

Star Trek: The Role Playing Game (FASA) to Far Trek

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EQUIPMENT (p. 20)

ANTIGRAV (p. 20)

Attached with magnetic clamps or sticky pads, one antigrav can cancel up to 16 mass units (about 220 lbs.).

AQUALANTERN (p. 20)

This small, hand-held, light source is used safely underwater. It produces enough light for work within Close (10 meters).

BELT LIGHT (p. 20)

This light source is worn as a belt around the waist, shining a light Close (10 meters) ahead of the wearer.

ENVIRONMENTAL SUIT (p. 20)

Persons with minimal proficiency (GM's discretion) can perform normal tasks with a Static Easy (TN 8) IQ roll.

PSYCHOTRICORDER (p. 21)

It is about the size of a television set, and can only be used safely by someone with professional-level skills (+2 or more) in Medical Sciences and Computers.

TRICORDER (p. 21)

Persons qualified in Electronics frequently can make field repairs to the unit.

Sciences Tricorder (p. 21)

Energy Sources: A general scan for energy sources will reveal if any major source of power exists within Far (1000 meters) range.

A specialized scan may be made within Long (100 meters) to determine the type of energy being used (atomic power, fusion reactions, electrical generators, stored battery power, etc...)

Physical Composition: A general scan for concentrations of a desired substance will reveal any present within Far (1000 meters). A specialized scan may be made within Long (100 meters) of an unknown substance to determine what it is primarily made of. An even narrower scan within Point-Blank (1.5 meters) of an unknown substance will give its complete chemical composition.

Life Forms: A general scan for the presence of other life forms will reveal any within Far (500 meters). A specialized scan made within Long (100 meters) will reveal the number of individual life readings and their general type (humanoid, alien, mammal, reptilian, etc...)

Medical Tricorder (p. 22)

Chemical Composition: The presence of a substance and its general direction and distance can be determined at Long (100 meters). A narrow scan within Point-Blank (1.5 meters) not only will determine the chemical composition of a sample, but also will give data on that substance's effects on various life forms.

Life Forms: Within Close (10 meters), a life forms scan can identify any known life form and give considerable biological data about even an unknown life form. A narrow scan within Point-Blank (1.5 meters) reveals complete diagnostic medical data.

UNIVERSAL TRANSLATOR (p. 22)

As many as 30% (TN 13) of the humanoid languages encountered are similar in structure to a known language and can be translated almost immediately.



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VARIANTS!

LEGEND

Code	Source
#m	Meters (approximately 3 feet)
CA	Charisma
DX	Dexterity
FP	Fate Points
FT	Far Trek (v2.0)
HP	Hit Points
IQ	Intelligence
ST	Strength
TN	Task Number

INTRODUCTION



FASA Corporations Star Trek Roleplaying Game is an amazing source of information and resources for the universe of Star Trek before the "Next Generation" television show. Whether you consider it 'canon' or not, it provides a lot of material that can fit seamlessly with Far Trek.

So this is book will provide simple conversion systems for FASA's product so that they can immediately be used with Far Trek.

CADET'S ORIENTATION SOURCEBOOK

INSIDE COVER

Sterling, Lee

Lt. Commander, Chief Science Officer, USS Lexington
45 years old, male, human, 6'9" tall

ST 1 DX 2 IQ 2 CA 1 FP 1 HP 11 AP 12

Talents Flexibility, Lucky

Skills Computer 2, Space Sciences: Astronomy 2, Sensors 1

BIOCOMPUTER (p. 24)

Only trained personnel may operate this equipment effectively; advanced training (+2 or more) in the skill of Computers and qualification (+1) in the skill of Medicine is required.

CARDIOSTIMULATOR (p. 24)

Only personnel trained in advanced first aid (skill of at least +2 in Medicine) may operate this equipment effectively.

HEARTBEAT READER (p. 24)

Qualification in advanced first aid (skill +2 in Medicine) is required to use this device effectively.

PROTOLASER (p. 25)

All Star Fleet personnel may use this device on minor cuts and abrasions (less than 2 damage points); such use restores half that damage after a 5-minute application.

Training in advanced first aid (skill of at least +2 in Medicine) is required for treating wounds of greater extent, and only a doctor can use one to repair major blood vessels, nerve tissue, and other delicate work.

ENTERPRISE PERSONNEL FILE

Kirk, James Tiberius

Captain, USS Enterprise

34 years old human male

ST 2 DX 3 IQ 3 CA 4 FP 3 HP 12 AP 13

Talents Flexibility, Lucky (x2), Starfleet Commendation (Palm Leaf of Axanar Peace Mission; Grankite Order of Tactics, Class of Excellence, Prantares Ribbon of Commendation, First and Second Class)

Skills Administration 1, Computers 1, Diplomacy 3, Infiltration 1, Knowledge: American History 1, Knowledge: Environmental Suit Operation 1, Knowledge: Federation History 1, Knowledge: Federation Law 2, Knowledge: Life of Abe Lincoln 2, Knowledge: Gaming 2, Leadership 2, Marksmanship 1, Piloting: Starship Helm 1, Professional: Instruction 1, Professional: Security Procedures 1, Professional: Transporter Operational Procedures 1, Unarmed Melee 2, Small Unit Tactics 1, Space Sciences: Astronomy 1, Starship Combat 3, Starship Navigation 1, Streetwise 1, Survival: Cool Temperate 1

Spock

Commander, USS Enterprise

40+ yrs. old vulcan/human male

ST 4 DX 2 IQ 6 CA 1 FP 1 HP 12 AP 13

Talents Desert Adapted, Mind Meld, Psychic, Starfleet Commendation (Vulcan Scientific Legion of Honor, Star Fleet Award of Valor, twice), Vulcan Nerve Pinch

Limitations Lack of Emotion

Skills Administration 1, Arts: Vulcan Lyre 2, Computers 2, Knowledge: Archaeology (Terran) 1, Knowledge: Federation History 1, Knowledge: Federation Law 1, Knowledge: Gaming 2, Knowledge: Racial Culture/History, Human 1, Language: Vulcan 1, Leadership 1, Physical Sciences: Computer Science 2, Physical Sciences: Mathematics 2, Physical Sciences: Physics 1, Professional: Transporter Operational Procedures 1, Sensors 2, Space Sciences: Astronomy 1, Space Sciences: Astrophysics 1, Starship Combat 1, Survival: Desert 1, Unarmed Melee 1,

McCoy, Leonard, M.D.

Lt. Commander, USS Enterprise

45 year old human male

ST 1 DX 3 IQ 3 CA 3 FP 2 HP 11 AP 13

Talents Flexibility, Lucky, Starfleet Commendation (Legion of Honor)

Skills Diplomacy 1, Life Sciences: Botany 1, Life Sciences: Ecology 1, Medical Sciences: General Medicine 3, Medical Sciences: Pathology 1, Medical Sciences: Psychology (Human) 1, Medical Sciences: Surgery 2, Streetwise 1

Scott, Montgomery

Lt. Commander, USS Enterprise

45 years old human male

ST 1 DX 2 IQ 4 CA 1 FP 2 HP 11 AP 12

Talents Flexibility, Lucky

Skills Arts: Bagpipes 1, Electronics 1, Engineering 1, Infiltration 1, Knowledge: Life Support Systems Technology 1, Knowledge: Shuttlecraft Systems Technology 1, Leadership 1, Marksmanship 1, Physical Sciences: Mathematics 1, Physical Sciences: Physics 1, Professional: Transporter Operational Procedures 2, Starship Engineer 3, Knowledge: Alcoholic Beverages 2, Unarmed Melee 1

Sulu, Hikaru W.

Lieutenant, Chief Helmsman, USS Enterprise

31 years old human male

ST 1 DX 3 IQ 3 CA 3 FP 2 HP 11 AP 13

Talents Flexibility, Lucky

Skills Athletics: Sword 1, Knowledge Ancient Firearms 2, Life Sciences: Botany 1, Marksmanship 1, Marksmanship: Archaic Weapons 1, Piloting: Shuttlecraft 1, Piloting: Starship Helm 2, Sensors 1, Space Sciences: Astronomy 1, Space Sciences: Astrophysics 1, Starship Combat 1, Starship Navigation 1, Streetwise 1

Uhura

Lieutenant, Chief Communication Officer, USS Enterprises

29 years old human female

ST 1 DX 4 IQ 3 CA 3 FP 2 HP 11 AP 14

Talents Flexibility, Lucky

Skills Arts: Harp 1, Arts: Vocal Music 2, Communication 2, Computers 1, Diplomacy 1, Knowledge: Ancient African Racial Culture/History 2, Leadership 1, Sensors 1, Starship Combat 1

Chekov, Pavel Andreievich

Ensign, Navigator, USS Enterprise

22 year old human male

ST 1 DX 2 IQ 3 CA 3 FP 2 HP 11 AP 12

Talents Flexibility, Lucky

Skills Leadership 1, Space Sciences: Astronomy 1, Space Sciences: Astrophysics 1, Starship Navigation 1

Chapel, Christine

Ensign, Head Nurse, USS Enterprise

31 year old human female

ST 1 DX 2 IQ 2 CA 2 FP 2 HP 11 AP 12

Talents Departmental Transfer (Sciences), Flexibility, Lucky

Skills Administration 1, Diplomacy 1, Life Sciences: Botany 2, Life Sciences: Ecology 1, Life Sciences: Zoology 1, Professional: Instruction 1

Rand, Janice

Ensign, Yeoman, USS Enterprise

26 year old human female

ST 1 DX 2 IQ 2 CA 2 FP 2 HP 11 AP 12

Talents Flexibility, Lucky

Skills Administration 1, Knowledge: Federation History 1, Professional: Transporter Operational Procedures 1

OTHER ENTERPRISE CREWMEN

DeSalle, Vincent

Lieutenant, Asst. Chief Engineer, USS Enterprise

Human Male

ST 2 DX 1 IQ 2 CA 1 FP 2 HP 12 AP 11

Talents Departmental Transfer (Navigation), Flexibility, Lucky

Skills Leadership 1, Starship Engineer 2

Kyle, Winston

Lieutenant, Transporter Chief, USS Enterprise

Human male

ST 1 DX 3 IQ 2 CA 2 FP 2 HP 11 AP 13

Talents Departmental Transfer (Helm), Flexibility, Lucky

Skills Piloting: Starship Helm 1, Professional: Transporter Operational Procedures 1, Sensors 1

M'Benga, M.D.

Lieutenant, Medical Officer, USS Enterprise

Human Male

ST 1 **DX** 1 **IQ** 3 **CA** 2 **FP** 2 **HP** 11 **AP** 11

Talents Flexibility, Lucky

Limitation Unlucky

Skills Medical Sciences: General Medicine (Human) 1, Medical Sciences: General Medicine (Vulcan) 1

INDIVIDUAL DATA RECORDS

Kor

Captain, Commanding Officer, D-7 Battlecruiser Klothos

Klingon Male

ST 3 **DX** 2 **IQ** 1 **CA** -1 **FP** 1 **HP** 13 **AP** 12

Talents Aggressive, Durable

Limitation Unlucky

Skills Interrogate 2, Leadership 2, Marksmanship 1, Professional: Security Procedures 2, Unarmed Melee 1

Koloth

Captain, Commanding Officer, D-7 Class Battlecruiser Devisor

Klingon Male

ST 3 **DX** 2 **IQ** 2 **CA** 1 **FP** 1 **HP** 13 **AP** 12

Talents Aggressive, Durable

Skills Interrogate 1, Leadership 1, Marksmanship 1, Professional:

Security Procedures 1

Jones, Cyrano

Human Male

ST 0 **DX** 0 **IQ** 1 **CA** 3 **FP** 2 **HP** 10 **AP** 10

Talents Flexibility, Lucky

Limitations Unlucky

Skills Commerce 2, Diplomacy 1, Infiltration 2, Piloting: Small Vessel 1

Mudd, Harcourt Fenton (Harry)

Human Male

ST 0 **DX** 0 **IQ** 3 **CA** 2 **FP** 2 **HP** 10 **AP** 10

Talents Flexibility, Lucky

Skills Commerce 2, Diplomacy 2, Forgery 1, Infiltration 1, Knowledge: Federation Law 2, Piloting: Small Vessel (license suspended), Streetwise 1

Sarek

Vulcan Male

ST 4 **DX** 2 **IQ** 7 **CA** 3 **FP** 1 **HP** 14 **AP** 12

Talents Desert Adapted, Psychic, Mind Meld

Limitations Lack of Emotion

Skills Computers 2, Diplomacy 3, Space Sciences: Astronomy 2, Space Sciences: Astrophysics 3

Singh, Kahn Noonian

Augmented Male

ST 4 **DX** 5 **IQ** 5 **CA** 5 **FP** 1 **HP** 14 **AP** 15

Talents Acute Senses, Great Fortitude, Hard to Kill (+2 HP)

Limitations Aggressive and short tempered, Arrogant

Skills Administration 1, Diplomacy 1, Leadership 3, Medical Sciences: Psychology 2, Survival (Desert) 2, Unarmed Melee 1



STAR FLEET OFFICER'S MANUAL

ATTRIBUTES (p. 5)

Strength (p. 5)

STR is converted to Far Trek Strength as follows:

Strength	Strength (Far Trek)
-4% to 6%	ST -4
07% to 13%	ST -3
14% to 22%	ST -2
23% to 35%	ST -1
36% to 50%	ST +0
51% to 65%	ST 1
66% to 78%	ST 2
79% to 88%	ST 3
89% to 94%	ST 4
95% to 99%	ST 5
100% to 104%	ST 6
105% to 109%	ST 7
110% to 114%	ST 8
115% to 119%	ST 9
120% to 124%	ST 10
125% to 129%	ST 11
130% to 134%	ST 12
135% to 139%	ST 13
140% to 144%	ST 14
145% to 149%	ST 15
150% to 154%	ST 16
155% to 159%	ST 17
160% to 164%	ST 18
165% to 169%	ST 19
170% to 174%	ST 20
175% to 179%	ST 21
180% to 184%	ST 22
185% to 189%	ST 23
190% to 194%	ST 24
195% to 199%	ST 25
200% to 204%	ST 26
205% to 209%	ST 27
210% to 214%	ST 28
215% to 219%	ST 29
220% to 224%	ST 30
225% to 229%	ST 31
230% to 234%	ST 32
235% to 239%	ST 33
240% to 244%	ST 34
245% to 249%	ST 35
250% to 254%	ST 36
255% to 259%	ST 37
260% to 264%	ST 38
265% to 269%	ST 39
270% to 274%	ST 40
275% to 279%	ST 41
280% to 284%	ST 42
285% to 289%	ST 43
290% to 294%	ST 44

295% to 299%	ST 45
300% to 304%	ST 46
305% to 309%	ST 47
310% to 314%	ST 48
315% to 319%	ST 49
320% to 324%	ST 50
325% or more	ST 51

Endurance (p. 5)

END is converted to the following new Special Talents as follows:

Endurance	Special Talents
22% or less	Frail [Limitation]
23%-88%	Ignore
89% to 173%	Hard to Kill (+2 HP) [Talent]
174% to 225%	Hard to Kill x2 [Talent]
226% or more	Hard to Kill x3 [Talent]

- **Frail** [Limitation]. -2 TN to any attack against you. If using Hit Points, also deduct two from your Hit Points
- **Hard to Kill** [New Talent]: Add +2 to your Hit Points.

Intellect (p. 5)

INT is converted to Intelligence as follows:

Intellect	Intelligence (IQ)
0% to 6%	IQ -4
07% to 13%	IQ -3
14% to 22%	IQ -2
23% to 35%	IQ -1
36% to 50%	IQ 0
51% to 65%	IQ 1
66% to 78%	IQ 2
79% to 88%	IQ 3
89% to 94%	IQ 4
95% to 99%	IQ 5
100% or more	IQ 6

Dexterity (p. 5)

DEX is converted to Dexterity (Far Trek) as follows:

Dexterity	Dexterity (DX)
0% to 6%	DX -4
07% to 13%	DX -3
14% to 22%	DX -2
23% to 35%	DX -1
36% to 50%	DX 0
51% to 65%	DX 1
66% to 78%	DX 2
79% to 88%	DX 3
89% to 94%	DX 4
95% to 99%	DX 5
100% or more	DX 6

Charisma (p. 5)

CHA is converted to Charisma (Far Trek) as follows:

Charisma	Charisma (CA)
0% to 6%	CA -4
07% to 13%	CA -3
14% to 22%	CA -2
23% to 35%	CA -1
36% to 50%	CA 0
51% to 65%	CA 1
66% to 78%	CA 2
79% to 88%	CA 3
89% to 94%	CA 4
95% to 99%	CA 5
100% or more	CA 6

Luck (p. 6)

LUC is converted to the Lucky Special Talent. ^[FT11] This Talent can be taken multiple times —each time allows an additional Fate Point per episode.

Luck	Special Talents
22% or less	Unlucky [New Limitation]
23% to 88%	Ignore
89% to 94%	Lucky [Bonus] ^[FT11]
95% to 99%	Lucky (x2): +2 additional Fate Points per episode
100% or more	Lucky (x3): +3 additional Fate Points per episode

- **Unlucky** [Limitation]: Whenever you spend a Fate Point to reroll dice, you must spend 2 Fate Points instead.

Psionic Potential (p. 6)

PSI is converted to Special Abilities as follows:

Psionic Potential	Special Talents
22% or less	Ignore in most humanoids; Different Mind [New Talent] (non-human only)
23% to 88%	Ignore
89% to 94%	Psychic [Talent] ^[FT19]
95% to 99%	Psychic and another Psychic Ability ^[FT19]
100% or more	Psychic and two other Psychic Ability's ^[FT19]

- **Different Mind** [New Limitation]: Your mind is so different that you are immune to psychic powers. ^[LOH38]

SKILLS (p. 6)

For Far Trek Trained Skills ^[FT15] the following levels are considered to their basic proficiency.

Skill Rating	Trained Skill Bonus	Proficiency
0%-49%	+0	Unskilled/Semiskilled
50%-79%	+1	Professional
80%-95%	+2	Expert
96%+	+3	Acknowledged Leader

Qualified: Familiarity with basic procedures used in those situations normally encountered. He can use that skill in noncritical, leisurely situations and have success. A basic understanding of the concepts and vocabulary in an area of study. It also indicates that the most common facts in the area are known by the character, and that the common uses of the skill are within the character's grasp. In noncritical, leisurely situations, the character can apply his knowledge to solve problems.

