

STAR TREK

For the d20 system



Introduction

Do you want 'To Boldly Go Where No-one has Gone Before?'

But you don't want to learn another new set of role-playing rules.

Do you already understand most of the d20 system?

Then this is the solution you've been waiting for.

This book presents character generation rules for use in Gene Roddenberry's Star Trek universe, using the d20 System rules for character generation and combat.

Based on the Traveller²⁰ adaptation of the d20 System, and it's prior-history character background sequences, this rules supplement will enable you to create characters from Crewman through to Admiral.

Personal Star Trek equipment is also detailed herein, allowing your characters to fire their phasers and scan for life-forms with their tricorders.

With a little common sense these rules can be applied to all eras of Gene's universe, from the pre-Federation era of 'Enterprise', through Kirk's years and on to the futures of 'The Next Generation', 'Deep Space Nine', and the odyssey of 'Voyager' – along with all the appropriate movie periods.

Along with other recommended supplements, freely available on the net, for spaceship construction and combat, this rules supplement will enable your very own games to 'Live Long and Prosper.'

Here's hoping you reach your Final Frontier...

...Mr. Sevarian *20.August.2003*

v.0.91 – RC9

Even closer to version one.

Have to add Aging tables for all our races – a bit of research necessary, and then well we'll be done.

<GRIN>

Enjoy... ...Mr.Sevarian *05.December.2003*

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Character Generation

42–43 +16
44–45 +17

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Just about every die roll you make is going to be modified based on your character's abilities. Your ability scores tell you what your modifiers are for rolls such as these. Your character has seven abilities: Strength (abbreviated Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). Each of your character's above-average abilities gives you a benefit on certain die rolls, and each below-average ability gives you a disadvantage on other die rolls. When creating your character, you roll your scores randomly, assign them to the abilities as you like, and raise and lower them according to the character's race. Later, you can increase them as your character advances in experience.

ABILITY SCORES

To create an ability score for your character, roll four six-sided dice (4d6). Disregard the lowest die roll and total the three highest ones. The result is a number between 3 (horrible) and 18 (tremendous). The average ability score for the typical commoner is 10 or 11, but your character is not typical. The most common ability scores for player characters (PCs) are 12 and 13. (That's right, the average player character is above average.) Make this roll six times, recording each result on a piece of paper. Once you have six scores, assign each score to one of the six abilities.

ABILITY MODIFIERS

Each ability, after changes made because of race, has a modifier ranging from -5 to +5. Table 1-1: Ability Modifiers. The modifier is the number you apply to the die roll when your character tries to do something related to that ability. For instance, you apply your character's Strength modifier to your roll when he or she tries to hit someone with a sword. You also use the modifier with some numbers that aren't die rolls—for example, you apply your character's Dexterity modifier to his or her Armour Class (AC). A positive modifier is called a bonus, and a negative modifier is called a penalty.

TABLE 1-1: ABILITY MODIFIERS

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
32-33	+11
34-35	+12
36-37	+13
38-39	+14
40-41	+15

REROLLING

If your scores are too low, you may scrap them and roll all six scores again. Your scores are considered too low if the sum of your modifiers (before adjustments because of race) is 0 or lower, or if your highest score is 13 or lower.

THE ABILITIES

Each ability partially describes your character and affects some of his or her actions. The description of each ability includes a list of races and creatures along with their average scores in that ability. (Not every creature has a score in every ability, as you'll see when you look at the lists that follow.) These scores are for an average, young adult creature of the indicated race or kind. A character probably has better scores, at least in the abilities that matter most to that character, and player characters are above average overall.

STRENGTH (STR)

Strength measures your character's muscle and physical power. Strength also limits the amount of equipment your character can carry. You apply your character's Strength modifier to: Melee attack rolls. Damage rolls when using a melee weapon or a thrown weapon (including a sling). (*Exceptions:* Off-hand attacks receive only one half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.) Climb, Jump, and Swim checks. These are the skills that have Strength as their key ability. Strength checks (for breaking down doors and the like).

DEXTERITY (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. You apply your character's Dexterity modifier to: Ranged attack rolls, Armour Class (AC), provided that the character can react to the attack. Reflex saving throws, attacks that you can escape by moving quickly. Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Sleight of Hand, Tumble, and Use Rope checks. These are the skills that have Dexterity as their key ability.

CONSTITUTION (CON)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes. You apply your character's Constitution modifier to: Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he or she advances in level). Fortitude saving throws, for resisting poison and similar threats. Concentration checks.

If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.

INTELLIGENCE (INT)

Intelligence determines how well your character learns and reasons. It's important for any character who wants to have a wide assortment of skills. You apply your character's Intelligence modifier to: The number of languages your character knows at the start of the game. The number of skill points gained each level. (But your character always gets at least 1 skill point per level.) Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge, and Search, checks. These are the skills that have Intelligence as their key ability. An animal has an Intelligence score of 1 or 2. A creature of human like intelligence has scores of at least 3.

WISDOM (WIS)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. An "absent minded professor" has low Wisdom and high Intelligence. A simpleton (low Intelligence) might still have great insight (high Wisdom). If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score. You apply your character's Wisdom modifier to: Will saving throws Heal, Listen, Profession, Sense Motive, Spot, and Survival checks. These are the skills that have Wisdom as their key ability.

CHARISMA (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important. Every creature has a Charisma score. You apply your character's Charisma modifier to: Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Perform, and Use Magic Device checks. These are the skills that have Charisma as their key ability. Checks that represent an attempt to influence others.

PSIONIC STRENGTH (PSI)

PSI represents the total psionic power a character is able to call upon before become too mentally exhausted to continue using their psionic abilities. Psionic feats, called talents, require a specific cost in Psi to empower its effects. When a talent is used, the cost is applied against the character's current PSI score. If the cost of using the talent would reduce the character's current PSI rating to less than 0, that talent cannot be used at that time.

If the use of a talent ever reduces the character to exactly 0 PSI points, the character will immediately fall comatose for the next 2d6 hours. The character can make a Will save (DC15) to cut this time in half. It will be impossible to wake the character during this comatose state. After the given number of hours, the character will awaken from the coma on his own, with the effect of having had the equivalent of a full night of rest and recovery.

Recovery: A character will recover 1 PSI point per hour of standard activity (i.e. no combat or use of other psionics). A full night of rest will fully restore any expended PSI points.

Note: PSI is not an ability score. A character's PSI score cannot be improved except through the use of psi-enhancing drugs.

Species

Alpha Centaurian



The Alpha Centaurian race is a matriarchal (female dominated) society, the result of a history filled with turbulence and destruction. Today, the Alpha Centaurians are a full fledged star faring race, and their home world Culden-Fery is one of the most beautiful planets in known space. In many ways, modern Alpha Centaurians are the most politically conservative of the Federation member races, whose representatives are fervent supporters of a constantly strengthened star fleet, and who are often the first to call for the use of force to further the ends of the Federation. Certainly the most militaristic, Alpha Centaurians believe that constant vigilance is the key to interstellar peace and security. Not as outgoing as humans however, Alpha Centaurians (commonly referred to as AC's) concentrate on ensuring the safety of Culden-Feyr and the surrounding colonies as well as the Federation itself. Still, exploration does interest the occasional citizen. Alpha Centaurians, while possessing at best average physical and technological abilities do excel in the areas of leadership and diplomacy. Their charisma and moral character is highly regarded throughout the Federation. In a pure social background however, Alpha Centaurians are not prone to emotional relationships. Due to the unique history and culture of the Alpha Centaurian race, males generally do not (nor do they wish to) pursue careers in such organizations as Star Fleet or the government. Alpha Centaurians are an integral part of the Federation and shall continue to be so far into the future.

Outwardly they are almost identical to Humans, and there is little doubt that the two races share recent common ancestry. General motor response in Alpha Centaurians is markedly higher than in humans however. An increased rate and degree of myelination of the brain stem and CNS from birth seems to be the cause.

Centauri species traits

DEX +2, CHA -2, PSI 1d4-1

Medium: As Medium creatures, Centauri have no special bonuses or penalties due to their size.

Centauri base land speed is 30 feet.

1 extra feat at 1st level, because Centauri are quick to master specialized tasks and varied in their talents.

4 extra skill points at 1st level and 1 extra skill point at each additional level, since Centauri are versatile and capable. (The 4 skill points at 1st level are added on as a bonus, not multiplied in.)

Automatic Language: Federation Common, Centauri. Bonus Languages: Any (other than secret languages,).

Andorian



Andorians are a militaristic warrior race. This is underscored by the fact their weapons have no stun setting. Service in the Andorian Imperial Guard is considered honourable, and military ranks have a great influence on social reputations. Andorians never fight without reason and deplore dishonesty, but they *are* capable of duplicity. Andorians consider their race to be deeply emotional and passionate, even violent; they aren't known for their charity and have few sympathies, but they place a high value on family.

As might be assumed on a planet where weather conditions are severe and predators abound, Andorians evolved a clan-based (Keth, plural Kethni) social structure which even in modern times has not been discarded. The largest 300 *kethni* form the ruling council of the Andorian people, and clans come and go under strict rules. A *keth* is ruled by an *atolla*, best translated as 'chieftain', and in modern times tend to fall as much along lines of social and cultural interests as bloodline. *kethni* do interrelate and intermarry.

The Andorian dueling code, as well as any ritual duel itself, is known as the *ushaan*. Duels are fought traditionally on white linens over ice floors, so that blood can be seen clearly and the duel ended at the appropriate time. Starfleet regulations allow Andorian officers and enlisted men to participate in duels -- anyone who takes part in the *ushaan* is considered a suicide if death occurs as the result. The *ushaan* is fought with only the duelists, between three and five supposedly neutral representatives of the governing body or appropriate law enforcement agency at hand, and two professional 'recorders' of the duel. Starfleet regulations state that the Commanding Officer of any Starfleet ship or installation is considered one of the 'judges' of the duel, regardless of his or her race and ignorance of the code of *ushaan*; by tradition, the CO should choose at least one neutral Andorian to stand as one of the judges, as well.

The moon of a ringed gas giant, **Andoria** is the capital world of the Andorian Empire, one of the founding members of the United Federation of Planets and home to the Andorians and the Aenar. Andoria is inhabited by the blue skinned Andorian species of Humanoids, and the Aenar, a subspecies of the Andorians. There was contact between the two sentient species on Andoria in the distant past, but eventually contact was lost and both species only vaguely remembered the other in myths and stories. It wasn't until around 2154 that contact was re-established between the Andorians and the Aenar. Andoria is an ice world, with a human-breathable oxygen-nitrogen atmosphere. Andorian cities are underground and take their energy from geothermal activity. The cities are connected to each other by thousands of kilometres of tunnels.

Only during rare heat waves will the temperature on Andoria rise above freezing, and even then only for a few weeks at a time.

During mid-summer, a temperature reading of -28° is not uncommon.

Andorian species traits

CON +2, WIS -2, PSI 1d4-1

Medium: As Medium creatures, Andorians have no special bonuses or penalties due to their size.

Andorian base land speed is 30 feet.

Because of the environment on their world Andorians gain a +4 bonus on Fortitude saves against extreme cold, as well as cold resistance 5.

Andorians have very sensitive antennae which give them a +2 racial bonus on Listen, Search, and Spot checks.

Automatic Language: Federation Common, Andorian. *Bonus Languages:* Any (other than secret languages,).

Keth Names: Ghorev, Endilev, Idrani, Claness, Aniri, Kor, Raioth, Hrisvalar

Male Names: Akeen, Thalev, Akoval, Sorjei

Female Names: Jaylas, Imaru

Bajoran



The **Bajorans** (also known by their native name, "**Bajora**") are a humanoid species native to the planet Bajor in the Alpha Quadrant. The Bajorans have one of the oldest and richest cultures in the quadrant, though in recent history they have suffered greatly at the hands of the Cardassian Union. With their liberation from the Cardassians and the discovery of the Bajoran wormhole, the Bajorans are taking a new place as major players on the interstellar stage.

Bajorans resemble Humans in appearance, and are distinguished by a series of four to seven horizontal creases across their noses. The Bajoran heart is mirrored along a horizontal axis, unlike the Human heart, which is mirrored along a vertical axis. A puncture in the lower ventricle of the heart will cause instantaneous death. Bajoran women gestate for only five months, forming an intricate network of blood vessels between the mother and the foetus. During the pregnancy, Bajoran women are frequently afflicted by bouts of uncontrollable sneezing.

Bajoran species traits

PSI 3d6

Medium: As Medium creatures, Bajorans have no special bonuses or penalties due to their size.

Bajoran base land speed is 30 feet.

Because of the time spent under the Cardassian occupation Bajorans have developed extremely strong wills therefore they receive a +2 bonus on all Will saving throws.

Most Bajorans will attack a Cardassian on sight and they are treated as a racial enemy. When in combat a Bajoran receives a +1 Attack Bonus vs Cardassians

Some Bajorans have a spiritual sense: Psi DC 22 to see if the character has this ability.

- Psi Talent: Feel Pagh

Automatic Language: Federation Common, Bajoran. Bonus Languages: Any (other than secret languages,).

Bajorans have their family-names precede their given names.

Some example Bajoran names are provided below:

Family Names: Kira, Wynn, Dakin, Tahlandi, Havaris, Ro

Male Names: Kusto, Rann, Jerrod

Female Names: Jiasha, Nua, Nerys, Laren

Betazoid



The **Betazoids** are a telepathic Humanoid civilization originating from the planet Betazed, and are members of the United Federation of Planets.

Betazed has enjoyed a relatively untroubled history for the last few centuries. This peaceful existence came to a halt in 2374, when the Dominion invaded and occupied the planet. It is probable that the Dominion occupation ceased after the end of the Dominion War.

Externally, Betazoids are physically indistinguishable from Humans in every aspect but one, the irises of their eyes are completely black. They can even cross-breed with Humans, along with other humanoid races like Klingons and Tavnians. Betazoids have a gestation period of ten months. Betazoids reach rapid eye movement (REM) sleep at a different frequency from other humanoids.

In mid-life, Betazoid females undergo a physiological change known as “The Phase” during which their sex drive increases by a factor of four or more.

Mature Betazoids can also suffer from Zhanti Fever, which causes them to lose control over the projective aspect of their empathy. That can result in people around them acting as if they had experienced the same general emotional state as the affected Betazoid, though they are directed by their own subconscious desires, fears, and other emotions.

Betazed species traits

Con-2, Cha +2, PSI 2d6+6

Medium: As Medium creatures, Betazoids have no special bonuses or penalties due to their size.

Betazed base land speed is 30 feet.

Betazoids gain a +2 bonus to gather information checks

Psi Talent: Empathy, Telepathy

+1 level adjustment

Automatic Language: Federation Common, Betazed. Bonus Languages: Any (other than secret languages,).

Some example Betazoid names are provided below:

Family Names: Elbrun, Grax, Hagen, Morganth, Stadi, Suder.

Male Names: Andrus, Lon, Reittan, Tam, Talloc.

Female Names: Azuma, Deanna, Jemma, Kestra, Lwaxana, Yaxara

Bolians



The **Bolians** are a humanoid species native to the planet Bolarus IX. They are members of the United Federation of Planets. Bolian individuals tend to be highly outspoken, most often when it is not requested.

Bolians are distinctively known for a bifurcating (cartilaginous) ridge running vertically along the center of the head and face, and half-way down their chest. Skin color ranges from blue-gray to vivid blue, and is occasionally accented with dark blue bands on their head although. Bolian males are completely bald and are on average, as tall as, but less physically fit than, the average Human male. Bolian females are sometimes completely bald, and sometimes have hair. Male Bolians are known to wear toupees on occasion.

In addition to the ridge on their heads, they are also noted for having cartilaginous lining on their tongues that allows them to consume foods not normally palatable by other Federation races, including strong acids. One such example of traditional Bolian cuisine is the consumption of meat that had been allowed to partially decay.

When removed from the body, Bolian blood is blue in colour. The chemistry of their blood is very different from that of other species, especially Vulcans. If a blood transfusion is given from a Vulcan to a Bolian it will result in the death of the Bolian. There are instances, however, when artificial blood is unavailable; when this occurs, existing blood cells must be genetically altered for inter-species transfusions to be successful. Intimate relations between Bolians and humans typically cause adverse effects to the latter, which might include fatigue, nausea, and joint inflammation.

Bolian species traits

DEX +2, Cha +2, PSI 1d4+1

Medium: As Medium creatures, Bolians have no special bonuses or penalties due to their size.

Bolian base land speed is 30 feet.

Because of their unique physiology Bolians receive a +2 bonus on all Fortitude saving throws.

Hard-working and strictly regimented, Bolians are always seeking knowledge because of this they receive a +2 bonus on all research checks

Automatic Language: Federation Common, Bolian. Bonus Languages: Any (other than secret languages,).

Some example Bolian names are provided below:

Last Names: Adislo, Caeli, Haro, Mot, Parrin, Rixx, Taneko, Tannekar, Tuk, Darax, Vaxx, Baxx

Male Names: Zipok, Darz, Daro, Hars, Korvin, Kot, Morin, Mot, Rim, Sef, Gwi'on, Dorin

Female Names: Alba, Darzana, Halora, Mitena, Syltra, Vado

Bolians from the largest continent, Rasara, take only a single, family name; other Bolians take two names. Bolians generally only use their family names in casual dealings (excluding Starfleet officers).

Caitian



The **Caitians** are a humanoid species hailing from the planet Cait. The feline appearance of Caitians includes long manes and a tail. Caitians tend to vary in color from brown to black, and speak in a soft purring voice.

Caitians live in close family groups, with attachments to larger clans. While Caitians speak a single planetary tongue, different regions have different dialects, and naming customs. The most common system is one name, usually all soft consonants. (et, M'rinn) though some Caits use a three name system (Lrr'thann'rr)..

Caitians tend to take great pride in their appearance. Cleanliness, well styled mane, groomed tail, fashionable dress, and perfectly maintained claws are all very important. Failure to do so is seen as an act of self mutilation. Caitians traditionally greet each other by claspng their hands and extending their claws to just touch each other's wrist... it is a sign of the great trust they have for each other. As mentioned above well maintained claws are important in Caitian society, and to even think of using them to harm another being is beyond most Caitians.

Cities on Cait are spread out and moderately developed, or built downward so as to have less affect on the environment. Xenophobia is almost non-existent, the main cause for intolerance being violence. Caitians are almost clinically pacifists. While often quite proud, and more than capable of

holding onto grudges and perceived insults, Caitians are trained from birth to avoid committing violent acts. Their societal right of passage is an oath to forswearing violence, taken at age 12. Caitians capable of violence are rare, most being sociopathic or criminally insane.

