a world government is a prerequisite for Federation admission). For "balkanized" worlds still split among many different tribes, cultures or nations, give the government form practiced by the majority of countries, by the dominant power on the planet or by the culture the Crew will interact with in the episode (see box). Many planets have mixed or hybrid forms; the Klingon Empire is theoretically a monarchy, but is actually a feudal hoplocracy. The current Provisional Government of Bajor arose from the rebel command structure (a hoplocracy), but the Kai retains great influence, giving Bajor strong theocratic tendencies. The Romulan Empire is technically a republic under the command of the Senate, to the best of current Federation knowledge.

Culture

Give a shorthand description of the "planetary culture"; even planets within the Federation will *differ as much as Vulcan differs from Tellar.* Keep other factors in mind; citizens of a harsh desert world are unlikely to develop a hedonistic culture of luxury. Theocracies can swing between puritanism and corruption; frontier societies tend to be either strictly regimented cultures of survival or open places where anything can happen. A good tactic is to base planetary cultures on some Earth culture present or past: Hodgkins' Law of Parallel Planetary Development postulates that many humanoid cultures replicate historical

Sample Planetary Template

Planet Name: Asherak

Class: M

System Data: Asherak has three small moons.

Gravity: 1.4 G, Asherak has a strong gravity due to its highly metallic core.

Year and Day: 400/26

Atmosphere: Oxygen-nitrogen, with high ozone and carbon monoxide content. Earth-normal pressure.

Hydrosphere: 45% surface water; much of Asherak's ocean has evaporated in previous solar eruptions.

Climate: Dry and cool but stormy.

Sapient Species: Asheraki (humanoid, nicitating eye membranes, relatively resistant to radiation, stronger than human due to high gravity), approximately 3 billion.

Tech Level: Level Five-Level Six (developing interstellar travel as a crash program, and by reverse-engineering from ancient artifacts, but mostly Level Five similar to Earth ca. 2020).

Government: Military-scientific oligarchy.

Culture: Survival-focused militaristic culture that worships strength and scientific progress. Strong belief in historical and personal cycles.

Affiliation: Independent; the capital world of the Asheraki Resurgence.

Resources: Asherak remains metal-rich even after three civilizations have risen and fallen here. Dilithium mines exist.

Places of Note: The Bow of Uhlin, named for an Asheraki warrior-hero, is a range of mountains north of Asherak Var (the capital); the Asheraki emplace launching-laser facilities in these mountains.

Ship Facilities: Asherak-Nokh V has a spacedock for constructing the Asheraki battle armada; Asherak has many orbital facilities as well.

Other Details: Asherak knows that the great solar storm is coming soon; every fiber of its planetary being aims at conquering the neighboring Luran system before destruction falls on Asherak itself; this is the only way the Asherakis feel that they can be saved.

developments on other planets. Culture, of course, varies even more than climate, although advanced communications and transport tend to homogenize cultures across planets. Use this entry to describe the general philosophical "orientation" of the world; obviously, a world oriented toward war or conquest will approach insterstellar relations in a radically different manner than a planet oriented toward knowledge or learning.

Affiliation

Like sector or system affiliation, planetary affiliation can spark numerous political conflicts (and story ideas). The Federation practice of dealing with worlds as a whole means that most worlds have only one affiliation, although the planet's internal politics may be tumultuous. For example, the affiliations on a given planet might not be unanimous — although that planet's government supports the Federation, the opposition party or a rebel faction might favor neutrality, or even support the Romulans!

Resources

Most Class M planets out of the colony stage are self-supporting: Importing enough food for a planet to survive is logistically impossible in all but the most extreme emergencies. Exports and imports in interstellar trade mostly consist of medicines or other emergency supplies, rare and vital minerals such as dilithium or topaline, and luxuries and curiosities such as Romulan ale and Spican flame gems. If your planet has resources suitable for interstellar trade, note it here.

Places of Note

Places of note fall into two categories: places that off-worlders might know of by reputation (the Firefalls of *Gal Gath'thong* on Romulus, or the Great Pyramids of Earth), or places key to your story's development (a Cardassian prison camp or a Federation listening post). Either sort of place might be a cultural center (such as Mt. Seleya on Vulcan), a tourist attraction (such as the Iyaaran crystal formations), or both (such as the Sacred Marketplace on Ferenginar). Military headquarters on *Qo'noS*, noted resorts on Risa and a specific lowlife bar on Dessica II might all be places of note in your series. Let the story dictate them.

Ship Facilities

Starships equipped with transporters seldom need ground-based spaceport facilities. Such large landing areas, however, can still be found on many worlds. Most advanced worlds with significant ship repair facilities have extensive drydock stations in orbit. These facilities are present at many starbases, and major repair and construction yards such as Utopia Planitia over Mars or Antares Station. Ship repair facilities might be jury-rigged even at orbital ship salvage yards such as those around Qualor II.

Other Details

This catchall entry covers anything else important to the story plan or to your episode.

Subjects like history, specific customs or important secrets can be entered here.

Notable Worlds

Acamar III

The humanoid Acamarians have a clan-based society in which feuding was once quite common. One feud lasted for three centuries and only ended when one clan was wiped out in its entirety. Currently, Acamar enjoys a slowly deepening peace which may lead it to Federation membership in a few generations. Some renegade Acamarians have turned pirate, although Acamarian society now reintegrates these "Gatherers."

Alpha Centauri

The nearest system to Earth (4.3 light-years), Alpha Centauri is composed of the binary Alpha Centauri A (a yellow dwarf) and B (an orange dwarf), and the associated red dwarf Proxima Centauri. Alpha Centauri IV is the homeworld of the Centaurans (see *Centaurans*, page 28). The numerous tectonic stresses and widely varying solar radiation levels on Alpha Centauri IV made Centaurans expert terraformers, ecologists and biotechnicians; three sunsets made them great artists.

Altair

A bright white subgiant, also called Alpha Aquilae, 17 light-years from Earth in the Alpha Quadrant with three inhabited planets. Altair VI and III fought a lengthy interplanetary war in the early 23rd century. As part of the peace of 2267, the Federation helped rebuild Altair IV, building the Central Hospital there as a premier medical research facility for the study of Altairian encephalitis and other diseases, especially mental diseases. Altair III remains dangerous and war-torn, but exports (especially the reputedly health-giving and restorative Altairian water) from Altair VI are rebuilding the system's prosperity.

Beta Thoridar

Conquered during the first great phase of Klingon interstellar expansion in the 2220's, the Beta Thoridar system's rich stores of heavy metals made it a major construction base for the Klingon navy. The Klingons relocated slaves and transportees from all over the Empire to Beta Thoridar IV to work in the shipyards, turning it into a melting pot and brewing place for dissent. The Duras faction took advantage of this dissent, and of the shipyards, when they used Beta Thoridar as a staging area during the Klingon Civil War of 2368.

Calder II

Calder II in the Beta Quadrant holds the Sakethan Burial Mounds, built by the ancient Romulans during the Romulan separation from Vulcan. Starfleet maintains a small science outpost on Calder II, protecting the ruins under a deflector dome. The defenses of the outpost were fairly strong due to the Romulan threat, and Starfleet has beefed them up following the raid by mercenary Arctus Baran in 2370.

Camor V

This Alpha Quadrant Class M planet caught between Federation and Cardassian space suffered heavy damage in the Cardassian War of the 2350's. At least one fleet action occurred in Camorian space, and the Camor system was occupied by the Cardassian militia and liberated by the Federation twice between 2349 and 2355. Camorian society still struggles to pick itself up out of the ruins, and the Camorian war orphan tragedy continues even decades later. Cardassian-Federation tension hampers reconstruction, and Camorian physiology differs sufficiently from human physiology that outside doctors can do little to relieve suffering without years of training.

Deneb

White supergiant star in the Alpha Quadrant about 1500 light-years from Earth; also called Alpha Cygni. The high energy output of Deneb nurtures energy beings of all kinds and keeps metabolic rates high throughout the inhabited system. The Bandi of Deneb IV are closely related to the Denebians of Deneb V; both have a tendency toward subterfuge and concomitantly well developed ethics of shame. The nutrient swamps of Deneb V breed the Denebian slime devil, which many consider an apt symbol for Denebian sneakiness and temperament. Deneb V has a particularly harsh criminal code dealing with fraud, making it punishable by one of several death penalties. The warlike neo-Bandi culture of Deneb IX (called Alpha Cygnus IX by its natives) endangered security throughout the sector until Ambassador Sarek negotiated a treaty lowering tensions there. New Farpoint Station on Deneb IV secures the Federation presence in the Deneb system; the 250-year-old human colony on Deneb II breathes much more easily as a result.

Dessica II

On the frontier between Federation and Romulan space in the Beta Quadrant, Dessica II holds desperadoes, arms smugglers, spies, corruption and a quick and violent death for inquisitive strangers. Settled millennia ago by the ancient Romulans, its ruins still draw archaeologists, grave robbers and forgers.

Ennan VI

Ennan, a red giant in the Beta Quadrant, has a highly energetic solar wind rich in sublimed carbon compounds. As a result, the Ennan system produces a number of irreplicable specialty agricultural products. Most famous, perhaps, is the Ennan VI ale, brewed by Andorian brewmasters.

Gagarin IV

Gagarin, a remote yellow-orange dwarf star in the Gamma 7 sector near the Romulan Neutral Zone, began as a top-secret base for sensor and airframe testing. Following the Khitomer Accords, the Federation staffed it with a skeleton crew until relocating the Darwin Genetic Research Center to Gagarin IV. Federation

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unease with genetic research keeps Gagarin IV isolated, especially after a near-disastrous immune system experiment in 2365. With its rocky landscape and greenish-yellow sky, Gagarin IV holds little attraction for outsiders.

Kalla III

One of the many planets still in a state of turmoil from the lengthy Klingon-Federation contests of the 23rd and early 24th centuries. Although its surface is uninhabitable, its rich veins of magnesite have made it a valuable commodity, and the Klingon Empire, the Federation and independent operators such as the Orions and Ferengi have tangled its jurisdiction beyond hope of resolution. Although it technically belongs to Pakled interests now, pirates and thieves often jump claim and loot magnesite ore in fly-by-night operations.

Mordan IV

Even a culture as benevolent as the Federation sometimes makes mistakes, and those mistakes can breed enemies. A covert violation of the Prime Directive to free Federation hostages touched off a 40-year civil war here from 2319 to 2359. Many tribal Peretors still hold grudges against the Federation for its intervention, and Mordan does not welcome Starfleet officers. Starfleet occasionally wonders how many "other Mordans" there are out in the reaches of space.

Omicron Theta

A quiet farming colony founded in the late 23rd century, Omicron Theta made a perfect retreat and hidden laboratory site for the eccentric roboticist Dr. Noonien Soong. Following the colony's destruction in 2336 by the Crystalline Entity, the *U.S.S. Tripoli* discovered the android Data there in 2338 and the *Enterprise-D* discovered a second android, Lore, there in 2364. Starfleet now deploys science teams on Omicron Theta to search the facilities for more evidence of Dr. Soong's research.

Rigel

One of the most densely populated systems in Beta Quadrant, Rigel lies 900 light-years away from Earth. Rigel A is a blue-white supergiant; its companion, Rigel B, is a red dwarf. Orions, Rigelians and humans predominate in the Rigel system, but beings from all races, planets and cultures mingle on its cosmopolitan worlds. Rigel II, a human planet, has a loose and easy reputation somewhat seamier than that of Risa and rather more dangerous than that of Argelius II. Rigel IV, the system capital, has a population of almost 4 billion humans, Rigelians and Orions. The native Rigelians of Rigel V have strong similarities to Vulcans, and some archaeologists believe that the famous Orion ruins of Rigel VII are actually Debrune sites. Others hold, with the Orions, that those ruins represent the primordial Orion culture. For this reason, many Rigel system residents (of all species) refer to Rigel VII as "Orion" colloquially. Rigel VII has a reputation for barbarism and criminality which it tries its best to keep up for the lucrative tourist trade. If the Orion Syndicate is truly headquartered on Rigel VII, it wisely keeps its main, overt operations far away in the Alpha Quadrant. Rigel XII, also a Class M planet, holds a small lithium mining operation, which has become more prosperous and less isolated with Rigel's absorption into the Federation.

Ronara

This Class M planet sits strategically, but nervously, inside the Demilitarized Zone between Federation and Cardassian space. Technically a Federation colony, the Treaty of 2370 bars Starfleet ships from Ronaran space unless an equal number of Cardassian ships are present. This arrangement has made Ronara a prime meeting place for spies, Maquis members, Cardassian dissidents and other troublemakers. Without a steady Starfleet presence, law and order on Ronara are disintegrating.

Sol

The home system of mankind and the heart of the Federation centers on an obscure yellow dwarf star on the fringes of the Orion Arm. All ten planets have some permanent settlements, although only Earth (Sol III), Mars (Sol IV), Luna (Sol IIIa) and Titan (Sol VIa) have significant populations. Terraforming efforts continue on Venus (Sol II). Other significant sites in the system include the vastly upgraded robotic Mars Defense Perimeter past Martian orbit and the Jupiter Station Holoprogramming Center around Sol V. On Earth, San Francisco hosts Starfleet headquarters and the Federation Council; the UFP President works from Paris.

Turkana IV

The colonial administration here disintegrated when the ambitious and utopian consensual governance system the early colonists established broke down, leading to gang warfare in 2337. After a "brain drain" of Turkanan emigrés removed those citizens interested in peace and stability, Turkana IV broke off relations with the Federation in 2352. By 2367, two main gangs had established a rough division of the planet. Now, the aboveground cities remain rubble and the cowed populace lives in underground tunnels.

Aliens

The Caradians seemed a friendly people. They had decorated the grand colonnade of their main government building for the festivities, and the food and music were excellent. The senior staff of the U.S.S.Gorkon enjoyed themselves, as they got to know the Caradians better, though Lieutenant De Vries could do without the ceremonial foot washing.

The assembled guests gathered around the Caradian leader, Kel Apar, and Admiral Necheyev, for the Caradian Ritual of Friendship. The Admiral, dressed in her crisp, formal uniform, seemed out of place among the towering, robed Caradians. A hush fell over the crowd. It was time to begin.

"Long ago, Arra Kon and Vel Tikon came together on the Plains of Glass, joining their two tribes into one. Today, we offer you our hand in friendship and peace," Kel Apar said. Both Necheyev and Kel Apar clasped hands, as two assistants — one from the Gorkon, the other a Caradian — tied a green ribbon to both their outstretched arms as a symbol of bonding. Admiral Necheyev began the ritual response. "Joined together, may..."

"Not so fast, hew-mon."

The entire assembly turned in the direction of the voice. Three Ferengi stood in the ornate doorway. Behind the speaker — a lean, almost feral DaiMon —two Ferengi strained under the weight of large chest they carried. The DaiMon ambled towards the admiral as the two loped awkwardly behind him.

"We are here to offer the Caradians twice what you have for the exclusive rights to mine dilithium from their moon." With that the Ferengi unceremoniously dropped their heavy burden, bars of gold-pressed latinum spilling out across the floor.

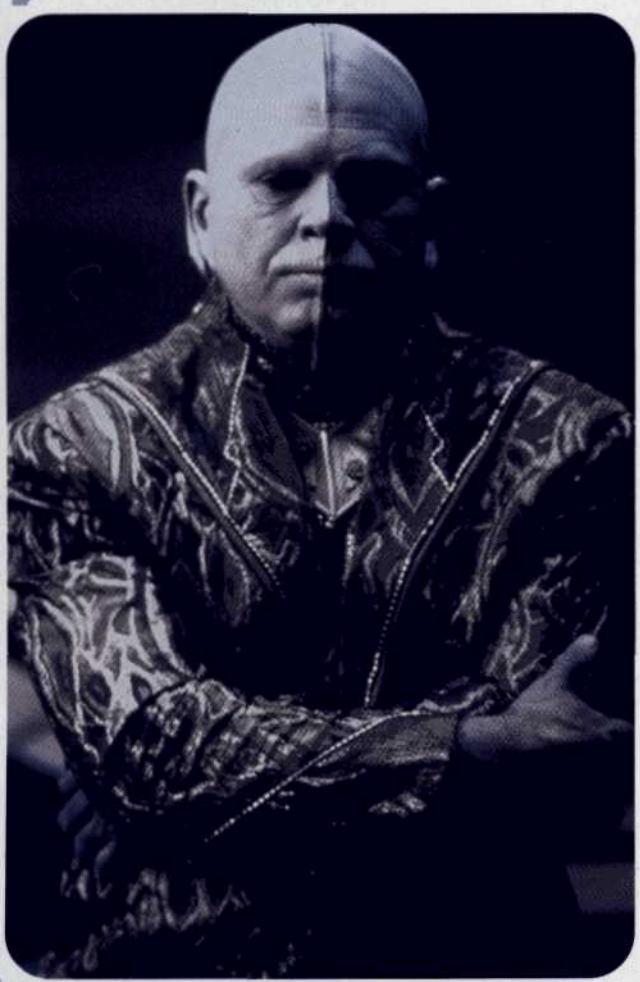
The conflicts that spark entertaining *Star Trek: The Next Generation* stories often revolve around interaction between officers of the Federation and members of various civilizations outside it. This section provides you with information on some of these alien races, and provides you with guidelines to use when creating your own new intelligent species.

Starfaring Races

Alien cultures with warp technology play a prominent role in interstellar affairs. Some have succeeded in building interstellar civilizations to rival the United Federation of Planets.