Expert: The equivalent of an advanced degree in that skill.

SKILL AREAS (p. 7)

Some skills may require that the character develop a separate Skill Bonus in a specific focus. These skills are followed by an asterisk (*).

Trained Skills always use an Attribute to make the roll. The most common Attribute is listed with the Trained Skill. For purposes of knowledge rolls, Intelligence (IQ) is always the appropriate attribute.

Some skills are so common in the Federation (and other organizations at the GM's discretion) that they only need to have Attribute rolls made. The appropriate Attribute is listed instead of a Trained Skill.

Skills	Trained Skill (Far Trek)
Administration	Administration ^[FT15]
Artistic Ability (Dance)	Arts: Dancing ^[FT15]
Artistic Expression *	Arts: (specify) ^[FT15]
Astronautics (Space Sciences)	Starship Engineer ^[FT16]
Astronomy	Space Sciences: Astronomy ^[FT16]

Astrophysics	Space Sciences: Astrophysics ^[FT16]	Pathology	Medical Sciences: Pathology ^[FT16]
Atmospheric Craft Pilot	Piloting ^[FT15]	Personal Combat, Armed *	Athletics: (specify) ^[FT15]
Botany	Life Sciences: Botany ^[FT16]	Personal Combat, Unarmed	Unarmed Melee ^[FT15]
Bribery	Knowledge: Bribery ^[FT15]	Personal Weapons Technology	Knowledge: Personal Weapons Technology ^[FT15]
Carousing	Infiltration ^[FT99]	Physical Chemistry	Physical Sciences: Chemistry ^[FT16]
Carousing (inc. Seduction)	Knowledge: Seduction	Physical Sciences	Physical Sciences: Computer Science ^[FT16]
Com Sys Tech	Communication ^[FT16]	Physical Sciences *	Physical Sciences: Chemistry ^[FT16]
Communication Systems Operation	Communication ^[FT16]	Physics	Physical Sciences: Physics ^[FT16]
Communication Systems Technology	Communication ^[FT16]	Planetary Ecology	Life Sciences: Ecology ^[FT16]
Comparative Archaeology	Knowledge: Comparative Archaeology ^[FT15]	Planetary Sciences *	Planetary Sciences: Geology ^[FT16]
Computer Archeology	Knowledge: Computer Archaeology ^[FT15]	Planetary Sciences-Hydrology ^[FT16]	Planetary Sciences: Hydrology ^[FT16]
Computer Operation	Computers ^[FT15]	Planetary Sciences-Meteorology ^[FT16]	Planetary Sciences: Meteorology ^[FT16]
Computer Technology	Computers ^[FT15]	Planetary Survival *	Survival ^[FT15]
Courtesan	Professional: Courtesan ^[FT106]	Psychology	Medical Sciences: Psychology ^[FT16]
Damage Control Procedures	Starship Combat ^[FT15]	Psychology (Race)	Professional: Psychology (race) ^[FT106]
Dance	Arts: Dancing ^[FT15]	Racial Culture/History	Knowledge: (specify) ^[FT15]
Deflector Shield Operation	Electronics ^[FT15]	Security Procedures	Professional: Security Procedures ^[FT106]
Deflector Shield Technology	Electronics ^[FT15]	Security Procedures (including Interrogation)	Interrogate ^[FT15]
Economics	Professional: Economics ^[FT106]	Ship's Weaponry Technology	Knowledge: Ship's Weaponry Technology ^[FT15]
Electronics	Electronics ^[FT15]	Shuttlecraft Pilot	Piloting: Shuttlecraft ^[FT15]
Electronics Technology	Electronics ^[FT15]	Shuttlecraft Systems Technology	Knowledge: Shuttlecraft Systems Technology ^[FT15]
Environmental Suit Operation	Knowledge: Environmental Suit Operation ^[FT15]	Small Equipment Systems Operation	Electronics ^[FT15]
Environmental Suit Operation	Knowledge: Environmental Suit Operation ^[FT15]	Small Equipment Systems Technology	Electronics ^[FT15]
Exobiology	Life Sciences: Exobiology ^[FT16]	Small Unit Tactics	Small Unit Tactics ^[FT16]
Federation History	Knowledge: Federation History ^[FT15]	Small Vessel Piloting	Piloting: Small Vessel ^[FT15]
Federation History and Law	Knowledge: Federation History and Law ^[FT15]	Social Sciences — Law	Professional: Law ^[FT106]
Federation Law	Knowledge: Federation Law ^[FT15]	Social Sciences — Political Science	Professional: Political Science ^[FT106]
Forgery	Arts: Forgery ^[FT15]	Social Sciences — Racial Culture/History	Professional: Racial Culture/History ^[FT106]
Gaming *	Knowledge: Gaming ^[FT15]	Social Sciences *	Knowledge: Archaeology
General Medicine	Medical Sciences: General Medicine ^[FT16]	Social Sciences *	Knowledge: Racial Culture/History, Human ^[FT15]
General Starship Engineering (Astronautics)	Starship Engineer ^[FT16]	Social Sciences: Federation History	Knowledge: Federation History ^[FT15]
Geology	Planetary Sciences: Geology ^[FT16]	Social Sciences: Federation Law	Knowledge: Federation Law ^[FT15]
Ground Vehicle Operation	Driving: (specify) ^[FT15]	Space Sciences *	
Instruction	Professional: Instruction ^[FT106]	Space Sciences: Astrogation	Starship Navigation ^[FT16]
Instructional Music	Arts: (specify) ^[FT15]	Space Sciences: Astronautics	Starship Engineer ^[FT16]
Interrogation	Interrogate ^[FT15]	Space Sciences: Astronomy	Space Sciences: Astronomy ^[FT16]
Language *	Language: (specify) ^[FT15]	Space Sciences: Astrophysics	Space Sciences: Astrophysics ^[FT16]
Language *	Language: (specify) ^[FT15]	Sports *	Knowledge: (specify) ^[FT15]
Leadership	Leadership ^[FT16]	Starship Combat Strategy/Tactics	Starship Combat ^[FT16]
Leadership	Leadership ^[FT16]	Starship Communication Procedure	Professional: Starship Communication Procedure ^[FT106]
Life Sciences — Bionics	Life Sciences: Bionics ^[FT16]	Starship Communication Procedures	Communication ^[FT16]
Life Sciences — Botany	Life Sciences: Botany ^[FT16]	Starship Engineering	Starship Engineer ^[FT16]
Life Sciences — Ecology	Life Sciences: Ecology ^[FT16]	Starship Helm Operation	Piloting: Starship Helm ^[FT15]
Life Sciences — Genetics	Life Sciences: Genetics ^[FT16]	Starship Navigation	Starship Navigation ^[FT16]
Life Sciences — Zoology	Life Sciences: Zoology ^[FT16]	Starship Security	Small Unit Tactics ^[FT16]
Life Sciences *	Life Sciences: (specify) ^[FT16]	Starship Sensors	Sensors ^[FT16]
Life Support Systems Technology	Knowledge: Life Support Systems Technology ^[FT15]	Starship Services	Professional: Starship Services ^[FT106]
Marksmanship, Archaic Weapon *	Marksmanship: Archaic Weapons ^[FT15]	Starship Weaponry Operation	Starship Combat ^[FT15]
Marksmanship, Modern Weapon	Marksmanship ^[FT15]	Starship Weaponry Technology	Starship Engineer ^[FT16]
Mathematics	Physical Sciences: Mathematics ^[FT16]	Streetwise	Streetwise ^[FT15]
Mechanical Engineering	Engineering ^[FT16]	Streetwise (including forgery)	Forgery ^[FT102]
Medical Sciences *	Medical Sciences: General Medicine ^[FT16]		
Medicine (human)	Medical Sciences: General Medicine ^[FT16]		
Music	Arts: Music ^[FT15]		
Negotiation/Diplomacy	Diplomacy ^[FT16]		

Surgery	Medical Sciences: Surgery ^[FT16]
Trade and Commerce	Commerce ^[FT102]
Transporter Operational Procedures	Professional: Transporter Operational Procedures ^[FT106]
Transporter Systems Technology	Starship Engineer ^[FT15]
Trivia *	Knowledge: (specify) ^[FT15]
Vehicle Operation *	Driving: (specify) ^[FT15]
Vocal Music	Arts: Singing ^[FT15]
Warp Drive Technology	Starship Engineering ^[FT15]
Water Vehicle Operation	Piloting: Water Vehicle Operation ^[FT15]
Zero-G Operations	Athletics: Zero-G Operations ^[FT15]
Zoology	Life Sciences: Zoology ^[FT16]

USING ATTRIBUTES AND SKILLS (p. 14)

This can be used as written. See Tests ^[FT28] Routine use of skill can be considered Simple (TN 5) tests.

CREATING A CHARACTER (p. 15)

CHOOSING A RACE (P. 15)

It is suggested that every player have only two choices of race, either human or a randomly rolled race as follows:

3d6	Crew Member Race Table
3-11	Human
12	Vulcan
13	Andorian
14	Caitian
15	Edoan
16	Tellarite
17-18	Aurelian (aka Skorr)

CREATING ATTRIBUTE SCORES (p. 15)

See Making Your New Character. ^[FT9]

CREATING ENDURANCE STATISTICS (p. 17)

If using the optional Hit Point rules, each character has ST + 10 HP.

CHARACTER AGING (p. 17)

Once a character reaches the critical age for his race (50 for a Humans), he may take a new Limitation:

- **Elderly** [New Limitation]: Your character is not as young as he used to be. If he has not had a decent amount of rest each day, he will begin to slow and tire. Use an extra -1 penalty for any physical action if pushed too hard without rest. Other opportunities for good role-play will undoubtedly come out of this Limitation. ^(BLM50)

In the case of some cadets or other personnel on board, they may start young enough to have the following Limitation:

- **Young** [New Limitation]: You are youthful and inexperienced, and many consider you yet a child. You begin with only 1 Talent, and it must be taken from the General Talents. Further, the maximum rank you have in any class is Ensign until this Limitation is bought off (when you become an adult. ^(H144)

TRAINING PLAYER CHARACTERS (p. 18)

This is an optional system that allows player characters (PCs) to generate some background history that occurs before play.

All characters are considered to graduate from High School at 18 years old (other races may vary these ages. At that point they have a choice to go straight into Star Fleet Academy or attend a University.

UNIVERSITY

Attending a University allows characters to take the Departmental Transfer [Talent]. ^[FT17] You may also have one skill at +3 after having attended University.

Example Universities

- **Astronautics University of Edinburgh**: Allows the character to gain any Space Terrain Maneuvers Talents. ^[FT54]
- **Denobulan Interspecies Medical Exchange Training**: Allows the character to gain the Bedside Manner Talent ^[FT23]
- **The University of New Paris**: Allows the character to learn the Space Jockey Talent ^[FT103]
- **The Merchant Academy**: Allows the character to learn the Smuggling Talent ^[FT103]
- **The Daystrom Institute**: A Hard (TN14) IQ roll is required to attend. Allows characters to learn the Breakthrough Talent ^[FT25] Characters who attend DI do not have to attend Branch School only the Star Fleet Academy Core.
- **Vulcan Science Academy** (must have Language 1 in Vulcan): Allows characters to gain the Pure Logic Talent ^[FT24].

STAR FLEET ACADEMY (p. 19)

This is where the initial 8 skill points are assigned.

BRANCH SCHOOL (p. 20)

After Star Fleet Academy the character must attend Branch School. Branch School is divided into four Curricula: Gold, Blue, Red and Green (Military Assault Command Operation (MACO)). At this point the character needs to select a Class. ^[FT14]

A character can attend two Branch Schools if desired. This is the only other method (besides attending University before Star Fleet Academy) of gaining the Departmental Transfer [Talent] ^[FT17] To attend two Branch Schools, roll 3d6 + IQ on the following table:

3d6	Attending Second Branch School
3-11	Request denied.
13-18	Character can attend any second Branch school of choice.

Modifiers: Add IQ, +1 if Vulcan or other long-lived race.

CADET CRUISE (p. 21)

After graduating from Branch School, the Cadet is sent on a six month evaluation cruise in space. Roll 3d6 on the Cadet Cruise Assignment Table.

3d6	Cadet Cruise Assignment
3-7	Merchant Marine Command
8-9	Colonial Operations Command
10-11	Military Operations Command
12-16	Galaxy Exploration Command
17	Ship of the Line
18	Flag Ship

Modifiers:

- +IQ
- +1 Per Previous Cadet Cruise
- +2 Vulcan Science Academy Training
- +1 Green Branch School (MACO)
- +1 Denobulan Interspecies Medical Exchange Training

Merchant Marine Command: The Merchant Marine Command is closely related to Military Operations. It oversees travel and commerce along established trade routes within the Federation, licensing independent vessels for trade and travel, monitoring smuggling and quarantines, regulating immigration, and offering protection from hostile aliens and pirates. MACOs (Green Schools) are frequently found on Merchant Marine support vessels, as are a contingent of civilian administrators. Roll 3d6 to determine the Cadet Cruise's ship.

1d6 Merchant Marine Command Cadet Cruise

1-5	Transport/Tug
6	Medium Cruiser

3d6 Transport/Tug

3	U.S.S. Al Rashid – NCC 3802
4	U.S.S. Anaxagoras – NCC 3803
5	U.S.S. Anaximander – NCC 3804
6	U.S.S. Aristarchus – NCC 3805
7	U.S.S. Copernicus – NCC 3815
8	U.S.S. Eratosthenes – NCC 3807
9-10	U.S.S. Galilei – NCC 3808
11	U.S.S. Hevelius – NCC 3814
12	U.S.S. Hipparchus – NCC 3809
13	U.S.S. Ibn Daud – NCC 3806
14	U.S.S. Philolaus – NCC 3811
15	U.S.S. Ptolemy – NCC 3801 ¹
16	U.S.S. Pythagoras – NCC 3812
17	U.S.S. Thales – NCC 3813
18	U.S.S. Ulugh Beg – NCC 3810

3d6 Medium Cruiser

3	U.S.S. Miranda NCC-1860 ²
4	U.S.S. Condor NCC-1852
5	U.S.S. Gallant NCC-1235
6	U.S.S. Saratoga NCC-1937
7	U.S.S. Triumph NCC-1920
8	U.S.S. Ark Royal NCC-1791
9	U.S.S. Redoubt NCC-1928
10	U.S.S. Reforger NCC-1900
11	U.S.S. Renown NCC-1844
12	U.S.S. Reliant NCC-1864
13	U.S.S. Daring NCC-1914
14	U.S.S. Invincible NCC-1883
15	U.S.S. Hermes NCC-1901
16	U.S.S. Ardent NCC-1874
17	U.S.S. Kitty Hawk NCC-1754
18	U.S.S. Royal Oak NCC-1749

Colonial Operations Command: Closely related to Galaxy Explorations Command, Colonial Operations handles the settling, mining, and terraforming of new worlds. It also offers support to colonies and settlements, including delivering supplies and personnel and performing routine medical check-ups. The Starfleet Corps of Engineers (SCE) operate out of this Command. Roll 1d6 to determine ship assignment.

1d6 Colonial Operations Command Cadet Cruise

1-3	Scout
4-5	Transport/Tug
6	Medium Cruiser

Military Operations Command: Despite utilizing traditional military organization to maintain discipline and train its officers, Starfleet is not a traditional military – any more than NASA is. It uses its military might strictly as a defensive measure and a patrol force, usually along the Romulan and Klingon Neutral Zones. When called upon, the might of Starfleet is impressive. The Military Assault Command Operations is ordered out of this command. MACO is the traditional military of the Federation and their officers are usually found on ships assigned to the Military Operations Command. Roll 1d6 to determine which ship your cruise occurs on.

1d6 Military Operations Command Cadet Cruise

1-5	Destroyer
6	Dreadnaught

3d6 Destroyers

3	(1-3) U.S.S. Adad – NCC 515 (4-6) U.S.S. Ahriman – NCC 513
4	(1-3) U.S.S. Alaric – NCC 503 (4-6) U.S.S. Alexander – NCC 511
5	U.S.S. Azrael – NCC 517
6	U.S.S. Darius – NCC 502
7	U.S.S. Etzel – NCC 509
8	U.S.S. Hamilcar – NCC 518
9	U.S.S. Hannibal – NCC 512
10	U.S.S. Hashishiyun – NCC 516
11	U.S.S. Jenghiz – NCC 501
12	U.S.S. Kublai – NCC 507
13	U.S.S. Pompey – NCC 506
14	U.S.S. Rahman – NCC 514
15	U.S.S. Shaitan – NCC 519
16	U.S.S. Saladin – NCC 500 ³
17	(1-3) U.S.S. Sargon – NCC 504 (4-6) U.S.S. Suleiman – NCC 508
18	(1-3) U.S.S. Tamerlane – NCC 510 (4-6) U.S.S. Xerxes – NCC 505

3d6 Dreadnought

3	(1-3) U.S.S. Affiliation – NCC 2108 (4-6) U.S.S. Alliance – NCC 2113
4	(1-3) U.S.S. Association – NCC 2118 (4-6) U.S.S. Compactat – NCC 2103
5	U.S.S. Concordat – NCC 2109
6	U.S.S. Confederation – NCC 2114
7	U.S.S. Consortium – NCC 2119
8	U.S.S. Corporation – NCC 2104
9	U.S.S. Directorate – NCC 2110
10	U.S.S. Dominion – NCC 2115
11	U.S.S. Entente – NCC 2120
12	U.S.S. Federation – NCC 2100 ⁴
13	U.S.S. Konkordium – NCC 2106
14	U.S.S. Organization – NCC 2111
15	U.S.S. Star Empire – NCC 2116
16	U.S.S. Star League – NCC 2101
17	(1-3) U.S.S. Star System – NCC 2107 (4-6) U.S.S. Star Union – NCC 2112
18	(1-3) U.S.S. Trusteeship – NCC 2117 (4-6) U.S.S. Unifacatum – NCC 2102

Galaxy Explorations Command: This is the primary command of Starfleet, conducting its primary mission of peaceful exploration and contact. Most people who join Starfleet do so out of a desire to serve aboard a vessel of exploration. Roll 1d6 to determine which ship (Heavy Cruiser) is served on:

1d6 Galaxy Explorations Command Cadet Cruise

1-3	Scout
4-5	Medium Cruiser
6	Heavy Cruiser

3d6 Scouts

3	U.S.S. Aeolus – NCC 588
4	U.S.S. Anubis – NCC 586
5	U.S.S. Bowie – NCC 593
6	U.S.S. Bridger – NCC 591
7	U.S.S. Carson – NCC 592
8	U.S.S. Cody – NCC 594
9-11	U.S.S. Crockett – NCC 600
12	U.S.S. Diana – NCC 589
13	U.S.S. Hermes – NCC 585 ⁵
14	U.S.S. Quintillus – NCC 590

¹ Class Ship² Class Ship³ Class Ship⁴ Class Ship⁵ Class Ship

15	U.S.S. Revere – NCC 595
16	U.S.S. Sacajawea – NCC 598
17	U.S.S. Spaker – NCC 596
18	U.S.S. Tonti – NCC 599
3d6 Heavy Cruisers	
3	U.S.S. Constellation – NCC 1017 ⁶
4-5	U.S.S. Excalibur – NCC 1705
6-7	U.S.S. Exeter – NCC 1706
8	U.S.S. Farragut – NCC 1702 ⁷
9-10	U.S.S. Hood – NCC 1707
11	U.S.S. Intrepid – NCC 1708 ⁸
12-13	U.S.S. Kongo – NCC 1710
14	U.S.S. Lexington – NCC 1703
15	U.S.S. Potempkin – NCC 1711
16	U.S.S. Republic – NCC 1371
17	U.S.S. Valiant – NCC 1709 ⁹
18	U.S.S. Yorktown – NCC 1704

3	(1-3) Starfleet Good Conduct Medal (4-6) Bronze Star
4	(1-3) Silver Star (4-6) Purple Heart
5	Denebian Swan of Merit
6	Federation Peace Medal
7	Grankite Order of Honor
8	Karagite Order of Heroism
9	Andorian Battle Star
10	Ribbon of Outstanding Bravery
11	The Ristak Chain of Uncommon Valor
12	Prantares Ribbon
13	Citation of Conspicuous Gallantry
14	Starfleet Silver Palm
15	The Knight Revis
16	The Star Cross
17	(1-3) Legion of Merit (4-6) Legion of Honor
18	(1-3) Starfleet Medal of Valor (4-6) Starfleet Medal of Honor

Ship of the Line: A ship of the line represents the cutting edge of Starfleet ship design and technology. As a result, the competition to serve aboard one is fierce and the opportunity to serve on one is a mark of pride and distinction. Like the flag ship, a ship of the line is not limited to duties representing only a single command, but is rather used by all of them for missions of urgency. However, it is most often used by the Galaxy Explorations Command.