There are few Caitians who are both sane and capable of willful violence, though most Caitians would debate their sanity, and are either all-but or fully outcast from Caitian society. While they don't hold their standards to other species, many Caitians are uncomfortable with all things military. They have had difficulties in relations with particularly warlike species, such as Klingons and Cardassians. In the Federation Senate, Caitian Senators are among the first to call for negotiations and peaceful resolution

As Cait is a Federation member, Caitians are known to serve in Starfleet and on the Federation Council, and were present as members in 2286.

Caitian species traits

+4 Dexterity, +2 Charisma, PSI 1d4-1

Medium: As Medium creatures, Caitians have no special bonuses or penalties due to their size.

A Caitian's base land speed is 40 feet.

Low-Light Vision: Caitians can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Racial Skills: Caitians have a +2 racial bonus on Listen and Move Silently checks because of their sharp senses.

+1 natural armor bonus.

Automatic Languages: Federation Common, Caitian. Bonus Languages: Any (other than secret languages,).

Deltan



The **Deltans** are a humanoid species originating from the planet Delta IV. They are members of the United Federation of Planets.

Deltans are identified by their fair skin and bald scalps. They have pain-relieving abilities that manifest during tactile contact. Deltans believe Humans to be a sexually immature species. Because of their high sexuality, Deltans must swear an oath of celibacy upon entering service in Starfleet, as a promise not to take advantage of any fellow crew member.

The Deltan species is as old as the Vulcans or the Romulans. The Deltan people have evolved a 'three dimensional' appreciation of emotion, which goes far beyond the normal 'two-dimensional' experience of humans, for example. Humans can feel their own emotional state, and can understand and empathise with line-of-sight humans by reading their body language. Humans can then counsel or comfort each other to change and improve the moods

of others. Deltans, by contrast, have a much more sophisticated emotional biochemistry. A Deltan can read body language like a book, and understand their own emotions and reason for their current emotion perfectly. In addition, Deltans possess a complex pheromonal and telepathic systems which allow them the abilities to read the emotional state of others, and transmit their own, in an 'emotional conversation' across a room. Line-of-sight is not necessary, and Deltans can read emotions even in races which suppress them, such as Vulcans. This telepathy can give an accurate, measureable rating of a person's emotional state, but cannot understand the thoughts or reason for the emotional state. (E.g. *someone can be fearful, distressed and anxious, but you cannot tell if they committed the recent murder*).

Deltan pheromones and psi abilities are present from birth. The child and parents bond through the exchanges of pheromones and telepathic experiences as much as they do through verbalising. The bond between a Deltan mother and her child is said to be second to none. A Deltan mother can be fiercely protective of her child. Deltan pheromones produce emotional responses in other Deltans and other races. The full array of emotions can be produced including arousal, fear and anger. Even emotionally-restraining races such as Vulcans register the effects of these pheromones, but exercise their control over their responses and do not outwardly display changes in their emotional state around Deltans. Deltans can use their pheromones and telepathic abilities to arouse or calm others. As a Deltan matures, so their control over these abilities becomes more refined and precise. It is because of the effects of Deltan pheromones on other races that most non-Deltans are not allowed to visit Delta IV and are limited to visiting one of the two moons. Deltans develop their telepathy from before birth - hence mother/child bond is the strongest. The pheromones come to full maturity around 11 - 15 years age. Gestation period for a Deltan is around 10 - 11 months.

Deltan species traits

CON -2, WIS +2, CHA +4, PSI 3d6

Medium: As Medium creatures, Deltans have no special bonuses or penalties due to their size.

Deltan base land speed is 30 feet.

Because of their natural production of Pheromones Deltans receive a +4 bonus on all Bluff, Diplomacy, Handle Animal, and Intimidate checks made against creatures within 30 feet of them.

Psi Talent: empathy, Telepathy, Empathic Transfer

+1 level adjustment

Automatic Languages: Federation Common, Deltan. Bonus

Languages: Any (other than secret languages,).

Denobulan



The **Denobulans** are a humanoid species from the planet Denobula in the Denobula Triaxia system. The Denobulans

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have had contact with Humanity since at least 2151, and one of their number worked with Earth's Starfleet in that year. Denobulans can be identified by the characteristic bone ridges on their face. They tend to be a friendly and outgoing people, curious about the world around them and especially interested in the customs and habits of the alien species they meet.

Denobulans are typically polygamous, where a man typically has three wives, who each have three husbands. This creates extremely large extended families; Phlox had 720 familial relationships, 42 with romantic possibilities. In addition, Denobulan marriages are not exclusive, and married Denobulans can be intimate with anyone they choose. The females emit powerful pheromones during their mating season. Male Denobulans often become combative during this time, and mating can require medical supervision. Denobulans typically prefer to be amongst large groups and find solitude uncomfortable. However, Denobulans, at least males, are uncomfortable being touched by persons they are not intimate with.

Amongst Denobulans, it is considered healthy for a person to hallucinate, as it is seen as a harmless way to release nervous energy.

Denobulan species traits

CON +2, Cha +2, PSI 1d4-1

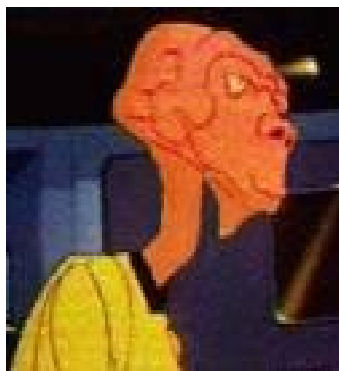
Medium: As Medium creatures, Denobulans have no special bonuses or penalties due to their size.

Denobulan base land speed is 30 feet.

Hibernation; Once a year (minimum), or on demand, a Denobulan may slow their metabolism to a near-death-like state of hibernation. This effect takes an hour of concentration to prepare and lasts for 1d4+2 days. Natural revival from the hibernating state takes 1+1d4 hours. Only a hormonal chemical injection can prematurely disturb the hibernation process, which subsequently takes the character about half the time to return to a normal fully awake state.

Automatic Languages: Federation Common, Denobulan. Bonus Languages: Any (other than secret languages,).

Edosian



Edosians are a slightly more recent addition to the Federation. They walk upright and are tripedal, possessing three arms and three legs and three fingers on each hand. Edosians are among the best tool makers in the Federation, due to their sensitive hands and great dexterity. They are very meticulous about detail, and make good scientists and technicians.

Edosians are a long-lived species, with lifespans stretching centuries. Elder Edosians will lapse into a death-like state every twenty-five years, then molt their skins and re-emerge in what is called the Rebirth.

The Edosian home world, Edos, is class-M, in a system with a few small terrestrial planets, and no gas giants. Edosians are very

reserved, and prize privacy. They tend to be very shy and introverted, and make few close attachments.

Edosian species traits

STR -2, DEX +4, PSI 1d4-1

Medium: As Medium creatures, Edosians have no special bonuses or penalties due to their size.

Edosian base land speed is 30 feet.

Because they have more than two arms, Edosians gain a +4 bonus on Climb checks and grapple checks. For the purposes of combat, the extra arm is treated as a "off hand" (that is, you still have only one primary hand).

Edosians gain a +3 bonus on all craft, pilot, and repair checks

Automatic Languages: Federation Common, Edosian. Bonus Languages: Any (other than secret languages,).

Efrosian



Efrosians are a species of humanoid native to the planet Efros, or Efros Delta.

Efrosians are very similar in appearance to Humans save for a slight cranial ridge and a copper skin complexion. Their faces contain fatty deposits inherited from their primitive ancestors neglecting to cover their faces in the harsh cold of the planet and their skeletal structures are heavily reinforced giving greater protection to their internal organs than seen in humans. Males tend to have white or blonde hair while females usually have black or dark brown hair. Efrosians see in different wavelengths of light than humans sometimes forcing them to wear a type of special mechanical glasses when on Earth or similar planets. Efrosians have an uncanny sense of direction. This is believed to have originated as a survival mechanism to deal with their world's often blinding snowstorms. As a result, Efrosians are often sought out as navigators.

Efrosian culture is the result of living on the harsh, frozen world of Efros for generations. Both technological and social development were minimal during the millennia-long ice age that ravaged the planet. Close-knit tribes based on a warrior code very similar to the Terran code of Bushido formed out of a need for survival. These tribes eventually coalesced into twelve great feudal kingdoms who constantly vied for resources, territory, and prestige. The Chereos, Zatain, Paratan, Karoon, and Houtan were the most prominent of these ruling families. This form of government continued until first contact was made with the federation after which the Efrosians formed a planet wide democratic republic. To this day, however, the Efrosians still give much reverence to the 12 royal families and their warrior code.

Unlike the rest of their culture; which they are very open about. All that is known about the faith common to all Efrosians is that it is non-traditional and mystical. Nothing else is known because Efrosians refuse to discuss the matter with outsiders, except to mention that their religion is what enabled them to withstand the

Efros ice age. Unfortunately, this has been a subject of speculation and some Tellarites believe child-sacrifice and ritual murder are common religious practices. This guarded secrecy very much remains in place in the 24th century.

The Efrosians do not have a written language. Although introduced to the concept by other civilisations, the Efrosian culture is still based on memorising oral history, with libraries resembling other worlds' music archives. Furthermore, the Efrosian language is music based, which is more common among aquatic species than mammalian humanoids

Efrosians lack the concept of monogamy found in many other humanoid cultures.

Efrosians prefer to specialize in one area of expertise.

Efrosian species traits

STR +2, DEX -2 CON +2 PSI 1d4-1

Medium: As Medium creatures, Efrosians have no special bonuses or penalties due to their size.

Efrosian base land speed is 30 feet.

Because of the environment on their world Efrosians gain a +4 bonus on Fortitude saves against extreme cold, as well as cold resistance 5.

Efrosians have damage reduction 5 vs physical attacks

Due to their uncanny sense of direction Efrosians receive a +5 to all navigation checks and survival checks to avoid being lost

low light vision; Efrosians can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions. Unfortunately under normal Terran lighting conditions Efrosians suffer a -4 to all Search, and Spot checks and a -2 to AC unless special glasses are worn. This is the result of an adaptation to the blinding snowstorms often found on Efros.

.Automatic Languages: Federation Common, Efrosian. Bonus Languages: Any (other than secret languages,).

Grazerites



The **Grazerites** are humanoid members of the Federation. Their facial features include a pronounced, deeply furrowed brow and a bovine snout. A layer of fine, downy fur covers their hide-thick skin. Two slightly curving horns, which may reach 10 centimeters in length, crown the Grazerite skull. In the early 2370s, fashion called for a tight-fitting cloth cowl to cover the horns.

The Grazerites are a passive, peaceable race. Research indicates they have evolved from herbivorous herd animals, and as such are completely non-violent. They require little rest, and loathe indolence of any form, yet they are deeply contemplative, making them excellent mediators and counsellors. The Grazerites are

skilled diplomats also, for they are easy to agree with others, and they gain their greatest pleasure from negotiating peace and ending conflict.

Grazerite species traits

DEX -2, WIS+2, CHA +2, PSI 1d4-1

Medium: As Medium creatures, Grazerites have no special bonuses or penalties due to their size.

Grazerite base land speed is 30 feet.

Grazerites receive a +2 bonus on all Listen and Spot checks.

Grazerites gain a +2 bonus on all Bluff, Diplomacy, and Gather Information checks.

After initiative is rolled but before they take their first action in combat, a Grazerite must make a Will saving throw (DC 15). If you fail the Will save, they are shaken for the rest of the encounter, taking a -2 penalty on attack rolls, saving throws, and skill checks. If the save succeeds, they overcome their moment of fear and negate the ill effects.

gore attack; If forced a Grazerite may use their horns in a gore attack that deals 1d6 bludgeoning damage. If they get multiple attacks in a round, they can gore multiple times. Their horns are treated as natural weapons and do not provoke attacks of opportunity.

Automatic Languages: Federation Common, Grazerite. Bonus Languages: Any (other than secret languages,).

Haliian



The **Haliians** are a race from Halii and are Federation members. Externally, they are distinguished by the fact that their foreheads have a slight bulge above each eyebrow. They also have a distinctive crevice between the brows, on the bridge of the nose.

The Haliians are a telepathic species, although they are limited to person to person empathy. A special crystal called a canar, when held by an Haliian, has the potential to greatly increase their telepathic abilities and allow them to 'bond' with others and share their thoughts. One of their holidays is the Batarael, at which a traditional song called the Horath is sung.

Haliian culture is mostly agrarian with only a few major cities.

Haliian species traits

DEX +2, CON+2, CHA +2, PSI 2d6+3

Medium: As Medium creatures, Haliians have no special bonuses or penalties due to their size.

Haliian base land speed is 30 feet.

Haliians gain a +2 bonus on all Handle Animal checks and Ride checks.

Haliians can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents can be detected at three times these ranges.

The Haliian detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the Haliian can pinpoint that source.

Psionic Talent: empathy

Automatic Languages: Federation Common, Haliian. Bonus Languages: Any (other than secret languages,).

Humans



Humans (*Homo sapiens*) are one of two known spacefaring, intelligent species to have originated from the planet Earth (the other was the Voth). As the Latin word for their homeworld is "Terra", Humans are sometimes referred to as "Terrans". (This usage is consistent in the Mirror Universe.) Occasionally the term Terran is used to distinguish Humans living on Earth from those resident on colonies on other planets. Some people use the term "Terran" to refer to subjects or institutions associated with Humanity (Terran, Terran literature, Terran art, etc).

A founding member of the United Federation of Planets, Humans of Earth became Warp-capable in 2063, which was the same year they experienced first official contact with an alien species, the Vulcans.

By the 24th century, Human society had changed from what it was for most of recorded history. On Earth, hunger, war, disease, famine, and poverty have largely been eliminated. The acquisition of wealth is no longer the primary driving force in the lives of many Humans. A great deal of emphasis is placed on the importance of continued societal and self-growth. Thanks to the non-currency based New World Economy and the development of replicators, material needs are largely satisfied. Although money is no longer used by Humans within the Federation, they do use gold-pressed latinum and other forms of currency (such as Bajoran litas and credits) in places where it is still needed, such as Quark's. The idea behind not using money is that Humans work to better themselves and the rest of Humanity.

It must be noted that all of this more specifically applies to Humans within the Sol system, as many Earth colonies are known to have developed vast cultural differences from other Humans and some have even fallen into chaos, most notably Turkana IV.

While achieving warp capability in 2063, there were human populations on other planets prior to this. In these cases, they would usually have been brought there by alien species, who had traveled to Earth. For instance, Native Americans had been transplanted on Amerind by an unknown alien race called the Preservers some time in the 19th century. In 2268, they still lived as hunters and gatherers. Captain Kirk was adopted into one of the tribes of Amerind as the god Kirok.

Human species traits

PSI 1d6-3

Medium: As Medium creatures, Humans have no special bonuses or penalties due to their size.

Human base land speed is 30 feet.

1 extra feat at 1st level, because humans are quick to master specialized tasks and varied in their talents.

4 extra skill points at 1st level and 1 extra skill point at each additional level, since humans are versatile and capable. (The 4 skill points at 1st level are added on as a bonus, not multiplied in.)

Automatic Languages: Federation Common, regional tongue, Spanglish. Bonus Languages: Any (other than secret languages,).

Napeans



A race of partially empathic humanoids from Napea II. The Napeans are members of the Federation but take little interest in the rest of the galaxy. The Napeans are physically very similar to Terrans and Betazoids excepting their having a large, leaf-shaped forehead ridge. Genetic analysis leads to the supposition that the Napean race is a transplanted cross between the two races, yet just different enough to be detected. Most Napeans do not bother to use or cultivate their Psi skills, as their training techniques can take years for what Betazoids and Vulcans learn in weeks. Those that perfect their Empathic and limited Telepathic skills serve professionally in Napean culture.

Napeans are fascinated by other cultures and it is for this reason that most Napeans join starfleet.

Napean species traits

CON +2, INT +2, PSI 2d4+3

Medium: As Medium creatures, Napeans have no special bonuses or penalties due to their size.

Napean base land speed is 30 feet.

Like Humans Napeans are very versatile and capable therefore they receive 4 extra skill points at 1st level and 1 extra skill point

at each additional level, (The 4 skill points at 1st level are added on as a bonus, not multiplied in.)

Once a Napean finds their "calling" they usually excel in that area. Choose a skill. You get a +3 bonus on all checks involving that skill.

PSI Talent: empathy

Automatic Languages: Federation Common, Napean. Bonus Languages: Any (other than secret languages,).

Tellarite



Tellarites are stocky humanoids. While their mean height is approximately 150 cm, their mass is often half again what a normal human of that height would be. Tellarites are covered with a small but tough layer of wool-like matting over most of their body, and their hands feature four stubby fingers. Both male and female Tellarites serve in Star Fleet, although male enlistees do outnumber females three-to-one. The Tellarites are a hardy race, owing to the great abundance of calcium and other heavy minerals that comprise their make up (resulting in the "Telis_ root of their Federation name). Tellarite bone and cartilage structures are much more massive than their Human counterparts, resulting in a much greater physical strength and innate resistance to bodily damage. On average, Tellarites are shorter than Humans. They find human room temperature to be cold, indicative of a higher body temperature.

Tellarites are known to be an impatient people. They are also known for their "stubborn pride". They have a propensity toward strong emotion. However, they enjoy a good argument, which is even considered a sport on Tellar. Tellarites often begin an interaction with a series of complaints; this is how they start arguments with someone they have recently met. If they have nothing to complain about they will simply insult the person. Because of their ability to argue, Tellarites make excellent politicians. They Became charter members of the federation in 2161.

Tellarites are shrewd businessmen, perhaps even on the same level as the Ferengi. Their continued and virtually unending contacts with the Orion Pirate Cartels, however, has not served them well in the halls of the Federation High Council Chambers. (This is particularly true with the Andorians, who hold a significant and unabiding dislike for the rough Tellarites.) Still, the Tellarites' natural adeptness with mechanical devices has put them in high demand in engineering labs and shipyards throughout the Federation, and beyond.

Tellarite species traits

STR+2, CON +2, CHA -2 PSI 1d4-1

Medium: As Medium creatures, Tellarites have no special bonuses or penalties due to their size.

Tellarite base land speed is 20 feet.

Tellarites have Damage reduction 5 vs physical attacks

Tellarites receive a +2 racial bonus to bluff, diplomacy, intimidate, and sense motive checks.

Tellarites have Darkvision to 60'

the Tellarites' natural adeptness with mechanical devices earns them a +2 bonus on all Computer Use checks and Repair checks.