Starfaring alien races break down into four groups, as defined by their relationship with the Federation: member, allied, threat and neutral races. *Member* races belong to the United Federation of Planets. *Allied* races maintain a formal relationship of cooperation with the Federation, but are not members of the UFP. Your player characters may be helped by them, and in turn can expect to undertake missions to aid them. *Threat* races are hostile to the Federation, and can serve as antagonists for your player characters to overcome. *Neutral* races stand at a remove from the Federation; your crew members can't count on either their friendship or their animosity.

When creating adventures, don't forget that individual members of any group often have goals contrary to those of their cultures or governments. Don't forget to surprise your players by occasionally introducing alien characters whose attitudes toward them differ from the norm. Over the course of a long-running series, they might meet Klingons who want to end the alliance with the Federation, Cardassians who desire peace and Ferengi who see profit in friendly dealings with Federation officers.



The Alien Species Template

The alien races in this chapter are presented in the following template format. Remember that these descriptions detail average members of each group; pivotal player and non-player characters should have game statistics that reflect their extraordinary qualities.

The same format is used for nonstarfaring races, but with briefer descriptions.

Homeworld

Under this heading we name and provide basic information on the race's homeworld. This may be the planet where the species originated, or may simply be an interstellar civilization's current seat of government. Some races might have completely lost connection to their original homeworld.

Home Region or Sovereign Territory

This entry names and describes the region of space ruled by the alien race, if its territory extends beyond its own homeworld.

Suggested Attribute and Edge Ranges

This entry provides Suggested attribute and edge Ranges for average members of the race.

Special or Unique Abilities

Here we detail any unusual capabilities of the species as a whole.

Special or Unique Skills

Most species value certain skills over others, or have natural talents in particular areas of endeavor; these are detailed here.

Size

Here we provide the average size of a member of the race.

Traits Common to the Species

Distinguishing physical or mental characteristics of the species are listed here.

Story Notes

Every race has its own special role to play in *Star Trek: The Next Generation* stories; here we suggest how you might go about using them in the adventures you create.

DESCRIPTION

We conclude with a description of the species, which may make reference to common motivations, cultural ideology, the organization of the race's society and government, the nature of its politics, roles assigned to males and females, distinctive beliefs, customs, and/or technologies, and the general look and feel of its cultural artifacts, from technology to works of art. The culture's attitudes toward other races takes on great importance, especially in the case of starfaring races.

Allied Races

As of the current stardate, the most important ally of the Federation is the Klingon Empire.

Klingons

HOMEWORLD

The Klingon homeworld is called *Qo'noS* (pronounced KRO-nos), but is most often simply referred to as "the Klingon homeworld." Both the seat of government of the Klingon Empire and planet of origin of the Klingon people, it is known for being resource poor.

HOME REGION OR SOVEREIGN TERRITORY

The Klingon Empire is located in the Beta Quadrant, with a border zone extending some distance into the Alpha Quadrant. Its nearest interstellar neighbor is the Federation, which serves as a buffer between it and the Cardassians and Romulans.

SUGGESTED SUGGESTED ATTRIBUTE AND EDGE RANGES

Fitness 3 [6]
    Vitality +2
Coordination 3 [5]
Intellect 2 [6]
    Logic -2
Presence 2 [6]
    Willpower +1
    Empathy -2
Psi 0 [6]

SPECIAL OR UNIQUE ABILITIES

Klingon physiology provides an advantage envied by other warrior races: Multiple redundant organs or systems perform all vital functions. A Klingon has two livers, an eight-chambered heart and a staggering twenty-three ribs. This redundancy, called *brak'lul*, allows a Klingon to keep fighting after suffering blows that would send most other humanoids into shock, if not kill them instantly.

SPECIAL OR UNIQUE SKILLS

Combat is the most important activity in Klingon life; even the average Klingon is quite adept at all combat-related skills. This includes skill with the *bat'leth*, an unusual bladed weapon that combines elements of the staff and the scimitar and requires of its users a unique combination of balletic grace and savagely applied physical strength.

SIZE

Klingons are roughly the size and mass of humans, although the Klingon average is slightly heavier and taller than the human average.

TRAITS COMMON TO THE SPECIES

Klingons are tall, dark-complected humanoids with often-elaborate ridges of bone protruding from their foreheads; some ridges run down the bridge of the individual's nose. Klingon teeth show a similar range of variation, but are generally sharp and jagged. Klingon fashion dictates long, flowing hair for both men and women; beards and mustaches are popular among many Klingon men.

STORY NOTES

The Klingons are the most highly developed and popular alien culture in the *Star Trek* canon.

Narrators should expect that some of their players will want to portray Klingon liaison officers assigned to Federation vessels. With or without a Klingon crewman on board, Klingon culture offers you a rich supply of plot hooks. Involve your players in the ongoing political ferment of the Klingon Empire. Introduce characters torn between their personal desires and the demands of the uncompromising Klingon warrior code. Put the crew in situations where the hair-trigger Klingon temper threatens the peace between its officers and those of the Federation.

Description

Klingons live and die for glory and for victory. Klingon culture entirely centers around warfare and the personal honor of the warrior. Although battles are meant to be won, a Klingon must always be willing to die with honor when the tide of war turns against him. Honor is the most important Klingon virtue; the ideal Klingon must be fierce, fervent and loyal to his family and patrons. An intimidating crudeness of manner and an unabashed lust for life round out a well liked Klingon.

Klingon society is structured around the House, an extended clan organization. A Klingon's heroic acts bring honor to the clan; if he shows cowardice or treason, his entire House bears the taint of his shame.

The Klingon High Council rules the Empire. The Emperor, Kahless II, is a clone of the original hero whose bloody victory over a tyrannical ruler first united the Klingon nation over fifteen centuries ago. His rule is ceremonial; true authority rests with the Chancellor of the High Council, currently the wily Gowron.

Klingon politics are volatile, as competing Houses apply their warrior instincts and lust for victory to domestic affairs. For example, Gowron's accession as Chancellor came about in the course of the Klingon Civil War (2367-2368); his victory was assured only when Captain Picard revealed that Gowron's rivals, the Duras family, drew support from a covert alliance with the Romulans.

Intriguers like the House of Duras are the exception, not the norm; in general, Klingons are straightforward to a fault, and get what they want by fighting for it. The chain of command on a Klingon ship exemplifies this; officers advance by challenging and defeating their superiors in combat. Thus the Klingons ensure that the fiercest and most ambitious officers rise to the top, and weed out the weak and indecisive.

As far as distinctions between sexes are concerned, Klingon culture is largely egalitarian; both men and women can serve as warriors. Although high-ranking political officials are usually male – current law allows only men on the High Council – women wield great influence in clan affairs, and may in this way determine the policies of male officials.

Klingon courtship rituals are combative, bloody and passionate. Klingons value fidelity and mutual respect within marriage, even when passion fades. Klingon culture is both spiritual and highly conservative. Its people place great value on ancient tradition. Although most of its rituals include a strong element of mysticism, Klingons do not worship deities; they believe that the first Klingons rose up and killed the gods who created them, because they were more trouble than they were worth.

Klingons are notorious for their extreme tastes in art and food. Their most daunting art form is Klingon opera, a form of musical theater devoted to passionate tales of doomed courage and star-crossed love; its strident tones are considered ear-shattering by most non-Klingons. Outsiders find Klingon cuisine just as alarming: From its bloodwine, the name of which is presumably not metaphorical, to its main courses, in which large, writhing, segmented worms are prominently featured, Klingon food is not for the faint of stomach.

The Klingons are allied with the Federation, although this alliance has sometimes been strained to the breaking point by various plots to sever ties between the two great powers. The Empire considers the Cardassians warriors without honor. Relations with the Romulans are complicated; they have been enemies and allies at different points in history. Since the revelation of Romulan involvement in the Duras plot, relations with them have been tense. The

average Klingon is openly contemptuous of Ferengi, and indifferent to other starfaring races.

Threat Races

Cardassians

HOMEWORLD

Cardassia (also known as Cardassia Prime), a resource-poor world dotted with the plundered archaeological sites of an ancient golden era, is the capital planet of the Cardassian Union.

HOME REGION OR SOVEREIGN TERRITORY

The Cardassian Union is an interstellar civilization located in the Alpha Quadrant, bordering both Romulan and Federation space.

SUGGESTED ATTRIBUTE AND EDGE RANGES

Fitness 2 [5]
Coordination 2 [5]
Intellect 3 [5]
Perception +1
Presence 2 [3]
Willpower +1
Psi 0 [6]

SPECIAL OR UNIQUE ABILITIES

Many Cardassians have eidetic memories. Trained in mental disciplines from an early age, many excel in tasks requiring focus and willpower. They are comfortable in environments too hot for human comfort, but are more vulnerable to cold conditions.

SPECIAL OR UNIQUE SKILLS

For years, Cardassian society has channeled its most promising young people into careers in the military and intelligence establishments. The average Cardassian is likely to be well acquainted with skills relating to these pursuits, and below average in other areas.

SIZE

Cardassians are roughly the same average height and mass as humans.

TRAITS COMMON TO THE SPECIES

Cardassians are notable for their enormous, scaled neck structures, which are supported by elongated vertebrae and covered with scale-like plates. Three vertical ridges run down the Cardassian forehead; the center ridge typically displays a spoon-like depression, while the right and left ridges run around and under the eyes. Cardassian skin is gray.

STORY NOTES

Cardassians pose an interesting threat at least in part because their warlike behavior stems not from cultural tradition, but from politics and economics. Once a peaceful and spiritual people, the Cardassians turned to a dictatorial, military style of government in hopes of rising out of poverty so profound that it threatened their very survival. Plots involving the Cardassians may simply be encounters with ruthless enemies determined to succeed, or they might include hints at the possibility of lasting peace between the Federation and their longtime enemies, or at the prospect of reform of Cardassia's oppressive political system.

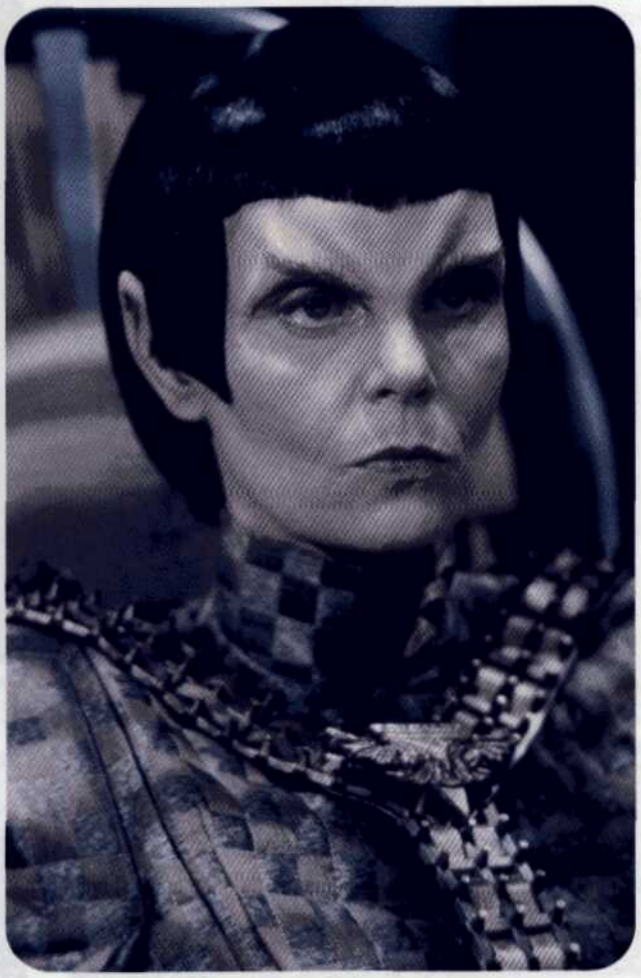
DESCRIPTION

Cardassians are motivated by cultural memories of misery and mass starvation on their homeworld. Cardassia Prime, although the home of an ethically advanced, spiritual civilization, didn't provide enough resources to supply its population. Driven by desperation and a sense of shame at their pathetic conditions, the Cardassians remade themselves into a mighty military power with little regard for the individual rights either of Cardassia's own citizens or of conquered peoples. The new Cardassian ideology was based on the simple observation that the strong prosper and that the weak must naturally follow the strong. The Cardassians redesigned their legal system to favor social stability over justice; trials begin with a

determination of guilt, require the defendant to testify against himself, and invariably end with the assurance that an outlaw has been brought to heel by the all-powerful state. Even noncriminals are required to submit to the needs of the state security apparatus; for example, at the age of ten, every Cardassian citizen must surrender a molar to the state identification bureau.

The ruling government body is the Detapa Council, a civilian body of appointed officials. The Council has reigned for the last five centuries, but at times its authority has existed only on paper, with two supposedly subservient bodies, the Obsidian Order and the Cardassian Central Command (representing the intelligence and military establishments, respectively), engaged in a seesawing, internecine struggle for the real power. The fortunes of these three organizations have waxed and waned over the centuries, and the recent war with the Federation and evacuation from Bajor threw their tenuous balance into turmoil.

The Federation first encountered Cardassian vessels in 2335. After initial diplomatic approaches by the UFP failed, the Cardassians attacked Federation ships and outposts, and the two powers went to war following the Setlik III massacre in 2347.



A fragile peace followed the treaties of 2366 and 2367.

Cardassian society shows a strong sex bias; the soldiers and politicians are men, and it is they who hold power. Cardassians display a strong sense of family and respect for elders; multigenerational households are the norm.

Cardassian design is as oppressive as its government; from the body armor of its soldiers to the look of its space stations, it is gray, blocky, and bluntly functional. Cardassians still show a reverence for the arts, especially poetry and drawing. These traditions draw on the looted and defiled past of Cardassia's classical era.

The Cardassian war with the Federation began in 2347 and has been an on-and-off affair ever since. Relations with Klingons and Romulans are tense but not openly hostile. Cardassian and Breen ships engage in piratical raids against each other. Cardassia maintains neutral relationships with the other starfaring powers. Oddly enough, Cardassians are tolerant of Ferengi, who act as go-betweens for them in various trade arrangements.

Romulans

Homeworld

The twin homeworlds of the Romulan people are the planets Romulus and Remus, both settled by Vulcan expatriates over two thousand years ago. Romulus in particular is known for natural landmarks of breathtaking beauty.

Home Region or Sovereign Territory

The Romulan Star Empire is a large cluster of planets straddling the dividing line between the Alpha and Beta Quadrants.

Suggested Attribute and Edge Ranges

Fitness 2 [6]
    Strength +1
Coordination 2 [5]
Intellect 2 [5]
    Perception +1
Presence 2 [5]
    Empathy -1
Psi 0 [6]

Size

Romulans are roughly the same average height and mass as humans.

Traits Common to the Species

Romulans are humanoids with pointed ears and bony protrusions over their frontal lobes.

Story Notes

When you need a subtle threat to challenge your crew, or want to create an adventure in which the suspense arises from a tense stand-off rather than an all-out space battle, the Romulans are the obvious choice. They are also suitable for plots which require adversaries who are sane and honorable, yet still dangerous.

DESCRIPTION

The Romulans are an offshoot of the Vulcan race. They abandoned their world of origin two thousand years ago, rejecting the ideology of pacifism and logic introduced by the Vulcan social reformer Surak. They wanted to preserve the warrior ethic and passionate emotions that Surak sought to eradicate. The expatriates found new homes on the planets of Romulus and Remus, and, after settling these worlds, embarked on a program of imperial expansion. To this day, their descendants maintain a sizable empire. Although the Vulcans and Romulans fought a series of brush-fire conflicts and deep-space actions from 1270 to 1370, they did not make face-to-face contact again until 2266.

The authoritarian, hierarchical society of the Romulans rewards success and encourages a sense of personal honor. Romulan characters can be expected to follow orders, even though they might voice disagreement with those orders. They typically display a sense of confidence bordering on arrogance. Romulan officers expect to be rewarded when they prevail, and punished when they lose. They are taught to react to the moves of their adversaries; like the birds of prey emblazoned on their early ships, Romulans are adept at waiting for the best moment to strike.

In interstellar politics, the Romulan Star Empire alternates between isolationism and expansionism. Its gambits tend toward carefully crafted operations with covert political objectives. Although capable of acting swiftly when conditions change or their interests are suddenly threatened, they think in the long term, and in layers of subterfuge.

Romulan society is extremely conservative, insular and secretive. Despite centuries of contact, the Federation is still not privy to many basic facts about Romulan private life. It is known that Romulan society offers equal opportunities to men and to women.

The Romulan ruling body is called the Senate. Positions on the Senate are given to those with long records of meritorious service to the Empire; it is not an elected body. The *Praetor* serves as the head of the Empire, although as chief officer of the Senate, Proconsul Neral wields great power in all spheres of Romulan life.

Internal dissent is ruthlessly suppressed. Despite the vigilance of Romulan security forces, a dissident underground has sprung up in the last decade or so. These Romulans chafe at the authoritarianism of their government and long for a more relaxed regime with a more open relationship to other interstellar societies. They especially want a reconciliation with the Vulcan people, a desire that prompted Federation Ambassador Spock to embark on a clandestine diplomatic mission to Romulus.

The most characteristic item of Romulan technology is the cloaking device, which effectively makes ships invisible to most scanning technologies.