- Ship: U.S.S. Constitution – NCC-1700

Flag Ship: Each year, Starfleet designates one outstanding ship of the line to act as the official standard bearer of the Federation. Since the days of Captain Jonathan Archer, this ship has traditionally been the Enterprise. Serving aboard the flag ship is one of the highest honors in Starfleet. The flag ship is not limited to duties representing only a single command, but is rather used by all of them for missions of the utmost priority. However, it is most often used by the Galaxy Explorations Command.

- Ship: U.S.S. Enterprise – NCC-1701

CADET CRUISE RESULTS

Roll 3d6 to determine Cadet Cruise Results.

3d6	Cadet Cruise
3-9	Failed, Repeat Cadet Cruise
10-13	Passed, Promoted to Ensign
14-15	Passed with Honors, Promoted to Ensign ¹⁰
16-18	Passed with High Honors, Promoted to Lieutenant,

Modifiers:

- +3 Assigned to Flag Ship
- +2 Assigned to Ship of the Line
- +1 Assigned to Galaxy Exploration Command
- +1 Assigned to Military Operations Command
- +1 Pervious Cadet Cruise (maximum +1)
- +0 Assigned to Colonial Operations Command
- -1 Assigned to Merchant Marine Command

* 5 in 6 chance awarded Medal

Medals: A character earning a Medal may take the Starfleet Commendation Talent ^[FT27], but does not have to.

3d6	Medal Awarded
-----	---------------

⁶ Lost in the Line of Duty

⁷ Lost in the Line of Duty

⁸ Lost in the Line of Duty

DEPARTMENT HEAD SCHOOL (p. 22)

ONLY those characters who are to begin the game as key positions on board a starship can go to Department School. Department Head allows the character to take the Command Talent. ^[FT20] Characters who complete Department Head school are promoted one rank. These positions are:

- Chief Communications Officer (Red)
- Chief Engineer (Red)
- Chief Medical Officer (Blue)
- Security Chief (Red)
- Chief Science Officer (Blue)
- Chief Navigator (Gold)
- Chief Helmsman (Gold)

COMMAND SCHOOL (p. 22)

Officers who are destined to become top command personnel aboard a starship must attend a one-year Command School; it is attended only once in an officer's career. These officers are normally the Captain and the First Officer. Officers automatically are raised one rank after its completion.

TOURS OF DUTY: All characters must serve at least 1 Tour of Duty. Note that the first of these occur after the Cadet Cruise and the second occurs (if applicable) after Department Head School or before Command School. For game purposes it is simpler to deal with these all at once. Roll 1d6 to determine the number of Tours of Duty (minimum 1), modified on the list below. Note that all results are cumulative. If a character is destined to be a Captain for example, they would roll 1d6+4 tours.

Modifiers:

- -1 tour: IQ +1 or more
- +2 tours: Destined Position: Captain or First Officer
- +1 tour: Destined Position: Department Head
- +1 tour: Destined Position: Ship of the Line Officer
- +1 tour: Destined Position: Flag Ship Officer
- -1 tour: Destined Rank: Ensign
- +0 tours: Destined Rank: Lieutenant, jg. or Lieutenant
- +1 tour: Destined Rank: Lieutenant Commander or Commander
- +2 tours: Destined Rank: Captain

⁹ Lost in the Line of Duty

¹⁰ JG

- +3 tours: Destined Rank: Commodore or above

3d6	TOURS OF DUTY
3	Starfleet Academy
4-5	Starfleet Operations Command
6	United Earth Diplomatic Corps
7	Federation Diplomatic Corps
8-9	Office of the Judge Advocate General
10	Starbase Headquarters Command
11	Starfleet Intelligence
12	Merchant Marine Command
13	Colonial Operations Command
14	Military Operations Command
15-16	Galaxy Explorations Command
17	Ship of the Line
18	Flag Ship

Modifiers:

- +IQ: All Tours
- +1: First Tour Only: Cadet Cruise with Honors
- +2: First Tour Only: Cadet Cruise with High Honors
- +3: Second and Later Tours Only: Commendation OER
- +2: Second and Later Tours Only: Outstanding OER
- +1: Second and Later Tours Only: Excellent OER
- +0: Second and Later Tours Only: As Expected
- -1: Second and Later Tours Only: Fair OER
- -2: Second and Later Tours Only: Poor OER
- -3: Second and Later Tours Only: Reprimand OER

Starfleet Academy: Starfleet Academy is where Starfleet and the Federation trains most of its officers. It is only partially a military training camp. It is just as much a well-respected and revered university that employs a well-trained staff of educators covering every field. Besides these educators, Starfleet also likes to employ experienced members of the Fleet to guide cadets and assist in their training and education. It is seen as a mark of distinction to be asked to perform such a duty.

Starfleet Operations Command: Starfleet Operations Command is the highest administrative body of Starfleet. It operates out of Starfleet Command in San Francisco, Earth and in orbit in Earth Spacedock. It is responsible for the movements of the fleet, assignments of vessels, and the general administration of Starfleet and all of its Command branches and operations. Many officers of Starfleet seek the opportunity to serve in this Command as a jumping-off point towards the admiralty.

Federation/United Earth Diplomatic Corps: Diplomacy and arbitration has always been used by Starfleet as a vital weapon for maintaining the peace and avoiding conflict and war. The Federation is, after all, made up of an extraordinary number of species, all of whom have their own cultures and ideas, and conflict is inevitable, even among member worlds. The Diplomatic Corps not only assists in arbitration and peacekeeping, it also conducts ambassadors to and from key destinations and approves those ambassadors and their aides for service. The Federation News Service is operated as a function of the Diplomatic Corps.

Office of the Judge Advocate General: The Office of the acts as both a police force and a judicial system within Starfleet and on the frontier where Federation law and order has not yet been firmly established. It is responsible for overseeing the Military Police of the Starfleet and enforcing the laws of the fleet. It also handles the containment and rehabilitation of criminals.

Starbase Headquarters Command: Each sector or important region in space is home to an outpost from which the laws of Starfleet and the Federation are adjudicated and vessels can lay over for repairs, supplies, and shore leave. There are three kinds: a planet-side outpost, like Starbase 11 in the episode "Court Martial;" a space station in orbit around or in close proximity to a planet, like Deep Space 9; and a space station positioned along an important travel route but not in orbit around

any planet, like Deep Space K-7 seen in "The Trouble with Tribbles." These are all officially known as starbase headquarters and are one of the Federation's most vital assets. In addition, some space stations are utilized in the conducting of scientific research and technological development, like Regula I. These are also regulated through Starbase Headquarters Command.

Starfleet Intelligence: More colloquially known as Section 31, Starfleet Intelligence is a separate organization within Starfleet. It frequently sends its agents into the field to gain experience and monitor tense political situations. It also often borrows Starfleet officers to assist in its field operations. Starfleet Intelligence does not conduct missions of assassination or political destabilization, nor does it spy on Federation citizens. It most frequently acts to correct such acts conducted by unethical Starfleet officers or hostile intelligence agencies, in covert rescue operations, or in undercover operations to apprehend criminals. The Department of Temporal Investigation operates out of Starfleet Intelligence.

Merchant Marine Command: The Merchant Marine Command is closely related to Military Operations. It oversees travel and commerce along established trade routes within the Federation, licensing independent vessels for trade and travel, monitoring smuggling and quarantines, regulating immigration, and offering protection from hostile aliens and pirates. MACOs are frequently found on Merchant Marine support vessels, as are a contingent of civilian administrators.

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OFFICER EFFICIENCY REPORTS (OER) (p. 23)

After each officer completes a tour of duty, his superior writes a report describing his efficiency.

3d6	OFFICER EFFICIENCY REPORT
3	Reprimand
4-6	Poor
7-8	Fair
9-12	As Expected
13-15	Excellent
16-17	Outstanding
18	Commendation

Modifiers:

- +IQ

COMMENDATION: Allows the character to take the Starfleet Commendation [Talent]. ^[FT21]

MEDALS: OER's also determine the chance for medals.

- Outstanding:** 1 medal automatically, 3 in 6 chance another medal.
- Excellent:** 5 in 6 chance medal. 3 in 6 chance another medal.
- As Expected:** 1 in 6 chance medal.
- Fair:** 1 in 6 chance medal.
- Poor:** 1 in 6 chance medal (must be an interesting story here).

SAME MEDAL: If a character receives two of the same medal it is referred to as "with clusters". If a character earns three of the same medals it is referred to as "with gold clusters".

FINAL TOUR: On the final tour, the character is assumed to hold the same position they will hold once they start the game. Roll 1d6 to determine the final ship of the tour.

1d6 Final Tour Ship

1-3	The character served aboard a smaller exploration vessel
4-6	The character served aboard a military vessel

LAST: Determine the character's age as follows:

DETERMINE AGE	AGE	RANK
High School Graduate	18 years	Civilian
University Graduate	+4 years	Civilian
Denobulan Interspecies Medical Exchange Training	+4½ years	Civilian
The Daystrom Institute	+5½ years	Civilian
Vulcan Science Academy	+6½ years	Civilian
Star Fleet Academy Core	+1½ years	Cadet
Star Fleet Academy Advanced	+2½ years	Cadet
Branch School - Gold	+1½ years	Cadet
Branch School - Blue	+3½ years	Cadet
Branch School - Red	+2½ years	Cadet
Branch School - Green	+2½ years	Cadet
Cadet Cruise (each)	+½ year	Midshipman
Department Head School	+1 year	+1 Rank
Command School	+1 year	+1 Rank
Tour of Duty (each, minimum 1 year)	+1d6-1 years	No Change

END: You are now ready to begin your adventures on whichever posting the GM has ready for the players.

NPCS: Assume that any particular NPC will have one Talent according to their Rank. One additional Talent is taken for each Limitation the NPC has. Ignore Starfleet Commendations in this number.

Rank	Talents
Lieutenant	3 Talents
Lt. Commander	4 Talents
Commander	5 Talents
Captain	6 Talents

¹¹ This is based on a simplified version of these rules given in the FASA Star Trek Deluxe Captains Log Supplemental (page 13)

COMBAT STATISTICS (p. 25)

ACTION POINTS (AP) (OPTIONAL RULES)

If all players agree, the following simplified Action Point, or **AP** system can be used. These determine the number of "one things" ^[FT30] that a character can perform when using the personal combat system. The number of **AP** for each character depends on his **DX**. To find the **AP**, add 10 to **DX**.

BASE TO-HIT NUMBERS (p. 25)

See Combat. ^[FT30]

To-Hit, Modern (p. 25)

See Ranged attacks. ^[FT30]

To-Hit, Hand-to-Hand (HTH) (p. 25)

See Melee attacks. ^[FT30]

BARE-HAND DAMAGE (p. 25)

See Weapon Damage. ^[FT31] If using Hit Points (wyw), Bare-Hand damage is 1d6 + **ST**.

CHARACTERS AGE (p. 25)

This can be used as written.

TACTICAL MOVEMENT & COMBAT (p. 27)

TACTICAL MAPS (p. 27)

The scale of the maps is one inch equals three meters (1 in = 3m, or 0.5in = 1.5m. This means a distance of 1 inch on the map represents a distance of 3 meters (about 10 feet) in real life; 2 inches equals 6 meters, and so on. Thus each square on the map represents an area 1.5 meters on a side.

ACTION POINTS (AP) (p. 27)

Each character has a number of action points, or **AP**, determined by his **DX** + 10.

USING AP (p. 27)

One turn in the tactical movement system represents 10 seconds of time. During this turn, each player must keep track of his character's **AP** usage. At the beginning of each new turn, the character has his full amount of **AP**, which may be used on any actions he desires to make in the turn. As the turn progresses, each action he makes subtracts from his **AP** total: when the total is 0, the character may make no more actions. **AP** may not be saved from turn to turn; any not used are lost. The player need not use all of his character's **AP** all at once, but may save some for opportunity actions later in the same turn, if he thinks there may be some.

The table below gives the **AP** cost for many common actions.¹¹

Action (AP Cost); Description

- Aim/Ready Weapon (1 AP):** Draw a weapon or aim a ranged attack, or ready a piece of equipment, unclip or unslung a kit, etc.
- Attack ** (4 AP):** Use a weapon or attack unarmed in personal combat. Includes a flying tackle
- Defense ** (2 AP):** Can be used as a reaction to block, parry, or evade a personal combat attack (**ST** roll against all melee attacks, ^[FT30]. Includes roll sideways, drop suddenly, dive to prone or dive roll.
- Difficulty Terrain (x2 AP):** Applied to the **AP** Cost and Temporary Damage movement through difficult terrain
- Dodge ** (3 AP):** Can be used to forego attacks and add +2 to their **DX** for dodging purposes. ^[FT32]

- **Fire Weapon** (3 AP): Fire or throw a ranged weapon.
- **Improvised** (x2 AP): Applied to the AP Cost of attacks or defenses using improvised or unskilled weapons
- **Move**** (1 AP): 5m running, 3m swimming or sneaking, 2m climbing, 1m crawling or jumping. Also counts as hiding behind cover if it is within movement distance
- **Operate device** (2 AP): Use a familiar device, such as a tricorder or communicator, reload weapon etc.
- **Operate station** (4 AP): Use a computer or starship station.
- **Quick Repair** (6 AP): Make a hasty repair on a device, weapon, computer station, etc.
- **Simple Action** (1 AP): Speak, pick something up, sit down, stand up, drop prone, turn in place, kneel, short communication, etc.
- **Unfamiliar Tech** (x2 AP): Applied to using or repairing an unfamiliar device or station

** Movement, Dodges, and Personal Combat Attacks and Defenses cause Temporary Damage. As long as you are still at zero or positive hit points, and provided you get a chance to rest for about 10 or 15 minutes immediately after a battle, you will recover up to half your lost hit points straight away (rounding up). This represents recovery from fatigue, bashes, and minor cuts/bruises. Brawl damage (that is, damage where no weapons were used) is fully recovered in this time. Each AP spent on a Move or Dodge causes 1 damage, each on an attack causes 1 damage, and each on a defense causes 1 damage. Terrain affects the damage caused by movement.

MOVEMENT RESTRICTIONS (p. 30)

This can be used as written.

Movement Through Doors (p. 30)

This can be used as written. This requires the use of an Operate device (2 AP) action, as does opening or closing a non-automatic door. Locking a door open or closed also requires an Operate device (2 AP) action.

PLAY SEQUENCE (p. 30)

This can be used as written. If they cannot decide, roll Initiative ^[FT30]

Determining Tactical Advantage (p. 30)

A character may use their Small Unit Tactics ^[FT16] skill as a bonus to their Initiative roll as long as he is conscious. The winner of Initiative ^[FT30] may decide if they want to act first or allow the enemy to act first.

OPPORTUNITY ACTIONS (p. 30)

This can be used as written.

COMBAT (p. 31)

See Combat ^[FT30]

LINE-OF-SIGHT AND CONCEALMENT (p. 31)

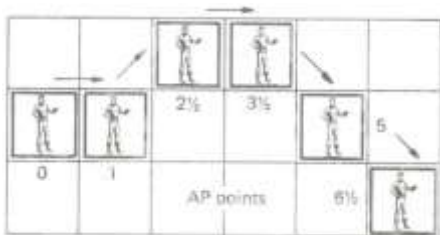
This can be used as written.

CALCULATING THE TO-HIT NUMBERS (p. 31)

See Combat ^[FT30]

Range Modifiers (p. 32)

When counting squares, count each diagonal square as 1.5 straight squares and count the target's square but never the attacker's.



RANGE AND RANGE MODIFIERS FOR PHASER I (p. 32)

See also Ranged Penalties ^[FT30].

Range	Distance	Modifier
Point-Blank	1 square (1.5m)	-2 TN
Close	2 to 5 squares (2m-7.5m)	+0 TN
Medium	6 to 10 squares (8m-15m)	+2 TN
Long	11 to 25 squares (16m-37.5m)	+4 TN
Far	26 to 45 squares (38m-67.5m)	+8 TN
Out of Range	46 squares (69m) or more	n/a

Size Modifiers (p. 32)

Size	Modifier
Small (normal eight year old)	+6 TN
Man-sized (adult human)	+0 TN
Large (adult horse or larger)	-4 TN

Position Modifiers (p. 32)

This can be used as written.