Automatic Languages: Federation Common, Tellarite. Bonus Languages: Any (other than secret languages,).

Trill



The Trill are a humanoid species native to the planet Trill. A small percentage of the Trill population co-exists with a sentient symbiotic organism known as a symbiont inside their bodies. The resulting joined Trill have personalities which are a synthesis of the two beings including the memories, and to some extent the personalities, of the previous hosts of the symbiont. This way, the joined being gains all the skills and occupations of the previous hosts. As late as 2367, the fact that some Trill exist as a joined symbiotic species was widely unknown, even to Federation scientists. *Once joined, the host and symbiont are dependent on each other. If the symbiont is removed the host will die, even if they are otherwise healthy. The symbiont will die within hours if not transplanted to another host.*

Despite the relatively unusual nature of being a joined species, that aspect of their culture was widely unknown until 2367, when the Odan symbiont had to be given a new host during the middle of tense negotiations on Peliar Zel. Such a public example of the dual nature of the Trill brought to the forefront what had previously been a very private matter to Trill for several millennia.

Most Trill are distinguished by two rows of spots going down each side of their body, from forehead to toe. One of the main neurotransmitters in the Trill brain is isoboramine. Joined Trill are also extremely allergic to insect bites; the biochemical connections between the host and symbiont can not tolerate the reaction caused by the insect's venom. One Trill peculiarity is that they are known for having cold hands. *The few Trill that are given a symbiont are typically joined in their early to mid-twenties. The physical process of being joined is irreversible.*

In contrast to the greater revelation of their nature, the Trill are not a secretive species. To them, the joined nature of their culture is normal and not something they would think to comment on without prompting. Indeed, joined Trill can be seen as particularly genial and many have served the Federation as distinguished ambassadors, including Odan and Dax.

Trill society regards a joining with a symbiont as a very high honor. The Trill Symbiosis Commission has been the only Trill government agency mentioned frequently, an indication of its powerful influence. The commission was set up to determine which Trill could receive the honor of joining, and tended to the medical needs of the symbionts. Trill hosts are selected only after rigorous training as an initiate under the close scrutiny of the Symbiosis trainers. Everyone was led to believe that only a few Trills are capable of hosting a symbiont, but Jadzia Dax and Benjamin Sisko uncovered evidence that proved this not to be the case. A doctor within the Committee admitted that while over half of the Trill population is eligible for joining, this truth could never be made public. If the truth got out, the symbionts would become a marketable item instead of the priceless preserver of experience it is.

Trill don't look for romance the way Humans do. They consider it quite a nuisance and view it as a weakness of the young. Although a Trill host may have romantic feelings on occasion, it is the symbiont's wish to live on a higher plane and to try to rise above those sorts of temptations. Trill law forbids reassociation between subsequent hosts of joined persons who were romantically involved. Trill who are found guilty of reassociation are expelled from Trill society, and their symbionts die with their current host. The Trill are a technologically advanced species and the Trill Science Ministry is a leading center of learning and experimentation

For the purpose of this game it is assumed that all Trill are joined Trill as Starfleet has a huge pool of candidates and only accepts the "Cream of the Crop".

Trill Species traits

INT+3, WIS +2, CHA +2, PSI 1d8

Medium: As Medium creatures, Trill have no special bonuses or penalties due to their size.

Trill base land speed is 30 feet.

Because they are an advanced species (even by Federation standards) all Trill receive a +3 bonus to knowledge(physical sciences) and knowledge (Technology) checks.

Trill receive a +2 bonus to diplomacy checks.

*Because the symbionts live far longer than the hosts and act as a repository for the previous hosts memories Trill receive an additional +2 to **all** skill checks.*

Automatic Languages: Federation Common, Trill. Bonus Languages: Any (other than secret languages,).



The Trill Homeworld

Vulcans



Vulcans (also known as "**Vulcanians**") are a humanoid species widely known for their logical minds and stoical natures. The Vulcan homeworld is the planet Vulcan. As a civilization, Vulcans are instrumentally responsible for the founding of the United Federation of Planets.

Externally, Vulcans are generally similar to Humans, the chief exceptions being the Vulcans' notably arched and upswept eyebrows and distinguished external ear structure, the top of which tapers into a clearly defined point. Most Vulcans have straight, glossy dark brown or, more commonly, black hair and pale skin with a very subtle greenish tinge, much as the skin of Humans of European descent has a very subtle reddish/pinkish tinge. However, some Vulcans, including Tuvok, have brown skin, tightly coiled black hair, and physiognomic features similar to those found in Humans of African descent. Others share physiognomic features similar to those found in Humans of East Asian descent. However, most Vulcans have a vaguely Eurasian appearance. Vulcans have body hair similar to Humans, and some males can be very hirsute. Vulcan males are also capable of growing facial hair (as evidenced by Sybok and both Spock and Soval in the mirror universe), but rarely do so.

In contrast to their external similarities, Vulcan internal anatomy differs radically from that of Humans. For instance, their heart is where a Human's liver would normally be, and beats several hundred times per minute. They also have no appendix. Vulcan blood is copper-based and is copper- or rust-colored when deoxygenated in the veins and green when oxygenated in the arteries. Bruises and dermal abrasions therefore take on a green color. Vulcans possess a highly efficient respiratory system to extract the oxygen they need from Vulcan's thin atmosphere. They are most comfortable in high temperatures, which is natural given the hot, arid climate of their homeworld. The Vulcan digestive tract is highly adaptable. Although alien foods, notably Human food, will occasionally disagree with a Vulcan, given time, their body will eventually adapt to the alien food. Vulcan hearing is very sensitive. Vulcan females possess a heightened sense of smell. Having evolved on a planet which is mostly desert, Vulcans have developed ways of surviving in desert conditions. For example, they can survive for several days without water and have inner eyelids which protect their eyes. Vulcans have a superior metabolism to Humans. Caffeine and sapotoxins have little effect on them. They are also capable of surviving for long durations without food or sleep. Under stress, Vulcans can do without sleep for weeks. Vulcans are on average three times physically stronger than humans. One weakness of the Vulcans is their inability to metabolize nitrous oxide. After only a few minutes of exposure to the gas, a Vulcan will pass out.

Vulcans typically have a lifespan of 200 years or more.

The brain

Perhaps the most interesting aspect of the Vulcan physiology is the brain. The Vulcan brain has been described as "a puzzle, wrapped inside an enigma, housed inside a cranium." This has some basis in fact, as the Vulcan brain is composed of many layers. It is in direct control of most of the bodily functions, acting as a control unit for many organs. Despite this, a Vulcan body from which the brain has been removed is capable of functioning and even walking around (albeit in a zombie-like state) with a portable life support system. Unlike most humanoid brains, traumatic memories are not only psychologically disturbing to Vulcans, but have physical consequences as well. The Vulcan brain, in reordering neural pathways, can literally lobotomize itself. Vulcans have learned to gain conscious control of many of these functions, allowing them to regulate their bodies to a high degree by simple will power. When injured a Vulcan can go into a trance-like state, using this ability to concentrate all of his or her energy onto repairing the injury. This trance can be self-induced and give the physical appearance of near-death. It is similar, in principle, to Vulcan neuropressure techniques which can be used to relax the mind and body. The substance trellium-D acts as a neurotoxin to Vulcans, destroying the neural pathways which control their emotions. Treatment must be provided quickly after exposure, otherwise the damage is irreversible. Of course, the most famous aspect of the Vulcan brain is the inherent telepathic abilities, such as the Vulcan mind meld. Vulcans are natural touch-telepaths. Though considerable training is required to utilize this ability to the fullest (this would be performing the fal-tor-pan), simpler contacts don't require any concentration, training or even conscious knowledge of the act. Stronger minds are capable of non-contact telepathic projection and scanning, usually over short distances, but sometimes even over interstellar distances. Another psionic ability of the Vulcan race is the telepathic suggestion/compulsion, consciously performed by Spock, Sybok, Tuvok, and T'Pol, and unconsciously performed by Sarek. Although Vulcans do not, typically, allow themselves to experience uncontrolled strong emotions, they may sense them in others. Besides the Trill, who achieve this through the Zhian'tara ritual, Vulcans are the only other known humanoid race capable of performing a synaptic pattern displacement, or the transfer of one individual's consciousness into another. Similar feats were also performed by the people of Sargon's planet, Janice Lester, Dr. Ira Graves, Rao Vantika and Tiera, though they used technology instead of psionic abilities to achieve it. Some Vulcans have also demonstrated the ability known as telekinesis. The psycho-suppression system responsible for the Vulcan suppression of emotions is located in the mesiofrontal cortex. Approximately every seven years, adult Vulcans must endure *pon farr*, the Vulcan mating period. It is marked by intense emotions and primal urges (known as *plak tow*, or "blood fever") that can kill the Vulcan if not satisfied. Physiological symptoms include elevated dopamine levels and fever. For such an orderly society of quiet sobriety, the madness which accompanies the outbreak of *pon farr* is an unavoidable evil.

Vulcan Species traits

STR+4, CON +2, INT +2, CHA -5, PSI 2d6+6

Medium: As Medium creatures, vulcans have no special bonuses or penalties due to their size.

Vulcan base land speed is 30 feet.

+2 level adjustment

Because of their amazing mental discipline Vulcans receive a +2 Species bonus on all Knowledge checks.

Vulcans also have senses sharper than Humans and receive a +2 to Listen and Spot checks.

Because of the planetary conditions on Vulcan Vulcans gain a

+4 bonus on Survival checks and a +4 bonus on Constitution checks against starvation and thirst as well as a +4 bonus on Fortitude saves against extreme heat, and fire resistance 5.

Vulcans have special attack known as the nerve pinch. To execute this attack they must first make an unarmed attack against a living creature. If the attack succeeds, the target takes no damage but must succeed on a Fortitude save (DC 10 + one-half the Vulcan character's level + his Strength modifier) or be paralysed for 1d4+1 rounds. If the target's attack of opportunity hits you and deals damage, the nerve pinch automatically fails.

Special: This ability does not work on creatures without nervous systems or discernible anatomies, such as plants.

PSI TALENT: Body Adjustment, Empathy (**note Vulcans are not a adept with this skill as other races, such as the Betazoid, and must make a spot check before any information is received.**) Suggestion, Mind Meld

Automatic Languages: Federation Common, Vulcan. Bonus Languages: Any (other than secret languages,).



Vulcan at dawn

Zakdorn



The **Zakdorn** are a race native to the Alpha or Beta Quadrant. Zakdorn are humanoids with pouches of thick, fibrous tissue on their cheeks. They have three pouches per cheek.

For nine millenia, they were regarded by potential foes as having the greatest innately strategic minds in the galaxy. As a people, the Zakdorn were generally replete with self-assuredness and overconfidence. They were members of the United Federation of Planets by the 2360s.

In 2365, the master strategist Sirna Kolrami visited the Enterprise-D to serve as observer and mediator during a war games exercise in the Braslota system.

They were one of the many species that attended the biennial Trade Agreements Conference held on Betazed in 2366.

They operate the Starfleet Surplus Depot in orbit of Qualor II.

Zakdorn Species traits

STR-2, CON -2, INT +2, WIS +2, PSI 1d6

Medium: As Medium creatures, Zakdorn have no special bonuses or penalties due to their size.

Zakdorn base land speed is 30 feet.

Being natural strategists when in command of any small to medium sized unit (whether it be ships or men) Zakdorn add their CHA bonus to that unit's ATTK and DEF.

In the same manner Zakdorn subtract their INT bonus from the enemies chances to hit their unit by anticipating their attacks.

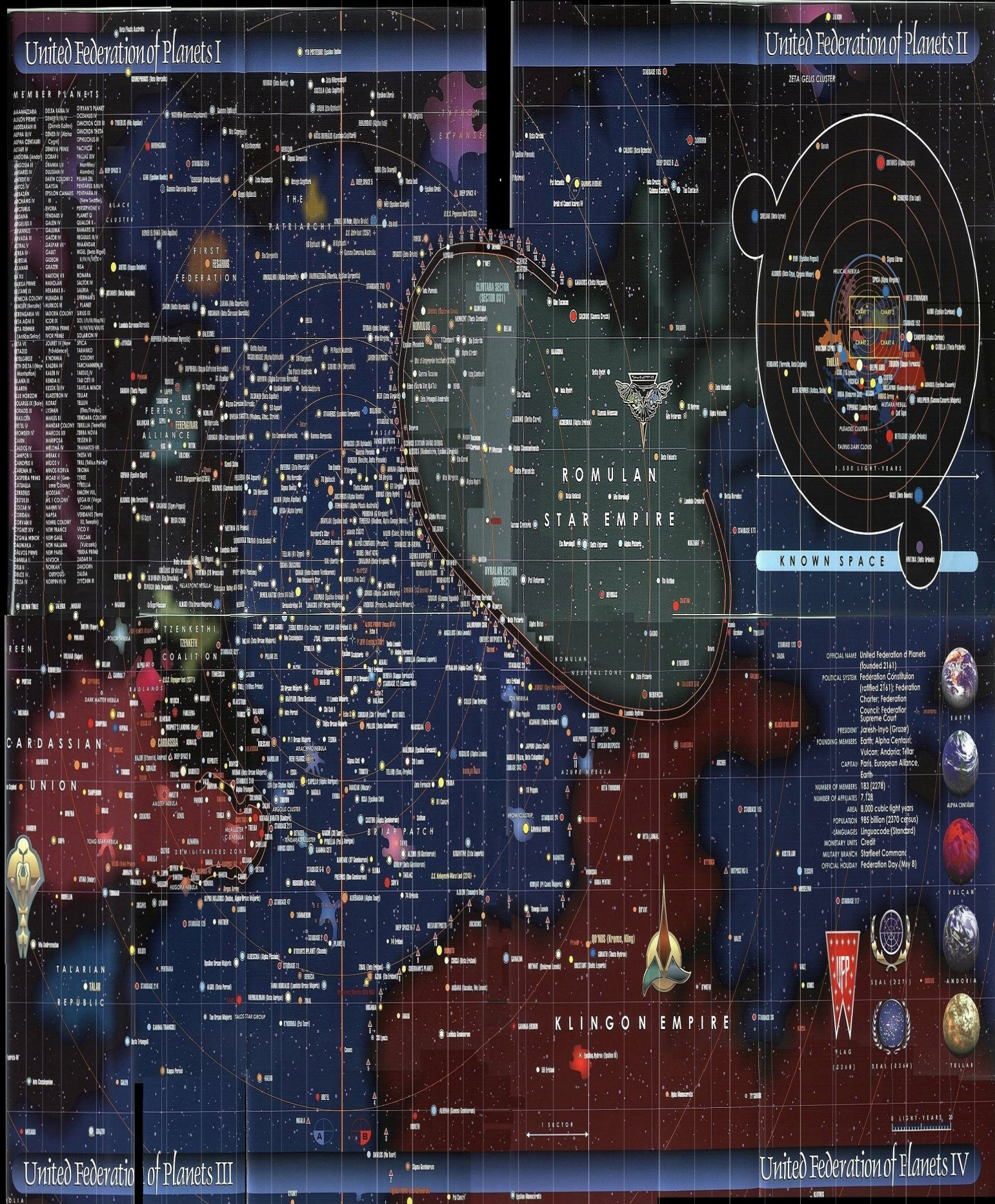
Because of their unusual confidence in their abilities Zakdorn add +3 to allied creatures morale.

Zakdorn are never caught flat footed

Automatic Languages: Federation Common, Zakdorn. Bonus Languages: Any (other than secret languages,).



USS Enterprise XCV-330



United Federation of Planets II

ZETA RIGEL CLUSTER

KNOWN SPACE

1,500 LIGHT-YEARS

PLANET (Data Point)

STAR SYSTEM

CHART 1

CHART 2

CHART 3

CHART 4

CHART 5

CHART 6

CHART 7

CHART 8

CHART 9

CHART 10

CHART 11

CHART 12

CHART 13

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CHART 100

OFFICIAL NAME: United Federation of Planets (founded 2161)

POLITICAL SYSTEM: Federation Constitution (ratified 2161); Federation Charter; Federation Council; Federation Supreme Court

PRESIDENT: Jareth-Ilyo (Grate)

FOUNDING MEMBERS: Earth; Alpha Centauri; Vulcan; Andoria; Tellar

CAPITAL: Paris, European Alliance, Earth

NUMBER OF MEMBERS: 183 (2278)

NUMBER OF AFFILIATES: 7,128

AREA: 8,000 cubic light years

POPULATION: 985 billion (2370 census)

LANGUAGES: Linguacode (Standard)

MONEY: Credits

MILITARY BRANCH: Starfleet Command

OFFICIAL HOLIDAY: Federation Day (May 8)



United Federation of Planets IV

United Federation of Planets I

MEMBER PLANETS

ALPHA CENTAURI

BETA CENTAURI

GAMMA CENTAURI

DELTA CENTAURI

EPSILON CENTAURI

ZETA CENTAURI

ETA CENTAURI

THETA CENTAURI

IOTA CENTAURI

KAPPA CENTAURI

LAMDA CENTAURI

MU CENTAURI

NU CENTAURI

Xi CENTAURI

OMICRON CENTAURI

PICCOLI CENTAURI

RHO CENTAURI

SIGMA CENTAURI

TAU CENTAURI

UPSILON CENTAURI

PHI CENTAURI

CHI CENTAURI

PSI CENTAURI

OMEGA CENTAURI

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United Federation of Planets III

ALPHA CENTAURI

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UPSILON CENTAURI

PHI CENTAURI

CHI CENTAURI

PSI CENTAURI

OMEGA CENTAURI

Map of the United Federation of Planets, and it's neighbors.

Classes

Excepting trademarks, trade-names and graphics, all content of this chapter are OGL.

A character class is the frame upon which you build your hero. It isn't meant to be rigid or confining. Instead, a class provides a starting point from which you can develop your hero as you see fit. Don't think of a class as restrictive; instead, a class is defining. When you choose a class for your character, you're laying the foundation of a concept that will grow and expand as you play. How you develop your character is entirely up to you. You get to choose skills and feats as you advance—and you can take levels in other classes as you go along to better develop the concept at the core of your hero.

Basic Class

In d20 warp there are only two Basic Classes and they are the **Starfleet Academy Graduate** and **Starfleet Enlisted**. The reason for this is simple, this is where a Starfleet character's career begins. As he gains experience in Starfleet he may go back to the Academy for advanced classes or learn from those above him in service time and rank. This is reflected by adding additional classes (multi-classing) or gaining new feats and skills

Advanced Classes

Few heroes remain in the basic class as they gain levels. Eventually, an advanced class beckons, providing your character with new opportunities to grow.