Although the Romulans intrigue against the Klingons and Federation, they are too calculating to risk all-out conflict. The Romulans look upon the other starfaring races with steely disregard. They see the Ferengi as obnoxious clowns, the Nausicaans (their former clients) as idiotic thugs, and the Orions as occasionally useful pawns. Romulans do not trust the Breen; one of their proverbs warns against turning one's back on members of that mercenary race.

Ferengi

HOMEWORLD

The Ferengi homeworld is Ferenginar, a place so wet that the Ferengi language has one hundred seventy-eight different synonyms for "rain."

HOME REGION OR SOVEREIGN TERRITORY

The Ferengi influence a number of worlds in the Alpha Quadrant. Their home region lies spinward from that of the Federation and Cardassians.

SUGGESTED ATTRIBUTE AND EDGE RANGES

Fitness 1 [5]
    Strength -1
    Vitality +1
Coordination 2 [3]
Intellect 2 [6]
    Logic +1
    Perception +1
Presence 2 [5]
    Willpower -1
    Empathy -1
Psi 0 [0]

Special or Unique Abilities

The four-lobed brain of the Ferengi makes them immune to the empathic abilities of Betazoids and many other telepathic species.

Special or Unique Skills

The typical Ferengi is skilled in areas related to commerce, including lying.

Size

Ferengi are on average four inches shorter than the human norm.

Traits Common to the Species

Ferengi are humanoids with pumpkin-colored skins and large, protuberant crania. Surrounding these skulls are large, multilobed ears; in extreme old age these become spectacularly hirsute. Ferengi teeth are small and pointed.

Story Notes

Ferengi can serve either as ridiculously weasely villains or as comic antiheroes. While their greed and selfishness are in direct contrast to the utopian values of the Federation, their utter shamelessness and zest for life make some Ferengi oddly likable. Use them for lighter adventures, in storylines where less than the fate of the quadrant is at stake. On the other hand, you can always surprise your players by confronting them with a truly sadistic and dangerous Ferengi adversary.

Description

Acquisition is everything! Greed is the noblest virtue. "Once you have their money, you never give it back." These are the watchwords of the Ferengi, a technologically advanced people proudly carrying the banner of unfettered capitalism into the 24th century.

The basic unit of Ferengi society is the family business, run by a male head of household who is encouraged and expected to exploit the labor of the rest of his family. Low-status Ferengi work as employees in the operations of others until they can afford to establish their own businesses. As employees, they expect to be exploited as flagrantly as members of their employer's own family. Ferengi society is shamelessly male-dominated; women are not allowed to conduct business, cite the revered Laws of Acquisition or wear clothing.

The head of state of the Ferengi Alliance is its master of commerce, called the Grand Nagus. The Grand Nagus is much feared, because the assignment of exclusive trade territories, monopolies and other lucrative business opportunities are his sole prerogative. When dealing with the Grand Nagus, Ferengi know that there is never such a thing as too much groveling. The Grand Nagus appoints his own successor before dying, a right that allows him to pit his cronies against one another, encouraging them to outdo one another in kowtowing to him. The succession often passes from father to son, keeping the lucrative position of Grand Nagus in the family, but no clever Nagus— and the Nagus is always clever— shows his cards before the final hand is dealt. The current Grand Nagus, Zek, is an avuncular and highly accomplished schemer who loves the

toadying of his subjects almost as much as he does his vast stores of gold-pressed latinum.

The dreaded Ferengi Commerce Authority (FCA), a regulatory body which is a secret police force in all but name, keeps the Ferengi in line. Its agents, called Liquidators, cultivate a reputation for ruthlessness, harshly punishing Alliance citizens who violate the Ferengi Code. The Liquidators pursue with special vigilance those who violate contracts between Ferengi, negotiate less-than-onerous labor agreements with their employees, or allow female relatives to engage in business activities. FCA officers have wide latitude, and may use violence against suspects, or summarily strip them of their assets and the right to do business with other Ferengi.

Ferengi get what they want by being smarter and sneakier than everyone around them. When that fails, they wheedle. When wheedling fails, they emit a piercing distress signal. Some are quick to use violence when they have the upper hand, but in general force is not a Ferengi strong suit.

The Rules of Acquisition sum up the central beliefs of the Ferengi people. The Rules, a lengthy set of entrepreneurial homilies first established by Gint, the original Grand Nagus, expanded over the years. In addition to the First Rule, given above, they include such pearls of wisdom as, "Opportunity plus instinct equals profit" and "New customers are like razor-toothed greeworms. They can be succulent, but sometimes they bite back." There are at least two hundred eighty-five Rules of Acquisition, and you as Narrator should always feel free to add your own to the list.

Ferengi believe in an afterlife; dead souls go to the Divine Treasury, where they compete at auction for a sharply limited number of new lives. Those who were prosperous in life win the auction and are reincarnated; those who lose the auction are consigned to the Vault of Eternal Destitution. As this is going on, survivors slice up the dead Ferengi's mortal remains, vacuum-seal them in decorative containers, and sell them as collectables.

Male Ferengi are libidinous creatures; their tastes are not limited to their own species. Ferengi earlobes are highly erogenous; the practice of stroking them is called *oo-mox*, and often serves as a feature of negotiations between Ferengi males and seductive females of other species.

Ferengi are interested in art primarily as a commodity. In matters of clothing and decor, the Ferengi have no concept of bad taste. The more gaudy, opulent and excessive a jacket or piece of furniture, the better.

Ferengi look down on most other civilizations for their foolish obsessions with unprofitable pursuits such as justice, compassion, honor, logic or warrior pride. As far as most other civilizations are concerned, the feeling is mutual. Ferengi see the Nausicaans and Breen as occasionally useful, if thick-headed, hirelings. The FCA in particular recommends that its agents hire Nausicaans as henchmen and bodyguards. They have mixed feelings about the Orions; many Ferengi would delightedly join the Orion Syndicate if they could afford the entrance fee, but remain puzzled by the Orion disinterest in their ideology of acquisition.

In 2364, investigating the theft of an energy converter from an unmanned Federation outpost, the *Enterprise-D* made the first face-to-face contact with the Ferengi. The Ferengi destroyed the *U.S.S. Stargazer* in 2355, however, and no doubt possess some responsibility for other mysterious ship losses in that period.

Neutral Races

Orions

Homeworld

The Orion homeworld is likely Rigel VII, the reputed headquarters of the Orion Syndicate, although the Orions can be found on many of the worlds orbiting Rigel and nearby stars. Ruins in the Rigelian system are inconclusive. Rigel VII is often also called "Orion", since Rigel has twelve other planets, many of them also inhabited. Rigel VII has a purplish sky and a large nearby moon.

Home Region or Sovereign Territory

Orions are scattered among the various planets of the Orion sector, named after a constellation including the stars Rigel and Betelguese, and elsewhere in the Alpha Quadrant. They are not the sole humanoid occupants of these planets, and the Orions are not an imperial power.

Suggested Attribute and Edge Ranges

Fitness 2 [6]
    Strength +1
Coordination 2 [5]
Intellect 2 [5]
    Perception +1
Presence 2 [5]
Psi 0 [6]

Special or Unique Abilities

A subcaste of the Orion race possesses animalistic traits; it is unknown whether these traits indicate a subspecies or genetic alterations.

Special or Unique Skills

Orions encountered by Federation characters are likely to be good at tasks related to commerce and crime.

SIZE

Orions range from slightly smaller than human normal to somewhat taller and more massive.

TRAITS COMMON TO THE SPECIES

Orions are green-skinned humanoids. Their physical characteristics are close to human norms, although their physiology is closer to that of the Vulcans.

STORY NOTES

If you're looking for antagonists with a criminal or predatory bent, and your players have a hard time either fearing or loathing the Ferengi, take a look at the shadowy Orions, who have been making trouble around and within Federation territory since the 23rd century. The primary duties of a starship do not involve policing criminals, however, from time to time even the Federation's finest step in to help local law enforcement.

DESCRIPTION

Orions have been a thorn in the side of the Federation since its formation in 2161. Long a civilization on the decline, the Orions had fallen into decadence and social breakdown by the time that the alliance that would eventually become the UFP made contact with them at the end of the 21st century. At the time, Orions were living on a number of planets in the Orion sector, many of them making a living as criminals on the fringes of other societies, catering to the illegal desires of the weak and corrupt. At the founding of the Federation, member races offered to help the Orions reform themselves and join the new currency-free economy they proposed to build. The Orions rejected this offer, reckoning that the ideals of the Federation were ripe for subversion; even in a new era of interstellar peace and cooperation they calculated that there would always be a covert demand for the services of black marketeers, smugglers, slavers, assassins and other professional criminals. Not all Orions are criminals; most are honest, unassuming folk who mind their own business in simple settlements throughout the sector. Starfaring Orions might be comparatively honest merchants, or may fit the above description. Without the existence of law-abiding Orions, the crooks would have no cover to hide behind.

Orions join together in business organizations or gangs. Orion society is anarchic; various bodies claim authority over the Orion people, but none are powerful enough actually to exert it. As late as the 23rd century, Orions sold their own women as concubines, encouraging the belief that Orion women were sensual creatures who wanted nothing more than to serve men's desires. Starfleet eradicated this practice within the boundaries of the Federation, allowing Orion women to join their men as criminals and freebooters.

Unlike the Ferengi, the Orions have not created an entire philosophy to justify and celebrate their way of life. They tend to be realists and pragmatists who scoff at all ideologies. The few customs and traditions they see fit to maintain encourage group loyalty and mutual protection in a region of space overrun with do-gooders. Their ships are undistinctive, cobbled together from salvage or purchased outright from the surplus of more legitimate starfaring nations.

It is widely assumed, though unproven, that the Orions are powerful within the Orion Syndicate, the Alpha Quadrant's most secretive and feared organized criminal operation. Membership in the Syndicate is certainly open to other races besides Orions; anyone who can afford the steep entrance fee can join. It is unknown if Starfleet Intelligence has ever penetrated the upper echelons of the Syndicate; it is just as likely that its founders are not Orions, but chose to use the name of a race indelibly associated with criminal activities as a way of confusing law enforcement authorities. (As Narrator, you can decide which theory is true, and allow your player characters to learn the facts through investigation.)

Orions maintain a policy of neutrality towards the great starfaring civilizations, but are not all above discreet piracy to protect their markets.

Nausicaans

HOMEWORLD

Nausicaa III, in the Nausicaa solar system, is the Nausicaan planet of origin.

HOME REGION OR SOVEREIGN TERRITORY

Nausicaan colonies and outposts are found on the several other inhabitable planets in their own solar system, and in a few neighboring solar systems. During their brief period of expansion, they subjugated a number of nontechnological humanoid races.

SUGGESTED ATTRIBUTE AND EDGE RANGES

Fitness 3 [6]
  Strength +2
  Vitality +1
Coordination 2 [6]
  Reaction +1
Intellect 1 [5]
Presence 1 [5]
Psi 0 [5]

SIZE

Nausicaans are taller and more massive than the human average.

TRAITS COMMON TO THE SPECIES

Nausicaans are extremely tall humanoids with skull-like faces and extended, canine-type snouts. They typically affect shaggy hair, adorned with the occasional side braid.

Story Notes

Use Nausicaans when you need big, strong, ugly bad guys to threaten the heroes. After you've done so a couple of times, you might want to echo a traditional *Star Trek* theme and show that every race has redeeming qualities, presenting individual Nausicaans who rise above the brutal traditions of their culture.

Description

Although the Nausicaans are the thugs and ruffians of the Alpha Quadrant, their homeworld lies in the Beta Quadrant, near Romulan and Klingon space. They did not develop starfaring technology on their own, but were quickly advanced from a primitive, tribal state by the Romulans during their 21st-century war with the Klingons. Nausicaans served as clients of the Romulans, dutifully battling the Klingons until the two civilizations made peace. The Romulans then ignored them, retreating into one of their periodic bouts of isolationism. Using their newfound technology, the Nausicaans expanded from their homeworld, creating a very modest empire for themselves. They aroused the attention of the Klingons, who threatened them with war if they did not withdraw from the outposts nearest Klingon space. Like bullies everywhere, the Nausicaans know a bigger bully when they see one. They accepted their lot as a minor power and settled into a policy of neutrality that remains in force today.

Nausicaans live in small marauding bands centered around a charismatic head man or woman. "Charismatic" to Nausicaans is defined as "being able to beat up all of the other members of the band, if necessary." Although they often bluster and threaten one another, Nausicaans of the same marauder band rarely come to blows; they are adept at determining dominance without actually fighting. Although most starfaring Nausicaans make their living hiring themselves out as bodyguards and commandos, Nausicaans do not subscribe to the warrior ethic of other martial races. They fight because it is what they are good at, not because combat is an end in itself. Nausicaans see no dishonor in fighting unfairly, defeating an inferior opponent or submitting to a superior one. They fight when the odds are in their favor and the pay is good. The sole exception to their policy of calculated risk occurs when an employer fails to pay; Nausicaans fight to the last drop of blood to recover pay owed to them—with interest.

Nausicaans get what they want by threatening people with physical harm. They're always ready to make good on those threats—provided they're reasonably assured of victory.

Nausicaans aren't much interested in the arts, or in activities beyond the enjoyment of their hard-earned pay. Most of them wear the barbaric outfits of their tribal ancestors, because clients want them to look as intimidating as possible.

Nausicaans stay out of interstellar politics. They hire out to anyone willing to pay them and to tolerate their bad tempers. Ferengi are among their best clients, although it is often necessary to grab them by the lobes to ensure prompt payment for services rendered.

Breen

Homeworld

The Breen live on the icy planet of the same name.

Home Region or Sovereign Territory

Breen have outposts in several star clusters, including the Black Cluster.

Suggested Attribute and Edge Ranges

Fitness 3 [5]
Vitality +2
Coordination 1 [4]
Intellect 2 [5]
Presence 2 [5]
Psi 0 [0]

Special or Unique Abilities

The Breen enjoy a number of adaptations allowing them to survive in harshly cold conditions. Most notably, they have no blood, and can therefore withstand temperatures that would

kill most humanoid life forms. Also, they can reproduce at a very young age; a Breen female can carry a pregnancy to term from the age of eight. They undergo menopause at a much later age than most humanoid life forms. This permitted the early Breen to maintain positive population despite a high natural death rate. The need for expanded reproductive potential has passed, but the capability remains.

Breen have four-lobed brains and are thus immune to scans by Betazoids and other telepathic or empathic life forms.

Special or Unique Skills

Breen are technically adept and highly accomplished at survival in hostile environments (especially cold ones), and make formidable warriors.

Size

Breen are roughly the same mass and height as humans.

Traits Common to the Species

Breen never allow outsiders to see beneath their beak-like masks and metallic body armor. You should try to preserve this mystique in your *Star Trek: The Next Generation* series— but be prepared to describe what they look like if your players are absolutely determined to unmask one!

Story Notes

Breen often engage in activities frowned on by the Federation, including arms dealing, slavery and piracy. However, they are also capable of acts of bravery and self-sacrifice, and do not often cause trouble for the Federation unless their sometimes shadowy interests are directly threatened. Use Breen when you need your Crew to interact with warrior aliens who may or may not turn out to be their adversaries.

Description

The Breen originated on a planet too cold for traditional agriculture. They learned to cultivate the nutrient-rich algae found under the ice that covers their planet's oceans. Without this discovery, they never would have progressed from a simple hunting-based society to their current high level of technological advancement.

The demands placed on the Breen by their incredibly tough environment shaped their outlook on life, inspiring them to treat group survival as the paramount goal of existence. Modern Breen, having developed high technology that renders day-to-day existence less of an accomplishment, consider any act that increases the prosperity of the group as inherently virtuous. Such acts, after all, help ensure the continued survival of the group. The Breen ethical system holds personal resourcefulness as its central virtue. They define morality as the fulfillment of obligations made between equals. They form voluntary communities of various sorts, all defined by pacts of obligation made between adult members. As Breen work to increase the prosperity of their obligation units, they may act with complete disinterest in the rights of other sentient life forms. For example, they think nothing of enslaving others to labor for them. Breen get what they want by taking it from those outside their obligation units. They see nothing wrong with deceiving or harming such people.

The Breen's focus on short-term, practical goals, coupled with their lack of empathy for others outside their circles of obligation, has led them to specialize in operations on the fringes of civilized interstellar society as mercenaries, smugglers, arms merchants and privateers. They distrust lofty goals and grand associations, and have never displayed the imperial ambitions of powers such as the Klingons and Romulans.

Breen government is decentralized; Breen recognize only the authority of leaders they choose directly. An organization calling itself the Breen Assemblage operates out of the homeworld and claims the right to conduct diplomacy with other peoples. However, its authority seems limited, with important decisions made by leaders of individual obligation circles. The captain of a Breen vessel may speak only for his own crew, for an alliance of an unknown number of other obligation units, or for entire Breen planets or outposts.

First contact between the Breen and the Federation occurred in 2275; this encounter was

peaceful, although Breen privateers and Federation ships have clashed on occasion since then. The Romulans encountered the Breen during the second Romulan expansion of the 2260's; the Romulan saying "Never turn your back on a Breen" dates from those times of border tension.

In extreme cold, talking is a good way to lose body heat. Breen hardly speak at all; they communicate in large part through subtle alterations of body language, which are lost on even the best universal translators.

Breen treat men and women as equals. When survival is in question, everyone must be capable of performing every important job.

Breen technology includes a substantial biotechnological element; it manipulates the genetic structure of Breen algae to grow biomaterials with the properties of metal, silicon, plastic or other essential components. Every Breen ship of any size includes a hydroponics facility in which damaged parts are regrown. Distinctive items of Breen technology include refrigerated suits that allow the Breen to survive in hot climates, and the CRM-114, an extremely powerful hand cannon.