Kneeling, crouching, sitting, prone or crawling targets are +2 TN.

Concealment Modifiers (p. 32)

This can be used as written.

Concealment	Modifier
Only covered up to knees	+0
One-third concealed	+2 TN
Waist-level concealment	+4 TN
Peeking behind door	+6 TN
Behind gun slit	+8 TN

Target's Movement Modifier (p. 32)

Running makes a target harder to hit by +2 TN.

Aiming Modifier (p. 32)

See Aim. ^[FT32]

Attacker's Movement Modifier (p. 32)

See Move and Fire. ^[FT32]

WEAPONS TABLE (p. 33)

Damage

FASA (average)	Far Trek (damage)
D5	TN 2 (1d3-2)
D10-3 {2.5}	TN 3 (1d6-2)
D10 {5.5}	TN 4 (1d6-1)
D10+1 {6.5}	TN 4 (1d6-1)
D10+3 {8.5}	TN 5 (1d3)
2D10 {11}	TN 8 (2d6)
3D10 {16.5}	TN 9 (2d6+1)
20	TN 10 (2d6+2)
4D10 {22}	TN 10 (2d6+2)
25	TN 11 (3d6)
30	TN 11 (3d6)
4D10+5 {27}	TN 11 (3d6)
4D10+10 {32}	TN 12 (3d6+1)
40	TN 12 (3d6+1)
4D10+20 {42}	TN 13 (3d6+2)
50	TN 13 (3d6+2)
4D10+30 {52}	TN 14 (4d6)
5D10	TN 11/3d6
6D10	TN 12/3d6+1
60	TN 15 (4d6+1)
75	TN 16 (4d6+2)
80	TN 17 (5d6)
120	TN 18 (5d6+1)
130	TN 19 (5d6+2)
150	TN 20 (6d6)
160	TN 21 (6d6+1)
DESTROYED	TN 22 (6d6+2)

Cutting Torch: This weapon set on **Heat** can also be used as a cutting torch¹². For example a reinforced cargo doors will take 20 charges over 5 minutes and will totally drain a phaser I, and seriously deplete a phaser II. A door thus damaged can be fixed, but it will take 2 hours to do so. Burning in with the Disintegrate setting is a bit faster, but it will take three shots to open a man-sized hole. A door so damaged cannot be fixed without a major work detail, thus making the door unable to hold pressure. An airlock door is not quite as tough, requiring only 12 charges on the Heat setting to burn out the lock or one Disintegrate shot to remove the door entirely.

Graze: When damage is given with two numbers (i.e., TN #/#) the first number is the 'graze' amount (below).

Heavy Stun: Effects last 3d6+20 minutes.

Non-Lethal: This damage heals faster than normal (wyw).

Overload: This is the radius the weapon effects if set on overload. Overload destroys the weapon.

Parry: The weapon can be used to parry (see Defense on page 10).

Range: Given in meters. Point-Blank/Close/Medium/Long/Far. For example: 1m/5m/10m/15m/20m means the weapon has the range of Point-Blank 1m, Close 2-5m, Medium 6-10m, Long 11-15m, Far 16-20m.

Shots: How much ammo or power the weapon has before needing to be reloaded.

Stun: Effects lasts 2d6+10 minutes.

WEAPONS

- **Axe** (TN 12, Parry)
- **Bow** (with normal quiver, TN 10, 1m/20m/60m/130m/190m, Parry, 20 shots)
- **Carbine** (TN 12, 1m/15m/50m/100m/170m, Parry, 5 shots)
- **Club** (TN 8, Parry)
- **Crossbow** (with quarrels, TN 12, 1m/12m/35m/60m/90m, Parry, 20 shots)
- **Dagger** (TN 8, 1m/5m/10m/15m/20m, some kinds can Parry)
- **Disruptor Rifle-A** (TN 11/16 2 charges, 1m/10m/25m/40m/100m, Parry, 100 shots)
- **Disruptor-C** (standard shot TN 11/16, 2 charges, 1m/10m/20m/60m/90m, high-power shot TN 13/22, 8 charges, 1m/10m/20m/60m/-, Parry, 60 shots)
- **Flail** (TN 12, Parry)
- **Gorn Blaster** (TN 10/13, 1 charge, 1m/4m/8m/20m/40m, 60 shots)
- **Hand Disruptor-A** (TN 11/16 2 charges, 1m/4m/10m/20m/35m, 50 shots)
- **Hand Disruptor-B** (standard shot TN 11/16, 2 charges, 1m/4m/10m/25m/45m, high-power shot TN 13/22, 6 charges 1m/4m/10m/25m/-, 50 shots)
- **Hand Disruptor-C** (standard shot TN 11/16, 2 charges 1m/5m/15m/35m/50m, high-power shot TN 13/22, 6 charges, 1m/5m/15m/35m/-, 60 shots)
- **Hand Laser** (old-style, TN 10/17, 1 charge, 1m/6m/15m/30m/60m, 50 shots)
- **Knife** (TN 8, some kinds can Parry)
- **Laser Rifle** (old-style, TN 10/17, 1 charge, 1m/15m/40m/100m/200m, 100 shots)
- **Mace** (TN 12, Parry)
- **MG** (machine gun, TN 14, 1m/50m/150m/300m/500m, 50 shots)

- **Phaser I-A** (stun TN 11/16 non-lethal, 1 charge, wide angle stun TN 11/16, 1m/5m/-/-/-, 4 charges, heavy stun TN 12/18 non-lethal, 2 charges, heat TN 10/12, 1 charge, disrupt TN 13/20, 2 charges, disintegrate 13/22, 4 charges, overload 45m radius, 1m/5m/12m/30m/50m, 50 shots, cutting torch)
- **Phaser I-B** (stun TN 11/17 non-lethal, 1 charge, wide angle stun TN 11/17, 1m/6m/-/-/-, 4 charges, heavy stun TN 13/19 non-lethal, 2 charges, heat TN 10/12, 1 charge, disrupt TN 15/21, 2 charges, disintegrate 15/22, 4 charges, overload 45m radius, 1m/6m/15m/30m/60m, 50 shots, cutting torch)
- **Phaser II-A** (stun TN 11/16 non-lethal, 1 charge, wide angle stun TN 11/16, 1m/10m/-/-/-, 4 charges, heavy stun TN 12/18 non-lethal, 2 charges, heat TN 10/12, 1 charge, disrupt TN 13/20, 2 charges, disintegrate 13/22, 4 charges, overload 150m radius, 1m/10m/24m/60m/100m, 100 shots, cutting torch)
- **Phaser II-B** (stun TN 11/17 non-lethal, 1 charge, wide angle stun TN 11/17, 1m/6m/-/-/-, 4 charges, heavy stun TN 13/19 non-lethal, 2 charges, heat TN 10/12, 1 charge, disrupt TN 15/21, 2 charges, disintegrate 15/22, 4 charges, overload 165m radius, 1m/12m/30m/60m/100m, 100 shots, cutting torch)
- **Phaser Rifle-A** (stun TN 11/16 non-lethal, 1 charge, wide angle stun TN 11/16, 1m/15m/-/-/-, 4 charges, heavy stun TN 12/18 non-lethal, 2 charges, heat TN 10 non-lethal/12, 1 charge, disrupt TN 13/20, 2 charges, disintegrate 13/22, 4 charges, overload 187½m radius, 1m/15m/35m/90m/150m, 150 shots, cutting torch)
- **Pistol** (TN 10, 1m/10m/25m/40m/75m, 6 shots)
- **Pole Weapon** (TN 11, Parry)
- **Police Stunner** (TN 11/16 non-lethal, 1 charge, 1m/5m/12m/30m/50m, 50 shots)
- **Rifle** (TN 11, 1m/30m/100m/200m/300m, Parry, 0 shots)
- **Shotgun** (TN 12, 1m/10m/25m/50m/100m, Parry, 2 shots)
- **SMG** (submachine gun, TN 13, 1m/15m/45m/80m/120m, Parry, 32 shots)
- **Stunclub** (TN 12 non-lethal, Parry)
- **Sword** (TN 10, Parry)

DETERMINING SUCCESSFUL HITS (p. 34)

See Combat ^[FT30]

Grazes (p. 34)

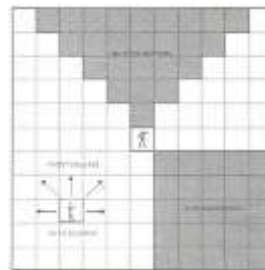
A shot is a graze if it not greater than the to-hit number but is within 3 points of it. For example, if Mr. Sterling were shooting his Phaser I at a Klingon and his target number were 11, any attack roll of 8, 9 or 10 would graze the Klingon instead of hitting him solidly.

Thrown Weapons or Objects (p. 34)

This can be used as written. The range that small items may be tossed is the same range of a thrown knife – a maximum of Medium (30m).

Firing Arcs (p. 34)

This can be used as written.



¹² See Star Trek The Roleplaying Game (1st edition) Adventure Book, page 14

DAMAGE (p. 34)

Damage Effects (p. 34)

If using Hit Points, as wound damage is taken, it is removed from the character's **HP** total. When this total reaches 0, the character may collapse, and when it reaches -5 the character will die.

Armor (p. 35)

See Armor Protection. ^[FT31]

Shotgun Hits (p. 35)

This can be used as written.

SPECIAL VULCAN TECHNIQUES (p. 35)

PSIONICS (p. 35)

See Psychic [Talent] ^[FT19].

Using Psionics (p. 35)

When a character uses one of the described Vulcan psionic abilities, the player must make an Active **IQ** vs. **IQ** Test ^[FT29] Any attempt to make any sort of telepathic link takes 1 minute, during which the Vulcan and his subject may take no other actions.

NERVE PINCH (p. 35)

See Vulcan Nerve Pinch [Talent]. ^[FT19] Note that any creature with a natural Armor (+2) or more is immune to a Vulcan Nerve Pinch.

INJURY, MEDICAL AND RECOVERY (p. 36)

This can be used as written.

OPERATING ENDURANCE (OP END) (p. 36)

This can be treated as either the maximum/healthy Target Number ^[FT31] or Hit Points (**HP**) of the character.

MAXIMUM OPERATING ENDURANCE (MAX OP END) (p. 36)

This can be treated as either the current Target Number ^[FT31] or Hit Points of the character.

If a character's **TN/HP** is more than 0, he may continue to function more or less normally. If the injuries are more serious and his **TN/HP** is less than 0, he would be confined to a hospital bed until enough damage had healed to raise his **TN/HP** to at least 1.

CURRENT OPERATING ENDURANCE (CURR OP END) (p. 36)

This can be treated as either the current Target Number ^[FT31] or Hit Points of the character.

When a character's **TN/HP** is more than 0 points, he may operate normally. When his **TN/HP** is less than 0, he is fatigued or in danger of falling unconscious. The damage may be restored by voluntary rest or by enforced rest when a character passes out; the amount of damage restored is equal to half your lost **TN/HP**.

INJURY (p. 36)

This can be used as written.

TAKING TEMPORARY DAMAGE (p. 36)

This can be used as written. When performing strenuous activities, a character must make an Average Static ST Test (TN 11) to avoid temporary damage from fatigue. If the roll is successful, no temporary damage is taken, but if it fails, the character takes 1 point of temporary damage.

INACTION AND UNCONSCIOUSNESS (p. 37)

At any time the character's **TN/HP** score drops to exactly 0, he is seriously injured. When he attempts to perform any action at all, the player must make a Static TN 11 **ST** test. Success means that the action may be completed. Failure means that the pain is too great to perform the action at this time. Depending on the action, a second roll may be

required to see if the attempt caused the injuries to become worse. Any action that could cause Temporary or Fatigue Damage for example.

Any time the character's current **TN/HP** score drops below 0 (-1 to -4), he is totally exhausted. When he attempts to perform any action at all, the player must make a Static TN 11 **ST** test. If the test is successful, then the character feels no adverse results and the action may be performed, but if the test is unsuccessful, the character falls unconscious.

If the character attempts another action, or if his **TN/HP** is reduced again, the player must make another Static TN 11 **ST** tests, even if he has already made one or more successfully. This will happen any time a character's **TN/HP** is reduced below 0.

If a character falls unconscious, he will remain that way until his **TN/HP** is raised above 0 (**TN/HP** 1 or more). How long he is unconscious will depend on the type of damage he has taken and the efforts others make to revive him. The time period will be shorter if the unconsciousness resulted from temporary damage, since temporary damage heals much faster than wound damage.

MORTAL INJURY AND DEATH (p. 37)

Whenever a character's **TN/HP** reaches -1, he is mortally wounded and will die if emergency treatment is not provided quickly. They will lose 1 **TN/HP** each 3 minutes until they die at -6 **TN/HP** or more. Generally speaking, if transportation to a more appropriate location would take more than 15 minutes, it is better to apply first aid on the spot, even if no equipment or doctor is available.

RESTORING HEALTH (p. 37)

Wound damage heals slowly, normally through rest for one day or more. During this time, the character may not do anything that would hinder the healing process. If the character's **TN/HP** is 0 or less, the rest must be in bed.

Characters will heal 1 **TN/HP** of wound damage each day with only light activity.

REGAINING TEMPORARY DAMAGE (p. 37)

Some damage will be regained for 30 minutes of rest, during which the character may not perform any strenuous or continuous action like prolonged walking, combat, or the like. Up to half the current **TN/HP** of wound damage will be recovered after 30 minutes of rest.

If the damage is Temporary Damage, all of it will be recovered after 30 minutes of rest.

EMERGENCY FIRST AID (p. 37)

Emergency first aid required to prevent death can be provided by anyone qualified (1 skill point) in *Medical Sciences: General Medicine* ^[FT16]. Once a medic reaches the injured character, he/she may attempt to save that character's life (at -1 to -5 **TN/HP**) with a Static TN 11 **IQ** + *Medical Sciences: General Medicine* skill roll. The attempt takes 5 minutes. Of course, success of the treatment depends on the skill of the medic, and thus it should be the greatest available at the time. Success may be modified by a number of factors, including the extent of the injury (+1 TN for each point below 0), the medical equipment available (-3 TN for a medical field kit or first aid kit only, -9 TN with a Star Fleet medical pouch, -15 TN at a Star Fleet sick bay or equivalent), prior attempts at first aid (+3 TN for each previous attempt), the time that has elapsed since the patient's condition became critical (below 0, +1 TN per minute), and so on.

If emergency first aid is successful, the patient's **TN/HP** is stabilized at 1 **TN/HP** and the healing may begin. They may rest for 30 minutes to regain half of their current **TN/HP** (or all of the Temporary Damage. Further healing will take place at 1 **TN/HP** per day, unless drugs, etc., are used to hasten the process. If it is unsuccessful, the patient remains

mortally wounded. Another attempt may be made each 5 minutes (at +1 TN per minute.

WOUNDS	TIME TILL DEATH
0	18 minutes
-1	15 minutes
-2	12 minutes
-3	9 minutes
-4	6 minutes
-5	3 minutes
Death	Death

VULCAN PAIN REDUCTION (p. 37)

This can be used as written.

GLOSSARY OF GAME TERMS (p. 38)

ACTION POINTS (AP)

This is an optional rule that allows players to precisely define the number of actions their characters take in a round. They can be "split up" and saved for use later in the round (as a response to some other action or to coordinate actions with another character), but they cannot be saved for a later round. A character has 10+DX AP each round.

ATTRIBUTE

In this game, attributes include Strength (ST), Dexterity (DX), Intelligence (IQ) and Charisma (CA). See FT8.

DAMAGE

This is either the "wound state" of the TN needed to pass when being hit [FT31] or as an optional rule, the Hit Points (HP) of a character. The Starting TN is determined by the weapon used [FT31] and is increased by each wound by +3 TN if using Wound States. If using HP each weapon has an individual damage type that reduces HP until 0 is reached (ST rolls each action or fall unconscious. If HP -1 is reached, HP will go down by -1 each 3 minutes until death at -6 HP.

EXPERT LEVEL

A Skill Rating of +2. That is, 2 points have been spent in this skill [FT16]

GAMEMASTER (GM)

Called the Referee [FT6] in Far Trek.

HAND-TO-HAND (HTH) COMBAT

Called Melee [FT30] in Far Trek.

GAME TURN

Called Rounds [FT30] in Far Trek. Approximately 5-10 seconds. [FT40]

INTELLECT (INT)

Called Intelligence (IQ) in Far Trek. [FT8]

LINE-OF-SIGHT (LOS)

This can be used as written. [FT175]

LUCK (LUC)

Occasionally used as Fate Points [FT8] in Far Trek.

OPPORTUNITY ACTION

Only used if using Action Points (on page 10). This allows characters to use "saved" action points (in the same round only) to respond to other characters or events or coordinate with other characters or events in combat.

PERSONAL COMBAT

See Combat [FT30]

PHASE

Ignore.

PLAYER TURN

This can be used as written.

PROFICIENCY LEVEL

This is Unskilled (+0), i.e., having no points in a skill in Far Trek [FT16] At the Referee's option, this may mean that while the character has been trained, they are not particularly skilled and may in non-stressful, leisurely situations perform any action using that skill, but without an additional modifier. For example, while not every person may have the Computers skill [FT15], most Star Fleet personal can use the computer to perform routine operations (but not to create programs or hack systems. Skills in Far Trek are assumed to be especially proficient individuals.

PROFESSIONAL LEVEL

This is having +1 (one skill point) in a Trained Skill in Far Trek. [FT16]

RANGED COMBAT

See Combat [FT30]

SAVING ROLL

This is usually a Static Test [FT28] Unless otherwise mentioned, treat the Target Number (TN) as Average (11).

SKILL RATING

A numerical score, usually between 0 and 4 that shows the relative ability of a character in a mental or physical skill. Characters with a Skill Rating of 0 are unskilled (but may not be completely ignorant of a particular body of knowledge); characters with a Skill Rating of +1 or more are professionals in the skill; characters with a Skill Rating of +2 or more are experts in the skill; characters with a Skill Rating of +4 or more are acknowledged leaders in the field.