THE MULTICLASS CHARACTER

As your character advances in level, he or she may add new classes. Adding a new class gives the character a broader range of abilities, but all advancement in the new class is at the expense of advancement in the character's other class or classes. Rules for creating and advancing multiclass characters can be found at the end of this chapter.

CLASS AND LEVEL BONUSES

An attack roll, saving throw, or skill check is a combination of three numbers, each representing a different factor: a random factor (the number you roll on a d20), a number representing the character's innate abilities (the ability modifier), and a bonus representing the character's experience and training. This third factor depends, either directly or indirectly, on the character's class and level. and Base Attack Bonuses (see below) summarizes the figures for this third factor when it applies to base save bonuses and base attack bonuses. Base Save Bonus: The two numbers given in this column on Table 3–1 apply to saving throws. Whether a character uses the first (good) bonus or the second (poor) bonus depends on his or her class and the type of saving throw being attempted. See each class's description to find out which bonus applies to which category of saves. If a character has more than one class the base save bonuses for each class are cumulative. Base Attack Bonus: On an attack roll, apply the bonus from the appropriate column on Table 3–1 according to the class to which the character belongs. Whether a character uses the first (good) base attack bonus, the second (average) base attack bonus, or the third (poor) base attack bonus depends on his or her

class. Numbers after a slash indicate additional attacks at reduced bonuses: "+12/+7/+2" means three attacks per

round, with an attack bonus of +12 for the first attack, +7 for the second, and +2 for the third. Any modifiers on attack rolls apply to all these attacks normally, but bonuses do not grant extra attacks. If a character has more than one class (the base attack bonuses for each class are cumulative.

Table 3–1: Base Save and Base Attack Bonuses

Class level	Base save bonus (good)	Base save Bonus(poor)	Base attack Bonus(good)	Base attack Bonus(average)	Base attack Bonus(poor)
1 st	+2	+0	+1	+0	+0
2 nd	+3	+0	+2	+1	+1
3 rd	+3	+1	+3	+2	+1
4 th	+4	+1	+4	+3	+2
5 th	+4	+1	+5	+3	+2
6 th	+5	+2	+6/+1	+4	+3
7 th	+5	+2	+7/+2	+5	+3
8 th	+6	+2	+8/+3	+6/+1	+4
9 th	+6	+3	+9/+4	+6/+1	+4
10 th	+7	+3	+10/+5	+7/+2	+5
11 th	+7	+3	+11/+6/+1	+8/+3	+5
12 th	+8	+4	+12/+7/+2	+9/+4	+6/+1
13 th	+8	+4	+13/+8/+3	+9/+4	+6/+1
14 th	+9	+4	+14/+9/+4	+10/+5	+7/+2
15 th	+9	+5	+15/+10/+5	+11/+6/+1	+7/+2
16 th	+10	+5	+16/+11/+6/+1	+12/+7/+2	+8/+3
17 th	+10	+5	+17/+12/+7/+2	+12/+7/+2	+8/+3
18 th	+11	+6	+18/+13/+8/+3	+13/+8/+3	+9/+4
19 th	+11	+6	+19/+14/+9/+4	+14/+9/+4	+9/+4
20 th	+12	+6	+20/+15/+10/+5	+15/+10/+5	+10/+5

LEVEL-DEPENDENT BENEFITS

In addition to attack bonuses and saving throw bonuses, all characters gain other benefits from advancing in level. Table 3–2: Experience and Level-Dependent Benefits summarizes these additional benefits.

XP: This column on Table 3–2 shows the experience point total needed to attain a given character level—that is, the total of all the character's level in classes. (A character's level in a class is called his or her class level.) For any character (including a multiclass one), XP determines overall character level, not individual class levels.

Class Skill Max Ranks: The maximum number of ranks a character can have in a class skill is equal to his or her character level + 3. A class skill is a skill frequently associated with a particular class—for example, Class skills are given in each class description in this chapter

Cross-Class Skill Max Ranks: For cross-class skills (skills not associated with a character's class), the maximum number of

ranks a character can have is one-half the maximum for a class skill. The half ranks (½) indicated on Table 3–2 don’t improve skill checks. They simply represent partial purchase of the next skill rank and indicate the character is training to improve that skill.

Feats: Every character gains one feat at 1st level and another at every level divisible by three (3rd, 6th, 9th, 12th, 15th, and 18th level). These feats are in addition to any bonus feats granted as class features (see the class descriptions later in this chapter) and the bonus feat granted to all humans.

Ability Increases: Upon attaining any level divisible by four (4th, 8th, 12th, 16th, and 20th level), a character increases one of his or her ability scores by 1 point. The player chooses which ability score to improve. For example, a sorcerer with a starting Charisma of 16 might increase this to 17 at 4th level. At 8th level, the same character might increase his Charisma score again (from 17 to 18) or could choose to improve some other ability instead. The ability improvement is permanent.

Table 3-2 experience and level dependent benefits

Character level	XP	Class skill max rank	Cross-class skill max rank	Feats	Ability score increases
1 st	0	4	2	1 st	-
2 nd	1,000	5	2 ½	-	-
3 rd	3,000	6	3	2 nd	-
4 th	6,000	7	3 ½	-	1 st
5 th	10,000	8	4	-	-
6 th	15,000	9	4 ½	3 rd	-
7 th	21,000	10	5	-	-
8 th	28,000	11	5 ½	-	2 nd
9 th	36,000	12	6	4 th	-
10 th	45,000	13	6 ½	-	-
11 th	55,000	14	7	-	-
12 th	66,000	15	7 ½	5 th	3 rd
13 th	78,000	16	8	-	-
14 th	91,000	17	8 ½	-	-
15 th	105,000	18	9	6 th	-
16 th	120,000	19	9 ½	-	4 th
17 th	136,000	20	10	-	-
18 th	153,000	21	10 ½	7 th	-
19 th	171,000	22	11	-	-
20 th	190,000	23	11 ½	-	5 th

For multiclass characters, feats and ability score increases are gained according to character level, not class level

EXPERIENCE AND LEVELS

Experience points (XP) measure how much your character has learned and how much he or she has grown in personal power. Your character earns XP by defeating opponents. The GM assigns XP to the characters at the end of each adventure based on what they have accomplished. Characters accumulate XP from one adventure to another. When a character earns enough XP, he

or she attains a new character level (see Table 3–2: Experience and Level-Dependent Benefits, page 22).

Advancing a Level: When your character’s XP total reaches at least the minimum XP needed for a new character level (see Table 3–2), he or she “goes up a level.” Going up a level

provides the character with several immediate benefits (see below). A character can advance only one level at a time. If, for some extraordinary reason, a character’s XP reward from a single adventure would be enough to advance two or more levels at once, he or she instead advances one level and gains just enough XP to be 1 XP short of the next level. Any excess experience points are not retained.

Training and Practice: Characters spend time between adventures training, studying, or otherwise practicing their skills. This work consolidates what they learn on adventures and keeps them in top form. If, for some reason, a character can’t practice or train for an extended time, the DM may reduce XP awards or even cause the character to lose experience points.

LEVEL ADVANCEMENT

Each character class description includes a table that shows how the class features and statistics increase as a member of that class advances in level. When your character attains a new level, make these changes.

1. Choose Class: A basic character has only one class, and when he or she attains a new level, it is a new level in that class. If your character has more than one class or wants to acquire a new class, you choose which class goes up one level. The other class or classes stay at the previous level.

2. Base Attack Bonus: If your character’s base attack bonus changes, record it on your character sheet.

3. Base Save Bonuses: Like base attack bonuses, base save bonuses improve at varying rates as characters increase in level. Check your character’s base save bonuses for the class that has advanced in level to see if any of them have increased by 1. Some base save bonuses increase at every even-numbered level; others increase at every level divisible by three.

4. Ability Score: If your character has just attained 4th, 8th, 12th, 16th, or 20th character level, choose one of his or her ability scores and raise it by 1 point. (It’s okay for a score to go above 18.) It’s the overall character level, not the class level, that counts for this adjustment. If your character’s Constitution modifier increases by 1 add +1 to his or her hit point total for every character level below the one just attained. For example, if you raise your character’s Constitution from 11 to 12 at 4th level, he or she gets +3 hit points (one each for 1st, 2nd, and 3rd levels). Add these points before rolling for hit points (the next step).

5. Hit Points: Roll a Hit Die, add your character’s Constitution modifier, and add the total roll to his or her hit points. Even if the character has a Constitution penalty and the roll was so low as to yield a result of 0 or fewer hit points, always add at least 1 hit point upon gaining a new level.

6. Skill Points: Each character gains skill points to spend on skills as detailed in the appropriate class description. For class skills, each skill point buys 1 rank, and a character’s maximum rank in the skill is his or her character level +3. For cross-class skills, each skill point only buys 1/2 rank, and the maximum rank in the skill is one half that of a class skill (don’t round up or down). See Table 3–2: Experience and Level-Dependent Benefits. If you have been “maxing out” a skill (putting as many skill points into it as possible), you don’t have to worry about calculating your maximum rank with it. At each new level, you can always assign 1 skill point—and just 1—to any skill that you’re maxing out. (If it’s a cross-class skill, this point buys 1/2 rank.) Remember that you buy skills based on the class you have advanced in, so that only those skills given as class skills for that class can be purchased as class skills for this level, regardless of what other classes you may have levels in. Your character’s

Intelligence modifier affects the number of skill points he or she gets at each level (see Table 1–1: Ability Modifiers and Bonus Spells, page 8). This rule represents an intelligent character’s ability to learn faster over time. Use your character’s current Intelligence score, including all permanent changes (such as inherent bonuses, ability drains, or an Intelligence increase gained at step 4, above) but not any temporary changes (such as ability damage, or enhancement bonuses), to determine the number of skill points you gain.

7. Feats: Upon attaining 3rd level and at every third level thereafter (6th, 9th, 12th, 15th, and 18th level), the character gains one feat of your choice. The character must meet any prerequisites for that feat in order to select it. As with ability score increases, it is the overall character level, not the class level, that determines when a character gets a new feat.

8. Class Features: Check your character’s class description in this chapter for any new capabilities your character may receive. Many characters gain special attacks or new special powers as they advance in levels.

MULTICLASS CHARACTERS

A character may add new classes as he or she progresses in level, thus becoming a multiclass character. The class abilities from a character’s different classes combine to determine a multiclass character’s overall abilities. Multiclassing improves a character’s versatility at the expense of focus.

CLASS AND LEVEL FEATURES

As a general rule, the abilities of a multiclass character are the sum of the abilities of each of the character’s classes.

Level: “Character level” is a character’s total number of levels. It is used to determine when feats and ability score boosts are gained, as noted on Table 3–2: Experience and Level-Dependent Benefits. “Class level” is a character’s level in a particular class. For a character whose levels are all in the same class, character level and class level are the same.

Hit Points: A character gains hit points from each class as his or her class level increases, adding the new hit points to the previous total.

Base Attack Bonus: Add the base attack bonuses acquired for each class to get the character’s base attack bonus. A resulting value of +6 or higher provides the character with multiple attacks. Find the character’s base attack bonus on Table 3–1: Base Save and Base Attack Bonuses (page 22) to see how many additional attacks the character gets and at what bonuses.

Saving Throws: Add the base save bonuses for each class together.

Skills: If a skill is a class skill for any of a multiclass character’s classes, then character level determines a skill’s maximum rank. (The maximum rank for a class skill is 3 + character level.) If a skill is not a class skill for any of a multiclass character’s classes, the maximum rank for that skill is one-half the maximum for a class skill. Some class features don’t work well with the skills or class features of other classes.

Feats: A multiclass character gains a feat every three character levels, regardless of individual class level (see Table 3–2: Experience and Level Dependent Benefits, page 22).

Ability Increases: A multiclass character increases one ability score by 1 point every four character levels, regardless of individual class level (see Table 3–2: Experience and Level Dependent Benefits),.

ADDING A SECOND CLASS

When a character with one class gains a level, he or she may choose to increase the level of his or her current class or pick up a new class at 1st level. (A character can’t gain 1st level in the

same class more than once, even if this would allow him or her to select different class features.) The GM may restrict the choices available based on the way he or she handles classes, skills, experience, and training. For instance, the character may need to find a tutor to teach him or her the ways of the new class. Additionally, the DM may require the player to declare what

class the character is “working on” before he or she makes the jump to the next level, so the character has time to practice new skills. The character gains the 1st-level base attack bonuses, base save bonuses, class skills, weapon proficiency, armor and shield proficiencies, spells, and other class features of the new class, hit points of the appropriate Hit Die type, and the new class’s number of skill points gained at each additional level (not that number \times 4, as is the case for a 1st level character). Picking up a new class is not exactly the same as starting a character in that class. Some of the benefits a 1st-level character gains (such as four times the usual number of skill points) represent the advantage of training while the character was young and fresh, with lots of time to practice. When picking up a new class, a character does not receive the following starting bonuses given to characters who begin their careers in that class:

Maximum hit points from the first Hit Die.

Quadruple the per-level skill points.

ADVANCING A LEVEL

A multiclass character who attains a new level either increases one of his or her current class levels by one or picks up a new class at 1st level. When a multiclass character advances a level in a current class, he or she gets all the standard benefits that a character normally receives for attaining that level in that class: more hit points, possible bonuses on attack rolls, Armor Class and saving throws (depending on the class and the new level), possible new class features (as defined by the class), possible new spells, and new skill points. Skill points are spent according to the class that the multiclass character just advanced in. Skills are purchased at the cost appropriate for that class.



[Enterprise NX-01](#)



Class Descriptions

Ability

This entry tells which ability is typically associated with that class.

Hit Die

The die type used by characters of the class to determine the number of hit points gained per level.

A player rolls one die of the given type each time his or her character gains a new level. The character's Constitution modifier is applied to the roll. Add the result to the character's hit point total. Even if the result is 0 or lower, the character always gains at least 1 hit point. A 1st-level character gets the maximum hit points rather than rolling (although the Constitution modifier is still applied).

Action Points

The number of action points gained per level.

Class Skills

This section of a class description provides a list of class skills and also gives the number of skill points the character starts with at 1st level and the number of skill points gained each level thereafter. A character's Intelligence modifier is applied to determine the total skill points gained each level (but always at least 1 point per level, even for a character with an Intelligence penalty).

A 1st-level character starts with 4 times the number of skill points he or she receives upon attaining each level beyond 1st. The maximum ranks a character can have in a class skill is the character's level +3.

A character can also buy skills from other classes' skill lists. Each skill point buys a half rank in these cross-class skills, and a character can only buy up to half the maximum ranks of a class skill.

Starting Feats

The feats gained at 1st level in the class.

Class Table

This table details how a character improves as he or she attains higher levels in the class. It includes the following information.

Level: The character's level in the class.

Base Attack Bonus: The character's base attack bonus and number of attacks.

Fort Save: The base save bonus for Fortitude saving throws. The character's Constitution modifier also applies.

Ref Save: The base save bonus for Reflex saving throws. The character's Dexterity modifier also applies.

Will Save: The base save bonus for Will saving throws. The character's Wisdom modifier also applies.

Class Features: Level-dependent class features, each explained in the section that follows.

Defense Bonus: The character's bonus to Defense. The character's Dexterity modifier and equipment bonus also applies.

Class Features

This entry details special characteristics of the class, including bonus feats and unique talents, that are gained as a character attains higher levels in the class.

Talents

Every basic class offers a selection of talents to choose from. A character gains a talent upon attaining each odd-numbered level in a class (including 1st level). Talents are considered to be extraordinary abilities. Some talents have prerequisites that must be met before a character can select them.

Bonus Feats

Every basic class offers a selection of bonus feats to choose from. A character gains a bonus feat upon attaining each even-numbered level in a class. These bonus feats are in addition to the feats that all characters receive as they attain new levels. Some feats have prerequisites that must be met before a character can select them.

Starfleet Academy Graduate



This class is exactly what its name implies. A new officer fresh out of Starfleet Academy ready to take on the universe. New academy graduates usually fill the lower tiers of any department on a starship and this is also generally their first cruise. Each academy graduate will have specialised in one area while they were at Starfleet Academy and this is where they will be assigned on their first cruise

Officer Rank: Starfleet Academy Graduate.

Ability: Intelligence

Hit Die: 1d6

Action Points: starfleet graduates gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The starfleet graduate's class skills (and the key ability for each skill) are: *Computer Use (Int)*, *Craft (chemical, electronic, mechanical, pharmaceutical, structural, visual art, writing) (Int)*, *Decipher Script (Int)*, *Demolitions (Int)*, *Disable Device (Int)*, *Forgery (Int)*, *Investigate (Int)*, *Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int)*, *Navigate (Int)*, *Profession (Wis)*, *Read/Write Language (none)*, *Repair (Int)*, *Research (Int)*, *Search (Int)*, and *Speak Language (none)*.

Skill Points at 1st Level: (9 + Int modifier) x4.

Skill Points at Each Additional Level: 9 + Int modifier.

Table: Starfleet Graduate						
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus
1st	+0	+0	+0	+1	Talent	+0
2nd	+1	+0	+0	+2	Bonus feat	+1
3rd	+1	+1	+1	+2	Talent	+1
4th	+2	+1	+1	+2	Bonus feat	+1
5th	+2	+1	+1	+3	Talent	+2
6th	+3	+2	+2	+3	Bonus feat	+2
7th	+3	+2	+2	+4	Talent	+2
8th	+4	+2	+2	+4	Bonus feat	+3
9th	+4	+3	+3	+4	Talent	+3
10th	+5	+3	+3	+5	Bonus feat	+3

Starting Feats

In addition to the feats all characters get at 1st level, an Academy Graduate begins play with the personal firearms Proficiency feat.

Class Features

All of the following are class features of the Academy graduate.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Academy Graduate selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Research Talent Tree

The Academy Graduate has a natural aptitude for study and fact-finding. These talents can be selected in any order.

Savant: Select one of the skills listed in the following paragraph. The officer must have ranks in the skill if it is Trained Only. The Academy Graduate gets to add a bonus equal to his or her level when making checks with that skill. An Academy Graduate can take this talent multiple times; each time it applies to a different skill.

Computer Use, Craft (any single skill), Decipher Script, Demolitions, Disable Device, Forgery, Investigate, Knowledge (any single skill), Navigate, Repair, Research, Search.

Linguist: With this talent, the graduate becomes a master linguist. Whenever the officer encounters a new language, either spoken or written, that he or she does not know the graduate can make an Intelligence check to determine if he or she can understand it. The check is made with a bonus equal to the graduate's level. For a written language, the bonus applies to a Decipher Script check instead.