Other Alien Races

Antedeans

Homeworld

The Antedeans hail from the ocean planet of Antede III.

Suggested Attribute and Edge Ranges

Fitness 1 [4]
  Strength -1
  Vitality -2
Coordination 1 [5]
Intellect 2 [5]
Presence 2 [5]
Psi 0 [5]

Special or Unique Abilities

The Antedeans can self-induce catatonia; they use this ability on space flights, which they find extraordinarily stressful. When they emerge from this state, they must consume large quantities of food to rejuvenate themselves.

Size

Antedeans are slightly smaller and stockier, on average, than humans.

Traits Common to the Species

Antedeans are icthyohumanoids, or fish-men. They are blue in coloration, with large, down-turned lips, small eyes, and a line of long fins jutting out from the tops of their heads. Their features look mournful to human eyes, but are not in fact expressive of any particular emotion.

Story Notes

Use Antedeans when a storyline calls for amusing exotics. They originally appeared as characters whose humorous traits were meant to disguise their sinister intentions. If your players remember "Manhunt" (*Star Trek: The Next Generation*), the episode in which they originally appeared, you might use them as (and we're really sorry about putting it this way) red herrings, making them appear to be the villains yet again, while the guilty party is someone else entirely.

Description

The Antedeans applied for admission to the Federation in 2365, but this attempt was thwarted when the Antedean ambassador to a diplomatic conference turned out to be an agent of a terrorist group intent on killing all of the delegates. The terrorists represented an isolationist faction; Antedeans have a long tradition of quietly minding their own business, perhaps connected to a feeling of disconnection from the prominent cultures of the Alpha Quadrant. Technologically advanced ichythian humanoids are extremely rare. Some Antedeans feel an acute sense of isolation from

neighboring cultures, as well as a sense of shame at their inability to bear the rigors of spaceflight. These feelings of shame feed into a movement that urges withdrawal from interstellar affairs. Only a small, radical element of this movement supports terrorism. The majority of Antedeans wish to open their society to the advantages of trade and cultural exchange.

Devidians

HOMEWORLD
The home of the Devidians is Devidia II.

SUGGESTED ATTRIBUTE AND EDGE RANGES
Fitness 1 [4]
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
Psi 0 [5]

SPECIAL OR UNIQUE ABILITIES
Devidians exist in a time continuum marginally different from our own, and can barely be perceived by inhabitants of standard time. In order to confront them physically, the Crew must somehow devise a technology that harmonizes their temporal vibrations with those of the Devidians.

Devidians feed by draining the neural energy from the dying and converting it to their own use.

SIZE
Devidians seem roughly the same size and shape as humans.

TRAITS COMMON TO THE SPECIES
When visible, Devidians look like ghostly, insubstantial humanoids giving off a blue-white luminescence. Their facial features appear distorted, but seem to be dominated by prominent ridges of bone or bone-like material.

STORY NOTES
It's hard to sympathize with a sentient parasite, and the Devidians will most likely appear in your series as villains. However, a Devidian might argue that they have no conscious choice as to how they feed, and that they prey only on life forms who are dying anyway. Is the Federation capable of reaching some kind of accord even with these non-corporeal vampires?

DESCRIPTION
Devidians are motivated by the desire to feed. They show no indication of compassion for their victims. They seek out situations in which there are large numbers of dying lifeforms to drain of energy, such as a cholera epidemic in 19th-century San Francisco. They possess undefined abilities to create or take advantage of time-travel rifts, at least one method utilizing the snake-like ophidians. They may also possess either shape-shifting technology or natural shape-shifting ability. As they are almost impossible to interact with, we leave Devidian culture and social structure as a blank slate for Narrators looking for a bizarre alien species they can develop themselves.

Bynars

HOMEWORLD
Bynars are from Bynaus. Their civilization survived the death of Beta Magellan, a star in that system.

SUGGESTED ATTRIBUTE AND EDGE RANGES

Fitness 1 [3]
Coordination 2 [4]
  Reaction +1
Intellect 5
  Logic +2
  Perception +1
    Presence 1 [3]
    Psi 0 [0]

SPECIAL OR UNIQUE ABILITIES
Bynars are all linked to an extremely sophisticated computer network; its mainframe is distributed throughout the surface of Bynaus. Although Bynars retain some degree of individuality, each one can access any bit of information available to the whole.

SPECIAL OR UNIQUE SKILLS
Technical and scientific skills, particularly those related to computers, are a Bynar specialty.

SIZE
Bynars stand roughly four feet tall on average, and are correspondingly slender.

TRAITS COMMON TO THE SPECIES
Bynars are similar to humans, but have enlarged, bony craniums.

Story Notes

The Bynars attempted to steal the *Enterprise-D* in order to restart their damaged computer network. They may appear in your stories as sympathetic supporting characters who bring their computer skills to bear on a problem, or may again be led by their sense of binary logic to take some action without regard to the rights of others.

Description

Bynars have merged not only their society but also their very identities into the structure of their vast computer operating system. They live and work in pairs, exchanging information in digital form with the help of buffers, cybernetic devices worn on their belts. They are in great demand throughout the Alpha Quadrant for their computer skills, and were at one time employed by the Federation to upgrade its systems. Like a computer's, their sense of logic is entirely binary, dividing the world into "1" and "0" choices. This way of thinking gives them a curious sense of morality; when it comes to maintaining the integrity of their system, they would sooner deal unjustly with others than accept a chance of failure. For example, they stole the *U.S.S.Enterprise-D* because they could not be one hundred percent certain that the Federation would voluntarily agree to help them.

El-Aurians

Homeworld

The Borg destroyed the El-Aurian homeworld in the late 23rd century.

Suggested Attribute and Edge Ranges

Fitness 2 [4]
    Vitality +1
Coordination 1 [4]
Intellect 2 [6]
    Perception +1
Presence 2 [6]
    Empathy +2
Psi 0 [6]

Special or Unique Abilities

Among other powers, El-Aurians are able to sense distortions in the time continuum.

Special or Unique Skills

Known as exceptional listeners, El-Aurians excel at interpersonal skills.

Size

El-Aurians are almost identical to humans in size.

Traits Common to the Species

El-Aurians appear indistinguishable from humans.

Story Notes

The best-known El-Aurian is Guinan, bartender of the *Enterprise-D's* Ten Forward Lounge. An El-Aurian might play a similar role in your series, as a friendly yet enigmatic figure who provides occasional useful hints to the player characters. Not all El-Aurians have benevolent motives, any more than all humans do. The mystery surrounding the El-Aurians provides much of their appeal; you will need to balance your players' desires to plumb the mysteries of the *Star Trek* setting with the knowledge that less information is sometimes more fun.

Description

The El-Aurians are a long-lived people; Guinan is about five hundred years old. The El-Aurians are best known as good listeners, able to draw out and comfort others. Only a few El-Aurians remain alive in the galaxy, and most live solitary lives apart from others of their race. They can no longer be said to have a culture or society of their own, and so are hard to generalize about. El-Aurians mix well with members of other cultures, and do not always reveal their true heritage when doing so. Little else is known about them; they're too busy listening to talk about themselves. If Guinan's behavior is any indication, they can be counted on to be ever-alert for signs of Borg activity.

Iyaarans

HOMEWORLD

Iyar, the Iyaaran homeworld, has enormous and beautiful crystalline formations famous across the quadrant.

SUGGESTED ATTRIBUTE AND EDGE RANGES

Fitness 2 [5]
Coordination 2 [4]
Intellect 2 [5]
    Logic +1
    Perception +1
Presence 2 [5]
    Empathy –2
Psi 0 [0]

SPECIAL OR UNIQUE ABILITIES

The Iyaarans are able to project complex illusions using advanced technology.

SIZE

Iyaarans are roughly equivalent in height and mass to the average human.

TRAITS COMMON TO THE SPECIES

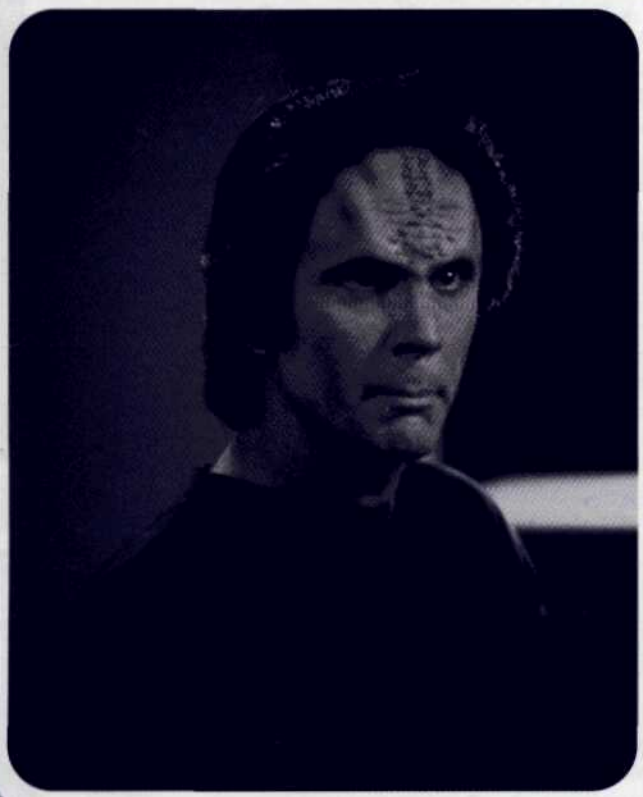
Iyaarans have putty-colored skin, prominent eyebrow ridges, and concave bone structures on their foreheads.

STORY NOTES

Iyaarans are well suited for stories that revolve around cultural misunderstandings or explore what it is like to live without basic emotional drives that we take for granted.

DESCRIPTION

Iyaarans reproduce asexually through a process known as postcellular compounding, emerging full-grown from devices called natal pods. Perhaps as a consequence of their sterile birth conditions, they are unfamiliar with most of the instinctual drives common to most humanoid life forms; pleasure, love and aggression all seem utterly alien to them. For example, their food is prepared only to provide sustenance, and any species used to taking pleasure in eating would consider it nauseatingly bland.



Jaradans

HOMEWORLD

The Jaradans are from Torona IV.

HOME REGION OR SOVEREIGN TERRITORY

Jaradan space has great strategic importance to the Federation.

SUGGESTED ATTRIBUTE AND EDGE RANGES

Fitness 2 [4]
Coordination 3 [6]
    Dexterity +1
    Reaction +1
Intellect 2 [5]
    Logic +1
Presence 1 [5]
    Willpower +1
Psi 0 [5]

SIZE

Jaradans mass somewhat less than humans, but they can reach heights of up to two meters.

TRAITS COMMON TO THE SPECIES

The Jaradans are an insectoid species with four arms and four legs protruding from a large thorax. They have large, multifaceted eyes and large mandibles surrounding their mouths. They are covered with bristly gray fur like that of a tarantula, and move with a jerky quickness.

STORY NOTES

The most notable trait of the Jaradans is their extreme sensitivity to protocol. Use them when your plot calls for the characters to engage in a difficult diplomatic meeting.

DESCRIPTION

The Jaradans are a spacefaring race with profoundly reclusive tendencies. The carnivorous Jaradans were cannibalistic in the distant past. As they learned to domesticate herd animals, they realized that they needed to find a way to cooperate with others of their own kind. They developed an elaborate set of signals and greetings to distinguish friend from foe, so that members of the same community would not attack and eat one another. Although cannibalism is now practiced only by a few traditionalists, the social rituals derived from these

signals remain the center of Jaradan social interaction. Jaradans refuse to deal with any stranger, Jaradan or alien, who fails to choose the correct greeting for the situation and then deliver it in impeccably accented ancient Jaradan. Diplomatic contact with the Federation was suspended for a twenty-year period because an ambassador made a minor pronunciation error in the delivery one of these greetings. This error was rectified in 2364 by Jean-Luc Picard, and negotiations with the Federation over access to Jaradan space have continued since then, although they proceed painfully slowly.

Omnipotent Races

For the purpose of the *Star Trek: The Next Generation Roleplaying Game*, an omnipotent being is defined as any entity so vastly superior to the player characters that it can do whatever it wants with them, regardless of the game rules. As Narrator, all you have to do is decide what the omnipotent entity wants to do; its wishes immediately become reality, no die rolls required.

An entity can be omnipotent according to our definition without wielding literally limitless power. For one thing, the existence of other such entities limits the abilities of even apparently all-powerful beings. A member of the Q Continuum can treat humanoids as playthings, but can be harmed by another Q, or even stripped of all of his godlike powers through the collective efforts of his fellow Q entities.

The omnipotent entities of the *Star Trek: The Next Generation* universe cannot resolve the classic logical paradoxes posed by the notion of infinite power. For example, if you were to ask Q to create something so heavy that even he couldn't lift it, he would respond with a smart-aleck quip, but would be unable to meet the terms of your challenge.

Special Considerations

Narrators need to take care when introducing omnipotent entities to their story lines. Although a firmly established part of the *Star Trek* setting, they lead to frustrating game sessions if not handled well.

Game Balance

When creating standard threats for your Crew, it isn't always necessary to work out in advance exactly how your players might overcome them. You can be confident that, with a little common sense and knowledge of the way Starfleet characters go about solving problems, they'll eventually come up with a reasonable response. You can figure out ways to make their plan hard to accomplish as you go along, creating excitement during the story and satisfaction once it's finished.

However, when the threat they face can do almost anything, you do need to come up with at least one clear way for the Crew, if not to overcome the omnipotent entity, at least to escape from the threat. It should be frustrating to deal with omnipotent entities— Picard certainly finds Q exasperating—but not depressing. No one wants to spend an evening's recreation wallowing in his own powerlessness.

The usual way in which *Star Trek* characters overcome omnipotent threats is through persuasion and through the strength of their own human values. A common thread in episodes dealing with omnipotent entities shows that some beings hit a moral or spiritual dead-end when exercising infinite power. While this is not true in all cases, it can be a pitfall of omnipotence. Convincing some omnipotent entities of this often becomes the challenge of these episodes.

Story Effects

Because it should remain impossible to combat them directly, the best use of omnipotent entities in your adventures is in a nonadversarial role. The omnipotent entity might lead the Crew members to the central challenge of the story, and then stand aside to watch them deal with it. It might test itself by using only a fraction of its powers. Or it might take a role in a story that revolves around an emotional realization rather than a simple struggle for victory.

The role of Q in the *Star Trek: The Next Generation* series is instructive here. In his first appearance, Q was a sinister adversary that the crew of the Enterprise couldn't beat. However, as the character made return appearances, it soon became clear that he was much more entertaining as an annoying but comical gadfly who did more to test the crew's patience than threaten their lives. As the character developed further, he found a moral sense and became increasingly sympathetic.

In your series, omnipotent entities should be more than a mere excuse for you to abuse the player characters and excuse otherwise implausible plot developments. Their appearances should help illuminate that classic *Star Trek* question: "What does it mean to be human?"

Q Continuum

Homeworld

The Q Continuum is an extradimensional domain, home to the race of omnipotent beings of the same name.

Suggested Attribute and Edge Ranges

Game statistics mean nothing to the omnipotent. Q succeed at any task they wish to

accomplish, unless they're in conflict with other entities of similar power. Either way, the outcomes of their actions are determined by the Narrator, not by die rolls.

SPECIAL OR UNIQUE ABILITIES
Omnipotence.

SPECIAL OR UNIQUE SKILLS
Any desired skills.

SIZE
Any.

TRAITS COMMON TO THE SPECIES
The true appearance of the Q is impossible for limited human minds to grasp. When they intend to be seen and heard by mortals, they adopt forms similar to those of the group they want to perceive them. Although the Q we've seen in *Star Trek: The Next Generation* nearly always adopt human form, they no doubt appear as Ferengi when they materialize on an all-Ferengi vessel, or as Iyaarans when they show up to pester Iyaarans, and so forth.

STORY NOTES
See the general notes on the use of omnipotent beings in your series. Even when a Q is portrayed humorously, his appearances should always spell trouble. No one wants an omnipotent being interfering in his life; even their most harmless pranks can represent a humiliating loss of control for the characters subjected to them. Pay close attention to the mood of your group during a Q story: There is a fine line between entertaining annoyance and just plain annoying annoyance; try to stay on the right side of it at all times. This is especially important in a roleplaying game; it can be funny to watch Picard do a slow burn in response to Q's cosmic practical jokes, but frustrating to have the same things happen to your own character.

DESCRIPTION
Q are godlike beings beyond mortal comprehension. All Q are known simply as Q. Although they are aware of one another's activities if they choose to be, they do not share a group consciousness and retain a sense of individuality apparently not much different from that of mortal humans.

Most omnipotent beings eventually discover that limitless power and consciousness are as much burdens as boons, and the Q are no exception to this rule. Always in need of novel experiences to sustain their vitality, Q society became stagnant after achieving a golden age of enlightenment approximately ten thousand years ago. A few Q rebelled against this stagnant order. One in particular, the Q known to the *Enterprise-D* crew, expressed his boredom by toying with other sentient lifeforms. He developed a particular interest in Federation captains, and may well insert himself into the life of your Crew's captain. Once a scourge to every race unlucky enough to come to his attention, this particular Q has learned not only to understand but to practice altruism, thanks to the example of Commander Data.