SKILL ROLL

This is a Test [FT28]

STRENGTH (STR)

See Strength [FT8]

TO-HIT NUMBER

See Starting TN. [FT30]

TO-HIT ROLL

See Melee attack and Ranged attack [FT30]



GAME OPERATIONS MANUAL

DESIGNING CLASS M PLANETS (p. 6)

Number of Class M Worlds Present

3d6	Number of Worlds
3-14	1
15	2
16-18	3

Position in System

2d6	Position in System
2	(Star Name) I (1st)
3	(Star Name) II (2nd)
4	(Star Name) III (3rd)
5	(Star Name) IV (4th)

6	(Star Name) V (5th)
7	(Star Name) VI (6th)
8	(Star Name) VII (7th)
9	(Star Name) VIII (8th)
10	(Star Name) IX (9th)
11-12	(Star Name) X (10th)

Number of Satellites

2d6	Number of Satellites
2-4	No satellites
5-7	1 satellite
8-9	2 satellites
10	3 satellites
11-12	4 satellites

Planetary Gravity

2d6	Planetary Gravity
2	0.6 G
3	0.7 G
4	0.8 G
5	0.9 G
6	1 G
7	1.1 G
8	1.2 G
9	1.3 G
10	1.4 G
11-12	1.5 G

Planetary Size

This can be used as written.

Land Area

3d6	Land Area
3	01% (probably small islands)
4	1d6; 1-3 = 02%, 3-4 = 03%
5	1d3; 1 = 04%, 2 = 05%, 3 = 06%
6	1d6+6% (07% to 12%)
7	2d6+11% (13% to 23%)
8	2d6+22% (24% to 33%)
9	2d6+33% (35% to 44%)
10	1d6+43% (45% to 49%)
11	3d6+47% (50% to 65%)
12	2d6+64% (66% to 76%)
13	2d6+75% (77% to 87%)
14	1d6+87% (88% to 93%)
15	1d3+93% (94% to 96%)
16	1d3+96% (97% to 99%)
17-18	100% (a desert with almost no free-standing water)

Planetary Rotation

Planetary rotation time (4d6+12), in hours is determined by rolling 4d6. Add the rolls together and add 12 to the sum. This generates a time between 16 and 36 hours as the length of one local day.

Atmospheric Density

If no special measures are taken, such as Tri-Ox injections for thin atmospheres or breathing masks for thick atmospheres, all characters except Vulcans and Tellarites must make a Static Average (TN 11) ST test every two hours.

2d6	Atmospheric Density
2-3	Thin
4-9	Terrestrial
10-12	Thick

General Climate

3d6	General Climate
3-7	Desert
8	Tropical
9-11	Warm Temperate
12-13	Cool Temperate
14-18	Arctic

Mineral Content

To eliminate the trouble of mapping each individual vein of ore, roll 3d6 to determine the difficulty of finding a certain mineral in a given area.

3d6	Difficulty of Finding Minerals
3	Legendary (TN 20)
4	Legendary (TN 19)
5	Legendary (TN 18)
6	Heroic (TN 17)
7	Heroic (TN 16)
8	Hard (TN 15)
9	Hard (TN 14)
10-11	Hard (TN 13)
12-18	Hard (TN 12)

Mineral Type	Target Number Modifier
Normal Minerals	+0
Radioactive	+3 TN
Gemstones	+6 TN
Industrial Crystals	+9 TN
Special Minerals	+12 TN

1d6	Normal Minerals
1-2	Iron
3-4	Copper
5-6	Aluminum

1d6	Radioactive Minerals
1-2	Uranium
3-4	Plutonium
5	Thorium
6	Potassium

1d6	Gemstones
1-2	Diamonds
3-4	Rubies
5-6	Flame Gems

1d6	Industrial Crystals
1-2	Dillithium
3-4	Trillithium
5	Corbomite
6	Archerite

1d6	Special Minerals
1-2	Kironide
3-4	Pergium
5-6	Latinum

Once the general difficulty is determined, a landing party with a professional-level geologist (Planetary Sciences: Geology skill of at least 1) may make closer scans with a sciences tricorder.

NEW LIFE (p. 8)

To determine the type of life form that dominates the world, roll 3d6 and consult the table below. The 'Chance Sentient' column indicates the chance for the dominant life form to be a thinking creature. After the life form type has been determined, roll 3d6 again and compare the roll to the table to see if the life form is an intelligent race. If the roll is less than or equal to the 'Chance Sentient' then the dominant life form is a race of thinking beings.

3d6	Dominant Life Form	Chance Sentient
3-4	Plants	3 or less on 3d6
5	Lower Animals	N/A
6	Insects/Arthropods	4 or less on 3d6
7	Fish	5 or less on 3d6
8	Amphibians/Reptiles	6 or less on 3d6
9-10	Birds/Avians	6 or less on 3d6
11-15	Mammals	6 or less on 3d6
16-18	Special	14 or less on 3d6

Alien Attributes (p. 9)

Intelligent (sentient) alien creatures have 8 attributes just like any other player character or NPC races. If they are not sentient, however, alien creatures use only 3 standard attributes (Strength, Agility and Intelligence).

Size

Roll 3d6 to determine the life forms size.

3d6	FASA Size	Far Trek Size	HP
3-4	Tiny	Tiny	1
5-7	Very Small	Small	2
8-9	Small	Small	5
10-11	Medium	Medium	10
12-13	Large	Large	20
14-15	Very Large	Giant-sized	30
16-18	Huge	Monster-sized	40

3d6	Form
3-5	Amorphous
6-7	Insect
8	Fish
9-10	Amphibian
11	Reptile
12	Bird
13-15	Mammal
16-18	Special

Alien Attribute Generation Table (p. 9)

Treat STR as Strength.
Ignore END.
Treat DEX as Dexterity.

Strength	Strength (FAR TREK)
-4% to 6%	ST -4
07% to 13%	ST -3
14% to 22%	ST -2
23% to 35%	ST -1
36% to 50%	ST +0
51% to 65%	ST 1
66% to 78%	ST 2
79% to 88%	ST 3
89% to 94%	ST 4
95% to 99%	ST 5
100% to 104%	ST 6
105% to 109%	ST 7
110% to 114%	ST 8
115% to 119%	ST 9
120% to 124%	ST 10
125% to 129%	ST 11
130% to 134%	ST 12
135% to 139%	ST 13
140% to 144%	ST 14
145% to 149%	ST 15
150% to 154%	ST 16
155% to 159%	ST 17
160% to 164%	ST 18
165% to 169%	ST 19
170% to 174%	ST 20

175% to 179%	ST 21
180% to 184%	ST 22
185% to 189%	ST 23
190% to 194%	ST 24
195% to 199%	ST 25
200% to 204%	ST 26
205% to 209%	ST 27
210% to 214%	ST 28
215% to 219%	ST 29
220% to 224%	ST 30
225% to 229%	ST 31
230% to 234%	ST 32
235% to 239%	ST 33
240% to 244%	ST 34
245% to 249%	ST 35
250% to 254%	ST 36
255% to 259%	ST 37
260% to 264%	ST 38
265% to 269%	ST 39
270% to 274%	ST 40
275% to 279%	ST 41
280% to 284%	ST 42
285% to 289%	ST 43
290% to 294%	ST 44
295% to 299%	ST 45
300% to 304%	ST 46
305% to 309%	ST 47
310% to 314%	ST 48
315% to 319%	ST 49
320% to 324%	ST 50
325% or more	ST 51

Damage

FASA (average)	Far Trek (damage)
D10-3 {2.5}	TN 2 (1d3-2)
D10 {5.5}	TN 3 (1d6-2)
D10+3 {8.5}	TN 4 (1d6-1)
2D10 {11}	TN 5 (1d3)
3D10 {16.5}	TN 8 (1d6)
20	TN 9 (1d6+1)
4D10 {22}	TN 10 (1d6+2)
25	TN 10 (1d6+2)
30	TN 11 (2d6)
4D10+5 {27}	TN 11 (2d6)
4D10+10 {32}	TN 12 (2d6+1)
40	TN 12 (2d6+1)
4D10+20 {42}	TN 13 (2d6+2)
50	TN 13 (2d6+2)
4D10+30 {52}	TN 14 (3d6)
60	TN 15 (3d6+1)
75	TN 16 (3d6+2)
80	TN 17 (4d6)
120	TN 18 (4d6+1)
130	TN 19 (4d6+2)
150	TN 20 (5d6)
160	TN 21 (5d6+1)
DESTROYED	TN 22 (5d6+2)

Amorphous

Tiny: ST -4 to -3

FASA Attributes (STR & END)	Far Trek Attributes (roll 1d6)
D10/2	-4
D10-2	-4
D10-3	-4
D10-4	-4
D10-5	-4
D10-6	-4
D10-7	-4

D10-8	-4
D10-9	-4
D10	-4 (1-3) to -3 (4-6)
D10+2	-4 (1-3) to -3 (4-6)
D10+5	-4 (1-2), -3 (3-4) or -2 (5-6)
D10+8	-3 (1-3) to -2 (4-6)
D10+10	-3 (1-3) to -2 (4-6)
D10+15	-2 (1-3) to -1 (4-6)
D10+20	-2 (1-3) to -1 (4-6)
D10+25	-1
D10+35	0
D10+40	0
2D10	-4 (1-2), -3 (3-4) or -2 (5-6)
2D10+5	-3 (1-2), -2 (3-4) or -1 (5-6) or 1d3-4
2D10+10	-3 (1-2), -2 (3-4) to -1 (5-6) or 1d3-4
2D10+15	-2 (1-3) to -1 (4-6) or 1d2-3
2D10+20	-2 (1-3) to -1 (4-6) or 1d2-3
2D10+25	-1 (1-3) to 0 (4-6) or 1d2-1
2D10+30	-1 (1-2), 0 (3-4) or 1 (5-6) or 1d3-2
2D10+35	+0 (1-3) to +1 (4-6) or 1d2-1
2D10+40	+0 (1-3) to +1 (4-6) or 1d2-1
2D10+45	+0 (1-3) to +1 (4-6) or 1d2-1
2D10+50	1 (1-3) to 2 (4-6) or 1d2
2D10+55	1 (1-3) to 2 (4-6) or 1d2
2D10+60	1 (1-2), +2 (3-4) to 3 (5-6) or 1d3
2D10+65	2 (1-3) or 3 (4-6) or 1d2+1
2D10+70	2 (1-2), 3 (3-4), or 4 (5-6) or 1d3+1
2D10+75	2 (1-2), 3 (3-4), 4 (5) to 5 (6)
2D10+80	3 (1-2), 4 (3-4), 5 (5) to 6 (6)
2D10+90	4 (1-2), 5 (3), 6 (4), 7 (5), 8 (6) or 1d6+2
3D10-5	-4 (1-2), -3 (3-4), -2 (5) to -1 (6)
3D10	-4 (1-2), -3 (3-4), -2 (5) to -1 (6)
3D10+5	-3 (1-2), -2 (3-4) or -1 (5-6)
3D10+10	-3 (1-2), -2 (3-4), -1 (5) to +0 (6)
3D10+15	-2 (1-2), -1 (3-4) or 0 (5-6)
3D10+20	-1 (1-3) to 0 (4-6)
3D10+25	-1 (1-2), +0 (3-4) or +1 (5-6) or 1d3-1
3D10+30	-1 (1-2), 0 (3-4) or 1 (5-6)
3D10+35	+0 (1-3) to +1 (4-6)
3D10+40	+0 (1-2), +1 (3-4) to 2 (5-6) or 1d3-1
3D10+45	+0 (1-2), +1 (3-4) to 2 (5-6)
3D10+50	+1 (1-2), +2 (3-4) to 3 (5-6) or 1d3
3D10+55	+1 (1-2), +2 (3-4) to 3 (5-6) or 1d3
3D10+60	+1 (1-2), +2 (3-4), +3 (5) to +4 (6)
3D10+70	+1 to +6
3D10+90	1d6+3
3D10+115	1d6+8
4D10+5	-3 (1-2), -2 (3-4), -1 (5) to +0 (6)
4D10+10	-2 (1-2), -1 (3-4) or +0 (5-6)
4D10+15	-2 (1-2), -1 (3-4), +0 (5) to +1 (6)
4D10+20	-1 (1-2), +0 (3-4) or +1 (5-6)
4D10+30	-1 (1-2), +0 (3-4), +1 (5) to +2 (6)
4D10+35	0 (1-2), 1 (3-4) or 2 (5-6)
4D10+40	+0 (1-2), +1 (3-4), +2 (5) to +3 (6)
4D10+50	1d6-2
4D10+55	1d6-1
4D10+60	1d6
4D10+65	+1d6+1
4D10+70	1d6+1
4D10+80	1d6+2
4D10+100	1d6+5
D100/2	-4 (1-2), -3 (3), -2 (4), -1 (5) to -0 (6)
D100/4	-4 (1-2), -3 (3-4), -2 (5) to -1 (6)
D100	+2d6-6
4D10+125	2d6+9
4D10+160	+1d6+17
4D10+170	2d6+18
D100+30	3d6-4
D100+40	3d6-3

D100+60	+3d6-2
D100+80	4d6-4
D100+100	4d6+2
D100+140	4d6+10
D100+175	+4d6+17
D100+225	4d6+27

Endurance	Special Talents
22% or less	Frail [Limitation]
23%-88%	Ignore
89% to 173%	Hard to Kill (+2 HP) [Talent]
174% to 225%	Hard to Kill x2 [Talent]
226% or more	Hard to Kill x3 [Talent]

Endurance	Far Trek Talents/Limitations
D10/2	Limitation Frail (-2 HP)
D10	Limitation Frail (-2 HP)
2D10	Limitation Frail (-2 HP)
2D10+5	Limitation Frail (-2 HP)
2D10+15	Limitation 1 in 6 Frail (-2 HP)
2D10+35	Ignore
3D10+10	Limitation 1 in 6 Frail (-2 HP)
3D10+15	Limitation 1 in 6 Frail (-2 HP)
3D10+30	Ignore
3D10+40	Ignore
3D10+50	Ignore
3D10+60	Talent 1 in 6 Hard to Kill (+2 HP)
3D10+70	Talent 5 in 6 Hard to Kill (+2 HP)
3D10+90	Talent Hard to Kill (+2 HP)
3D10+115	Talent Hard to Kill (+2 HP)
4D10+10	1 in 6 Limitation Frail
4D10+30	Ignore
4D10+40	Ignore
4D10+80	Talent 5 in 6 Hard to Kill (+2 HP)
4D10+125	Talent Hard to Kill (+2 HP)
4D10+160	Talent 1 in 6 Hard to Kill (+2 HP), otherwise Hard to Kill x2 (+4 HP)
4D10+170	Talent Hard to Kill x2 (+4 HP)
D100+60	Talent 4 in 6 Hard to Kill (+2 HP)
D100+100	Talent (1-3) Hard to Kill x2 (+4 HP), (4-6) Hard to Kill (+2 HP)
D100+175	Talent 3 in 6 Hard to Kill x2 (+4 HP), otherwise Hard to Kill x3 (+6 HP)
D100+225	Talent Hard to Kill x3 (+6 HP)

Armor Roll	Far Trek Armor
D10-8	Ignore
D10-7	Ignore
D10-6	Ignore
D10-5	Ignore
D10-4	Ignore
D10-3	Ignore
D10-2	Ignore
D10	Ignore
D10+5	Ignore
D10+15	Ignore
D10+25	Ignore
D10+35	Ignore
D100/2	Ignore
D100/4	Ignore

Damage Roll

Ignore. Damage is 1d6+Strength.

ALIEN ATTRIBUTE EXAMPLES

Amorphous, Tiny

ST -4 (1-3) to -3 (4-6)

DX +2d6-6

HP 1

Size Tiny

Limitation Frail

Amorphous, Very Small

ST -3 (1-3) to -2 (4-6)

DX +2d6-6

HP 2

Size Very Small

Limitation 1 in 6 Frail

Amorphous, Small

ST -3 (1-2), -2 (3-4) or -1 (5-6)

DX +2d6-6

HP 5

Size Small

Amorphous, Medium

ST -1 (1-3) to 0 (4-6)

DX +2d6-6

HP 10

Size Medium

Talents 5 in 6 Hard to Kill (+2 HP)

Amorphous, Large

ST +0 (1-2), +1 (3-4) to 2 (5-6)

DX +2d6-6

HP 22

Size Large

Talent Hard to Kill (+2 HP)

Amorphous, Giant-sized

ST +1 to +6

DX +2d6-6

HP 34

Size Giant-Sized

Talent Hard to Kill x2 (+4 HP)

Amorphous, Monster-Sized

ST +4d6-4

DX +2d6-6

HP 40

Size Monster-Sized

Talent Hard to Kill x3 (+6 HP)

Insect, Tiny

ST -4 (1-2), -3 (3-4) or -2 (5-6)

DX 1d6+1

HP 1

Size Tiny

Limitation Frail

Insect, Very Small

ST -2 (1-2), -1 (3-4) or +0 (5-6)

DX 1d6

HP 2

Size Small (Very)

Limitation 1 in 6 Frail (-2 HP)

Insect, Small

ST +0 (1-2), +1 (3-4), +2 (5) to +3 (6)

DX 1d6-1

HP 5

Size Small

Insect, Medium

ST 1d6+2

DX 1d6-2

HP 10

Size Medium

Talent 5 in 6 Hard to Kill (+2 HP)

Insect, Large

ST 2d6+9

DX 0 (1-2), 1 (3-4) or 2 (5-6)

HP 22

Size Large

Talent Hard to Kill (+2 HP)

Insect, Giant-sized

ST 2d6+18

DX -1 (1-2), 0 (3-4) or 1 (5-6)

HP 34

Size Giant-sized

Talent Hard to Kill x2 (+4 HP)

Insect, Monster-Sized

ST 4d6+27

DX -2 (1-2), -1 (3-4) or 0 (5-6)

HP 46

Size Monster-sized

Talent Hard to Kill x3 (+6 HP)

Fish, Tiny

ST -4 (1-3) to -3 (4-6)

DX +0 (1-2), +1 (3-4), +2 (5) to +3 (6)

HP 1

Size Tiny

Limitation Frail

Fish, Very Small

ST -3 (1-2), -2 (3-4) to -1 (5-6)

DX +0 (1-2), +1 (3-4) to 2 (5-6)

HP 2

Size Small (Very)

Limitation 1 in 6 Frail (-2 HP)

Fish, Small

ST -3 (1-2), -2 (3-4), -1 (5) to +0 (6)

DX +0 (1-3) to +1 (4-6)

HP 5

Size Small

Fish, Medium

ST -1 (1-2), 0 (3-4) or 1 (5-6)