The DC for the check depends on the situation: DC 15 if the language is in the same group as a language the hero has as a Read/Write Language or Speak Language skill; DC 20 if the language is unrelated to any other languages the character knows; and DC 25 if the language is ancient or unique. With this special ability, a graduate can glean enough meaning from a conversation or document to ascertain the basic message, but this ability in no way simulates actually being able to converse or fluently read and write in a given language.

A single check covers roughly one minute of a spoken language or one page of a written language.

Prerequisite: At least 1 rank in either Read/Write Language or Speak Language for each of three different languages.

Strategy Talent Tree

The Academy Graduate has the brainpower to see solutions in most situations. These talents can be selected in any order, but before the hero can select a talent from this tree he or she must have previously selected at least one talent from the Research Talent Tree.

Exploit Weakness: After 1 round of combat, the graduate can designate one opponent and try to find ways to gain an advantage by using brains over brawn. The Academy Graduate uses a move action and makes an Intelligence check (DC 15) with a bonus equal to his or her level. If the check succeeds, for the rest of the combat the graduate uses his or her Intelligence bonus instead of either Strength or Dexterity bonus on attack rolls as the character finds ways to out think his opponent and notices weaknesses in his opponent's fighting style.

Prerequisite: One talent from the Research Talent Tree.

Plan: Prior to an encounter the Academy Graduate can develop a plan of action to handle the situation. Using this talent requires preparation; a graduate can't use this talent when surprised or otherwise unprepared for a particular situation. Creating a plan requires 1 minute.

After creating the plan the character makes an Intelligence check (DC 10) with a bonus equal to his or her level. The result of the check provides the character and allies with a circumstance bonus. A graduate can't take 10 or 20 when making this check.

Check Result	Bonus
9 or lower	+0 (check failed)
10–14	+1
15–24	+2
25 or higher	+3

This bonus can be applied to all skill checks and attack rolls made by the character and his or her allies, but the bonus only lasts for the first 3 rounds after making the plan. After that time, reduce the bonus by 1 point (to a minimum of +0) for every additional round the situation continues, as the vagaries of circumstance begin to unravel even the best-laid plans.

Prerequisite: One talent from the Research Talent Tree.

Trick: The Academy Graduate has the ability to temporarily confuse a target through the use of ploy and deception. The target must have an Intelligence score of 3 or higher to be susceptible to a trick, must be within 30 feet of the hero, and must be able to hear and understand the character.

To play a trick on a target, the character must use a full-round action and make an Intelligence check (DC 15), adding his or her level as a bonus. If the Intelligence check succeeds, the target can try to think quickly and ignore the trick.

The target resists the trick by making a Will saving throw (DC 10 + Smart hero's class level + character's Int bonus). If the saving throw fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.

A trick can only be played on a particular target once per encounter. After the first trick in an encounter, whether the attempt succeeds or not, that target becomes wary and immune to such ploys. This is a mind-affecting ability.

Prerequisite: One talent from the Research Talent Tree.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Academy Graduate gains a bonus feat. This feat must be selected from the following list, and the character must meet any prerequisites.

Builder, Cautious, Combat Expertise, Educated, Gearhead, Improved Disarm, Improved Trip, Iron Will, Lightning Reflexes, Meticulous, Studious, Vehicle Expert, Weapon Focus.

Starfleet Enlisted



In Starfleet, an **enlisted** crewperson is one who has not completed the four-year Starfleet Academy course. In most cases, enlisted crewmen sign up directly to a ship or posting, and receive basic training, as well as any specific courses required for their position.

Its predecessor, the Earth Starfleet, also had a hierarchy of enlisted positions.

Other force structures, such as the Klingon Defense Force and the Bajoran Militia, have enlisted men in their ranks, but it is unclear as to how they differ from their standard officer ranks.

As with commissioned officers, there is a rank structure amongst enlisted crew. In naval systems, these are referred to as "rates", in military systems these are called "grades". The term "non-commissioned officer" refers specifically to any enlisted personnel given authority over other personnel. In Starfleet, this could refer to any petty officer (up to master chief).

All commissioned officer ranks, from ensign upward, outrank all enlisted in the chain of command. However, in certain cases, noncommissioned officers can exercise authority over commissioned officers. (Miles O'Brien is one such case, in his position as chief of operations aboard Deep Space 9). Additionally, chief petty officers such as O'Brien wield influence far beyond their place in the rank structure due to their extensive experience and skill, and are expected to mentor junior officers as well as other noncommissioned officers. be promoted to receive a but must pass necessary examinations and/or attend the Academy.

Ability: Dexterity

Hit Die: 1d8

Action Points: enlisted gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Starfleet Eblisted class skills (and the key ability for each skill) are: *Balance (Dex), Craft (mechanical) (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Knowledge (current events, popular culture, streetwise) (Int), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), and Tumble (Dex).*

Skill Points at 1st Level: (5 + Int modifier) x4.

Skill Points at Each Additional Level: 5 + Int modifier.

Table: Starfleet enlisted						
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus
1st	+0	+0	+1	+0	Talent	+3
2nd	+1	+0	+2	+0	Bonus feat	+4
3rd	+2	+1	+2	+1	Talent	+4
4th	+3	+1	+2	+1	Bonus feat	+5
5th	+3	+1	+3	+1	Talent	+5
6th	+4	+2	+3	+2	Bonus feat	+6
7th	+5	+2	+4	+2	Talent	+6
8th	+6/+1	+2	+4	+2	Bonus feat	+7
9th	+6/+1	+3	+4	+3	Talent	+7
10th	+7/+2	+3	+5	+3	Bonus feat	+8

Starting Feats

In addition to the feats all characters get at 1st level, an enlisted man begins play with the personal firearms Proficiency feat.

Class Features

All of the following are class features of starfleet enlisted.

Talents

At 1st, 3rd, 5th, 7th, and 9th level, enlisted select a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the character qualifies, he or she can select freely from any and

all talent trees. No talent can be selected more than once unless expressly indicated.

Defensive Talent Tree

Enlisted gain the ability to improve his or her innate defensive talents as he attains new levels.

Evasion: If the character is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the character suffers no damage if he or she makes a successful saving throw. Evasion can only be used when wearing light armor or no armor.

Uncanny Dodge 1: The character retains his or her Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (The character still loses his or her Dexterity bonus to Defense if the hero is immobilized.)

Prerequisite: Evasion.

Uncanny Dodge 2: The character can no longer be flanked; the character can react to opponents on opposite sides of him or herself as easily as he or she can react to a single attacker.

Prerequisites: Evasion, uncanny dodge 1.

Defensive Roll: character can roll with a potentially lethal attack to take less damage from it. When the character would be reduced to 0 hit points or less by damage in combat (from a ranged or melee attack), the character can attempt to roll with the damage.

A character spends 1 action point to use this talent. Once the point is spent, the character makes a Reflex saving throw (DC = damage dealt). If the save succeeds, he or she takes only half damage. The character must be able to react to the attack to execute a defensive roll—if the hero is immobilized, he or she can't use this talent.

Since this effect would not normally allow a character to make a Reflex save for half damage, the character's evasion talent doesn't apply to the defensive roll.

Prerequisites: Evasion, uncanny dodge 1.

Opportunist: The character can spend 1 action point to use this talent. Once the point is spent, the hero can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the character's attack of opportunity for that round. Even a character with the Combat Reflexes feat can't use this talent more than once per round.

Prerequisite: Evasion.

Increased Speed Talent Tree

The character can increase his or her natural base speed.

Increased Speed: The character's base speed increases by 5 feet.

Improved Increased Speed: The character's base speed increases by 5 feet. This talent stacks with increased speed (10 feet total).

Prerequisite: Increased speed.

Advanced Increased Speed: The character's base speed increases by 5 feet. This talent stacks with increased speed and improved increased speed (15 feet total).

Prerequisites: Increased speed, improved increased speed.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the character gains a bonus feat. This feat must be selected from the following list, and the character must meet any prerequisites.

Acrobatic, Combat Expertise, Combat Throw, Defensive Martial Arts, Double Tap, Elusive Target, Focused, Improved Disarm, Mobility, Point Blank Shot, Stealthy, Weapon Finesse.

Advanced Classes

Engineering



On any space vessel, **engineers** are officers assigned to monitor and maintain the starship's functionality. They are designated with gold-trimmed uniforms and often do most of the “grunt work” that is involved in keeping a ship or space station up and running. Engineering officers are generally assigned tasks that include maintaining and/or improving the performance of the warp drive, ship's database, computer processors and circuitry, holographic emitters, tractor beams, transporter components, observational equipment (such as sensors, probes, and satellites), weaponry systems, deflector array, hull plating, life support, shields and alternative defense systems, and many other crucial parts of a ship's anatomy. They are expected to tackle all the problems that drain the ship's resources or lower its efficiency.

Pre-requisites: To qualify to become an Engineer, a character must fulfil the following criteria. **Skills:** Computer Use 6 ranks, Craft (electrical) 6 ranks, Craft (mechanical) 6 ranks, Knowledge (technology) 6 ranks, Repair 6 ranks

Officer Rank: Lt. JG

Hit Dice: d8

Class Skills: The Engineer's class skills are as follows. Computer Use (Int), Craft (electronic, mechanical, structural) (Int), Disable Device (Int), Drive (Dex), Knowledge (physical sciences, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Repair (Int), Search (Int), Speak Langu

Action Points: an Engineer gains a number of action points equal to 6 + one half their class level rounded down every time they gain a level in this class

Skill points per level: (7 + INT)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus
1st	+0	+1	+1	+0	Builder, improve kit (+1)	+0
2nd	+1	+2	+2	+0	Quick craft, superior repair	+1
3rd	+2	+2	+2	+1	Bonus feat	+1
4th	+3	+2	+2	+1	Improve kit (+2), reconfigure weapon, sabotage	+1
5th	+3	+3	+3	+1	Craft XP reserve, quick craft	+2
6th	+4	+3	+3	+2	Bonus feat, craft XP reserve	+2
7th	+5	+4	+4	+2	Craft XP reserve, improve kit (+3), quick fix	+2
8th	+6	+4	+4	+2	Craft XP reserve, weapon upgrade	+3
9th	+6	+4	+4	+3	Bonus feat, craft XP reserve	+3
10th	+7	+5	+5	+3	Craft XP reserve, unflustered	+3

Class Features

The following class features pertain to the Engineer advanced class.

Builder

At 1st level, the Engineer gains the bonus feat Builder.

Improve Kit (+1)

An engineer can use his know-how to upgrade an electrical or mechanical tool kit at no additional cost.

Electrical Tool Kit, Basic: For the cost of a basic electrical tool kit, an Engineer can assemble a mastercraft (+1) version of the kit that grants a +1 equipment bonus on all Repair checks made to fix electrical devices.

Electrical Tool Kit, Deluxe: For the cost of a deluxe electrical tool kit, an Engineer can assemble a mastercraft (+1) version that grants a +3 equipment bonus (instead of the usual +2 equipment bonus) on all Repair checks made to fix electrical devices and a +1 equipment bonus on all Craft (electrical) checks.

Mechanical Tool Kit, Basic: For the cost of a basic mechanical tool kit, an Engineer can assemble a mastercraft (+1) version of the kit that grants a +1 equipment bonus on all Repair checks made to fix mechanical devices.

Mechanical Tool Kit, Deluxe: For the cost of a deluxe mechanical kit, an Engineer can assemble a mastercraft (+1) version that grants a +3 equipment bonus (instead of the usual +2 equipment bonus) on all Repair checks made to fix mechanical devices and a +1 equipment bonus on all Craft (mechanical) and Craft (structural) checks.

Quick Craft

At 2nd level, an engineer learns how to craft ordinary scratch-built electronic, mechanical, and structural objects more quickly than normal.

When using the Craft (electronic), Craft (mechanical), or Craft (structural) skill to build an ordinary scratch-built item, the Engineer reduces the building time by one-quarter.

At 5th level, the Engineer reduces the building time of ordinary objects and mastercraft objects by half.

Superior Repair

At 2nd level, an Engineer learns improved ways of repairing robots, vehicles, mecha, starships, and cybernetic attachments.

An Engineer with a mechanical tool kit and an appropriate facility (a workshop, garage, or hangar) can repair damage to a robot, vehicle, mecha, starship, or cybernetic attachment. (Without a mechanical tool kit, the Engineer takes a –4 penalty

on the Repair check.) With 1 hour of work, the engineer can restore a number of hit points based on his Repair check result, as shown in Table: Superior Repair. If damage remains, the Engineer may continue to make repairs for as many hours as needed to fully repair the damaged robot, vehicle, mecha, starship, or cybernetic attachment.

Repair Check Result	Damage Repaired
Less than 20	None
20–29	2d6 + Engineer class level
30–39	3d6 + Engineer class level
40+	4d6 + Engineer class level

Bonus Feats

At 3rd, 6th, and 9th level, the Engineer gets a bonus feat. The bonus feat must be selected from the following list, and the Engineer must meet all the prerequisites of the feat to select it.

Aircraft Operation (spacecraft), Builder, Cautious, Gearhead, Mastercrafter, Salvage, Surface Vehicle Operation, Vehicle Expert, Zero-G Training.

Improve Kit (+2)

At 4th level, the Engineer can assemble mastercraft (+2) electrical and mechanical tool kits. This ability works as the 1st-level improve kit class feature, except the equipment bonuses improve by an additional +1.

Reconfigure Weapon

At 4th level, an Engineer can reconfigure a melee or ranged weapon, improving one aspect of it. Reconfiguring a weapon requires 1 hour of work and a successful Repair check (DC 20); reconfiguring a mastercraft weapon is slightly harder (DC 20 + the weapon's mastercraft bonus feature). An Engineer may take 10 or take 20 on this check.

The reconfiguration imposes a –1 penalty on attack rolls made with the weapon but grants one of the following benefits indefinitely:

Changed Rate of Fire: The reconfiguration changes the weapon's rate of fire. A semiautomatic-only weapon switches to an automatic-only weapon, or vice versa. This benefit applies only to a ranged weapon with either a semiautomatic or automatic fire setting.

Greater Ammo Capacity: The reconfigured weapon can hold 50% more ammunition than normal. This benefit applies only to weapons that take ammunition.

Greater Concealment: The reconfiguration grants a +2 bonus on Sleight of Hand checks made to conceal the reconfigured weapon.

Greater Range Increment: The reconfigured weapon's range increment increases by 10 feet. This benefit applies only to weapons with range increments.

Signature Shooter: The weapon is reconfigured for a single individual's use only and is treated as a unique exotic weapon. Anyone else who uses the weapon takes a –4 nonproficient penalty on attack rolls.

Weapons can be reconfigured multiple times; each time a weapon is reconfigured, it imparts a new benefit. Undoing an Engineer's weapon reconfiguration requires 1 hour and a successful Disable Device check (DC 20 + the Engineer's class level).

Sabotage

At 4th level and beyond, the Engineer can sabotage an electrical or mechanical object so that it operates poorly. The Engineer must succeed on a Disable Device check (DC 20) to accomplish the downgrade, and sabotaging a mastercraft object is slightly harder (DC 20 + the mastercraft object's bonus feature). Noticing the Engineer's handiwork without first testing the sabotaged device requires a successful Search check (DC = the Engineer's Disable Device check result). Fixing the sabotaged item requires a successful Repair.

Sabotage Device: As a full-round action, the Engineer can reconfigure a device with electrical or mechanical components so that anyone who uses it suffers a penalty equal to the Engineer's class level on skill checks made to use the device.

Sabotage Weapon: As a full-round action, the Engineer can sabotage a weapon so that it misfires or breaks the next time it is used. A sabotaged weapon cannot be used effectively until repaired. This use of sabotage also applies to vehicle and starship weapons.

Craft XP Reserve

Starting at 5th level, an Engineer with the Mastercrafter feat can build mastercraft electronic and mechanical devices without investing as much of himself in the process.

At 5th level and every level thereafter, an Engineer gains a special reserve of experience points equal to $100 \times$ his Engineer class level. These extra experience points are separate from experience gained through level advancement and can only be used to make mastercraft items; they do not count toward level gain.

An Engineer must spend the extra experience points he gains at each level, for when the Engineer gains a level, he loses any unspent experience points in his reserve.

Improve Kit (+3)

At 7th level, the Engineer can assemble mastercraft (+3) electrical and mechanical tool kits. This ability works as the 4th-level improve kit class feature, except the equipment bonuses improve by an additional +1.

Quick Fix

At 7th level, the Engineer can repair a mechanical or electrical device in half the normal time; see the Repair skill description for normal repair times. However, cutting the repair time increases the Repair check DC by 5.

Weapon Upgrade

At 8th level, an Engineer can upgrade handheld or robot-installed weapons, as well as weapon systems aboard vehicles, mecha, or starships.

Handheld/Robot Weapon Upgrade	DC
Weapon also dazes target for 1 round	25
Weapon also knocks target prone	30
Weapon leaves target shaken for 1d4 rounds	35
Weapon also stuns target for 1d4 rounds	40
Vehicle/Mecha/Starship Weapon Upgrade	DC
Weapon deals an extra two dice of damage	25
Weapon ignores 5 points of target's hardness/DR	30
Weapon's critical hit multiplier increases by 1	35
Weapon ignores 10 points of target's hardness/DR	40

The Engineer must spend 1 hour tinkering with the weapon, after which he must succeed at a Craft (mechanical) check. The DC varies depending on how the weapon is modified, as shown in Table: Weapon Upgrade. If the skill check fails, the attempt to modify the weapon also fails, although the Engineer may try again. (The engineer may take 20 on the skill check, but the upgrade takes 20 hours to complete.) An upgraded weapon has a 10% chance of breaking after each time it is used; it cannot be used again until repaired, and repairing it requires 1 hour and a successful Repair check (DC 40).

Unflustered

A 10th-level Engineer can perform complicated tasks without provoking attacks of opportunity from adjacent foes. During any round in which the Engineer uses the Computer Use, Craft, Demolitions, Disable Device, or Repair skill, he can first make a Concentration check (DC 15) to use the desired skill without provoking attacks of opportunity. Making the Concentration check doesn't cost the Engineer an action. He may take 10 on the Concentration check, but he cannot take 20.

Starfleet Intelligence



Starfleet Intelligence is a division of the Federation Starfleet, tasked with gathering and analyzing information concerning neighboring powers in the galaxy. The information it receives is then passed on to Starfleet Command or the Federation Council, which acts upon the information and analyses.