Douwd

HOMEWORLD
Douwd may be found anywhere in the universe.

SUGGESTED ATTRIBUTE AND EDGE RANGES
Inapplicable.

SPECIAL OR UNIQUE ABILITIES
Douwd can create or destroy on a massive scale, at will. In a flash of anger, a single Douwd once exterminated an entire technologically advanced humanoid race, the Husnock. Douwd can assume any living form. They can also materialize false surroundings for themselves, up to and including the creation of lifelike imitations of sentient beings they have known.

Do not use game rules to determine the results of a Douwd's actions.

Special or Unique Skills

Any.

Size

Any.

Traits Common to the Species

The Douwd are bodiless energy beings, but can assume solid form, including humanoid form.

Story Notes

A Douwd appears in "The Survivors" (*Star Trek: The Next Generation*); when it reveals its identity at the end of the episode, it turns out to be responsible for the strange events that the crew of the *U.S.S. Enterprise-D* have been investigating. You can use the Douwd in the same way, as the answer to a mystery, or you can create other stories that explore the poignancy of characters with power over everything except their own longings.

Description

The Douwd address the boredom that comes with omnipotence by slipping into disguises and living as humanoid mortals. Fully capable of entering into the emotional lives of their various guises, the Douwd can feel love, hate, remorse and other human emotions. When adopting the forms of other races, they experience those species' innate drives and instincts. Douwd make every effort to conceal their true natures, fearing that discovery of the truth would ruin their adopted lives. Knowing that an unguarded moment of anger can lead to terrible destruction, they try to behave as staunch pacifists. However, the very emotional attachments that they crave can blind them to this necessity, with disastrous results.

Creating Alien Races

Part of the fun of running the *Star Trek: The Next Generation Roleplaying Game* lies in adding your own creations to the classic story elements of the *Star Trek* universe. This section shows you how to create alien races in keeping with the spirit of *Star Trek: The Next Generation*.

Creation Process

Instead of creating an alien species and then trying to figure out how to use it in your game, you should do what the writers of the TV series do: Come up with a story, and then create an alien that satisfies the demands of that story. If you do reverse the process, try to come up with a story that makes the best possible use for the alien race you have created.

Premise

Each alien species needs a premise, one tied in some way to the premise of the story it appears in. The premise for an alien race should be short and to the point. Make it a phrase if you can, a whole sentence if you must.

For example, you could summarize the premise of the Klingons as "proud, barbaric warriors." The premise of the Ferengi could be "conniving, capitalist weasels." "Insubstantial energy vampires" sums up the Devidians. Simple ideas are strong ideas; they are easier for your players to grasp, and give you a solid basis when it comes time to add details later. You can use colloquial terms if they help you pare your idea down to its core essence; you don't have to share the exact wording of a species premise with your players.

To create a premise for your alien race, start with a theme or idea you want to explore. *Star Trek: The Next Generation* episodes deal more with the interaction of ideas than with the trappings of spaceships and ray guns and fantastic creatures.

Diane wants her story to deal with social conformity, both its benefits and its dangers. Rather than come up with a

standard insect hive-mind race, she tries to think of some other basis for her aliens. The phrase "Birds of a feather flock together" pops into her mind, and she decides to build her collective aliens as creatures evolved from birdlike ancestors and use that as her premise.

Name

Now that you have a premise, give the race a name. It should be fairly easy to pronounce— keep it to three syllables or less, if you can. Avoid jumbles of consonants. Try to make the sounds of the name evoke something about the race. The hard "K" that starts the word "Klingon" tells us something about the race. So does the soft, longer "F" sound in "Ferengi."

Diane wants a twittering, birdlike name for her race, but one that conveys a sense of group identity. She combines the word "flock" with a raven's "caw" to get "Flockaw." Hard to say with a beak; she tweaks it to "R'akaa."

Role in Story

For the next step, decide what role members of this new species of yours will play in your story. This determines how much effort you need to devote to their creation, and the specifics of that effort. You needn't develop the religion of a race of warrior thugs right away, unless their combativeness stems from a religious motivation. On the other hand, for a race created to exemplify a philosophic principle, the Narrator should put some effort into the origin and nature of the race's philosophy.

Set-up

Set-up characters exist only to set the plot in motion. Once they've fulfilled this role, they fade into the background. Both the Lenarians and Jaradans initially serve only as set-up characters. The plot of "Tapestry" (*Star Trek: The Next Generation*) demands that Captain Picard suffer a near-fatal injury at the beginning, so that Q can guide him through a near-death experience. The Lenarians were created to stab Picard in the chest.

Likewise, the Jaradans originated solely to motivate Picard's retreat to the holodeck, where the main conflict of "The Big Goodbye" (*Star Trek: The Next Generation*) takes place. The Jaradans and their insanely demanding diplomatic protocols provide Picard's need for a study break.

Background

Background characters are mentioned in passing, to make a minor plot point. They may not even appear in your story. The Breen started as a background race; Deanna Troi lists them as a species immune to Betazoid empathic scans in the episode "The Loss" (*Star Trek: The Next Generation*). They were referenced but not seen in another *Star Trek: The Next Generation* installment, but it was not until years later that Breen actually appeared as adversaries.

Adversary

If members of the alien race must be defeated in order to resolve the central challenge of the story, they are adversaries. Cardassians, Romulans and Devidians were all created as adversaries. The Klingons originated as adversaries for the original series, but became allies by the time of *Star Trek: The Next Generation*. When creating an adversary race, you should give them fearsome attributes, and establish why and how their values run counter to those of the Federation. Decide why they will be difficult for the Crew to defeat. Finally, you should ask yourself how they are different from the already-established threat races. If a Romulan or Ferengi could serve your plot needs just as well as this new race you're working on, you should change your creation to make it unique, or scrap it in favor of an appearance by an already-established alien species more familiar to your players.

Enigma Race

An alien race sometimes exists to pose the central problem in the story, but not necessarily to serve as adversaries. The enigma may lie in the race's nature itself, in its culture or in a problem that the race faces as a result of such factors. The Tamarians in "Darmok" (*Star Trek: The Next Generation*) serve

this kind of narrative purpose. Occasionally, an enigma may lie at the heart of the race's seemingly adversarial behavior: The Aldeans kidnapped human children because their race's isolation had doomed them to chromosomal degradation in "When the Bough Breaks" (*Star Trek: The Next Generation*); the Bynars hijacked the *Enterprise-D* because their culture of binary logic forced them to decide from only two options in "11001001" (*Star Trek: The Next Generation*).

Sympathetic Supporting Character

You may need a member of an alien race to help the Crew, or to evoke an emotional response that prompts them to action. Although he bears responsibility for the mysterious events in "The Survivors" (*Star Trek: The Next Generation*), the Douwd turns out to be a tragic figure, not an enemy.

> *Diane decides to use the R'akaa as an enigma race, since the point of the episode is to explore their "flocking" society. Diane also decides to add a R'akaa misfit as a sympathetic supporting character.*

Role in the Series

After you've determined the race's role in your story, think about its importance to your series as a whole.

Singular

A singular race is meant to feature in a single episode of your series. The central conflict of the story is resolved when the Crew members learn a secret about this unfamiliar race, or solve a problem that the race faces or has caused others to face.

Most races featured in *Star Trek: The Next Generation* episodes are intended to appear only once. The Bynars, Iyaarans and Devidians all serve as examples of singular races.

After using a singular race of your own creation, you may find that it has lasting appeal, and that it inspires further story ideas. Singular races have upgraded to recurring status in the *Star Trek* series as well; for example, the Trill were originally meant to fulfill the demands of a single story, but later became a major part of the *Star Trek* universe when a Trill regular character was established for *Star Trek: Deep Space Nine*.

If you're creating a race for a single story, you don't need to worry about making it deep and rich in detail. Concern yourself only with the questions you need to answer to make that one story work; additional information will just confuse the players, and make your portrayal of the race unclear.

Recurring

A recurring species is meant to appear in a number of episodes throughout the series. The best example of recurring races would be the various threat races, such as the Cardassians, Romulans and Ferengi. Allied races and Federation members can recur as well. Neutral races are less likely to take part in conflicts alongside or against Federation crews. They will probably start out as singular races, graduating to recurring status if your players respond strongly to them.

Recurring races must be more interesting, and more detailed, than singular races. It's your job to ensure that your players look forward to more stories involving your creations.

> *Diane figures that it's best to worry about one episode at a time. If the R'akaa capture her players' imaginations, then she'll bring them back and flesh them out a bit more. They'll be singular for now.*

Physical Attributes and Abilities

Decide what, if any, special physical advantages the race has. Ask yourself how the premise of your race might be expressed physically. Are there things that they do which might be made easier by particular physical adaptations? For example, the Klingons are a warrior race, so they are especially strong and have redundant organs.

Perhaps you can think of a physical ability that highlights the essential qualities of the race in a humorous or dramatic manner. The Ferengi are pleasure-loving hedonists, so their earlobes are highly erogenous.

> *Diane decides to keep the R'akaa relatively small: As a flock they will be hard to defeat, but individually are no match for a human. She decides to give them hollow bones, like birds, and a wing-and-keel structure which will let*

Wiggle Room

Avoid establishing facts about the race irrelevant to your story. This will give you maximum freedom when creating future stories about this race. It also keeps you from drowning your players in expository dialogue. Note that, even in the cases of the most highly developed alien races in *Star Trek: The Next Generation*, we tend to learn only one or two new facts about a culture per episode.

It's okay to think of details in advance, though. During play, keep a highlighter pen and a description of your new race handy. Whenever a detail comes up in the course of the game, highlight it. The highlighted passages are cast in stone, and can't be changed. The sections you didn't use represent your wiggle room; you can safely contradict them later, because the players don't know about them.

them fly in the atmosphere of their lower-gravity Class M world.

Not all of the physical characteristics of your race need to relate directly to the your initial premise. The Cardassian tolerance for heat, for example, has no direct bearing on their totalitarian culture or militaristic attitudes. It does, however, make Cardassians seem different from other races— it is a little detail that provides verisimilitude, the illusion that something in a work of fiction is real. If absolutely everything about your race relates to the premise, it will seem too obvious and pat. If, on the other hand, all of your choices are just random collections of interesting but unrelated ideas, the race will seem unfocused, and your players won't find it memorable.

These unrelated physical characteristics are more likely to come into play for recurring races, to which you will need to add depth as they continue to appear. Note that the fact about the Cardassian preference for high temperatures didn't come up in their first appearance, because it would have been distracting.

Diane knows she wants the R'akaa to have excellent sight, and to give the flock some sort of gestalt power that individuals cannot access. The latter seems more important for the theme, so she concentrates on that — perhaps the R'akaa use multiple echolocations to develop a three-dimensional "sonic picture" of their surroundings. Escaping the R'akaa will be nearly impossible. If the R'akaa become a recurring threat race, Diane decides she can always introduce a "raptor caste" with excellent vision in a future episode. She also speculates about gearing R'akaa vision more toward perceiving motion than forms; like Earth raptors, R'akaa find it much easier to see a moving target than a still one. That's another possibly confusing detail that Diane decides to leave for later.

Mental Attributes and Abilities

Decide if the race has any special mental capabilities. It isn't hard to relate mental abilities directly to your premise for the race's culture. They will be talented at skills relating to the goals of their culture. Ferengi are good at business, for example, and Romulans make skillful tacticians.

Diane decides the R'akaa excel in group tasks like starship construction, building immense ships in very short periods of time. The R'akaa also specialize in administration and logistics. This might make them either skilled strategists or predictable foes who simply swarm their enemies into submission; Diane decides to wait and decide this detail later, if necessary.

Again, in the case of recurring races, you will eventually want to introduce additional mental details for the sake of verisimilitude. Some of these might even provide comic contrast to the traits you might expect. Perhaps a race with a rigid sense of discipline is unable to resist the taste of strawberries. Members of a cruel and calculating race might melt into soft-hearted sentimentalists in the presence of tribbles. The alien race might regard these traits as a source of shame or embarrassment, and therefore conceal them from the Crew until they can win the trust of some of its members.

Additional Considerations

Once you take care of these basic issues, you should get more specific about your new race. The more marginal the race's role in your story, the less thinking you have to do about these additional issues.

Ecological

Decide if there are any special conditions on the race's homeworld that affected their development. For example, we know that the Breen homeworld is

barren and icy, and that tells us something about their physiology (they have no blood, their women become fertile early and go through menopause late) and their culture (they are dedicated to the concept of survival). On the other hand, the Klingon homeworld is said to be extremely resource poor; from this we might assume that life for Klingons was hard, and thus they developed a culture around war.

> *Diane knows that the R'akaa should be able to fly; to give them a little help, she makes their homeworld a light-gravity planet with a relatively dense atmosphere. Perhaps heavy storms and unpredictable weather patterns in that atmosphere forced the R'akaa to evolve their collective approach to survival, subordinating individual interests to assuring group success.*

If you decide to give a technologically advanced race a difficult homeworld environment, you should also figure out how they were able to overcome this drawback and reach the stars. In general, societies don't advance past the simple tribal stage until they develop the basics of horticulture. When a culture learns how to farm, it becomes committed to a particular place. It also becomes prosperous enough to support economic specialists— that is, people who spend most of their time at tasks other than the production of food. Although the first specialists are usually craftsmen and priests, this process leads, over thousands of years, to the development of science and of the manufacturing technology required if a culture is eventually to discover how to make starships, phasers, computers, and all of the other trappings of a starfaring race. In the case of the Breen, for example, it was tough to extrapolate how they developed a technologically sophisticated civilization on a planet seemingly too cold to support agriculture. We solved this problem by extrapolating an agriculture based on algae found under ice caps.

The ecological profile of a planet can change over time; if the ecosystem of a race's homeworld has changed since their ascent to the stars, those changes may have in turn altered their culture. A race that developed on a verdant planet may become suddenly militaristic (or apathetic) if their resources suddenly dry up. A tough race used to the hardships of a hostile environment might advance rapidly from a tribal state to one of highly developed technology if conditions suddenly improve, without enjoying the moderating effects of civilized laws or morality.

Political/Cultural

If it's important to your story, figure out how the society is organized. Decide what the basic social unit is, how the society is governed, and what the policies of its leaders are. Make some basic decisions about culture as well.

Social Unit

Every society has a basic social unit which people identify with, work for, and sometimes fight or even die for. The Ferengi social unit is the small business. The Nausicaan social unit is the mercenary band.

In many cultures (including late 20th-century Western culture), that unit is the family. Note, however, that there are as many definitions of "family" as there are cultures. One culture may define a family as including only a few generations, while another (especially if the race is long-lived) might extend the definition of family over many generations. Some may consider only close kin ties when defining the family; others may include many degrees of relationship. How exotic a family structure can you dream up?

The family is not the only possible social unit. A culture may force its members to focus their sense of belonging on a constructed social unit such as a military organization. Or individuals might select their own social units based on economic advantage, ideology, religion or other shared interests.

Diane began by assuming that the R'akaa social unit is the flock. Flocks coalesce around dominant R'akaa (probably pheromonally selected at first, although by now age and status play a large part), and the larger the flock the harder it is for any other R'akaa to disagree with it. Wars on the R'akaa world must be short, and perhaps very formalized: The instant one side gains a clear advantage, the other flock joins it instinctively.

Governance

Decide how the society is governed, and how the culture defines good government. These choices should definitely reflect the premise of your race. For example, the Klingons are governed by a Chancellor who presides over a Council dominated by representatives of powerful families; as a warrior culture, they consider a government that brings victory in battle to be a good one.

An *authoritarian* government permits a single leader, or elite class, to make decisions for everyone else. It may also be an *oligarchy*, restricting membership in its elite class on grounds of wealth, status, or another difficult-to-attain qualification. A *democratic* government allows the governed to choose those who govern them, and to hold them accountable when things go wrong. A *theocracy* is governed by priests or other clerics, according to the laws of a particular religion. An *anarchic* government may be no government at all, or it may be an extremely decentralized system that relies on members of each social unit to act in accordance with the goals of the society. A *monarchy* places authority in the hands of a hereditary ruler; the degree of authority might be absolute or partial. *Military* governments are run by high-ranking military officers. *Plutocracies* are run by commercial operations or the rich. Alien governments don't need to follow the examples of Earth history; you might have cultures ruled by top scientists, the best artists, individuals with perfect DNA structures, or governors chosen by lottery. As an exercise, see how many possible governments you can think of that we haven't listed here; try to invent alien races with premises based on those choices.

Diane decides that R'akaa make decisions collectively, after building a rapid vocal consensus. The flock settles somewhere, its members caw back and forth, and a plan spontaneously emerges out of the deliberation. R'akaa politics has no concept of "loyal opposition", and considers rebellion or questioning the group a sign of mental illness.

Design

Production designers on *Star Trek* use costuming, prosthetic make-up and set design to convey visually a great deal of information about alien races. The body armor of the Cardassians, or the barbaric outfits favored by Nausicaans, convey as much about their cultures as fifteen minutes of explanatory dialogue.

The good news is that, unlike a production designer, you have no budget limitations when describing the look of a race, its equipment and its costuming. We were free to describe the Jaradans as nonhumanoid; presenting them on a TV series would require expensive computer-generated effects.

The bad news is that you have to convey all of this information with words, with no actors and technicians to help your players picture what their characters are seeing. You should spend a few minutes thinking about what the race would look like after a talented production designer brought its premise to life visually. Describe the clothing worn by the race, the look of its spaceships and technological items, and of course the appearance of the species itself.