DX -1 (1-2), 0 (3-4) or 1 (5-6)

HP 10

Size Medium

Talent 5 in 6 Hard to Kill (+2 HP)

Fish, Large

ST +1 (1-2), +2 (3-4), +3 (5) to +4 (6)

DX -1 (1-2), +0 (3-4) or +1 (5-6)

HP 22

Size Large

Talent Hard to Kill (+2 HP)

Fish, Giant-Sized

ST 1d6+3

DX -1 (1-3) to 0 (4-6)

HP 32-34

Size Giant-sized

Talent 1 in 6 Hard to Kill (+2 HP), otherwise Hard to Kill x2 (+4 HP)

Fish, Monster-Sized

ST 4d6+2

DX -2 (1-2), -1 (3-4) or 0 (5-6)

HP 44-46

Size Monster-sized

Talent 3 in 6 Hard to Kill x2 (+4 HP), otherwise Hard to Kill x3 (+6 HP)

Amphibian, Tiny

ST -4 (1-3) to -3 (4-6)

DX +3d6-2

HP 1

Size Tiny
Limitation Frail

Amphibian, Very Small

ST -3 (1-2), -2 (3-4) to -1 (5-6)
DX 3d6-3
HP 1
Size Small (Very)
Limitation Frail (-2 HP)

Amphibian, Small

ST -3 (1-2), -2 (3-4), -1 (5) to +0 (6)
DX 3d6-4
HP 3-5
Size Small
Limitation 1 in 6 Frail (-2 HP)

Amphibian, Medium

ST -1 (1-2), 0 (3-4) or 1 (5-6)
DX -1 (1-2), +0 (3-4), +1 (5) to +2 (6)
HP 10
Size Medium

Amphibian, Large

ST +1 (1-2), +2 (3-4), +3 (5) to +4 (6)
DX -1 (1-2), +0 (3-4) or +1 (5-6)
HP 20-22
Size Large
Talent 1 in 6 Hard to Kill (+2 HP)

Amphibian, Giant-sized

ST 1d6+3
DX -2 (1-2), -1 (3-4), +0 (5) to +1 (6)
HP 32
Size Giant-sized
Talent Hard to Kill (+2 HP)

Amphibian, Monster-Sized

ST 4d6+2
DX -3 (1-2), -2 (3-4), -1 (5) to +0 (6)
HP 42-44
Size Monster-sized
Talent (1-3) Hard to Kill x2 (+4 HP), (4-6) Hard to Kill (+2 HP)

Reptile, Tiny

ST -4 (1-3) to -3 (4-6)
DX +0 (1-3) to +1 (4-6)
HP 1
Size Tiny
Limitation Frail (-2 HP)

Reptile, Very Small

ST -4 (1-2), -3 (3-4), -2 (5) to -1 (6)
DX -1 (1-2), 0 (3-4) or 1 (5-6)
HP 1
Size Small (Very)
Limitation Frail (-2 HP)

Reptile, Small

ST -2 (1-2), -1 (3-4) or 0 (5-6)
DX -1 (1-2), 0 (3-4) or 1 (5-6)
HP 3-5
Size Small
Limitation 1 in 6 Frail (-2 HP)

Reptile, Medium

ST +0 (1-2), +1 (3-4) to 2 (5-6)
DX -1 (1-2), 0 (3-4) or 1 (5-6)
HP 10
Size Medium

Reptile, Large

ST 1d6+1
DX -1 (1-3) to 0 (4-6)
HP 20-22
Size Large
Talent 1 in 6 Hard to Kill (+2 HP)

Reptile, Giant-sized

ST 1d6+5
DX -3 (1-2), -2 (3-4) or -1 (5-6)
HP 32
Size Giant-sized
Talent Hard to Kill (+2 HP)

Reptile, Monster-sized

ST 4d6+10
DX -4 (1-2), -3 (3-4), -2 (5) to -1 (6)
HP 42-44
Size Monster-sized
Talent (1-3) Hard to Kill x2 (+4 HP), (4-6) Hard to Kill (+2 HP)

Bird, Tiny

ST -4 (1-3) to -3 (4-6)
DX +0 (1-2), +1 (3-4) to 2 (5-6)
HP 1
Size Tiny
Limitation Frail (-2 HP)

Bird, Very Small

ST -4
DX +0 (1-3) to +1 (4-6)
HP 1
Size Small (Very)
Limitation Frail (-2 HP)

Bird, Small

ST -3 (1-2), -2 (3-4) or -1 (5-6)
DX +0 (1-3) to +1 (4-6)
HP 3
Size Small
Limitation Frail (-2 HP)

Bird, Medium

ST -1 (1-3) to 0 (4-6)
DX +0 (1-3) to +1 (4-6)
HP 8-10
Size Medium
Limitation 1 in 6 Frail (-2 HP)

Bird, Large

ST +0 (1-2), +1 (3-4) to 2 (5-6)
DX -1 (1-2), 0 (3-4) or 1 (5-6)
HP 20
Size Large

Bird, Giant-sized

ST 1d6
DX -1 (1-2), +0 (3-4) or +1 (5-6)
HP 34
Size Giant-sized

Bird, Monster-sized

ST 4d6-4
DX -1 (1-3) to 0 (4-6)
HP 40-42
Size Monster-sized
Talent 4 in 6 Hard to Kill (+2 HP)

Mammal, Tiny

ST -4 (1-3) to -3 (4-6)
DX -3 (1-2), -2 (3-4), -1 (5) to +0 (6)
HP 1

Size Tiny

Limitation Frail (-2 HP)

Mammal, Very Small

ST -3 (1-2), -2 (3-4) to -1 (5-6)

DX -1 (1-3) to 0 (4-6)

HP 1

Size Small (Very)

Limitation Frail (-2 HP)

Mammal, Small

ST -3 (1-2), -2 (3-4), -1 (5) to +0 (6)

DX -1 (1-2), +0 (3-4) or +1 (5-6)

HP 3-5

Size Small

Limitation 1 in 6 Frail (-2 HP)

Mammal, Man-sized

ST -1 (1-2), 0 (3-4) or 1 (5-6)

DX -1 (1-2), 0 (3-4) or 1 (5-6)

HP 10

Size Medium

Mammal, Large

ST +1 (1-2), +2 (3-4), +3 (5) to +4 (6)

DX -1 (1-3) to 0 (4-6)

HP 20-22

Size Large

Talent 1 in 6 Hard to Kill (+2 HP)

Mammal, Giant-sized

ST 1d6+3

DX -4 (1-2), -3 (3-4) or -2 (5-6)

HP 32

Size Giant-sized

Talent Hard to Kill (+2 HP)

Mammal, Monster-sized

ST 4d6+2

DX -4 (1-2), -3 (3-4), -2 (5) to -1 (6)

HP 42-44

Size Monster-sized

Talent (1-3) Hard to Kill x2 (+4 HP), (4-6) Hard to Kill (+2 HP)

MENT Scores for Alien Animals (p. 10)

MENT is treated as IQ as follows:

To find the initial IQ for a new life form, roll 2d6, consult the table, and record the information on the *Alien Creation Record*.

2d6	Mentation Level (IQ)
2	Reactant (IQ -4)
3-4	Low Animal Intelligence (IQ -3)
5-7	Medium Animal Intelligence (IQ -2)
8-10	High Animal Intelligence (IQ -1)
11-12	Very High Animal Intelligence (IQ 1)

Modifiers for Feeding Habits (p. 10)

The creature's form and size determine its basic DX, but this is modified by the type of food it eats.

For each new life form, the Referee should determine its feeding habits, either by choosing it or by rolling 2d6 and consulting the left-hand column. Then the Referee must read across, consult the table below, and apply the modifiers to the creature's initial DX and IQ scores.

2d6	Feeding Habits	DX Modifier	IQ Modifier
2-5	Carnivore	+1 DX	+0 IQ
6-7	Omnivore	+0 DX	+1 IQ
8-12	Herbivore	-1 DX	-1 IQ

Tactical Movement and Combat Statistics (p. 10)

Modify the creatures other abilities as follows:

Carnivore

Unarmed Melee 2 and Claws [Talent] ^[FT124] or Claws/Fangs [Bonus]. ^[FT68]

Omnivore

Unarmed Melee 1.

Herbivore

+0 Unarmed Melee and Fast [Bonus]. ^[FT113]

F'lanari ('golden death-bringers')

Mammal, Carnivore

ST 2 DX 1 IQ 1 HP 12 AP 11 Size Large

Talents Claws/Fangs, Fur Coat

Skills Unarmed Melee 2

Upright, 2-legged animal, very strong and intelligent, with a sleek body, golden brown fur. It resembles "Bigfoot" but is slimmer and more agile. It inhabit mountainous terrain. Highly territorial, living in no group larger than a family.

ATTRIBUTE SCORES FOR INDIVIDUAL ALIENS (p. 11)

For any individual's attribute, first determine if the attribute is greater than average or less than average.

2d6	Attribute Score
2-4	-1
7-9	+0
10-12	+1

NEW CIVILIZATIONS (p. 12)

2d6	Space Sciences Index	Accomplishment
2-5	0	No accomplishment. +0 to Social Science Index roll.
6	1	Star recognition. +0 to Social Science Index roll.
7	2	Recognition of other planetary bodies. +0 to Social Science Index roll.
8	3	Solar system mechanics. +0 to Social Science Index roll.
9	4	Basic astronautics. +0 to Social Science Index roll.
10	5	Manned spacecraft. +1 to Social Science Index roll.
11-12	6	Manned interstellar probes. +1 to Social Science Index roll.

2d6	Physical Sciences Index	Accomplishment
2-3	0	No accomplishment. -2 to Engineering & Planetary Science Index roll.
4	1	Control of fire. -2 to Engineering & Planetary Science Index roll.
5	2	Complex optics. -1 to Engineering & Planetary Science Index roll.
6	3	Laws of motion. -1 to Engineering & Planetary Science Index roll.
7	4	Basic electricity. +0 to Engineering & Planetary Science Index roll.

8	5	Radio communication. +0 to Engineering & Planetary Science Index roll.
9	6	Atomic fission. +1 to Engineering & Planetary Science Index roll.
10	7	Controlled fusion. +1 to Engineering & Planetary Science Index roll.
11-12	8	Subspace radio theory. +2 to Engineering & Planetary Science Index roll.

7	2	Psi activity recognized
8	3	Psi activity documented
9	4	Psi activity widely recognized
10	5	Psionics measured in many
11-12	6	Psionics seen as conservable resources
13	7	Rudimentary training provided to psionically-gifted individuals
14	8	Psionics cultivated in all

THE SOCIOPOLITICAL INDEX (p. 14)

2d6	Engineering Index	Accomplishment
2-5	0	No accomplishment. -2 to Life Science Index roll.
6	1	Rudimentary tool making. -2 to Life Science Index roll.
7	2	Basic metallurgy. -1 to Life Science Index roll.
8	3	Basic mechanics. -1 to Life Science Index roll.
9	4	Reciprocating engines. +0 to Life Science Index roll.
10	5	Heating and cooling systems. +0 to Life Science Index roll.
11-12	6	Transistors and basic electronics. +1 to Life Science Index roll.
13	7	Advanced microcircuits and computer technology. +1 to Life Science Index roll.
14	8	Micromolecular circuitry. +2 to Life Science Index roll.

2d6	Social Science Index	Accomplishment
2-4	0	No accomplishment
5	1	Recognition of formal leadership
6	2	Development of religion
7	3	Development of social classes
8	4	Basic socioeconomic theory
9	5	Basic psychology of own race
10	6	Psychoanalysis
11-12	7	Large-scale social planning
13	8	Elimination of racial, cultural or sexual prejudice

2d6	Planetary Sciences Index	Accomplishment
2-5	0	No accomplishment
6	1	Recognition of weather
7	2	Empirical weather prediction
8	3	Classification of basic minerals and fossils
9	4	Basic scientific meteorology
10	5	Basic earthquake prediction
11-12	6	Harnessed geothermal energy
13	7	Gravity control
14	8	Planetary weather and climate control

Cultural Attitude Index Classification (p. 15)

2d6	Cultural Attitude Index	Accomplishment
2	0	Anarchy
3	1	Pre-Tribal
4	2	Early Tribal
5	3	Advanced Tribal
6	4	Feudal
7	5	Monarchy
8	6	Controlled Monarchy
9	7	Representative Structure
10	8	Participatory Structure
11-12	9	Unity

2d6	Life/Medical Sciences Index	Accomplishment
2-5	0	No accomplishment. -2 to Psionics Index roll.
6	1	Basic herbal medicine. -2 to Psionics Index roll.
7	2	Basic anatomy. -1 to Psionics Index roll.
8	3	Basic physiology. -1 to Psionics Index roll.
9	4	Basic genetics. +0 to Psionics Index roll.
10	5	Bacteriology and immunology. +0 to Psionics Index roll.
11-12	6	Basic DNA and gene research. +1 to Psionics Index roll.
13	7	Gene surgery. +1 to Psionics Index roll.
14	8	Portable medical scanners. +2 to Psionics Index roll.

DESIGNING NPCS (p. 15)

Typical Star Base Headquarters Commodore/Admiral

ST 1d2-1 DX 1d2-1 IQ 1d3 CA 1d3
Skills Administration 1d6-1, Diplomacy 1d6-1, Leadership 1d6-1

Typical Captain, Constitution-class Starship

ST 1d2 DX 1d2 IQ 1d3 CA 1d6-2
Skills Diplomacy 1d6-2, Leadership 1d6-2, Marksmanship 1d3-1, Starship Combat 1d6-2, Unarmed Melee 1d3-1

Typical Captain, Smaller Starship

ST 1d2-1 DX 1d2-1 IQ 1d2 CA 1d2
Skills Diplomacy 1d3-1, Leadership +0 (1-2), +1 (3-4), +2 (5) to +3 (6), Marksmanship 1d2-1, Starship Combat 1d3-1, Unarmed Melee 1d2-1

Typical Security Guard

ST 1d3 DX 1d3 IQ 0 CA 0
Skills Marksmanship 1d3-1, Professional: Security Procedures 1d3-1, Unarmed Melee 1d3-1

Typical Engineering Officer

ST 1 DX 1 IQ 1d3 CA 1d2
Skills Starship Engineer 1d6-2, (any two technical specialties) 1d6-2

Typical Science Officer

ST 1 DX 1 IQ 1d3 CA 1d2
Skills Computers 1d2-1, Sensors 1d2-1, (any 2 science specialties) 1d6-1

2d6	Psionics Index	Accomplishment
2-5	0	No accomplishment
6	1	Psi activity largely unrecognized or unknown

Klingons (p. 16)

Security personnel carry disruptor rifles and sometimes wear armored vest (Armor (+2)).

Typical Captain, Battlecruiser or Major Warship

ST 1d3 DX 1d2 IQ 1d2 CA 1d3-2

Talents Aggressive, Durable

Limitations 1 in 6 Unlucky

Skills Interrogate 1d3, Leadership 1d2, Marksmanship 1d2-1, Starship Combat 1d2-1, Unarmed Melee 1d2-1

Typical Soldier/Guard

ST 1d2+1 DX 1d3 IQ 1d3-2 CA 1d2-3

Talents Aggressive, Durable

Limitations Unlucky

Skills Marksmanship 1d2-1, Unarmed Melee 1d2-1

Romulans (p. 17)

Security personnel carry disruptor rifles and wear armored vests (Armor (+2)) and helmets.

Typical Sub-Commander

ST 1d3 DX 1d2 IQ 1d2 CA 1d2

Talents Desert-Adapted, Duplicitous

Skills Administration 1d2-1, Diplomacy 1d2-1, Leadership 1d3, Starship Combat 1d2

Typical Centurion

ST 1d3+1 DX 1d2 IQ 1d2 CA 1d2

Talents Desert-Adapted, Duplicitous

Skills Marksmanship 1d3, Professional: Security Procedures 1d2-1, Unarmed Melee 1d3

Orions (p. 17)

Their claw-like fingernails are usable in melee combat as Claws [Talent] [FT124]

Typical Smuggler Captain

ST 1d3 DX 1d2 IQ 1d2 CA 1d6-2

Talents Decadent, Durable

Skills Diplomacy 1d2+1, Leadership 1d3, Marksmanship 1d2-1, Starship Combat 1d2+1, Streetwise 1d3, Unarmed Melee 1d3-2

Typical Slave Woman

ST 1d2-1 DX 3 (1-2), 4 (3-4), 5 (5) to 6 (6) IQ 1d2-3 CA 1d6-2

Talents Claws, Pheromones

Skills Arts: Dancing 1d3+1, Arts: Music 1d2-1, Knowledge: Seduction 1d3+1, Streetwise 1d3, Unarmed Melee 1d3-2

Gorn

Typical Captain

ST 3 (1-2), 4 (3-4), 5 (5) to 6 (6) DX 1d3-2 IQ 1d2 CA 1d3-2

Talents Alien Strength, Armor (+2), 3 in 6 Hard to Kill (+2 HP)

Limitations Slow (½ move)

Skills Leadership 1d2-1, Starship Combat 1d2-1, Unarmed Melee 1d2

Typical Soldier

ST 1d6+2 DX 1d2-1 IQ 1d3-2 CA 1d3-4

Talents Alien Strength, Armor (+2), Hard to Kill (+2 HP)

Skills Marksmanship 1d2-1, Small Unit Tactics 1d2-1, Unarmed Melee 1d2+1

Tholians

Tholian Captain

ST -1 DX 0 IQ 1d3 CA 1d3-2

Talents Alien Physiology, Darkvision, Hard Carapace (+4)

Limitations Alien Mindset, Xenophobic

Skills Leadership 1d2, Starship Combat 1d3

ATTRIBUTE DESCRIPTIONS (p. 23)

Strength (STR)

A character with an ST score of 0 can carry about 50 lbs. at length without tiring, lift about 150 lbs. without strain and drag a 200 lbs. weight for a short time without exhausting himself.