Pre-requisites: Skills: *Disguise 4 ranks, Hide 8 ranks, Move silently 8 ranks*

Officer Rank: Ensign

Hit Dice: d6

Class Skills

The intelligence officer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Action Points: Intelligence characters gain a number of action points equal to 5 plus ½ their level (rounded down) per level

Skill points per level: (4 + INT)

Level	Base	Fort	Ref	Will	Special	Defense Bonus
1st	+0	+0	+2	+0	Sneak attack +1d6, death attack, poison use, spells	+3
2nd	+1	+0	+3	+0	+1 save against poison, uncanny dodge	+4
3rd	+2	+1	+3	+1	Sneak attack +2d6	+4
4th	+3	+1	+4	+1	+2 save against poison	+5
5th	+3	+1	+4	+1	Improved uncanny dodge, sneak attack +3d6	+5
6th	+4	+2	+5	+2	+3 save against poison	+6
7th	+5	+2	+5	+2	Sneak attack +4d6	+5
8th	+6	+2	+6	+2	+4 save against poison, hide in plain sight	+7
9th	+6	+3	+6	+3	Sneak attack +5d6	+7
10th	+7	+3	+7	+3	+5 save against poison	+8

Class Features

Sneak Attack

This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (1st, 3rd, 5th, 7th, and 9th). If an intelligence officer gets a sneak attack bonus from another source the bonuses on damage stack.

Death Attack

If an intelligence officer studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (officer's choice). While studying the victim, the intelligence officer can undertake other actions so long as his attention stays focused on the target and the target does not detect the officer or recognize the officer as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the officer's class level + the officer's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the intelligence officer. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the officer has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the intelligence officer does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use

Intelligence officers are trained in the use of poison and never risk accidentally poisoning themselves when applying poison.

Save Bonus against Poison

The intelligence officer gains a natural saving throw bonus to all poisons gained at 2nd level that increases by +1 for every two additional levels the officer gains.

Uncanny Dodge (Ex)

Starting at 2nd level, an intelligence officer retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class the character automatically gains improved uncanny dodge (see below).

Improved Uncanny Dodge (Ex)

At 5th level, an intelligence officer can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the officer. The exception to this defense is that a rogue at least four levels higher than the intelligence officer can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Hide in Plain Sight (Su)

At 8th level, an intelligence officer can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Starfleet Marines



For over 800 years the citizens of earth and the United Federation of Planets have required an expeditionary force capable of rapid self-sustained deployment via a multitude of methods. Additionally this force has been required to provide protection to ships from the blue waters of earth to the inky blackness of space. For these eight centuries those beings have been known as Marines.

The Starfleet Marine Corps (SFMC) is the expeditionary arm of the United Federation of Planets. Deployable from shipboard detachments or specialized assault transports the Marines supply a lasting ground presence for the UFP.

Pre-requisites: feats: *Beam weapon proficiency, blind-fight, combat martial arts*

Ability: Constitution is the main ability of a marine. Strength and dexterity are needed also.

Officer Rank: Starfleet Academy Graduate.

Hit Dice: d10

Action Points: Marines gain a number of action points equal to 6 plus ½ their level (rounded down) per level

Skill Points: Skill Points at Each Level: 4 + Int modifier.

Class Skills

The marine’s class skills (and the key ability for each skill) are Climb (Str), Craft (Int), demolitions (INT), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	defense bonus	Special
1 st	+1	+2	+0	+0	+1	Fast movement, rage 1/day
2 nd	+2	+3	+0	+0	+2	Uncanny dodge
3 rd	+3	+3	+1	+1	+2	Trap sense +1
4 th	+4	+4	+1	+1	+3	Rage 2/day
5 th	+5	+4	+1	+1	+3	Improved uncanny dodge
6 th	+6/+1	+5	+2	+2	+3	Trap sense +2
7 th	+7/+2	+5	+2	+2	+4	Damage reduction 1/—
8 th	+8/+3	+6	+2	+2	+4	Rage 3/day
9 th	+9/+4	+6	+3	+3	+5	Trap sense +3
10 th	+10/+5	+7	+3	+3	+5	Damage reduction 2/—

Class Features

Fast Movement (Ex): A Marine’s land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the Marine’s speed because of any load carried or armor worn. For example, a human Marine has a speed of 40 feet, rather than 30 feet, when wearing light or no armor. When wearing medium armor or carrying a medium load, his speed drops to 30 feet.

Rage (Ex): A marine can fly into a screaming blood frenzy a certain number of times per day. In a rage, a marine gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the marines’s hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are; see Temporary Hit Points, page 146.) While raging, a marine cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the

Concentration skill, or any abilities that require patience or concentration. He can use any feat he has except Combat Expertise. A fit of rage lasts for a number of rounds equal to 3 + the character’s (newly improved) Constitution modifier. A Marine may prematurely end his rage. At the end of the rage, the marine loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can’t charge or run) for the duration of the current encounter. A marine can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day. Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else’s action. A barbarian can’t, for example, fly into a rage when struck down by an arrow in order to get the extra hit points from the

increased Constitution, although the extra hit points would be of benefit if he had gone into a rage earlier in the round, *before* the arrow struck

Uncanny Dodge (Ex): At 2nd level, a marine gains the ability to react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a Marine already has uncanny dodge from a different class he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a marine has an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three marine levels thereafter (6th, 9th,). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge (Ex): At 5th level and higher, a marine can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies a rogue the ability to sneak attack the marine by flanking him, unless the attacker has at least four more rogue levels than the target has marine levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Damage Reduction (Ex): At 7th level, a marine gains the ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the marine takes each time he is dealt damage from a weapon or a natural attack. At 10th level, this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Medical



Starfleet Medical is the overseeing medical department of Federation Starfleet. The main facility is in San Francisco on Earth, though it is unclear if there are any other facilities elsewhere. It has existed at least as early as 2151, as a part of the Earth Starfleet and is aligned with the Starfleet Medical Academy.

Prerequisites: at least 3 lvls Star fleet academy graduate.
Skills: *At least 8 ranks in general medicine; at least 5 ranks in pathology, or psychology* Feats:*surgery*

Officer Rank: at least Lieutenant Junior Grade

Hit Dice: d6

Action Points: Medical officers gain a number action points equal to 6+ ½ their level rounded down

Skill points per level: (7 + INT)

Class Skills

The Medical officer's class skills (and the key ability for each skill) are: Computer Use (Int), Concentrate (Con), Craft (pharmaceutical) (Int), Diplomacy (Cha), Drive (Dex), Knowledge (behavioral sciences, current events, earth and life sciences, popular culture, technology) (Int), Listen (Wis), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spot (Wis), Treat Injury (Wis).

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus
1st	+0	+2	+0	+1	Medical specialist +1	+1
2nd	+1	+3	+0	+2	Expert healer	+1
3rd	+1	+3	+1	+2	Bonus feat	+2
4th	+2	+4	+1	+2	Medical mastery	+2
5th	+2	+4	+1	+3	Medical specialist +2	+3
6th	+3	+5	+2	+3	Bonus feat	+3
7th	+3	+5	+2	+4	Minor medical miracle	+4
8th	+4	+6	+2	+4	Medical specialist +3	+4
9th	+4	+6	+3	+4	Bonus feat	+5
10th	+5	+7	+3	+5	Medical miracle	+5

Class Features

The following features pertain to the Starfleet medical advanced class.

Medical Specialist: The medical officer receives a competence bonus on Treat Injury checks. At 1st level, the bonus is +1. It increases to +2 at 5th level, and to +3 at 8th level.

Expert Healer: At 2nd level and higher, the medical officer's ability to restore hit points with a medical kit or surgery kit and a successful use of the Treat Injury skill improves. In addition to the normal hit point recovery rate (1d4 for a medical kit, 1d6 per patient's character level for surgery), the medical officer restores 1 hit point for every level he or she has in this advanced class.

Bonus Feats: At 3rd, 6th, and 9th level, the medical officer gets a bonus feat. The bonus feat must be selected from the following list, and the Field Medic must meet all the prerequisites of the feat to select it.

Armor Proficiency (light), Armor Proficiency (medium), Cautious, Defensive Martial Arts, Dodge, Educated, Improved Initiative, Medical Expert, Personal Firearms Proficiency, Surface Vehicle Operation, Vehicle Expert.

Medical Mastery: When making a Treat Injury skill check, a medical officer of 4th level or higher may take 10 even if stress and distractions would normally prevent him or her from doing so.

Minor Medical Miracle: At 7th level or higher, a medical officer can save a character reduced to -10 hit points or lower. If the medical officer is able to administer aid within 3 rounds of the character's death, he or she can make a Treat Injury check. The DC for this check is 30, and the medical officer can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 15) to stabilize and be restored to 0 hit points.

If the medical officer fails the skill check or the patient fails the save, the dead character can't be saved.

Medical Miracle: At 10th level, a medical officer can revive a character reduced to -10 hit points or lower. If the medical officer is able to administer aid within 3 minutes of the character's death, he or she can make a Treat Injury check. The DC for this check is 40, and the Field Medic can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 20) to stabilize and be restored to 1d6 hit points. If the medical officer fails the skill check or the patient fails the Fortitude save, the dead character can't be restored.



Sickbay aboard an *NX-class starship*



Sickbay aboard a *Galaxy-class starship*



Sickbay aboard a *Constitution-class starship* (post-2271 refit)

Operations (Ops)

The **operations manager** (also known as **operations officer** or **chief of operations**) is a Starfleet position which became common in the 24th century.

The operations position (also known simply as "ops") evolved from older 23rd century positions. The bulk of the duties held by the helm and navigation positions were combined into the conn position. Other functions of the helm panel, such as internal systems control, became the purview of ops, as have some communications and sensor system usages. Furthermore, ops personnel coordinate the scheduling of resources, hardware and system usage for an entire starship, outpost or space station.

The ops position is typically manned by a member of the command staff of a starship, regardless of seniority. On Enterprise-D, Ops Manager Data (who doubled as second officer) was the most senior member of the ship's staff save the captain and XO, but on Voyager, Ops Manager Harry Kim was the most junior bridge officer.

As analytical operations relied upon knowledge of science and engineering disciplines, Operations Managers sometimes performed the additional duties of a science officer, as exemplified by both Lieutenant Commander Data and Ensign Harry Kim.

On space stations, the chief of operations usually commands the maintenance and engineering staff, since stations do not require the large number of propulsion engineers typically found working under the command of a chief engineer on a starship. Chief of Operations Miles O'Brien



was a senior chief petty officer who filled this billet on Deep Space 9.

Requirements: To qualify to become an Operations Officer, a character must fulfil the following criteria. Base Attack Bonus: +2. Skills: Diplomacy 6 ranks, Knowledge (tactics) 6 ranks. Feat: Personal Firearms Proficiency.

Officer Rank: Starfleet Academy Graduate.

Hit Dice: d8

Action Points: The Operations Officer gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Skill Points at Each Level: 5 + Int modifier

Class Skills: *Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioural sciences, civics, history, physical sciences, tactics, theology and philosophy), Pilot, Read/Write Language (none), Sense Motive (Wis), Speak Language (none).*

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Special
1 st	+1	+0	+0	+2	+1	leadership
2 nd	+2	+0	+0	+3	+1	Uncanny survival
3 rd	+3	+1	+1	+3	+2	Bonus feat
4 th	+4	+1	+1	+4	+2	Tactical expertise
5 th	+5	+1	+1	+4	+3	August leadership
6 th	+6/+1	+2	+2	+5	+3	Bonus feat
7 th	+7/+2	+2	+2	+5	+4	Tactical mastery
8 th	+8/+3	+2	+2	+6	+4	Commanding presence
9 th	+9/+4	+3	+3	+6	+5	Bonus feat
10 th	+10/+5	+3	+3	+6	+5	Action trust

Class Features

The following class features pertain to the Starfleet Operations advanced class.

Leadership

By providing supervision and guidance, an Ops officer can improve an ally's chances of succeeding at a skill check. Instead of making a skill check to aid another, the Officer makes a Diplomacy check (DC 10). He cannot take 10 or take 20 on the check. Success grants a competence bonus on the ally's skill check equal to the Officer's Charisma bonus or Reputation bonus,

whichever is greater. The ally must be within sight and hearing distance of the Officer and must be able to understand him.

An Ops Officer cannot use this ability on himself.

Uncanny Survival

Beginning at 2nd level, an Ops Officer can add one-half his class level to his Defense for 1 round, once per day. (The bonus applies to the Officer's touch and flat-footed Defense, as well.) He must declare he is doing this at the beginning of his turn, and the Defense bonus lasts until his next round of actions.

Bonus Feats

At 3rd, 6th, and 9th level, the Ops Officer gets a bonus feat. The bonus feat must be selected from the following list, and the Officer must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), , Combat Expertise, Dodge, Improved Initiative, Iron Will, Mobility, Precise Shot, Quick Draw, Renown, Shot on the Run.

Tactical Expertise

Starting at 4th level, as a full-round action, an Ops Officer can use his tactical knowledge to coordinate allies. Allies to be affected must be within sight and hearing distance of the Officer and must be able to understand him.

The Officer must make a Knowledge (tactics) check with a DC equal to 15 + the number of allies affected. He cannot take 10 or take 20 on the check. If the check succeeds, all affected allies gain a competence bonus on attack rolls or a dodge bonus to Defense equal to the Officer's Charisma bonus. The Officer chooses which of the two benefits to impart and must impart the same benefit to all affected allies. The benefits last for 1 round.

If the check fails, the Officer's allies gain no benefit, but the action is still spent.

A Ops Officer cannot apply the benefits of this ability to himself.

August Leadership

The Ops Officer gains this ability at 5th level. It works like the leadership ability (see above), except the Officer adds his Charisma bonus and his Wisdom bonus to the ally's skill check.

Tactical Mastery

At 7th level, the Ops Officer requires less time to direct his allies. This ability is similar to tactical expertise (see Tactical Expertise, above) but requires an attack action instead of a full-round action.

Commanding Presence

At 8th level and beyond, an Ops Officer can use an attack action and his commanding presence to enable an ally or weaken a single foe's resolve.

Enabling an ally requires an attack action and a successful Diplomacy check (DC 20). If the check succeeds, the Officer can negate any one of the following harmful conditions affecting a single ally: cowering, dazed, fatigued, nauseated, panicked, shaken, or stunned. The ally to be affected must be within sight and hearing distance of the Officer and must be able to understand him.

The Ops Officer cannot use this ability on himself.

Weakening a foe's resolve requires an attack action and a successful Intimidate check (DC = target's level check). If the check succeeds, the target is shaken for a number of rounds equal to 1d6 + one-half the Officer's class level + the Officer's Charisma modifier. The target must be within sight and hearing distance of the Officer and must be able to understand him. A target that resists the Officer's attempt to weaken its resolve is immune to the Field Officer's use of this ability for 24 hours.

Action Trust

At 10th level, the Ops Officer's mere presence inspires, safeguards, and motivates his allies.

As a free action, a Officer may spend one of his action points to modify an ally's attack roll, skill check, ability check, level check, or saving throw result by +2d6 (applying a bonus of +2 to +12).

The ally to be affected must be within sight and hearing distance of the Officer to gain the benefits of the Officer's spent action point. An Ops Officer may use this ability once per round, and not on himself (he gains the normal benefits for spending an action point on himself).

Any character may transfer some or all of her action points to the Ops Officer as a free action. The Officer must consent to the transfer, and these action points become the Officer's to spend as he sees fit.



The Ops and Conn stations aboard a Galaxy-class starship.

Sciences



Science officers are responsible for observing and theorizing explanations for strange or

seemingly unexplainable circumstances. In the 22nd and 23rd centuries, the science officer was responsible for sensor readings. A general survey party requires the direction of a science officer. In a medical emergency, the findings of the science officer are heavily relied upon.

The science officer is required to keep sufficient data. They are also required to supply the commanding officer with all reports, observations, and speculations that might effect the safety of their vessel. According to Jadzia Dax, it was a science officer's job to always have a "better idea."

Pre-requisites: To qualify to become a Science Officer, a character must fulfil the following criteria. **Skills:** 6 ranks in either Craft (chemical) or Craft (electronic), plus 6 ranks in Knowledge (earth and life sciences), Knowledge (physical sciences), or Knowledge (technology), plus 6 ranks in Research.

Officer Rank: Starfleet Academy Graduate.

Hit Dice: d6

Action Points: 6 + one-half character level, rounded down, every time the science officer attains a new level in this class.

Skill Points at Each Level: 7 + Int modifier.

Class Skills: The Science Officer's class skills (and the key ability for each skill) are: *Computer Use (Int)*, *Craft (chemical, electronic, mechanical, pharmaceutical)*, *Decipher Script (Int)*, *Demolitions (Int)*, *Disable Device (Int)*, *Drive (Dex)*, *Investigate (Int)*, *Knowledge (behavioral sciences, earth and life sciences, physical sciences, technology) (Int)*, *Navigate (Int)*, *Pilot (Dex)*, *Profession (Wis)*, *Read/Write Language (none)*, *Research (Int)*, *Search (Int)*, *Speak Language (none)*.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus
1st	+0	+1	+1	+0	Smart defense	+0
2nd	+1	+2	+2	+0	Scientific improvisation	+1
3rd	+1	+2	+2	+1	Bonus feat	+1
4th	+2	+2	+2	+1	Skill mastery	+1
5th	+2	+3	+3	+1	Minor breakthrough	+2
6th	+3	+3	+3	+2	Bonus feat	+2
7th	+3	+4	+4	+2	Smart survival	+2
8th	+4	+4	+4	+2	Smart weapon	+3
9th	+4	+4	+4	+3	Bonus feat	+3
10th	+5	+5	+5	+3	Major breakthrough	+3

Class Features

The following features pertain to the Science Officer advanced class.

Smart Defense

A Science Officer applies his or her Intelligence bonus and his or her Dexterity bonus to his or her Defense. Any situation that would deny the Field Scientist his or her Dexterity bonus to Defense also denies the Intelligence bonus.

Scientific Improvisation

At 2nd level, a Science Officer gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the officer create objects in a dramatic situation quickly and cheaply, but that have a limited duration.

By spending 1 action point and combining common objects with a Craft check that corresponds to the function desired, the Field Scientist can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + the purchase DC of the object that most closely matches the desired function. Only objects that can normally be used more than once can be improvised.

Electronic devices, special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Field Scientist's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

Bonus Feats

At 3rd, 6th, and 9th level, the Science Officer gets a bonus feat. The bonus feat must be selected from the following list, and the Field Scientist must meet all the prerequisites of the feat to select it. *Archaic Weapons Proficiency, Attentive, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Renown, Studious.*

Skill Mastery

At 4th level, a Science Officer selects a number of skills from his or her class list equal to 3 + his or her Intelligence modifier. When making a skill check using one of these skills, the officer may take 10 even if stress and distractions would normally prevent him or her from doing so.