Diane wants the R'akaa to be birdlike, so she gives them feathered skins. R'akaa wear no clothes, but the flock together makes up a gorgeous tapestry of color and pattern. Their spaceships look like gigantic, many-branched trees, as do

their open-air palaces and other meeting places.

Arts and Leisure

Cap off your alien race with a few thoughts about its artistic expression (or lack thereof). Ask yourself how members of this species spend their spare time. What do they enjoy? What kind of food do they prefer? For example, we know that Klingons favor alarming opera and food squirming with live worms and insects.

Diane decides that R'akaa do everything in groups, including mating, raising young and feeding. For humans, being with the R'akaa will seem like being at a very loud, never-ending family reunion, wedding, and wake all at once. R'akaa play team sports as an even more formalized version of combat: Seeing the R'akaa teams wheel in precision should give the characters a hint about the R'akaa society, and perhaps how dangerous an enemy a flock of R'akaa might become.

Social/Outside Interaction

Decide how the race relates to its neighbors, to the Federation and to other major starfaring races. Think about the premises of other races, and determine whether these will bring your race into conflict with them. Similar premises might lead to conflict just as easily as opposed ones. A new warrior race is likely to see other warrior cultures as its rivals. Peaceful races won't get a pass, though; they'll be seen as possible targets.

Diane decides that the R'akaa have just begun to explore space, and that their encounter with the Crew will be a first contact. Relations with other cultures might go any way; Diane decides that the characters' actions may determine whether the R'akaa accept the notion of outsiders or turn hostile to every being outside the flock.

Technological

Determine the race's level of technological achievement. If it is preindustrial, determine the race's highest level of economic development: hunting and gathering, agricultural or a trade-based economy with large settlements. The race might be industrialized, but not yet capable of spaceflight. It might be a starfaring race with technology less advanced than the Federation, about as advanced as the Federation, or more advanced. A race's technology may range ahead in some areas and lag in others; the Breen are noted for their armaments manufacture and use of biotechnology.

Although they can complete large projects rapidly, the R'akaa remain a new starfaring race with poorer technology than the Federation. Of course, if the flock decides that they must improve their technology to survive, they may advance very rapidly indeed.

Templates and Overlays

Once you've fleshed the basic ideas behind your new race, it's time to translate them into game terms. Write up your race using the template format given on page 266 of this section.

SPECIES AVERAGES

Work out what an average member of the race can do. Remember that the human average for attributes is 2, and compare accordingly. Assign edges as appropriate. Decide if there are skills that the race specializes in, and give them bonuses in these areas. Also consider if there are Skills or Attributes that they are below average in, and adjust accordingly.

Diane assigns the R'akaa a Fitness rating of 1 [3], so that the most fit R'akaa is only slightly better than the average human. She assigns them a Vitality edge of +1, however; flying takes stamina. She leaves the Coordination rating alone; there's no reason why they'd be uncoordinated as well as weak, but she gives them a +2 Reaction Edge; they are uncommonly agile and quick to react. She decides the R'akaa Intellect and Presence attributes depend on the flock; individual R'akaa have a 1 [3] in each, and the attribute increases by 1 for each twenty R'akaa in the flock (to a maximum of 6). She adds the Perception +1 edge, as well.

BALANCE

Be conservative when assigning abilities; resist the temptation to make your creation more powerful than the existing races. Deviate from human norms only when you must do so to realize your concept. Don't make all of the attributes better than human; concentrate on one or two areas in which the new race is substantially better (or worse) than the average humanoid. After all, if the race is better than most others in all areas, it would have conquered most of the galaxy already.

Likewise, the race must be balanced against the established races in story terms. If you decide that your new species is more logical than the Vulcans, more barbaric than the Klingons, and more acquisitive than the Ferengi, you've just run roughshod over the setting that your players expect to take part in. Create races that haven't been done before; avoid "bigger and badder" copies of existing ones.

Creatures

Sevek crouched low in the underbrush and listened for the Tarkassian Razor Beast. Though she wouldn't admit it, she felt silly squatting behind a bush, clutching an Andorian spring gun. From the rustling in the trees above, she guessed their prey to be only five meters away.

A beautiful winged creature, six meters long, sprang from its perch in a tree up ahead. Sevek heard the characteristic sound of a spring gun firing, and saw Lieutenant Koval standing with the weapon to his cheek. The shot missed as the Razor Beast circled around. Koval fired twice more before it raked him with the edge of its spiny wings. Koval fell. Sevek simply stood watching the spectacle.

Koval recovered his weapon and fired again, and this time the beast fell to the ground. Both made their way over to the carcass, Koval obviously pleased.

"I fail to see the purpose of this exercise." Sevek said.

Koval looked a little confused, as he groped for an explanation that the Vulcan would understand. "Didn't you feel the thrill of the hunt? The danger?"

"As you are continually reminding me, I do not 'feel' anything."

"Hunting sharpens the senses, sharpens the eye."

"I am well aware of Andorian beliefs on hunting, Mr. Koval," Sevek said, "But the same skills could be honed through a simple phaser training program."

Just then, the First Officer's voice interrupted them. "Mr. Sevek and Mr. Koval, to the bridge."

"It seems," Koval said to Sevek, "we'll have to continue this later on. Computer, end program." With that, the Razor Beast, forest and spring guns vanished, to be replaced with the familiar holodeck emitter array.

Intelligence may be overrated. Certainly the vast majority of species in the galaxy manage to get along without it. For every planet with intelligent life, there are dozens which are inhabited only by nonsentient creatures. Animals have played important parts in *Star Trek* episodes, and can do the same in your roleplaying adventures.

Animals in Star Trek

Despite the popular notion that Starfleet personnel spend all of their time in the confines of giant starships, they actually run into animals more often than most city-dwellers on 20th-century Earth. Creatures can be encountered in a variety of roles. Some of these are listed below as guidelines for the Narrator. These categories are not rigidly defined, however. It is quite possible for a creature to be both a pet and a guardian, or a symbol and a source of food, or all four at once.

Pets

Most humanoids enjoy the company of animals, so pets are fairly common in the *Star Trek* universe. Commander Data's cat Spot is one well--known example. Pets are generally fairly harmless creatures, although one cannot depend on this — consider the Vulcan *sehlat*, a frequent companion of small children even though it is armed with six-inch fangs.

Beasts of Burden

Animals are the oldest and most reliable form of transportation, and are still used on many worlds. Starfleet characters may often find themselves using native animals to get around. Riding animals is a popular form of recreation — Captain Picard is an avid horseman when he can find the time.

Food Animals

Although most meat comes from replicators, there are still places where animals are an important source of food. On frontier worlds or in emergency situations, being able to catch dinner can make the difference between starvation and survival. Hunting has recreational and cultural importance for many races. And some foods just can't be replicated — Klingon *gagh* is best when eaten alive.

Symbols

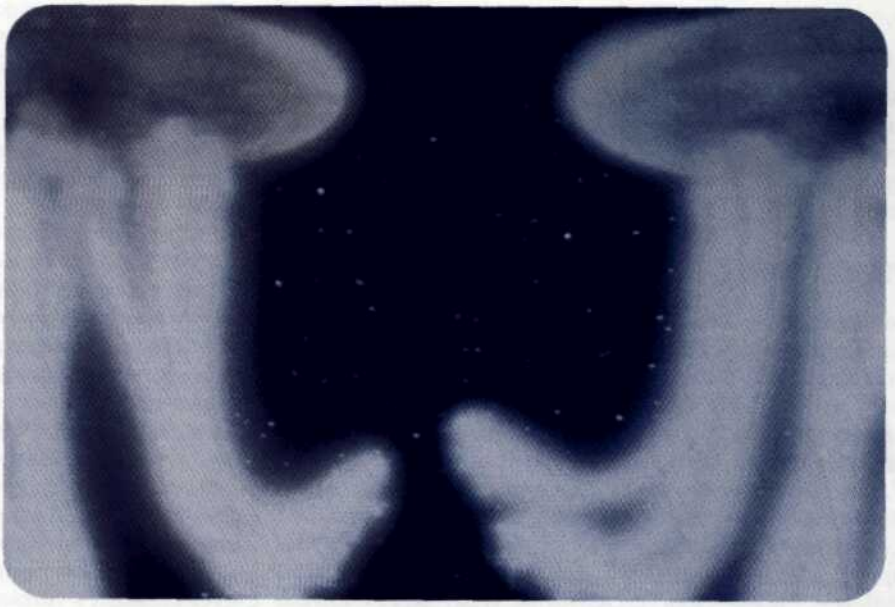
Animals can have tremendous symbolic power. Many cultures — even starfaring ones — have sacred animals. These are generally important domestic animals (like cattle in Hindu religion) or impressive local predators. It may be forbidden to harm or consume certain creatures; conversely, it may be necessary to slay a sacred beast as part of a ritual. Often creatures with symbolic importance are very rare, and problems can arise when tradition conflicts with conservation. Sometimes what appears as merely symbolic custom can actually be important to a race's survival.

Threats

Animals can still be quite dangerous. Explorers on strange new worlds often have to protect themselves from hostile creatures, and sometimes advanced weapons are no help. Animal threats can be divided further into two subcategories — predators and guardians. *Predators* are naturally dangerous animals, acting out of instinct. Often characters can learn enough about a predator's habits to evade it without a fight. *Guardians* are animals trained by intelligent beings to fight. They are much more aggressive than a wild predator would be, and may even know how to fight an armed opponent.

Using Creatures in a Story

The part a creature plays in a story may not be the same as the role it fills in "real life." Narrators who want to use creatures should have a reason to put them into the story. The characters all have motivations; so should animals. A Narrator who wants to run



a spooky adventure about tracking a dangerous beast through a starship's maintenance crawl-spaces should consider what the animal is likely to want. Is it hungry? Looking for a place to lay eggs? Just trying to hide? Animals seldom have complicated motives — their behavior can be subtle and complex, but the root cause is usually either food or sex.

Here are a number of story uses for creatures:

Local Color

While it may seem trivial, creatures are a useful way to give players the feeling that they really are exploring strange new worlds. If the away team encounters knights in armor on horseback, the story may seem trite and boring. Put the knights onto giant eight-legged reptiles, and it's new and exciting. Creatures can be as exotic as the Narrator wishes.

Comic Relief

Creatures are also a great source of comic relief, especially in a *Star Trek* setting. Starfleet characters exist in a rational, technological world. They follow orders. Their starships are all clean and shiny. They are dignified. Animals can be irrational, disobedient and messy, and are an excellent way to puncture a character's dignity. Imagine Lieutenant Worf trying to catch a runaway pig on the bridge of the *Enterprise*, and you've got an idea of the comic possibilities of animals.

The MacGuffin

Alfred Hitchcock coined the term "MacGuffin" to mean the object everyone in a story is trying to get. Often the MacGuffin doesn't actually do anything except serve as motivation for the heroes and villains — a creature with strange properties like the interphasic organism, a rare creature like the Crystalline Entity, or a Corvan gilvos. Not only do the characters have to worry about their human adversaries, but the animal may not want to be found. It may also have a delicate metabolism or require special care — all of which is hard to provide when the characters are fleeing a band of Ferengi mercenaries. Symbolic creatures or beloved pets of important people are good MacGuffins to chase after.

Puzzles

Narrators can use a creature as the focus of a scientific puzzle that the Crew must unravel. One way to come up with an intriguing biological puzzle adventure is to see the section on designing creatures below, and then come up with an organism which seems to violate the rules of ecology or physics. The players must then find a logical explanation. For example, a new colony is under siege by local predators. The beasts swarm out of the jungle, attacking the colony like a hostile army. Anyone leaving the colony's force field barrier is instantly attacked. Such behavior is very unusual, and the characters can eventually discover that the colony site occupies the creature's spawning ground. The colonists need only move aside long enough for the animals to breed, and the colony will be left alone.

Monsters

Probably the most common use of animals in a *Star Trek* adventure is as "monsters." Dangerous creatures can be the main opponent in an adventure, or just a "plug-in" encounter in the course of a larger story. In many cases a "monster" can pose a puzzle; the focus of the story isn't on killing the dangerous creature but on figuring out how to avoid it, or learning what its weaknesses are.

Red Herrings

Creatures can also be "red herrings" — a distraction or diversion from the main plot. If the Away Team is searching for a band of Klingon renegades in dense woods, that rustling in the underbrush could be a warrior ready to attack — or just a mother rootbeast and her young. Alternatively, a creature could be blamed for what is actually the work of the villains; since animals cannot speak, there is no way for an accused creature to deny responsibility.

The Creature Template

Creatures in the *Star Trek* roleplaying game are described using the Creature Template. It is similar to the format used to present characters and other humans. Of course, creatures — like characters — are more than just a set of attributes and skills.

Creature Attributes

Creatures have five basic attributes, just like human characters. The chief difference between creature attributes and character attributes is that creatures don't have an Intellect score, but instead use an attribute called Instinct. Otherwise, creature attributes are the same as human ones.

Fitness

Fitness measures a creature's strength and stamina, just as it does for humans. For most creatures Fitness won't be more than 3 or 4 — humans are actually rather exceptional in their stamina and endurance limits. Large animals, however, get enormous bonuses to their Strength edges (see *Size*, below).

Coordination

For creatures, the Coordination attribute generally measures body agility and speed, rather than fine manipulation. Only if a creature is described as having hands (or some equivalent) can a creature's Coordination be used for tinkering. Some creatures may have a low overall Coordination but be very dexterous manipulators — the elephant, with its agile trunk, is a good example.

Presence

A creature's Presence is usually based on its size, as described in the section on *Designing Creatures*, below.

Instinct

Instinct is the measure of a creature's cleverness. The difference between creatures and characters is the ability to reason abstractly — if an organism is sentient, it's a non-player character. A creature's Instinct attribute measures how well it copes with new situations and learns from experience. Creatures with a low Instinct attribute tend to act in very predictable patterns, almost like machines. Smarter ones can adapt quickly to a strange situation. Animals with "preprogrammed" behavior patterns, like ants or dung beetles, have an Instinct of 0. Very clever creatures verging on sentience have an Instinct Attribute of 5.

Psi

Most creatures have no psionic ability, and so have a Psi rating of 0 unless otherwise noted. Psi powers are described in the section on *Anomalies*, below.

Creature Edges

Just like human characters, creatures can have normal edges in their Fitness, Coordination, Presence and Psi attributes. The Instinct attribute replaces Logic with an edge unique to creatures: Ferocity. Perception remains as the second Instinct edge.

Creatures are often highly specialized, and so the possible range of edges is much greater than human norms. A creature's Template description will list its possible edge ranges.

A Sample Template

To show how to use the Creature Template, we proudly present Commander Data's pet cat Spot, written up in the proper format.

Name: Spot

Type: House cat

Size: 5 kilograms, 0.5 meters long

Form: Four legs, two eyes, large ears, furry skin

Attributes: Fitness 3 (Strength 1), Coordination 5, Presence 2 (Perception 4, Empathy 1), Instinct 3

Base Movement: 10

Resistance: 1

Special Abilities/Unusual skills: Cats have excellent night vision, defined as the Night Vision (+2) Advantage.

Weapons: Bite and claws (do 1 point of damage each)

Description and additional notes: Spot is Commander Data's pet cat. She is a small mammal who lives on a diet of cat food, table scraps, and occasional insects. Like most house cats, Spot spends a great deal of time sleeping.

Creature Templates

Use the following traits to describe creatures:

Name

Obviously, this is what the creature is called; it can be either a species name, like "black bear" or "Talarian hook spider," or the creature's individual name.

Type

Species, breed and so forth. You may also list whether the creature is similar to a mammal, reptile or fish, but this is usually necessary only if it is a new or weird life-form, such as a silicon-based animal.

Size

The creature's mass in kilograms and its longest dimension in meters.

Form

Form describes the creature's basic body plan. The Form entry should be brief but descriptive, telling how many limbs the subject has, any notable

features, and its overall appearance, preferably described in one sentence.

Attributes

Includes any edges.

Movement

Provides a creature's base movement rates and movement types (i.e. flying, slithering, and so forth), expressed as a number of meters per round. Just as characters can, creatures may move faster or slower than these base rates depending on the situation. Refer to the Tactical Chapter for modifiers to character movement and use these as general guidelines. Remember that the maximum movement rates of certain types of creatures — pouncing hunters, for example — are proportionately much higher than those of humans. Conversely, animals such as filters will have lower proportionate rates (if any). Keep biological considerations in mind when assigning movement rates to your creations.

Resistance

A creature's Resistance equals its Fitness+Vitality, plus a Size Modifier. See the accompanying Size Table on page 297 for a list of modifiers. Otherwise, creature Resistance works exactly as it does in humans and other species. Creatures use the same seven Wound Levels, and can take damage in each level equal to their Resistance plus any armor. Creatures also suffer the same penalties at each Wound Level that sentient species do, although in certain situations the Narrator may allow a creature to make an Instinct Test (modified by Ferocity) to temporarily overcome these penalties. A creature always has a Resistance of at least one, regardless of any size modifiers or other penalties.

Special Abilities/Unusual Skills

Features such as night vision, sonar hearing, broad-spectrum eyesight and the like. Rules for using these unique exceptions should be included.

Weapons

Usually an animal's natural weaponry, such as teeth, claws or poison stinger. This section should provide the creature's skill with its weapons and the damage each weapon inflicts. Animals with high Instincts (4-5) may occasionally adopt "found" tools — a chimp may pick up a fallen branch to use as a club, or throw a rock. You should also include normal Difficulty Numbers for each attack type. If a creature employs multiple attack methods, its primary attack might be made at a Difficulty of Moderate (6), while its secondary attacks are made at a Difficulty of Challenging (9). If Difficulty is not listed, assume a Difficulty of Moderate (6).