POUNDS

Strength	Strength	Carry	Lift (x3)	Drag (x4)
-4% to 6%	ST -4	6 lbs.	18	24
07% to 13%	ST -3	13	39	52
14% to 22%	ST -2	22	66	88
23% to 35%	ST -1	35	105	140
36% to 50%	ST 0	50	150	200
51% to 65%	ST 1	65	195	260
66% to 78%	ST 2	78	234	312
79% to 88%	ST 3	88	264	352
89% to 94%	ST 4	94	282	376
95% to 99%	ST 5	99	297	396
100% to 104%	ST 6	104	312	416
105% to 109%	ST 7	109	327	436
110% to 114%	ST 8	114	342	456
115% to 119%	ST 9	119	357	476
120% to 124%	ST 10	124	372	496
125% to 129%	ST 11	129	387	516
130% to 134%	ST 12	134	402	536
135% to 139%	ST 13	139	417	556
140% to 144%	ST 14	144	432	576
145% to 149%	ST 15	149	447	596
150% to 154%	ST 16	154	462	616
155% to 159%	ST 17	159	477	636
160% to 164%	ST 18	164	492	656
165% to 169%	ST 19	169	507	676
170% to 174%	ST 20	174	522	696
175% to 179%	ST 21	179	537	716
180% to 184%	ST 22	184	552	736
185% to 189%	ST 23	189	567	756
190% to 194%	ST 24	194	582	776
195% to 199%	ST 25	199	597	796
200% to 204%	ST 26	204	612	816
205% to 209%	ST 27	209	627	836
210% to 214%	ST 28	214	642	856
215% to 219%	ST 29	219	657	876
220% to 224%	ST 30	224	672	896
225% to 229%	ST 31	229	687	916
230% to 234%	ST 32	234	702	936
235% to 239%	ST 33	239	717	956
240% to 244%	ST 34	244	732	976
245% to 249%	ST 35	249	747	996
250% to 254%	ST 36	254	762	1016
255% to 259%	ST 37	259	777	1036
260% to 264%	ST 38	264	792	1056
265% to 269%	ST 39	269	807	1076
270% to 274%	ST 40	274	822	1096
275% to 279%	ST 41	279	837	1116
280% to 284%	ST 42	284	852	1136
285% to 289%	ST 43	289	867	1156
290% to 294%	ST 44	294	882	1176
295% to 299%	ST 45	299	897	1196
300% to 304%	ST 46	304	912	1216
305% to 309%	ST 47	309	927	1236
310% to 314%	ST 48	314	942	1256
315% to 319%	ST 49	319	957	1276
320% to 324%	ST 50	324	972	1296
325% to 329%	ST 51	329	987	1316

KILOGRAMS

Strength	Strength	Carry	Lift (x3)	Drag (x4)
-4% to 6%	ST -4	13	40	53
07% to 13%	ST -3	29	86	114
14% to 22%	ST -2	48	145	194
23% to 35%	ST -1	77	231	308
36% to 50%	ST 0	110	330	440

51% to 65%	ST 1	143	429	572
66% to 78%	ST 2	172	515	686
79% to 88%	ST 3	194	581	774
89% to 94%	ST 4	207	620	827
95% to 99%	ST 5	218	653	871
100% to 104%	ST 6	229	686	915
105% to 109%	ST 7	240	719	959
110% to 114%	ST 8	251	752	1003
115% to 119%	ST 9	262	785	1047
120% to 124%	ST 10	273	818	1091
125% to 129%	ST 11	284	851	1135
130% to 134%	ST 12	295	884	1179
135% to 139%	ST 13	306	917	1223
140% to 144%	ST 14	317	950	1267
145% to 149%	ST 15	328	983	1311
150% to 154%	ST 16	339	1016	1355
155% to 159%	ST 17	350	1049	1399
160% to 164%	ST 18	361	1082	1443
165% to 169%	ST 19	372	1115	1487
170% to 174%	ST 20	383	1148	1531
175% to 179%	ST 21	394	1181	1575
180% to 184%	ST 22	405	1214	1619
185% to 189%	ST 23	416	1247	1663
190% to 194%	ST 24	427	1280	1707
195% to 199%	ST 25	438	1313	1751
200% to 204%	ST 26	449	1346	1795
205% to 209%	ST 27	460	1379	1839
210% to 214%	ST 28	471	1412	1883
215% to 219%	ST 29	482	1445	1927
220% to 224%	ST 30	493	1478	1971
225% to 229%	ST 31	504	1511	2015
230% to 234%	ST 32	515	1544	2059
235% to 239%	ST 33	526	1577	2103
240% to 244%	ST 34	537	1610	2147
245% to 249%	ST 35	548	1643	2191
250% to 254%	ST 36	559	1676	2235
255% to 259%	ST 37	570	1709	2279
260% to 264%	ST 38	581	1742	2323
265% to 269%	ST 39	592	1775	2367
270% to 274%	ST 40	603	1808	2411
275% to 279%	ST 41	614	1841	2455
280% to 284%	ST 42	625	1874	2499
285% to 289%	ST 43	636	1907	2543
290% to 294%	ST 44	647	1940	2587
295% to 299%	ST 45	658	1973	2631
300% to 304%	ST 46	669	2006	2675
305% to 309%	ST 47	680	2039	2719
310% to 314%	ST 48	691	2072	2763
315% to 319%	ST 49	702	2105	2807
320% to 324%	ST 50	713	2138	2851
325% to 329%	ST 51	724	2171	2895

135% to 139%	ST 13	23	69	92
140% to 144%	ST 14	24	72	96
145% to 149%	ST 15	25	75	100
150% to 154%	ST 16	26	78	104
155% to 159%	ST 17	27	81	108
160% to 164%	ST 18	28	84	112
165% to 169%	ST 19	29	87	116
170% to 174%	ST 20	30	90	120
175% to 179%	ST 21	31	93	124
180% to 184%	ST 22	32	96	128
185% to 189%	ST 23	33	99	132
190% to 194%	ST 24	34	102	136
195% to 199%	ST 25	35	105	140
200% to 204%	ST 26	36	108	144
205% to 209%	ST 27	37	111	148
210% to 214%	ST 28	38	114	152
215% to 219%	ST 29	39	117	156
220% to 224%	ST 30	40	120	160
225% to 229%	ST 31	41	123	164
230% to 234%	ST 32	42	126	168
235% to 239%	ST 33	43	129	172
240% to 244%	ST 34	44	132	176
245% to 249%	ST 35	45	135	180
250% to 254%	ST 36	46	138	184
255% to 259%	ST 37	47	141	188
260% to 264%	ST 38	48	144	192
265% to 269%	ST 39	49	147	196
270% to 274%	ST 40	50	150	200
275% to 279%	ST 41	51	153	204
280% to 284%	ST 42	52	156	208
285% to 289%	ST 43	53	159	212
290% to 294%	ST 44	54	162	216
295% to 299%	ST 45	55	165	220
300% to 304%	ST 46	56	168	224
305% to 309%	ST 47	57	171	228
310% to 314%	ST 48	58	174	232
315% to 319%	ST 49	59	177	236
320% to 324%	ST 50	60	180	240
325% to 329%	ST 51	61	183	244

CHARACTER AGING (p. 24)

The rules on character aging are included for those who want to use them. If the referee wishes, they may be ignored.

As a result of the character generation system, for each full 10 years of age the character has lived beyond the critical age, roll 2d6. On a roll of 11 or 12 the character must reduce one point of ST, DX or TN/HP.

A character may *permanently* spend a Fate Point to avoid the loss.

INCREASING SKILL RATINGS THROUGH PLAY (p. 26)

See Experience. ^[FT34]

REQUESTING SAVING ROLLS (p. 26)

See Tests ^[FT28]

SAVING ROLL TARGETS FOR SPECIFIC ATTRIBUTES (p. 26)

See Goal (p. 29).

Saves Against Strength (p. 26)

This can be used as written.

Saves Against Endurance (p. 26)

These are usually tests against ST.

Saves Against Intellect (p. 26)

This can be used as written.

MASS UNITS

Strength	Strength	Carry	Lift (x3)	Drag (x4)
-4% to 6%	ST -4	6	18	24
07% to 13%	ST -3	7	21	28
14% to 22%	ST -2	8	24	32
23% to 35%	ST -1	9	27	36
36% to 50%	ST 0	10	30	40
51% to 65%	ST 1	11	33	44
66% to 78%	ST 2	12	36	48
79% to 88%	ST 3	13	39	52
89% to 94%	ST 4	14	42	56
95% to 99%	ST 5	15	45	60
100% to 104%	ST 6	16	48	64
105% to 109%	ST 7	17	51	68
110% to 114%	ST 8	18	54	72
115% to 119%	ST 9	19	57	76
120% to 124%	ST 10	20	60	80
125% to 129%	ST 11	21	63	84
130% to 134%	ST 12	22	66	88

Saves Against Dexterity (p. 26)
This can be used as written.

Saves Against Charisma (p. 26)
This can be used as written.

Saves Against Luck (p. 27)
These are usually tests against DX or IQ.

Saves Against Psionic Potential (p. 28)
These are usually tests against IQ.

USING SKILLS (p. 28)

Sports (p. 31)
Vulcans and Caitians may not choose *Knowledge: Swimming*^[FT15] as part of their background.

JUDGING TACTICAL MOVEMENT (p. 32)

Movement (p. 32)

Move: If a character uses half or more of his AP in one round to move across difficult terrain, such as steep hills, sand, snow, rubble, or the like, he may take temporary damage from fatigue. The player must make an Average (TN 11) ST Test. If the roll is successful, there is no temporary damage. If the roll is unsuccessful, then the character takes 1 point of temporary HP damage.

Dodge (aka Evade): If a character uses all AP to evade for a full round, he may take temporary damage. The player must make a Hard (TN 14) ST Test. If the roll is successful, there is no temporary damage. If the roll is unsuccessful, then the character takes 1 point of temporary HP damage.

Run: It is possible to make other actions before running, but running is the last action possible in a round because it takes up all the remaining AP. Once he decides to run, the running character may double his normal movement when figuring the number of squares he may run. If a character runs two or more successive rounds, he may take temporary damage; The player must make an Average (TN 11) ST Test. If the roll is successful, there is no temporary damage. If the roll is unsuccessful, then the character takes 1 point of temporary HP damage.

Climb: An Average (TN 11) DX test must be made if a character attempts any other action in the midst of climbing a ladder, rope, wall, or cliff, or the like where both hands must be used to succeed.

Swim: If a character uses the full round to swim, he may take temporary damage from fatigue. The player must make an Average (TN 11) ST Test. If the roll is successful, there is no temporary damage. If the roll is unsuccessful, then the character takes 1 point of temporary HP damage.

Defense (aka Parry/defend): Once the defense action has been declared, it is effective for the rest of the round against any direct attack from the front.

If the character successfully parries (i.e., their ST roll is higher than their attackers), the enemy's attack does no damage. In addition, he may declare a special opportunity action at the beginning of the following round. This action costs the same as an attack (4 AP), using up all the AP for the round, but it comes before any other actions in the new round. During this special opportunity action, the character may make a personal combat attack against *one* attacker whose attack he successfully parried in the previous round. The attack must be made with any weapon already in the hands; no other weapon may be drawn or otherwise readied for this attack.

Dodge: Use of this action, which requires 3 AP, does not guarantee success in dodging an attack. The defender makes a roll against his DX^[FT30] If the roll is successful, the defender may move into any adjacent square and the attack misses automatically. If the roll is unsuccessful, the character remains where he is, though use of this action makes him more difficult to hit.

Duck Thrown Weapon/Object (aka Dodge): The thrown object will continue on for 2d6-1 squares and anyone or anything else in this pay may be hit if they do not duck.

Hide: For characters to spot hidden non-player characters, requires an Active IQ test^[FT28]

Dive Roll: The character must make an Average (TN 11) Static Test to complete this evasive maneuver successfully. If the test is successful, the figure is moved 2 squares (3 meters) in the desired direction and the player announces whether the character is coming out of the roll kneeling or prone. If the test is not successful, the figure is moved only one square, and the character is prone.

Flying Tackle: This can be used as written.

JUDGING COMBAT (p. 34)

TO-HIT SEQUENCE (p. 34)
See Initiative^[FT30]

DETERMINE BASE TO-HIT NUMBER (p. 34)
See Combat^[FT30]

Base To-Hit Number For Throw Weapons or Objects (p. 34)
See Ranged Combat^[FT30]

Ranged Modifiers (p. 35)

Range	Distance	Modifier
Point-Blank	1 square (1.5m)	-2 TN
Close	2 to 5 squares (2m-7.5m)	+0 TN
Medium	6 to 10 squares (8m-15m)	+2 TN
Long	11 to 25 squares (16m-37.5m)	+4 TN
Far	26 to 45 squares (38m-67.5m)	+8 TN
Out of Range	46 squares (69m) or more	n/a

Unarmed Personal Combat (p. 35)

All hand-to-hand attacks in unarmed personal combat get the -2 TN point-blank range modifier.

Armed Personal Combat (p. 35)

Armed personal combat and hand-to-hand combat attacks always receive the -2 TN point-blank range modifier.

Size Modifiers (p. 35)

Size	Modifier
Small (normal eight year old)	+6 TN
Man-sized (adult human)	+0 TN
Large (adult horse or larger)	-4 TN

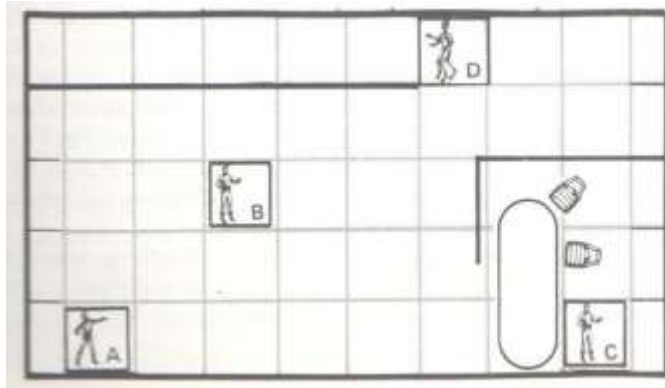
Position Modifiers (p. 35)

Apply a +1 TN position modifier to kneeling, crouching, sitting targets. Apply a +2 TN position modifier to stationary prone targets or crawling targets.

Concealment Modifiers (p. 35)

If between one-third and two-thirds of the target is concealed, a +2 TN modifier should be made to the To-Hit number. If more than two-thirds of the target is concealed, the To-Hit number should be modified by a

minimum of +6 TN. The Human peering from a gun slit might have a +10 TN concealment modifier.



When A and B exchange fire, no intervening obstacles are present. Clear LOS exists no matter what positions A or B take. The shots are made with no concealment modifier.

When A and C exchange fire, the console is between them. If C is standing, he is partly concealed from A by the console, though he has a clear LOS at A. Thus, A can fire, but he has a +2 TN modifier for the 1/3 to 1/2 concealment; C has no concealment modifier. If C is kneeling behind the console, however, he is more than 2/3 concealed from A though he still has a clear LOS to A. Thus, A can fire, but he has a +6 TN for the more-than-2/3 concealment; C has no concealment modifier. If C is prone behind the console, neither can see or hit the other.

When A and D exchange fire, the LOS is blocked by two things, both of which must be considered — D's concealment because B is in the way, and D's concealment because of the wall. If B is standing, the LOS is blocked in both directions, and neither A nor D may exchange fire regardless of D's concealment by the wall; if B is in any other positions, the LOS is not blocked. If D is completely hidden behind the wall, LOS is blocked; neither A nor D can see one another and thus they may not exchange fire. Assuming that B does not block the LOS, if D is peeking around the wall's edge to shoot at A, both may fire. A has a +6 TN because D is more than 2/3 concealed, but D has no concealment modifier (though he may have a +4 TN modifier if he is right-handed).

Modifiers For Target's Movement (p. 35)

Stationary targets are easier to hit, and they have a -3 TN modifier to hit. Running targets have a +1 TN to hit, and evading targets have a +3 TN to hit.

Aiming Modifiers (p. 35)

For aimed shots, adjust the To-Hit number by a -5 TN aiming modifier. For quick-draw shots, adjust the To-Hit Number by +5 TN.

Gamesmasters should not let more than one character out of 20 be ambidextrous (treat as a Talent). For off-hand attacks, apply a +4 TN aiming modifier.

For simultaneous attacks, apply a +2 TN aiming modifier to both attacks. Unless the character is ambidextrous, also apply the +4 aiming modifier to attacks with the off-hand weapon.

Modifiers For Attacker's Movement (p. 35)

When a character uses AP to move and then to attack or fire, without a non-movement action in between, apply a +1 TN movement modifier. When the character is running just prior to attacking or firing, apply a +2 TN movement modifier. When the character is evading just prior to an attack of any kind, apply a +6 TN movement modifier.

CALCULATING ADJUSTED TO-HIT NUMBER (p. 35)

After all the target modifiers and attacker modifiers have been determined, adjust the Target Number by adding them to it or subtracting them from it. ^[FT30]

DETERMINING SUCCESSFUL ATTACKS (p. 36)

Any roll of 3 (on three dice) misses and any roll of 18 hits, no matter what modifiers have been added to or subtracted from the base Target Number.

DETERMINE DAMAGE (p. 36)

Damage From Armed Combat (p. 36)

This can be used as written.

Damage From Unarmed Combat (p. 36)

Damage done in unarmed combat is 1d6+ST.

Parrying Attacks (p. 36)

Parrying requires an Average (TN 11) Active DX test. Otherwise, This can be used as written.

SPECIAL VULCAN ATTACKS (p. 36)

The table below gives the modifiers used in judging the Target Number. The base chance of success is TN 11 ^[FT15].

PSIONIC ATTEMPT MODIFIERS (p. 36)

See Mind Meld ^[FT118], Telepathic [Talent]. ^[FT121]

Contact Type

Mind touch, one way		
Basic concept or feeling		+0 TN
Short message, complex concept		+2 TN
Mind touch, two-way		
Telepathic conversation		+4 TN
Sharing of thoughts and feelings		+6 TN
Total thought exchange		+8 TN
Modification of subject's memory		+4 TN
Mind fusion		+10 TN
Mind meld, per additional person		+1/2 TN
<i>Subject</i>		
Intelligence		
Intelligent humanoid		-2 TN
Intelligent non-humanoid		+0 TN
Semi-intelligent creature		+2 TN
Unintelligent creature or animal		+5 TN
Unknown creature type		+4 TN
State of mind		
Willing telepath		-IQ of less skilled
Willing non-telepath		-5 TN
Unresisting or unaware		-2 TN
Aware and consciously resisting		+IQ of subject
Friendly or mentally sympathetic		-2 TN
Previously mind-touched		-2 TN

Conditions

Surroundings		
Total quiet, no one else present		-3 TN
Comfortable, familiar location		-2 TN
Touching subject		-4 TN
Subject in sight, not touched		+0 TN
Subject distant		+2 TN per range distant

Nerve Pinch (p. 37)

See Vulcan Nerve Pinch ^[FT19] The Vulcan nerve pinch is judged like any other melee attack.