Minor Breakthrough

Upon attaining 5th level, a Science Officer receives credit for a minor scientific breakthrough that earns him or her the recognition of her peers. The Field Scientist chooses one of the following Knowledge skills: behavioral sciences, earth and life sciences, physical sciences, or technology. When dealing with others with at least 1 rank in the same Knowledge skill, the officer gains a +2 bonus on Reputation checks.

This minor breakthrough also provides the Field Scientist with a +3 Wealth bonus increase.

Smart Survival

A Science Officer of 7th level or higher can spend 1 action point to reduce the damage dealt by a single attack or effect by 5 points.

Smart Weapon

At 8th level, the Science Officer selects one weapon that he or she is proficient in and can use with one hand. With the selected weapon, the officer can use his or her Intelligence modifier instead of Strength or Dexterity modifier on attack rolls.

Major Breakthrough

At 10th level, the Science Officer gains a +2 bonus on Reputation checks when dealing with individuals who have at least 1 rank in

any of the following Knowledge skills: behavioral sciences, earth and life sciences, physical sciences, or technology. This bonus stacks with the bonus provided by the minor breakthrough ability.

This major breakthrough also provides the Field Scientist with a +3 Wealth bonus increase.

Tactical



The Tactical Officer is an officer stationed at the console that controls a ship's weaponry and shields.

On Starfleet vessels, the tactical officer's job is to maintain weapon and shield readiness along with executing firing solutions. These solutions can range from a low intensity phaser beam or to plot a torpedo firing pattern. Security chiefs frequently doubled as tactical officers, though the two roles weren't required to be filled by the same person.

Aboard Federation starships in the mid-23rd century, these duties were handled, at least to a large degree, by the helm officer and sometimes by the navigator.

Requirements: To qualify to become a Tactical Officer, a character must fulfil the following criteria. Base Attack Bonus: +3. Skill: Knowledge (tactics) 3 ranks. Feat: Personal Firearms Proficiency, Starship Gunnery

Class Information

Hit Die: 1d10

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Tactical Officer's class skills (and the key ability for each skill) are: *Computer Use, Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, tactics) (Int), Listen (Wis), Navigate (Int),*

Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 5 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus
1st	+0	+1	+1	+0	Weapon Focus	+1
2nd	+1	+2	+2	+0	Weapon specialization	+1
3rd	+2	+2	+2	+1	Bonus feat	+2
4th	+3	+2	+2	+1	Tactical aid	+2
5th	+3	+3	+3	+1	Improved critical	+3
6th	+4	+3	+3	+2	Bonus feat	+3
7th	+5	+4	+4	+2	Improved reaction	+4
8th	+6	+4	+4	+2	Greater weapon specialization	+4
9th	+6	+4	+4	+3	Bonus feat	+5
10th	+7	+5	+5	+3	Critical strike	+5

Class Features

The following features pertain to the Tactical advanced class.

Weapon Focus

At 1st level, a Tactical Officer gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Soldier chooses a specific weapon. The officer can choose unarmed strike or grapple as the weapon. The officer must be proficient with the chosen weapon.

The Tactical Officer adds +1 to all attack rolls made using the selected weapon.

Weapon Specialization

At 2nd level, a Tactical Officer gains weapon specialization with a specific melee or ranged weapon that he or she also has applied the Weapon Focus feat or class feature to. The soldier gets a +2 bonus on damage rolls with the chosen weapon.

Bonus Feats

At 3rd, 6th, and 9th level, the Tactical Officer gets a bonus feat. The bonus feat must be selected from the following list, and the officer must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Brawl, Burst Fire, Cleave, Combat Reflexes, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack.

Tactical Aid

As a full-round action, the Tactical Officer provides tactical aid to all of his allies (including himself) within sight and voice range of his position. This use of tactical aid requires an action point.

This aid provides a +1 competence bonus on attack rolls. The bonus lasts for a number of rounds equal to one-half of the officer's level in the advanced class, rounded down.

Improved Critical

For the weapon the Soldier has applied weapon specialization to the Soldier's threat range increases by one.

Improved Reaction

At 7th level, a Tactical Officer gains a +2 competence bonus on initiative checks.

Greater Weapon Specialization

At 8th level, a Tactical Officer gains greater weapon specialization with the weapon he or she selected at 2nd level. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Critical Strike

At 10th level, a Tactical Officer gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he or she has applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit.

Helmsman

The **helmsman** (or **helm officer**) was the Starfleet crewperson who operated the helm console on 23rd century Federation starships.

The helmsman of those vessels worked in concert with the navigator, who plotted the ship's course. On the USS Enterprise, the helmsman controlled both the speed and attitude of the ship, as well as the ship's weapon and shield systems. Other spacefaring services use the term helmsman also, the 22nd century Earth Starfleet for one, but it isn't clear if there is the same relationship with a navigation console, since vessels like NX-01 Enterprise had a single helm station.

By the 24th century, the helm and navigation stations became combined as the flight controller position. Also, control of weapons and defenses is usually handled by the tactical station or the operations manager, rather than their 23rd century equivalents, under the control of the helmsman.

Requirements

To qualify to become a helmsman a character must fulfill the following criteria. Skills: Pilot 6 ranks. Feat: Starship Operation heavy or super heavy. Base Reflex Save: +2.

Class Information

The following information pertains to the helmsman advanced class.

Hit Die

The helmsman gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The helmsman gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The helmsman's class skills are as follows.

Bluff (Cha), Computer Use (Int), Craft (electronic, mechanical) (Int), Knowledge (popular culture, streetwise, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Repair (Int).

Skill Points at Each Level: 5 + Int modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus
1st	+0	+0	+2	+0	Bonus feat	+1
2nd	+1	+0	+3	+0	Defender of the universe	+1
3rd	+2	+1	+3	+1	Bonus feat	+2
4th	+3	+1	+4	+1	Shake, rattle, and roll (1/day)	+2
5th	+3	+1	+4	+1	To the max!	+3
6th	+4	+2	+5	+2	Bonus feat	+3
7th	+5	+2	+5	+2	Shake, rattle, and roll (2/day)	+4
8th	+6	+2	+6	+2	Keep it together	+4
9th	+6	+3	+6	+3	Bonus feat	+5
10th	+7	+3	+7	+3	Shake, rattle, and roll (3/day)	+5

Class Features

The following class features pertain to the Ace Pilot advanced class.

Bonus Feats

At 1st, 3rd, 6th, and 9th level, the Ace Pilot gets a bonus feat. The bonus feat must be selected from the following list, and the Ace Pilot must meet all the prerequisites of the feat to select it.

Blind-Fight, Brawl, Gearhead, Improved Brawl, Improved Feint, Spacer, Starship Battle Run, Starship Dodge, Starship Feint, Starship Gunnery, Starship Mobility, Starship Operation, Starship Strafe, Zero-G Training.

Defender Of The Universe

Starting at 2nd level, a Ace Pilot applies his Charisma bonus to the die result whenever he spends an action point to modify an attack roll, skill check, ability check, or saving throw made aboard a starship.

Shake, Rattle, And Roll

At 4th level, an Ace Pilot learns how rock an enemy starship with weapons fire. The Ace Pilot must declare that he is using this ability before making the attack roll (thus, a failed attack roll ruins the attempt). A starship damaged by the Ace Pilot's attack is shaken for 1 round; all passengers and crew members (pilots and gunners included) aboard the shaken ship take a -2 penalty on attack rolls, saving throws, and skill checks for 1 round. An Ace Pilot may use this ability once per day at 4th level, twice per day at 7th level, and three times per day at 10th level.

To the max!

At 5th level and beyond, an Ace Pilot can coax more thrust out of a ship's engines, increasing its tactical speed by +500 feet. The Ace Pilot must be piloting the ship to increase its tactical speed.

Keep It Together

At 8th level, an Ace Pilot can continue to operate a starship even after it has been reduced to negative hit points and has begun breaking apart. The ship may take one move action or one attack action each round. However, the ship cannot be repaired and continues to lose 1 hit point per round, exploding once it reaches its destruction threshold. The Ace Pilot and all other personnel aboard the ship are considered shaken, taking a -2 penalty on attack rolls, saving throws, and skill checks.

Prestige Classes

Command Officer

The command officer is the glue that binds a successful military unit together. They excel at directing and coordinating groups of people, whether under fire, in the trenches or during peacetime. They can respond to almost any situation, and react with a level of calm and grace that far surpasses other combatants.

Select this prestige class if you want your character to be able to direct, coordinate and maximize the

abilities of his unit or ship. This class includes, but is not limited to (at the GM's discretion), Command Level Officers, Admirals, Captains, Commanders, CO's. *Remember Miles O'brien was definitely on the Command staff of DS9 and he was Merely a Chief Petty Officer*

REQUIREMENTS

To qualify to become a command officer, a character must fulfill the following criteria.

Skills: Diplomacy 13 ranks, Intimidate 13 ranks, Knowledge (behavioral sciences) 13 ranks, Knowledge (tactics) 13 ranks.

Feat: Combat Expertise, Educated

Class Information

The following information pertains to the command officer prestige class.

Hit die

command officers gains 1d8 hit points per level. The character's Constitution modifier applies.

Action points

command officers gain a number of action points equal to 7+ one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

A command officer's class skills (and the key ability for each skill) are: Concentration (Con), Diplomacy (Cha),

Drive (Dex), Intimidate (Cha), Knowledge (behavioural sciences, current events, history, popular culture,

tactics) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Speak Language (none) and

Survival (Wis)

Skill Points at Each Level: 5 + Int modifier.

Class level	Base Attack Bonus	Fort Save	Ref Save	Will save	Class Feature	Defense Bonus
1 st	+0	+0	+0	+2	Combat Plan	+1
2 nd	+1	+0	+0	+3	Bonus Feat	+1
3 rd	+2	+1	+1	+3	Cooperation	+2
4 th	+3	+1	+1	+4	Bonus Feat	+2
5 th	+3	+1	+1	+4	Group Defense	+2

6 th	+4	+2	+2	+5	Bonus Feat	+3
7 th	+5	+2	+2	+5	Team Effort	+3
8 th	+6/+1	+2	+2	+6	Bonus Feat	+3
9 th	+6/+1	+3	+3	+6	On The Spot, Tactical mastery	+4
10 th	+7/+2	+3	+3	+7	Bonus Feat	+4

Class Features

All of the following are features of the Tactician prestige class.

Combat Plan

Prior to a dramatic situation, command officers can develop a plan of action to handle the situation. Using this talent requires preparation; a command officer can't use this ability when surprised or otherwise unprepared for a particular situation.

Using this ability costs the command officer 1 action point. He makes a Knowledge (tactics) check (DC 10). The result of the check provides the Tactician and allies with a circumstance bonus. A Tactician can't take 10 or 20 when making this check.

Check Result	Bonus
9 or lower	+0 (check failed)
10–14	1 + Class level
Every additional +10	+1

This bonus can be applied to attack rolls made by the command Officer and his allies. Reduce the bonus by 1 point

(to a minimum of +0) for every round the situation continues, as the vagaries of circumstance begin to

unravel even the best-laid plans.

Co-operation

At 3rd level, when using the Combat Plan ability, a command Officer may now use the ability to organize the actions of his team. The bonus may now be applied as a morale bonus to Skill checks. He must choose whether it applies to either attack rolls or skill checks when using the ability, and this cannot be changed for the duration of that use.

Group Defense

At 5th level, when using the Combat Plan ability, a command officer may now use it to direct his team away from enemy fire. The bonus may now be applied as a morale bonus to defense scores. He must choose whether it applies to either attack rolls, defense scores, or skill checks when using the ability, and this cannot be changed for the duration of that use.

Team Effort

At 7th level, when using the Combat Plan ability, a command Officer may now inspire his team. The bonus may now be applied as a morale bonus to all saving throws, or any of the previous applications. He must choose whether it applies to either attack rolls, defense scores, saving throws or skill checks when using the ability, and this cannot be changed for the duration of that use.

On the Spot

At 9th level, a Command Officer may now use the Combat Plan ability in the middle of a combat. This costs one action point, as normal, and requires a full-round action. It only affects allies who are in communication with the Tactician (by voice, radio, etc). At the GM's discretion, halve the normal bonus if enemies can overhear the communications.

Tactical Mastery

Also at 9th level, a command Officer is able to more effectively manage his allies. When he uses the Combat Plan ability, he may split the bonus among several abilities. For example, a 5th level Tactician, who has rolled up to a +7 bonus, may apply +3 to attack rolls, +2 to defense, and +2 to saves. These modifications affect the entire party. The Tactician chooses which ability drops each round.

Bonus feats

Bonus feats must be selected from the following list: *Alertness, Attentive, combat Expertise, Combat Reflexes, Confident, Guide, Heroic Surge, Jack of all Trades, Trustworthy,*

Federation Ambassador at Large

Many time when officers retire from Starfleet, particularly the higher ranking ones, they are called upon to join the Diplomatic Corps. At first one wouldn't think that former military personnel would be suited for this but their experience in first contact situations and familiarity with diverse life forms make some of them naturals.

Requirements

To qualify to become an Ambassador at large, a character must fulfill the following criteria.

Skills: Diplomacy 6 ranks, Knowledge (civics) 6 ranks, Knowledge (theology and philosophy) 6 ranks.

Allegiance: An Ambassador must pledge her primary allegiance to a faction, nation, world, or empire and remain a dutiful servant of this body; if the Ambassador breaks this allegiance, she loses all the benefits of the Diplomatic Immunity and Open Arms class features (see Class Features, below).

Class Information

The following information pertains to the Federation Ambassador at Large prestige class.

Hit Die

The Ambassador gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

The Ambassador gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Ambassador's class skills are as follows.

Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (behavioral sciences, civics, current events, history, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), and Speak Language (none).

Skill Points at Each Level: 5 + Int modifier (4 + Int modifier for nonhumans).

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus
1st	+0	+0	+0	+2	Diplomatic immunity, Fasc	+1

					inate	
2nd	+1	+0	+0	+3	Open arms	+1
3rd	+2	+1	+1	+3	Bonus feat	+2
4th	+3	+1	+1	+4	Information access	+2
5th	+3	+1	+1	+4	suggestion	+3
6th	+4	+2	+2	+5	Bonus feat	+3
7th	+5	+2	+2	+5	Restricted access	+4
8th	+6	+2	+2	+6	Stipend	+4
9th	+6	+3	+3	+6	Bonus feat	+5
10th	+7	+3	+3	+7	Select consuls	+5

Class Features

The following class features pertain to the Ambassador advanced class.

Diplomatic Immunity

Starting at 1st level, if the Ambassador is arrested for a crime, she can make a Diplomacy check to invoke her diplomatic credentials and not suffer the usual legal penalty or punishment. The severity of the crime determines the DC of the Diplomacy check, and how authorities react if the Ambassador succeeds. See Table: Diplomatic Immunity for Diplomacy check DCs based on the severity of the crime.

If one of the Ambassador's consuls (see the select consul class feature, below) is arrested for a crime and unable to secure her own release, the Ambassador may intercede on the consul's behalf. One may aid the other's Diplomacy check.

An Ambassador who routinely invokes the privilege of diplomatic immunity—either on her own behalf or to protect her selected consuls—is likely to be recalled or terminated by those she has sworn to represent.

Severity of Crime	Examples	DC	Effect of Successful Diplomacy Check
Class 5	Disturbing the peace, public intoxication, noninjurious traffic violation	15	-2 penalty on subsequent Diplomacy checks in that area
Class 4	Possession of controlled substance, injurious traffic violation, operating business without a license, operating a vehicle or starship without a license, assault without a deadly weapon	20	-5 penalty on subsequent Diplomacy checks in that area
Class 3	Attempted bribery of a public official, robbery or grand theft, aiding and abetting a known felon, assault with a deadly weapon, possession of a concealed weapon	25	-10 penalty on subsequent Diplomacy checks in the area
Class 2	Murder or manslaughter, fraud, smuggling, assault against a public official, trafficking in controlled substances	30	Deportation within 2d6 hours
Class 1	Conspiracy against the government, murder of a public official, sabotage of public utilities	35	Detention pending the diplomatic action by character's affiliated government

Fascinate (Sp): A Diplomat at large with 3 or more ranks in diplomacy can use his voice, through conversation or speech making, to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the diplomat, and able to pay attention to him. The diplomat must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a diplomat attains beyond 1st, he can target one additional creature with a single use of this ability (two at 4th level, three at 7th level, and so on). To use the ability, a diplomat makes a diplomacy check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the diplomat cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the diplomat, taking no other actions, for as long as he continues to speak and concentrate (up to a maximum of 1 round per diplomat level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the diplomat to make another diplomacy check and allows the creature a new saving throw against a DC equal to the new diplomacy check result. Any obvious threat, such as someone drawing a weapon, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

Open Arms

Beginning at 2nd level, the Ambassador is skilled at initiating peaceful negotiations. She may add a competence bonus equal to one-half her Ambassador class level on all Diplomacy checks.

Bonus Feats

At 3rd, 6th, and 9th level, the Ambassador gets a bonus feat. The bonus feat must be selected from the following list, and the Ambassador must meet all the prerequisites of the feat to select it. *Attentive, Defensive Martial Arts, Dodge, Educated, Improved Initiative, Oathbound, Renown, Trustworthy.*

Information Access

Starting at 4th level, the Ambassador can make Gather Information checks without spending money or making Wealth checks, provided she is dealing with individuals or organizations that are helpful, friendly, indifferent, or unfriendly toward her or those she represents. Dealing with individuals or organizations that are hostile requires the Ambassador to make Wealth checks as usual when using the Gather Information skill.

Suggestion (Sp): A Diplomat at Large of 5th level or higher with 9 or more ranks diplomacy can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the diplomat's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect. A Will saving throw (DC 10 + 1/2 diplomat's level + diplomat's Cha modifier) negates the effect. This ability affects only a single creature. *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

Restricted Access

At 7th level, the Ambassador gains clearance to access restricted files or classified information from any source that recognizes her faction, organization, nation, world, or stellar empire. She gains a +5 bonus on Computer Use checks made to defeat computer security and a +5 bonus on Research checks.

Select Consuls

At 10th level, the Ambassador may appoint a number of individuals equal to her Reputation bonus as “consuls” or “attachés.” These appointed individuals gain all the benefits of the diplomatic immunity, information access, and restricted access class features (described above). The Ambassador may revoke these privileges at any time and appoint replacement consuls as she sees fit. It takes 1d4 hours for an Ambassador to invoke or revoke a consul’s or attaché’s privileges.