Description and Additional Notes

Anything else useful for describing the animal's traits or behavior, such as "Andosian snakes only attack moving targets ...."

Designing Creatures

The most important question to ask before designing a creature is: What is its purpose in a scene or episode? Is it there to guard a treasure or important person? Has it been loosed on the Crew by an alien scientist attempting to test their mettle? Or is it meant to evoke smiles by bounding over to the Crew to lick their hands and faces?

Whatever the purpose, the creature should physically represent it. If, like a large mammal or poisonous reptile, it's there to pose a threat, then it should have vicious natural weaponry (unless its tactic is to *appear* harmless before pouncing). If it's meant to convey that the Crew has beamed into paradise, perhaps a flock of brightly colored songbirds is more appropriate. However, if it is meant to signal a decaying world, a glimpse of something horribly wrong — a mutated songbird, for instance — may be required.

Creatures should not just randomly drop out of trees; there should be a dramatic reason for their appearance, even if it is only to display verisimilitude, to build up the believability of an environment. Verisimilitude in *Star Trek* is just as important as it is in literature; the more details one can muster to describe a scene to the players, the more real that scene will become in their minds. A new and unknown animal is one of the most visually captivating ways to grab a player's attention.

Toward this end, creatures should be believable, although they can still be baffling and seemingly incomprehensible at first. The cues guiding these animals' instinctual behaviors may be hidden, but they should not be nonexistent. Indeed, the core of a *Star Trek: The Next Generation RPG* episode could be built around puzzling out the clues to a creature's behavior. While it may take the Crew a few hours to figure out why that strange beast is stalking them, once they realize that the rock sample the doctor placed in his medical bag is the creature's egg, they can rectify the situation without violence.

The following section gives helpful categories for designing creatures and adding believability to them without offending science — although in *Star Trek*, the vast universe displays more exceptions than rules. Don't be afraid to stray from these guidelines; they're here to give the whys and wherefores of natural life as far as we know it in the 20th century, not to chain imagination to unbreakable laws. However, realizing why a creature breaks the so-called laws of nature can help fend off any player's disgusted whine of, "It's a herd animal! It can't act on its own!", to which the Narrator replies, "Maybe you should check your tricorder logs ...", knowing that the Icaran grass-stomper is descended from a chasing hunter

animal and still bears some of its ancestor's defensive instincts.

Biology

Biology is a vast and complicated science; there's no way to boil it all down to a chapter in a roleplaying game. Fortunately, one can devise some rules of thumb to help in designing creatures. Besides the story considerations listed above, the Narrator should make three decisions about his alien beast:

- What or how does it eat? This determines a creature's role in its environment, and thus is a major clue to its role in a story — a pouncing hunter is more likely to be a threat to the Crew than a pet. A creature's feeding strategy in its particular environment can help answer the following two questions:
- How big is it? A pouncing hunter in a world of large, armored grazers also needs to be large, as its solitary tactics are useless if it can't take down prey. Chasing hunters don't need to be as big, since a pack of them can gang up on their meal. Likewise, grazers — the usual prey for predators — need to be long-legged and fast so they have a fighting chance against their attackers.
- Is it warm-blooded? This final question gives an idea of the creature's range in its habitat and its hunting times — cold-blooded reptiles get sluggish in the cold night of a desert, for example.

Pretty much everything else about a creature can be determined on the basis of those three questions. After that it's just a matter of filling in the details. More scientific issues are covered further down. Note that this discussion is mostly concerned with animals on Earthlike worlds; more alien types of organisms are in the section on *Anomalies*, below.

Feeding Strategies

How a creature makes its living will affect nearly everything about it. For the purposes of the game, we can divide organisms into six categories, based on what they eat. These classifications are oversimplified, but they cover the main strategies used by living things to keep fed.

They also provide some idea of the various roles such animals can fill in a story. That monkey-like animal who ran off with Ensign Alessara's tricorder is probably a gatherer; following it back to its tree-top roost reveals a treasure-trove of cultural items it once stole but threw to the ground once they proved useless as food. Among the detritus is the alien data chip the Crew has been looking for.

Filters

Filters are the "couch potatoes" of the animal kingdom. They let the food come to them. Obviously a filter needs to live in a fairly rich environment — on Earth most of them live in the ocean, which is just a soup of nutrients. Oysters, sponges and clams are all ocean filter creatures. There are a few filters that don't live in the sea, however. Spiders use their webs to sieve the air. Filters can't afford to be picky about what they eat, so most of them have digestive systems that can handle a wide range of foods.

Most filter feeders are fairly small, limited by the amount of food available. In a very rich environment they can get to respectable size — sponges in tropical waters can be human-sized or bigger, and clams can get up to a meter across.

Since filters don't move around much, the main danger they pose is catching a character unaware. Many of them have defenses to ward off bigger creatures. Oysters and clams use impenetrable shells, but spiders and jellyfish arm themselves with poison. Alien filter creatures might use long spines, electric shocks or other exotic defenses.

It doesn't take much brains to sit in one place and eat whatever drifts into your mouth. Filters generally have an Instinct rating of 1. Presence is unlikely to be more than 1. Fitness can be fairly high, but only for specialized tasks: Oysters can't move at all, but they are very good at keeping their shells closed when predators are about. Coordination is low, but filters that use some sort of trap might have a high Reaction edge.

Grazers

Grazers consume food sources that are constantly renewed, like grass or leaves. In the ocean, whales eating krill are essentially grazing. Often these food sources are energy-poor, so grazers have to make up for it by eating constantly. They don't have to hunt down food or subdue it; they just have to shovel it in as fast as they can.

Warm-blooded grazers tend to be big, because a large creature can extract energy from food more efficiently, and because small mammals need high-energy food to keep their temperature up. Cold-blooded grazers can be any size, from dinosaurs on down to mites.

In rich surroundings, grazers can live in great herds, sometimes with thousands of members. Harsher environments tend to have solitary grazers. Animals living in herds tend to be protective of young, and males may defend their mates against rival males, but their main defense against predators is speed and numbers. Solitary grazers, on the other hand, tend to be tough and territorial, ready and able to take on all comers.

Few grazers are very smart. They typically have an Instinct attribute of no more than 2 or 3. Solitary grazers tend to be brighter than herd animals. Presence is low in small grazers and most herd creatures, although the creatures may have a substantial edge in Perception. Big male herd animals can have a decent Presence in order to intimidate rivals during mating season. Coordination and Fitness are about average for a grazer's size.

Gatherers

Gatherers are more picky than grazers. Instead of eating large amounts of poor quality food, they spend the time to look for foods rich in energy. The effort in getting dinner is greater, but so is the payoff. They are generally smaller than grazers, and are more active and intelligent. They may be quite clever at getting food, with sharp beaks or agile paws to open tough

fruit, or else keen senses to locate hidden delicacies. Gathering herbivores sometimes also eat small insects or scavenge dead animals. Because their food may be hard to find, they are often solitary, or live in small groups. Often the plants on which they feed are equipped with chemical defenses, so gatherers may have very specialized digestive systems. Some species eat only a specific part of one kind of plant, like the Koala.

Mineral-eating organisms like the Horta are similar to gathering herbivores in their habits. The minerals they consume are incredibly rich in energy, but it takes a lot of searching to find useful veins of ore.

Gatherers can have an Instinct attribute of 3 to 5, and frequently have special abilities related to getting food. Their Presence is usually proportional to their size — a small gatherer like a mouse has a very low Presence, but apes can be fairly imposing. Most gatherers have a good edge in Perception. Gatherers have an average Fitness, but tend to have low to average Vitality. Coordination tends to be either very low or very high. The slow ones usually have some kind of natural defenses, or else breed very quickly.

Scavengers

For game purposes the term "scavengers" covers all carnivores that live on helpless prey or food that cannot fight back. Vultures are scavengers, and so are anteaters. They are much like gathering herbivores, in that the main problem facing a scavenger is where to find its food. It may take a little time and trouble to get the food, but its meal isn't going to fight back. Often scavengers moonlight as gatherers when there isn't any meat to be had.

In game terms, scavengers follow the same pattern as gatherers: fairly good Instinct, Fitness and Presence proportional to size, and either very low or very high Coordination. They are more likely to have claws, sharp teeth or other natural weapons.

Pouncing Hunters

Pouncers lie in wait for prey to come by, then attack suddenly. They can move very fast for short periods, but can't keep up a long chase. Cheetahs, alligators and *sehlat* are pouncers.

Because it's hard to coordinate several simultaneous attacks, pouncers are frequently solitary. Sometimes they work together in small groups, with one or two acting as "beaters" to drive the prey toward a designated killer lying in wait. Characters attacked by a pouncing carnivore are likely to have a brief but intense fight on their hands. If the creature doesn't win right away, it is liable to give up and go elsewhere in search of easier pickings.

Pouncing carnivores have some of the most effective natural weapons anywhere. They use teeth, claws, poison or constriction and occasionally even swallow their prey whole. The whole idea is to kill or incapacitate the prey suddenly, before it can escape or fight back.

A pouncer is likely to have a pretty good Instinct, at least 2 or 3. Those that work in groups often have an Instinct of 4 or 5, because of the need to communicate and coordinate attacks. Dolphins are an example of very clever pouncers who work in groups. Pouncing hunters are likely to have an edge in Ferocity, to reflect the sudden, devastating nature of their attacks. Fitness will be good, with an edge in Strength, although pouncers generally don't have a particularly good endurance. Coordination can be very high, with good edges in both Dexterity and Reaction. Carnivores can add 1 or 2 to their basic Presence, since they don't have much to be afraid of; they often have a good edge in Perception.

Chasing Hunters

The creatures which put the most time and effort into getting fed are the chasing hunters. They don't make as many attempts to catch prey as pouncers do, but their attempts almost always succeed. Chasers can keep after a prey animal for hours or even days at a time, wearing it down until the hunters can make the kill.

While speed is useful, stamina is the key for chasing hunters. Even a fairly slow creature like the Komodo dragon can make a living as a chaser because it can keep tracking its prey for days at a time. Most creatures don't have much stamina, but chasers are the endurance champs. A horse that gallops twenty miles at top speed will die; a human can run a marathon race for fun. That's because humans are descended from chasing hunters.

Size Table

Size (kg):	1 or less	5	10	25	50	70	100	200	500	1,000	5,000	10,000
Strength Edge:	-6	-5	-4	-3	-2	-1	None	+2	+6	+10	+40	+60
Presence Range:	1	1	1	1-2	1-3	1-4	1-5	2-5	3-6	4-6	5-7	6-7
Resistance Mod:	-6	-5	-4	-2	-1	None	None	+2	+5	+10	+30	+50

Note: While this table provides general ranges, Narrators can extrapolate more specific information by filling in the modifier "gaps" between each category. For example, a creature with a mass of 200 kg receives a +2 Resistance bonus. According to the table, a creature with a mass of 400 kg would receive the same bonus. However, since the modifier steps increase in +1 increments between 200 and 400 kg, a Narrator could give the larger creature a +4 bonus. Thus, a 700 kg creature would receive a +7 bonus, while a 2,000 kg creature would receive a +15 bonus. Although the Strength bonuses are slightly different, the same logic applies.

Chasers often work in packs or groups. They can have quite sophisticated methods of communication, and often have an elaborate dominance hierarchy within the group. The combination of persistence, social structures and the ability to plan and carry out complex tasks means that chasing hunters are among the most intelligent of creatures. They can have very high Instinct ratings, verging on sentience. Often chasers have edges in Ferocity and Willpower. As a rule, chasers aren't as well armed as pouncers. Their attacks don't have to be instantly lethal.

Because chasers invest a lot of effort in making a kill, they won't give up easily. Characters who find themselves being hunted by chasers will have a difficult time — they may be able to drive the creatures off for a while, but they'll keep coming back.

Chasing hunters usually have a big edge in Vitality, and a pretty good Coordination. Those that operate in groups may have a high Presence and Instinct. Solitary chasers aren't quite as bright, with a low Instinct supplemented by a big edge in Ferocity.

Size

Humans are among the largest living things. The vast majority of organisms are too small to see. Since heroic battles against protozoans aren't very exciting, most creatures encountered by characters are likely to be large.

A creature's size determines much of its basic physical abilities. In general, creatures have the same attribute ranges as human characters — 1 to 5. Where size makes a difference is in Strength and Presence.

For Strength, a creature's size provides an enormous edge to its basic Fitness. The basic Fitness for creatures is generally about the same as for humans, no matter what the creature's size. Most creatures have about the same degree of stamina and resistance to disease, usually 3 or 4. What size does give animals is an enormous Strength edge. The table below shows how much of an edge size can provide.

Presence is more a function of a creature's relative size than its absolute mass. The table shows the basic range for a creature's Presence ability based on its size.

Coordination does vary with size, but in an odd way. Generally small creatures are more agile and fast-moving than big ones, but large animals can outrun smaller ones. Rather than indulge in lots of game mechanics, simply assume that a large animal's Coordination refers to its running speed while a small animal's score reflects its superior agility. Very few animals have hands, so a creature's Coordination score should be considered 1 for any task involving fine manipulation.

Metabolism

Living things are walking bundles of chemical reactions. These reactions slow down when it gets cold. There are two ways to handle this problem. Cold-blooded creatures (known as "ectotherms") ignore it, and just get sluggish when the temperature drops. Warm-blooded creatures ("endotherms") have an internal thermostat and burn energy to stay warm. There are advantages and disadvantages to both strategies. Cold-blooded creatures are vulnerable in chilly weather, and this limits the range of habitats where they can survive. Note that big cold-blooded creatures are a lot more resistant to cold than small ones. Warm-blooded creatures can stay active no matter how cold it gets, which gives them a big advantage. The drawback is that they have to keep eating to fuel their roaring metabolic rate.

In game terms a cold-blooded creature's Coordination is likely to be low, and in cold weather Coordination is halved. They get a Vitality edge of 1 or 2 because they don't need to eat as often, and are generally more durable.

Ecologies and Environments

Creatures never exist alone. All animals are part of an ecology — a whole system of plants and animals. When designing a creature, the Narrator should give at least some thought to the entire ecosystem in which it lives. Ecologies vary depending on the conditions. In an environment rich in energy and resources, the ecology will be very complex, with dozens or hundreds of species existing together. Rich ecologies can support very specialized creatures. Harsher environments have simpler ecologies.

On most Earthlike worlds, plants form the basis of all ecologies. They turn energy and raw materials into food, and their production supports all other living things. Not all plants get their energy from

sunlight. Bacteria in Earth's deep ocean vents get their energy from chemical reactions. Fungi and some bacteria get their energy from the decay of other living things. On alien worlds plants could tap magnetic fields, radioactivity, volcanic heat or lightning. The source isn't as important as the fact that all systems must have some outside source of energy. This is the fundamental question any Narrator should consider when creating an ecology — where does the energy come from?

Herbivores live on plants. Even the most efficient herbivores require a lot of plants to support them. In a rich environment an herbivore needs about ten square meters of grazing space per kilogram of body mass (this is a *very* rough figure). Since different species tend to eat different things, most creatures have larger territories than this, and share the plant production with other animals. So a square kilometer of African savannah might support two elephants, ten giraffes, a hundred gazelles and thousands of mice, birds and insects.

Carnivores eat the herbivores. It takes about a hundred kilograms of herbivore to support one kilogram of carnivore, so that slice of Africa might support a couple of hyenas, a cheetah and maybe a crocodile. Carnivores are scarce, so if your characters keep encountering big fierce animals, something is definitely wrong with the ecology — which could be the Crew's clue to a major story point, leading them to the ancient alien zoo from which many animals not meant to live together are escaping. With their captors long gone and the advanced force fields guarding their environments now decayed, havoc rules.

The Details

There are a number of other details besides story concerns and biological niches which the Narrator should use to flesh out his creatures:

Appearance

A creature's appearance is up to the Narrator designing it. In general, Terran animals are a good guide to follow — a fast-running creature needs long legs, a burrower needs powerful claws and so on. Alien creatures can have extra limbs, multiple eyes and weird coloration. Except for features evolved to attract the opposite sex, most animals are pretty functional. Narrators should have some idea why their animals have various features.

Senses

Animals tend to have the senses that work best in their surroundings. Earth's atmosphere is transparent to certain wavelengths of light, and those are the ones we use to see by. In different atmospheres the local life forms might use different frequencies.

Note that some senses are impractical. A creature using radio waves instead of visible light to see by would need eyes the size of radar antennae. Dolphins and bats use sound to locate prey, but they rely on their eyes when closing in for the kill. Chemical senses like taste and smell are good for tracking and sniffing out predators, but are lousy for targeting a leap or avoiding a pitfall.

Animal Weapons and Defenses

Animals on Earth have developed an incredible variety of devices to kill prey and keep from being killed. Alien creatures might well add a few items to the arsenal. Narrators are encouraged to come up with their own ways for creatures to commit mayhem.

Each attack type below lists the normal damage caused by the attack. The Difficulty of a creature's primary attack form is usually Moderate (6), while the Difficulty of secondary attack forms is often somewhat higher. Remember that each creature and attack type is different; the Narrator should feel free to vary Difficulty according to the situation or ecology involved. Generally, it is more difficult to hit with biting or constriction attacks than with a hitting, slashing or ramming attack.