If the attack is successful, the victim must make a Static Heroic (TN 17) ST test. If the test is failed, the victim is reduced to unconsciousness immediately, regardless of his current TN/HP. The effect lasts 3d6+10

minutes (or 1d2 hours if the test is failed by 4 or more) and there is no loss of TN/HP upon regaining consciousness.

TO-HIT MODIFIERS FOR NERVE PINCH (p. 37)

Condition	Modifier
Victim totally unaware	+6 TN
Victim surprised or distracted	+4 TN
Victim on guard in general	-4 TN
Victim aware of nerve pinch technique	-8 TN

JUDGING INJURY, MEDICAL AID, AND DEATH (p. 37)

INACTION (p. 37)

Whenever a character's Hit Points (HP) fall to 0, the character is either too wounded (ill) or too fatigued to perform ANY action normally. Any action after this condition has been reached must be accompanied by a Static Average (TN 11) ST test. If the roll is successful, then the character may perform the action; if it is not, he is either too hurt or too exhausted to do it, and collapses from the effort, taking 1 more point of non-lethal damage. A second Average (TN 11) ST test is necessary to see if the character falls unconscious.

UNCONSCIOUSNESS (p. 37)

When a character's HP falls below 0, a Static Average (TN 11) ST test is required. If the character fails this roll, then he passes out. After any attempt at subsequent actions, more ST tests will be required, not only to see if the character can perform the action, but also to see if he passes out from the strain or the pain. Failing the unconscious roll causes the character to pass out.

Duration (p. 37)

Once a character is unconscious, he will remain that way for 3d6+10 minutes after which he will again be able to function normally. If the character's HP was below 0, the unconsciousness period of 3d6+10 minutes does not begin until his healing brings his current HP to 0 (1d6+9 minutes, see BLM16).

Temporary damage does not accumulate beyond 0, and any temporary damage a character takes after 0 is ignored. A character cannot stun an unconscious individual and expect unconsciousness to last longer; he must wait for the individual to wake up and stun him again.

REST AND HEALING (p. 37)

Regaining Temporary Damage (p. 37)

When a character rests for 30 minutes, he regains all of the temporary damage lost. Rest means no violent or prolonged action is possible.

Regaining Damage While Unconscious (p. 37)

A character will regain all HP lost to fatigue at the normal rate for temporary damage during the time he is unconscious (that is, he will heal 1 point every 5 minutes of non-lethal damage. If, however, unconsciousness were due to phaser stun, a Vulcan nerve pinch, or most drugs, the character will regain all HP lost due to these types of attacks as soon as he regains consciousness.

Regaining Wound Damage (p. 37)

When a character rests for one full day, he regains 1 HP point due to wound damage. The rest must be for a *full* 24 hours; see the note above for definition of rest.

EMERGENCY FIRST AID (p. 37)

When HP is reduced to zero or below by injury, emergency first aid (use of the skill *Medical Sciences: General Medicine* ^[FT16]) is the only way that the victim can live, for normal healing will not begin while the HP is zero or lower.

When someone is mortally injured, record the damage taken below 0 HP and begin to record the time until first aid is applied. When a character attempts to give a victim emergency first aid, the player makes a Skill Test against his rating in *Medical Sciences: General Medicine* for the race of the victim. If the medic does not have the skill for the appropriate race, such as having only skill for Humans and the victim is a Vulcan, only the IQ is used to make the skill test.

EMERGENCY FIRST AID SKILL ROLL MODIFIERS

Condition Present	Modifier
Using medical field kit/first aid kit only	-1 TN
Using med pouch (Star Fleet or Klingon issue)	-3 TN
Using non-Star Fleet hospital or sick bay facilities	-2 TN
Using Star Fleet hospital or sick bay facilities	-5 TN
Prior attempt(s) at first aid, successful or not	-1 TN
Per minute since 0 HP was reached	+1 TN
Per damage point below zero HP	+1 TN
Additional personnel assisting	+0 TN

If the Skill Test succeeds, raise the victim's HP to 1 and begin the normal healing process. If the roll fails, continue to record the time; the HP remains at the current level, but the next first aid attempt will have modifiers for the time passed.

DEATH (p. 38)

If at any time the HP is dropped to -6 or less, the patient is irretrievably dead. The player should generate a new character.

VULCAN PAIN REDUCTION (p. 38)

This technique might be employed to prevent a character from having to make an ST Test when he has taken temporary damage or wound damage and his HP has fallen to 0.

JUDGING EQUIPMENT USE (p. 38)

Environmental Suit (p. 38)

Most unusual actions will require Skill Tests against the character's rating in *Knowledge: Environmental Suit Operation* ^[FT15].

Life Support Belt (p. 38)

A 10-damage point hit will render the belt useless.

Psychotricorder (p. 38)

The technician must have a Skill of +1 in *Computers* ^[FT15]. Skill Tests required to establish a scan are made against *Medical Knowledge: Psychology* ^[FT16] and *Computers*, at a modifier of +4 TN.

Subcutaneous Transponder (p. 38)

A 10-damage hit to the area of insertion will render the transponder useless.

Tricorder (p. 38)

If the scan is common, then no roll is necessary for operators with Star Fleet (or equivalent) backgrounds. If the scan is unusual, then the operator must make a Skill Test against the rating in *Computers* ^[FT15].

If a character carrying a tricorder falls down, is shot by anything other than a stun weapon, or is attacked physically and knocked to the ground, he must roll 2d6. On a roll of 2, the tricorder is damaged and becomes inoperative. An inoperative tricorder can be repaired in the field 3 in 6 times by a person with skill in *Electronics* ^[FT15], assuming that he makes a successful Skill Test and is carrying basic tools. Otherwise, it must be returned to the ship for repairs. If return to the ship is necessary, there is a 3 in 6 chance that the tricorder is so badly damaged that data it is carrying is lost.

Universal Translator (p. 38)

When a new language is encountered, there is a 8 or less on 3d6 chance that it will be translated immediately. This chance increases +1 for each hour of conversation the device records or is fed in advance. A +2 TN penalty modifies the chance if the language is spoken by a non-Humanoid species.

Biocomputer (p. 38)

This skill can generally be used by anyone with Star Fleet (or equivalent) medical training. Otherwise Skill Tests are made against *Medical Sciences: General Medicine* ^[FT16].

Cardiostimulator (p. 38)

A character reduced to 0 or less TN/HP through some kind of heart failure or shock (like electric shock) may require a successful application of this unit to be revived, at the gamemaster's option. Because its use is always in an emergency, a successful Skill Test is required to use this device, and are made against *Medical Sciences: General Medicine* ^[FT16].

Diagnostic Table And Panel (p. 38)

Anyone with Star Fleet (or equivalent) medical training can take the readings from the panel's scales, but only someone with *Medical Sciences: General Medicine* ^[FT16] will be able to tell very much from them.

Drugs (p. 38)

Antitoxins: To determine if an antitoxin is effective, have the medical officer roll 1d6. If the first roll is 3 or less, the antitoxin will cure 1d6 x4 damage points (or TN. If the second roll is 3 or less, the antitoxin will cure 3d6 damage points/TN; otherwise roll again. If the third roll is 3 or less, the antitoxin will cure 1d6+1 points. If none of the three is 3 or less, the antitoxins are totally ineffective. The 3 in 6 chance may be adjusted depending on the circumstances.

Coradrenaline: This drug neutralizes 3d6 points of damage/TN from cold-based sources, and cuts further damage suffered by ½ for the next 3 hours.

Neural Paralyzer: The coma begins 1d6+6 minutes after the injection. If an injection of a light stimulant is not administered within a number of minutes equal to the character's ST, death will result.

Sedatives: Sedatives produce a temporary reduction of TN/HP which is treated much like fatigue. A light sedative reduces TN/HP by 3d6+3 for 2 hours (since it is temporary damage, damage is not reduced below 0). A medium sedative reduces TN/HP by 3d6+6 for 4 hours. A heavy sedative reduces TN/HP by 3d6+10 for 6 hours.

If a sedative drops TN/HP to 0, the character must make an Average (TN 11) ST test to avoid unconsciousness. When the sedative wears off, the TN/HP returns to its previous level, counting in any normal healing done while unconsciousness.

If a sedative's effect would drop a character's TN/HP below zero, calculate the number of points below zero the TN/HP would go. The character must make an immediate Average (TN 11) ST roll, minus the number of points below zero caused by the sedative effect. If the roll is unsuccessful, the character has been overdosed and TN/HP starts to be lost at one point per minute. The character is in mortal danger and will die (in 6 minutes) without medical attention and successful emergency first aid.

Stimulants: Stimulants provide a temporary boost to TN/HP. A light stimulant adds 1d6+1 to TN/HP for a number of minutes equal to the character's ST score. A medium stimulant adds 3d6 TN/HP and lasts twice as long. A heavy stimulant adds 1d6 x3 and lasts three times as long.

If giving a stimulant to an unconscious person brings TN/HP above 0, consciousness is regained for as long as the stimulant's effects last. Then the TN/HP returns to the original depressed state. A light stimulant will awaken a person who passed out *before* reaching 0; unlike a more seriously injured character, that person will stay conscious unless TN/HP is dropped below 0 by further injury.

When stimulants wear off, an Average (TN 11) ST Test must be attempted. For a light stimulant, the roll is made without modifiers. For a medium stimulant, there is a +3 TN (TN 14), and for a heavy stimulant, there is a +6 TN (TN 17). If the roll succeeds, there is no adverse effect on the system when the drug wears off. If the roll fails, however, the shock to the system caused by the stimulant damages the character's system. A light stimulant does 1 point of damage/TN, a medium stimulant does 1d6 damage points/TN, and a heavy stimulant does 1d6+1 damage points.

Warning About Sedatives And Stimulants (p. 39)

Their use is tricky and only a doctor or someone with a Skill Rating of at least 1 in *Medical Sciences: General Medicine* ^[FT16] should be allowed to administer them.

Heartbeat Reader (p. 39)

Anyone with Star Fleet (or equivalent) medical training can use this.

Hypo (p. 39)

Anyone with Star Fleet (or equivalent) medical training can fill one, and anyone who is shown briefly how to handle it can give an injection under normal circumstances.

Med Pouch (p. 39)

This can be used as written.

Protoplaser (p. 39)

With a 5-minute application, these devices will heal ½ the damage from any wound of fewer than 10 damage/TN points. Anyone with at least 1 in *Medical Sciences: General Medicine* ^[FT16] can use one for this purpose.

They are also used for more involved healing and surgery, but such use already has been figured into the medical rules. A Skill Rating of at least 1 in *Medical Sciences: General Medicine* ^[FT16] is required for use on normal wounds, but major blood vessels, nerve tissue and delicate work requires a Skill Rating of at least 2.

Spray Dressing (p. 39)

Anyone with Star Fleet (or equivalent) medical training can apply spray dressings.

Agonizer (p. 39)

On a high setting, a character must make a successful Heroic (TN 17) test to take any action at all.

Wide Angle Stun (p. 39)

This can be used as written. A separate attack roll must be made for all affected targets. If the attack roll fails, the target is unaffected, even if targets on either side or even in the same square are affected. Because of the wide-angle effect, a -4 TN modifier is added to the attack roll, making a miss unlikely.

Phaser Overload (p. 39)

The blast radius for the phasers depends on the size of the powerpack. For a phaser I, it is 45 meters (30 squares); for a Phaser II, it is 150 meters (100 squares); and for a Phaser Rifle, it is 187½ meters (125 squares).

SHIPBOARD SYSTEMS (p. 39)

Sensors (p. 39)

In non-critical situations, where time is not important, anyone with Star Fleet (or equivalent) sensor training is sufficient to operate the sensors and to interpret most standard results. Similarly, a Skill Rating of 1 or more will yield accurate information in a timely fashion.

Shuttlecraft (p. 39)

Anyone with Star Fleet (or equivalent) *Piloting: Shuttlecraft*^[FT15] is sufficient to operate one of these vessels in normal circumstances, but regular shuttle pilots usually have a rating of 1 or more. A Skill Rating of 1 or more *Piloting: Water Vehicle Operation*^[FT15] also is required to operate an aquashuttle.

'Floater' shuttlecraft are notorious for their poor states of repair. If one is used for a major flight, such as interplanetary transport or where harsh landing conditions prevail, it could break down. Roll 2d6, with breakdown occurring on a roll of 2. Repairs will take 1d6+1 hours, after which a successful Skill Test must be made to determine if more time must be spent. A successful roll concludes the repairs, and an unsuccessful roll may be repeated hourly, with a -1 penalty for each failed try; 5 unsuccessful attempts indicate that repairs are not possible and a distress signal must be sent.

Transporters (p. 40)

Although someone is on duty at all times in the transporter room, a call for a quick beam-up will take 20 seconds (4 combat turns) to process unless communication is established, sensors are locked on the target to be beamed up, and the transporter panel is ready. If this is the case, dematerialization will take place at the beginning of the next combat turn.

No Skill Tests is required for routine ship-to-planet, planet-to-planet, or ship-to-ship beaming by anyone with a rating of at least 1 in *Starship Engineer*^[FT15].

TRANSPORTER USE SKILL TASK MODIFIERS (p. 40)

Beaming Type Abbreviations

S>P	Ship-to-Planet
P<S	Planet-to-Ship
S>S	Ship-to-Ship
In-S	Within same ship

Modifier Conditions

- +4 TN: Unstable atmospheric conditions (S>P, P<S)
- +4 TN: Local interference (S>P, P<S)
- -8 TN: Transporter at each end (S>P, P<S)
- +3 TN: Lock in with sensors only (P>S, S>S)
- +8 TN: Any beaming within same ship (In-S)
- -4 TN: Location used in past 24 hours (any)
- +5 TN: Ship's power reserve less than half (any)

Objects Held In Transit: For each 5 minutes an object is held, the transporter operator must make a Skill Test. If the roll fails, the lock is lost unless a Hero Point is spent. A second, immediate attempt may be made to regain the lock with a modifier of +8 TN. If it too, fails, the objects or personnel being transported are lost forever.

Turbolifts (p. 40)

Going from one lift station to another, despite the distance between them, takes about 10 seconds (2 turns).

JUDGING STARSHIP COMBAT (p. 41)

USING ENEMY CONTACT: BRIDGE ALERT (p. 41)

Note that due to the success of the Star Trek III: Starship Combat Game this was never published.

USING SKILLS (p. 42)

Captain (p. 42)

He may use his skill in *Starship Combat*^[FT16] to anticipate the enemy's maneuver.

Chief Engineer (p. 42)

He may use his skill in *Starship Engineering*^[FT16] to squeeze a little more power out of the engines. He can use *Starship Engineer*^[FT16] to restore power to the ship's power grid after an engine room hit; when the ship has taken a hit in the engine room, it loses all power, and it will not be able to move, arm and fire weapons, or raise shields until power is restored. He may use *Starship Engineer*^[FT16] to make emergency repairs to the superstructure; when a ship takes enough superstructure damage, it can no longer maneuver or fire weapons, and may possibly explode!

Science Officer (p. 42)

He can use his skill in *Sensors*^[FT16] to get a sensors lock on the enemy ship, to gain information on the ship's damage, which shields are up, which weapons are powered, and so on. He can use *Sensors*^[FT16] or *Computers*^[FT15] to repair the sensors console after a bridge hit; no weapons may be targeted without such repair, and the position of the enemy will be unknown until such repair is made.

Helmsman (p. 42)

He can use his skill in *Piloting: Starship Helm*^[FT15] to make unusually difficult maneuvers, to evade incoming fire, to make emergency heading changes. He can use *Starship Combat*^[FT15] to determine if a shot was a hit. He can use either *Piloting: Starship Helm*^[FT15] or *Computers*^[FT15] to repair the helm console damaged in a bridge hit; no maneuver is possible without such repair. He may use *Starship Engineer*^[FT16] to repair the weapons console; no weapons may be fired without such repair.

Navigator (p. 42)

He can use *Starship Navigation*^[FT16] to predict the course of an approaching sensors target. He can use *Electronics*^[FT15] to feed power to the correct shield, absorbing an enemy hit, or use the tractor/pressor beams successfully in combat. He can use *Electronics*^[FT15] to repair the shield console after a damaging bridge hit; no shields can be raised without such repair.

Communications Officer (p. 42)

He can use *Communication*^[FT16] to penetrate jammed communications. He can use *Starship Combat*^[FT15] to reduce damage effect from incoming fire, or to repair minor damage to the superstructure. He can also use *Communication*^[FT16] to repair the communications console after a bridge hit; no damage control or communication is possible without such repair.

Medical Officer (p. 42)

He can use *Medical Science: General Medicine*^[FT16] to restore casualties to active duty; if a ship takes enough casualties, its efficiency decreases. He can use *Knowledge: Life Support Systems Technology*^[FT15] to repair a damaged life support system.

SIMPLE GAMEMASTERING SYSTEMS (p. 42)

To-Hit (p. 42)

Use the Helmsman's Skill Roll against his rating in *Starship Combat*^[FT15]. Modify this for range^[FT40]. Modify it for fancy maneuvering.^[FT41]

Damage Location (p. 42)

Use this system or one like it ^[FT44] if you want.

QUICK DAMAGE LOCATION

2d6	Damage Location
2-6	Superstructure
7-8	Engine (choose which)
9	Weapon (choose which)
10-12	Special (bridge hit, engine room hit)

Shielding (p. 42)

Use this system or one like it ^[FT44] if you want; otherwise, make it up just like you did when you were a little kid.

QUICK SHIELD EFFECTS

2d6	Effect
2-6	Shield absorbs damage
7-8	Graze; shields penetrated; slight damage
9-10	Direct hit shields penetrated; moderate damage
11-12	Heavy damage. "She's gonna blow!"

USING ATTRIBUTES (p. 42)

Whenever the bridge takes a hit, each character should make an Average (TN 11) DX Test. If the roll is successful, the character was merely shaken, having gripped the console tightly enough to remain virtually in place. If the roll is not successful, the character may not function at his duties in the next round, for he has been thrown about and needs to recover. He should then make an Average (TN 11) ST Test to determine if he takes any temporary damage. If this roll fails, then the character takes 1 point of temporary damage from the fall; if the roll is a 7 or less, he takes 1 point of wound damage from the bashing his head took as it hit the console edge (or something – be creative!