Biting

Any attack which relies on sharp edges and pressure is a bite. A dog's teeth, a bird's beak and a crab's claws are all forms of biting attacks. The basic damage from a bite is equal to the creature's Strength. If the teeth, beak or pincers are especially sharp or long, the Narrator should add +1d6 or more to the damage; teeth tend to do more damage than beaks or pincers.

Hitting

There's a tremendous mechanical advantage in swinging a club, and animals with long limbs can use them to attack. A human's punch, a horse's kick and a dinosaur's lashing tail are all methods of hitting. The basic hitting damage done by an animal is a number of points equal to its Fitness + Strength. If the creature is using a particularly long limb, otherwise gaining leverage, or using a limb that is hard, bony, or spiked, the Narrator should add +1d6 (or more) to the damage.

Slashing

Hitting is even more effective if there's something sharp on the end of the limb. A tiger's claws, a squid's hunting tentacles and the barbed tail of a Stegosaurus all are ways to slash. Small claws like a housecat's only do 1 point of damage. For most small animals, this is all the damage they can do with claws. Big claws like those of a lion or an eagle do 2+1d6 damage; really huge claws do 3+2d6 (possibly more, for extremely large animals). Die rolls are modified by Strength.

Constriction

If a creature is flexible and strong enough, it can just squeeze its enemies to death. Some creatures, like certain snakes, rely on constriction as their primary attack. For others it is a way to hold the prey still for a bite to finish the job. Constricting

attacks do the creature's Strength in damage every round until the victim can get loose. Freeing oneself from a constriction attack requires an Opposed Test of either Coordination or Fitness + Strength against the constrictor's Fitness + Strength.

Ramming

A good-sized animal can use its entire body as a weapon, using speed and mass to slam into enemies. Armored creatures often use this method. Damage from a ramming attack is a number of points equal to the creature's Fitness + Strength, plus damage based on the creature's velocity (+1 point of damage for each 10m moved in the charge).

Horns

Just as claws make a hit into a slash, a sharp horn can turn a ram into a deadly weapon. On even a moderate-sized animal, horns can do immense damage. Calculate the damage as for ramming, with a bonus of +1d6 for curling ram-type horns, +2d6 for long pointed horns and +3d6 for antlers.

Special Weapons

Besides hitting and biting things, animals can deploy a formidable range of unconventional weapons. Poisons are very common; they range in damage from mild ones that only do 1-2 points of damage to poisons that are almost instantly fatal to nearly any creature (roughly 30+10d6 damage, if a roll is even necessary). Electric shocks are not unknown, and can be very powerful, usually doing about enough damage to kill a foe of comparable size (15+8d6 is a good average for creatures that could seriously harm a man).

The Phaser Problem

One problem that the Narrator is likely to face in designing creature encounters is the matter of firepower. Starfleet personnel armed with deadly energy weapons tend to be rather casual about even the most dangerous animals. "A charging Tyrannosaur? No problem. I just draw my trusty phaser."

There are many ways to get around this difficulty. Consider that you can't disintegrate something if you can't see it. A stealthy creature that moves in complete darkness or a burrowing monster suddenly erupting from the ground beneath the Crew's feet can both strike before the characters can react. Unseen opponents are a great way to generate suspense.

Alternatively, the creature may be immune to energy weapons. The Narrator should think of a plausible reason for such an extraordinary ability. Does the planet have frequent natural energy discharges? Is there some other native organism with electrical defenses? Or has the creature been artificially modified? Immunity to phaser fire should be exceedingly rare; if most organisms aren't affected by energy weapons, the players may start wondering why Starfleet doesn't issue crossbows or pointed sticks instead.

A subtler method is to make use of the limitations of energy weapons. A beam weapon is good against a single large target like a person, but isn't nearly as effective against a swarm of tiny flying insects.

One thing Narrators should avoid is having all their alien creatures be super-deadly killing machines. A creature can be dangerous without being ridiculously lethal. If possible, give the players some way to resolve the situation without having to fight. They may not pick up on the clue, and choose to go for the slugfest instead, but the option should be there.

Armor

To protect themselves from all these assorted methods of doing damage, many animals have evolved some form of natural armor. Animal armor is usually fairly heavy, so armored creatures tend to be slow-moving. Only very large animals can carry decent protection without much of a penalty.

A thick hide like an alligator's or an elephant's provides 3-4 points of protection. On creatures less than 100 kilograms, a thick hide makes it impossible for the animal to have an edge in Dexterity.

Harder armor like an armadillo's or a turtle's gives the creature 5-8 points of protection. Animals with an armor shell can't have a Coordination of more than 3. Creatures with a shell typically respond to danger by pulling in their extremities and waiting for the enemy to go away.

The heaviest armor is that of giant land tortoises or the armored dinosaurs. The animal has a protection of 9-12, but its Coordination cannot be more than 2. Nothing smaller than 100 kilograms can carry this kind of armor at all.

Anomalies

The galaxy has a vast number of planets, which are home to an amazing variety of living things. While the guidelines given above are probably true everywhere, there are bound to be exceptions to every rule. Starfleet explorers have run into all kinds of strange life forms.

Weird Chemistries

Humans, and most of the other starfaring species, are carbon-based life, with metabolisms based on oxygen respiration. That is the most common chemical basis for life, but it is by no means the only one. Silicon-based life uses silicon in place of carbon to form large complex molecules as the basis for life. The Horta and the Crystalline Entity are examples of intelligent silicon life. Silicon life tends to arise on very hot planets, and silicate organisms sometimes feed directly on minerals.

Other biochemistries exist based on ammonia or liquid methane in place of water. These usually require cold temperatures. Organisms cannot eat food based on a different biochemistry — a methane-based creature can't consume water-based prey. Unfortunately, animals don't know that, and an explorer who is eaten by an alien carnivore can't really take much comfort from knowing that he's likely to give the beast a bad case of indigestion.

Artificial Life

Evolution is not the only way that species can change. Manipulation by scientific means can give creatures abilities or behaviors not found in nature. These can be as simple as gelding a stallion, or as advanced as implanting computers to create cyborg animals. Modified creatures are sometimes encountered as guardian beasts or living weapons. They may have increased intelligence, faster reflexes, superior senses or even hidden weaponry. Particularly when they are designed for covert operations or assassinations, modified animals may look perfectly normal.

The dividing line between machines and living things is not at all clear. There have already been several cases in the 24th century of advanced machines being recognized as lifeforms under the law, including the Exocomp work drones and a strain of sentient nanites. The technologies of genetic engineering and nanotechnology are gradually converging, and eventually the distinction between living things and machines may become meaningless. Nonsentient robots capable of reproducing would effectively be a form of mechanical life, and would be treated as creatures.

Weird Environments

Naturally, most animals are encountered on planets. But planets are not the only place where life has evolved. Explorers have found organisms living on stars, in nebulae and in deep space. The original *U.S.S. Enterprise* commanded by Captain Kirk encountered a giant space-dwelling amoeba, and the later *Enterprise-D* under Capt. Picard discovered several different kinds of space-borne life. Space-borne life-forms tend to be quite powerful — often more than a match for a starship! Aggressive ones can be a serious threat both to ships and inhabited worlds, and even peaceful creatures can be dangerous if they mistake ships for natural enemies or food sources.

Psionics and Other Strange Powers

Psionic powers are uncommon on Earth, but many creatures encountered by Starfleet explorers show signs of psionic ability. An organism does not have to be intelligent to be psionic. Creatures with psionic powers tend to have one very specific ability — illusion generation, or a psychic attack. Psionic creatures are frequently predators that use their powers to capture prey, but there are also otherwise harmless animals with psionic defenses.

Other amazing powers found in creatures include "phasing" abilities (the ability to pass through seemingly solid matter), teleportation, energy absorption and even limited time travel. Many of these powers may be partly psionic.

Energy Beings

Of course, life doesn't have to be made of matter at all. Energy beings, composed of complex but stable patterns of energy, are surprisingly common. They can be found on planets or in deep space. It has been difficult to study energy creatures because most of them live in extremely hostile environments, and the creatures themselves are usually very powerful. There may be as many kinds of energy beings as there are species composed of matter. The existence of beings like the Q suggests that it may even be possible for material species to evolve or transform themselves into energy beings.

Even more bizarre than energy creatures are beings that do not live in the same dimensional plane that humans do. Organisms have been found living in subspace, in higher dimensions and in parallel universes. The physical laws in such domains are very different from those of our space, and their inhabitants can often have remarkable abilities.

Creature List

These creatures all appeared or were mentioned in *Star Trek: The Next Generation*. A few old favorites are missing — there really isn't much point in giving attributes for a tribble, for instance. A ball of fuzz is a ball of fuzz.

Blue Aldebaran Serpent

Type: Pouncing Hunter
Size: 2-3 meters long; approximately 80 kilograms
Form: A three-headed serpent.
Attributes: Fitness 3 (Strength -4), Coordination 4, Presence 1, Instinct 2
Base Movement: 15/30
Resistance: 3
Special Abilities/Unusual Skills: *See below*
Weapons: Fangs 3
Difficulty: Moderate (6)
Damage: (do 1+1d6 damage, plus inject venom which does 4+4d6 damage; apply poison damage in 10% increments,

once per minute over ten minutes after the character is bitten)
Description and Additional Notes: As its name suggests, this is one variety of a species of large snake-like creature native to Aldebaran III. It makes its home on the southern-most continent. It has three heads, each with a mouth and a full complement of sensory organs. The creature's brain is located in its body, where the three necks join together. Though they appear very fearsome and have a moderately toxic venom, Blue Aldebaran Serpents are not especially dangerous. They feed on fish in freshwater streams, keeping the middle respiratory head in the air to breathe while the other two are underwater. The middle head's eyes see well in air, while the eyes on the feeding heads are adapted to underwater vision.

Bulgallian Rat

Type: Scavenger
Size: Up to 1 meter long and 20 kilograms
Form: Bulgallian rats are four-legged terrors, covered in a heavy black fur with spines running down the back. Their snouts are filled with small, sharp teeth.

Attributes: Fitness 2 (Strength -3), Coordination 3, Presence 2, Instinct 4
Base Movement: 10/25
Resistance: 1
Special Abilities/Unusual Skills: None
Weapons: Teeth 2 Claws 3

Difficulty:	Moderate (6)	Moderate (7)
Damage:	1+1d6	1+1d6

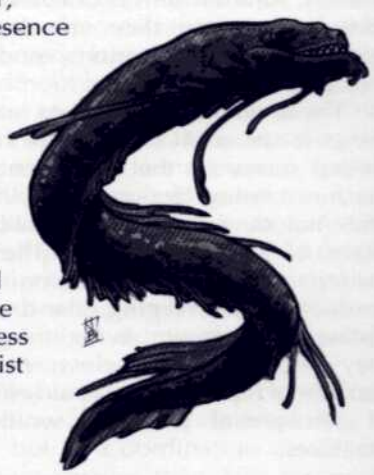
Description and Additional Notes: The Bulgallian rat is a scavenger and carnivore about the size of a terrier. Originally native to the planet Bulgal VII, it has been accidentally carried to a number of worlds. Bulgallian rats normally live on carrion and offal, but also hunt in packs. They can bring down prey as large as thirty kilograms, and have been responsible for the deaths of several children on colony worlds.

Interphasic Organisms

Type: Interphasic Parasite
Size: Microscopic
Form: Invisible, immaterial microscopic organism resembling a gray-green, tentacled amoeba
Attributes: Not Applicable
Base Movement: Not Applicable
Resistance: Not Applicable
Special Abilities/Unusual Skills: Ingest cellular peptides from host (see below)
Weapons: None
Description and Additional Notes: These parasitic organisms are native to the planet Thanatos VII, but have spread throughout the galaxy by hiding in warp drive components manufactured there. They are invisible and immaterial, existing slightly "out of phase" with normal matter. They ingest cellular peptides from their host creature, eventually causing the death of the host. Interphasic organisms cannot be detected by normal tricorders, but require a special interphasic scanner to find. They can be destroyed by an interphasic pulse.

Klabnian Eel

Type: Filter
Size: Up to 1.5 meters long, 8 kilograms in weight
Form: *Snake-like fish with a long dorsal fin and* tiny, sharp teeth in a beak-like mouth
Attributes: Fitness 1, Coordination 2, Presence 1, Instinct 2
Base Movement: Swim 15/30
Resistance: 1
Special Abilities/Unusual Skills: Noxious stench (see below) (characters exposed to stench must make a Moderate (6) Fitness + Vitality Test to resist nausea and vomiting)

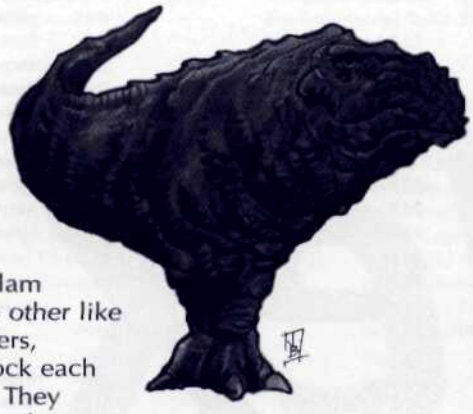


Weapons: Teeth 3
Difficulty: Moderate (6)
Damage: 1 point of damage per bite
Description and additional notes: Klabnian eels are unpleasant creatures found on the planet Klabnos and several nearby worlds. They live in wet soil and peat bogs, where they ingest rotting organic material. When attacked or surprised, Klabnian eels release a noxious stench that persists for hours.

Rectyne Monopod

Type: Grazer
Size: Up to 10 meters in height and 2 tons in weight
Form: Large monopodal mammal
Attributes: Fitness 4 (Strength +40), Coordination 2, Presence 4, Instinct 2
Base Movement: Hop 3/10
Resistance: 19
Special Abilities/Unusual Skills: Slam into target (see below)
Weapons: Tail lash 4 Ramming 2
Difficulty: Moderate (6) Moderate (7)
Damage: 3+2d6 Fitness+Strength+Move/round
Description and Additional Notes: A large herbivore originally native to Rectys II, the monopod is now a common food animal on many

worlds in Klingon space. They can grow up to two tons. Monopods, like most Rectyne organisms, stand on a single leg and move by hopping. They are grazing herbivores, and normally are not aggressive. Bull monopods can be dangerous during mating season, when they challenge one another for cows. In battle they slam against each other like sumo wrestlers, trying to knock each other down. They defend themselves from predators by lashing with their heavy tails. Monopods live in small herds of a single bull and a dozen or so cows.



Talarian Hook Spider

Type: Pouncing Hunter
Size: Body is approximately .15 meters in length, legs are up to .5 meters long; weight is approximately .25 kilograms
Form: Spider with half-meter-long legs
Attributes: Fitness 2 (Strength -4, Vitality +1), Coordination 3 (Agility +1), Presence 4, Instinct 4 (Ferocity +2, Perception -1)
Base Movement: Skitter 6/12
Resistance: 1
Special Abilities/Unusual Skills: Athletics (Jumping) 1 (2), Excellent Motion Sense +2 (grants +2 dice to all attempts to detect motion)
Weapons: Mandibles 3
Difficulty: Moderate (6)
Damage: 1-2 points of damage, plus venom which does 1+1d6 damage in 25% increments over the four minutes after being bitten.

Description and additional notes: Hook spiders are large hunting arachnids with half-meter legs. They catch insects and small mammals by pouncing suddenly and stabbing with their sharp hooked mandibles. The mandibles have a venom which can be fatal to small creatures, and multiple bites can kill an adult human. Hook spiders are sensitive to rapid motion — they attack anything moving quickly in their field of vision, but will ignore anything moving slowly. Native to Talaria, hook spiders have been spread throughout the quadrant, and are frequently found living aboard starships.

Tarkassian Razor Beast

Type: Chasing Hunter
Size: Up to 6 meters in height and 500 kilograms in weight
Form: Huge, four-legged, spiny-winged mammal
Attributes: Fitness 3 (Strength +7, Vitality +2), Coordination 2, Presence 5, Instinct 1 (Ferocity +2)

Base Movement: Walk 10/30
Resistance: 10
Special Abilities/
Unusual Skills: Flight (20 meters per round), Athletics (Jumping) 1 (2)
Weapons: Spined wings 3
Difficulty: Moderate (6)
Damage: 2+2d6 damage with a bash (males only)
Description and Additional Notes: A very impressive and beautiful predator, the razor beast inhabits the mountain forests of Tarkas IX, where they catch fish and small animals by sudden dives or leaps from cover. Razor beasts have lithe bodies and broad wings, all covered with silky brown fur. Along the trailing edge of the wing, males grow sharp spines, which they use in mating battles and to defend their nests.

Tables

Character Sheet

Name: | Player:
Rank: | Position:
Species: | Current Assignment:

Attributes

Fitness
- Strength
- Vitality

Coordination
- Dexterity
- Reaction

Intellect
- Logic
- Perception

Presence
- Willpower
- Empathy

PSI
- Range
- Focus

Background History

Stage	Description or Assignment
Early Life:	
Academy Life:	
Cadet Cruise:	
Tours of Duty:	

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Skills (Specialization) Level

Advantages

Disadvantages

- Courage
- Renown
- Aggression
- Discipline
- Initiative
- Openess
- Skill
- Resistance
- Wound Levels
  - Healthy
  - Stunned (+1)
  - Injured (+1)
  - Wounded (+2)
  - Incapacitated (-)
  - Near Death (-)
  - Killed

Notes

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