Rank and Rank Insignia

Starfleet follows a simple system. All department are equal in authority and the only characteristic difference is the Rank of the individuals in each department, even if those Ranks are named differently.

Medical, Engineering, Science, Diplomatic, and Command, inherited the use of the original Earth Naval Rank system, where as the Marines have adopted the old Earth Army Ranks. But needless to say, the Marine Ranks, whilst different in name and design, hold the same weight as their corresponding Naval Rank.

e.g. A Naval Cdr. has the same authority as the corresponding Marine Rank, in this case Lt. Colonel. As such a Naval Cdr. can give orders to a Marine Major, because the Naval rank of Cdr. is higher than the Marine Rank of Major. This system works both ways, a Marine Lt. Colonel can give orders to a Naval Lt. Cdr.

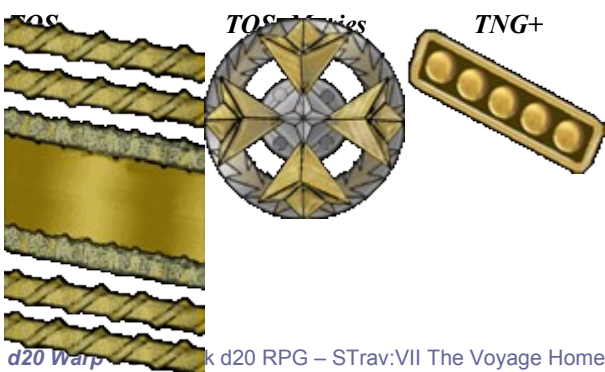
This is a good point to note that Naval ranks are used in all of the following departments;

- Command
- Medical
- Engineering
- Security/Tactical
- Science

Personnel who join the Intelligence section of Starfleet may do so only after they have graduated the Academy in one of the above fields. As a result that individual joins the intelligence service as experts in their chosen field, and thus retain their duty and dress uniform colour, e.g., a Medical officer would retain his/her teal colour. Only if a individual joins the administration side of the intelligence service will the uniform be changed. The new uniform colour worn would then be red.

When a character is created if he is an officer he begins as an ensign. If, on the other hand, he is enlisted he begins as a crewman third class (or the marine equivalent). Every other level he makes a Charisma check against the DC indicated for the next highest rank to see if he was promoted. If the check is successful then the character was promoted for his actions while gaining those levels. Promotion to ranks above the rank of captain are purely at the discretion of the GM.

Flag Officers



Fleet admiral

The most senior flag rank in Starfleet. The Commander in Chief of Starfleet holds this rank.



Admiral

The second most senior flag rank known to exist in Starfleet.



Vice admiral

Starfleet flag rank immediately inferior to full admiral, but superior to a rear admiral.



Rear admiral

The lowest grade of admiral in Starfleet. It is inferior to a vice admiral, and superior to a commodore or captain.



Immediately superior to a captain, and just before rear admiral. At some point in Starfleet history, this rank became known as "rear admiral lower half."

Line Officers (please note in the Original series captains had 2 stripes and all other officers save ensigns had 1 stripe)

Senior Officers

Fleet Captain

Fleet Captain is a title bestowed on highly distinguished Starfleet Captains. It is an extremely rare distinction, held by senior or particularly distinguished Captains. It was held by former *Enterprise* Captain Christopher Pike in the year 2266. It was also held in the 2260s, by Captain Garth, one of Starfleet's most decorated captains and hero of the Battle of Axanar.



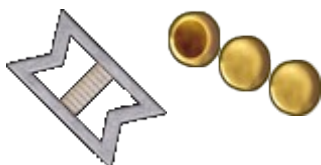
Captain (DC 23)

The most senior regular line rank in Starfleet. It is most often applied to starship and starbase commanders, and the adjutants and executives serving beneath admirals. This rank is usually considered a big transition, because it is often the first rank in which officers run a base of operation (i.e. a starship) more or less by themselves. The equivalent military rank to Starfleet captain is colonel.



Commander (DC 20)

The Starfleet line rank immediately inferior to Captain. Officers at this rank typically hold positions such as space station commander or first officer of important starships



Lieutenant Commander (DC 15)

The Starfleet line rank immediately inferior to Commander. Officers with this rank typically hold positions as starship department heads or, in some cases, as commanding officer or first officer of a starship

Junior officers



Lieutenant (DC 15)

The Starfleet line rank immediately inferior to Lieutenant Commander. Officers at this rank typically have some command experience, and are occasionally appointed department heads on starships. Typically they are shift commanders in a department under a Lieutenant Commander, i.e. a Lt. Commander will be chief of engineering and will also be commander of A shift, and there will be a B and C shift, each under a Lieutenant.



Lieutenant Junior Grade (DC 10)

The Starfleet line rank immediately inferior to Lieutenant. Officers at this rank typically hold support positions on starships and starbases. At this rank, they have begun to prove their ability to perform acceptably in Starfleet, and typically begin to take on more senior roles in command situations. Typical posts at this rank are conn officer, communications officer, or second officer of a shift (see lieutenant). It is also the rank bestowed on medical doctors and counselors (but not nurses) upon completion of their studies and training at Starfleet Medical Academy or elsewhere. This rank acknowledges the additional time required to become commissioned



Ensign

The most junior Starfleet Line rank. It is the rank bestowed on newly commissioned officers when they graduate from Starfleet Academy. Ensigns typically begin their careers as the most junior officers in the department of their chosen specialty. Ensigns who have strongly distinguished themselves in their academy class or on duty may sometimes be given posts as main-shift bridge officers. A typical officer spends approximately three years at the rank of Ensign. In the original series ensigns had no stripes

Enlisted Ranks

The enlisted section of Starfleet has a hierarchy of "noncoms," short for non-commissioned officers. These ranks are achieved by members of Starfleet who have not attended Starfleet Academy. It should also be noted that the chief rank insignia listed in 2350-2370 was given to Wesley Crusher to signify acting ensign status, allowing him to serve on bridge staff. Also, in TNG and TOS there is apparently no insignia for non-coms lower than chief and those chiefs and above all have the same insignia



Master chief petty officer (DC 21)

Senior chief petty of



Also known as "senior chief specialist".



Chief petty officer (DC 18)



Petty officer first class (DC 18)

Also known as "technician first class", etc.



Petty officer second class (DC 12)

Also known as "specialist second class", etc.



Petty officer third class (DC 9)

Also known as "yeoman third class", etc.



Crewman First Class (DC 6)

Crewman Second Class (DC 3)

Crewman Third Class

Skills

SKILLS SUMMARY

A character's skills represent a variety of abilities. As a character advances in level, he or she gets better at using some or all of her skills.

Getting Skills: A character gets a base allotment of 2, 4, 6, or 8 skill points for each new level, depending on the class to which that level was added. If the character gaining his or her 1st character level overall (that is, gaining his or her first level in any class), add his or her Intelligence modifier to the base skill point allotment for the class and multiply the total by four; then add an extra 4 points if the character is human. If you buy a class skill your character gets 1 rank (equal to a +1 bonus on checks with that skill) for each skill point. If you buy other classes' skills (cross-class skills), you get 1/2 rank per skill point. Your maximum rank in a class skill is your character level + 3. Your

maximum rank in a cross-class skill is one-half of this number (do not round up or down).

Using Skills: To make a skill check, roll:

1d20 + skill modifier

(Skill modifier = skill rank + ability modifier

+ miscellaneous modifiers)

This roll works just like an attack roll or a saving throw—the higher the roll, the better. Either you're trying to match or exceed a certain Difficulty Class (DC), or you're trying to beat another character's check result. For instance, to sneak quietly past a guard,

Skill Ranks: A character's number of ranks in a skill is based on how many skill points a character has invested in a skill. Many skills can be used even if the character has no ranks in them; doing this is called making an untrained skill check.

Ability Modifier: The ability modifier used in a skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of each skill is noted in its description and on Table 4–2: Skills.

Miscellaneous Modifiers: Miscellaneous modifiers include racial bonuses, armor check penalties, and bonuses provided by feats, among others.

ACQUIRING SKILL RANKS

Ranks indicate how much training or experience your character has with a given skill. Each of his or her skills has a rank, from 0 (for a skill in which your character has no training at all) to a number equal to 3 + character level (for a character who has increased a skill to its maximum rank). When making a skill check, you add your skill ranks to the roll as part of the skill modifier, so the more ranks you have, the higher your skill check result will be. Ranks tell you how proficient you are and reflect your training in a given skill. In general, while anyone can get a lucky roll, a character with, say, 10 ranks in a given skill has a higher degree of training and expertise in that skill than a character with 9 ranks or fewer.

ACQUIRING SKILLS AT 1ST LEVEL

Follow these two steps to pick skills for your 1st-level character:

1. Determine the number of skill points your character gets. This number depends on his or her class and Intelligence modifier. A character gets at least 4 skill points ($1 \times 4 = 4$) at 1st level, even if he or she has an Intelligence penalty. A human gets 4 extra skill points as a 1st-level character.

2. Spend the skill points. Each skill point you spend on a class skill gets you 1 rank in that skill. Class skills are the skills found on your character's class skill list. Each skill point you spend on a crossclass skill gets your character 1/2 rank in that skill. Cross-class skills are skills not found on your character's class skill list. (Half ranks do not improve your skill check, but two 1/2 ranks make 1 rank.) Your maximum rank in a class skill is 4. In a cross-class skill, it's 2. Spend all your skill points. You can't save them to spend later.

SKILLS AT HIGHER LEVELS

When your character attains a new level, follow these steps to gain new skills and improve those he or she already has:

1. Determine the number of skill points your character gets. A character gets at least 1 skill point at each new level, even if he or she has an Intelligence penalty. A human gets 1 extra skill point per level.

2. You can improve any class skill that you've previously maxed out by 1 rank or any cross-class skill that you've previously maxed out by 1/2 rank.

3. If you have not maxed out a skill, you can spend extra skill points on it and increase its rank further. First, find out what your character's maximum rank in that skill is. If it's a class skill, the maximum rank is the character's new level + 3. If it's a cross-class skill, the maximum rank is half of that number (do not round up or down). You may spend the number of skill points it takes to max out the skill, provided that you have that many skill points to spend.

4. If you want to pick up a new skill for your character, you can spend skill points equal to his or her character level +3. These skill points buy 1 rank each if the new skill is a class skill or 1/2 rank each if it's a cross-class skill. Regardless of whether a skill is purchased as a class skill or a cross-class skill, if it is a class for any of your classes, your maximum rank equals your total character level +3.

USING SKILLS

When your character uses a skill, you make a skill check to see how well he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll. Circumstances can affect your check. A character who is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he or she would fail.

SKILL CHECKS

A skill check takes into account a character's training (skill rank), natural talent (ability modifier), and luck (the die roll). It may also take into account his or her race's knack for doing certain things (racial bonus) or what armor he or she is wearing (armor check penalty), or a certain feat the character possesses, among other things. For instance, a character who has the Skill Focus feat related to a certain skill gets a +3 bonus on all checks involving that skill. To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply, including racial bonuses and armor check penalties. The higher the result, the better. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success, and a natural roll of 1 is not an automatic failure.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number set by the DM (using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed. For example, climbing the outer wall of a ruined tower may have a DC of 15. For your character to climb the wall, you must get a result of 15 or better on a Climb check. A Climb check is 1d20 + Climb ranks (if any) + Strength modifier + any other modifiers that apply. Table 4-3: Difficulty Class Examples shows some example DCs for skill checks

Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)

Average (10)	Hear an approaching guard (Listen)
Tough (15)	Rig a wheel to fall off (Disable Device)
Challenging (20)	Swim in stormy water (Swim)
Formidable (25)	Open an average lock (Open Lock)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Nearly impossible (40)	Track a squad of orcs across hard ground after 24 hours of rainfall (Survival)

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie. For example, to sneak up on someone, you make a Move Silently check. Anyone who might hear you can make a Listen check to react to your presence. For the opponent to hear you, his or her Listen check result must equal or exceed your Move Silently check result.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless. If a skill carries no penalties for failure, you can take 20 and assume that you go at it long enough to eventually succeed eventually

Untrained Skill Checks

Generally, if your character attempts to use a skill he or she does not possess, you make a skill check as normal. The skill modifier doesn't have a skill rank added in because the character has no ranks in the skill. Any other applicable modifiers, such as the modifier for the skill's key ability, are applied to the check. Many skills can be used only by someone who is trained in them. Regardless of your class, ability scores, or experience level. Skills that cannot be used untrained are indicated by a "No" in the Untrained column on

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check. The DM can alter the chance of success in four ways to take into account exceptional circumstances.

1. Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character or possessing unusually accurate information.
2. Give the skill user a -2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.
3. Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.
4. Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless. Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result: They create a

better chance of success. But they represent different circumstances, and sometimes that difference is important.

Skills list

Balance
Bluff
Climb
Computer Use
Concentration
Craft
Craft (Chemical)
Craft (Electronic)
Craft (Mechanical)
Craft (Pharmaceutical)
Craft (Structural)
Craft (Visual Art)
Craft (Writing)
Decipher Script
Demolitions
Diplomacy
Disable Device
Disguise
Drive
Escape Artist
Forgery
Gamble
Gather Information
Handle Animal
Hide
Intimidate
Investigate
Jump
Knowledge
Listen
Move Silently
Navigate
Perform
Pilot
Profession
Read/Write Language
Repair
Research
Ride
Search
Sense Motive
Sleight of Hand
Speak Language
Spot
Survival
Swim

Treat Injury

Tumble

Skills

Skills are presented in alphabetical order, in the following format. Entries that do not apply to a particular skill are omitted in that skill's description.

Skill Description Format

Skill Name (Key Ability) Trained Only; Armor Penalty

The skill name line and the line beneath it include the following information:

Key Ability: The abbreviation for the ability whose modifier applies to the skill check. Exceptions: Speak Language and Read/Write Language have "None" given as their key ability because the use of these skills never requires a check.

Trained Only: If "Trained Only" appears on the line beneath the skill name, a character must have at least 1 rank in the skill to use it. If "Trained Only" is omitted, the skill can be used untrained. If any particular notes apply to trained or untrained use, they are covered in the Special section (see below).

Armor Penalty: If "Armor Penalty" appears on the line beneath the skill name, apply the armor penalty for the armor the character is wearing to checks involving this skill.

Check: What a character can do with a successful skill check, and the check's DC.

Try Again?: Any conditions that apply to repeated attempts to use the skill for a particular purpose. If this entry is omitted, the skill check can be tried again without any inherent penalty other than taking additional time.

Special: Any particular notes that apply, such as whether a character can take 10 or take 20 when using the skill.

Untrained: Any details about using a skill untrained. If this entry doesn't appear, it means the skill works the same even when used untrained, or that an untrained character can't make checks with this skill (true for skills that are designated "Trained Only").

Time: How much time it takes to make a check with this skill.

Balance (Dex) Armor Penalty

Check: The character can walk on a precarious surface. A successful check lets the character move at half his or her speed along the surface as a move action. A failure indicates that the character spends his or her move action keeping his or her balance and does not move. A failure by 5 or more indicates that the character falls.

The difficulty varies with the conditions of the surface.

Narrow Surface	DC*	Difficult Surface	DC
7-12 in. wide	10	Uneven or angled	10
2-6 in. wide	15	Slippery surface	10
Less than 2 in. wide	20		

*Add +5 to the DC if the narrow surface is slippery or angled; add +10 if it is both slippery and angled.

Being Attacked While Balancing: While balancing, the character is flat-footed (the character loses his or her Dexterity bonus to Defense, if the character has one), unless the character has 5 or

more ranks in Balance. If the character takes damage, he or she must make a Balance check again to remain standing.

Accelerated Movement: The character can try to cross a precarious surface more quickly than normal. The character can move his or her full speed, but the character takes a -5 penalty on his or her Balance check. (Moving twice the character's speed in a round requires two checks, one for each move action.)

The character can attempt to charge across a precarious surface. Charging requires one Balance check at a -5 penalty for each multiple of the character's speed (or fraction thereof) that the character charges.

Special: A character can take 10 when making a Balance check, but can't take 20.

A character with the Focused feat gets a +2 bonus on all Balance checks.

Time: Balancing while moving one-half the character's speed is a move action.

Accelerated movement, allowing the character to balance while moving his or her full speed, is also a move action.

Bluff (Cha)

Check: A Bluff check is opposed by the target's Sense Motive check when trying to con or mislead. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against the character: The bluff is hard to believe, or the action that the bluff requires the target to take goes against the target's self-interest, nature, personality, or orders.

If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the target's Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target's Sense Motive check succeeds by 11 or more, he has seen through the bluff, and would have succeeded in doing so even if it had not placed any demand on him (that is, even without the +10 bonus).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less), or the target believes something that the character wants him or her to believe. A bluff requires interaction between the character and the target. Targets unaware of the character can't be bluffed.

Example Circumstances	Sense Motive Modifier
The target wants to believe the character.	-5
The bluff is believable and doesn't affect the target much one way or the other.	+0
The bluff is a little hard to believe or puts the target at some kind of risk.	+5
The bluff is hard to believe or entails a large risk for the target.	+10
The bluff is way out there;	

it's almost too incredible to consider. +20

A bluff is not the same thing as a lie. A bluff is a quick prevarication intended to distract, confuse, or mislead, generally only for the short term. A bluff is not intended to withstand long-term or careful scrutiny, but rather to momentarily deter an action or decision. Bluffs involve attitude and body language. Bluffs often include lies, but they usually aren't very sophisticated and aren't intended to deceive the target for more than a few moments.

A lie, on the other hand, is a simple misrepresentation of the facts. Body language and attitude aren't a big part of communication. The lie may be very sophisticated and well thought-out, and is intended to deceive a character at least until he or she discovers evidence to the contrary. A character should not make a Bluff check every time he or she utters a lie.

Feinting in Combat: A character can also use Bluff to mislead an opponent in combat so that the opponent can't dodge the character's attack effectively. If the character succeeds, the next attack the character makes against the target ignores his or her Dexterity bonus to Defense (if the opponent has one), thus lowering his or her Defense score. Using Bluff in this way against a creature of animal intelligence (Int 1 or 2) requires a -8 penalty on the check. Against a nonintelligent creature, feinting is impossible.

Creating a Diversion to Hide: A character can use Bluff to help him or her hide. A successful Bluff check gives the character the momentary diversion needed to attempt a Hide check while people are aware of the character. (See the Hide skill)

Sending a Secret Message: A character can use Bluff to send and understand secret messages while appearing to be speaking about other things. The DC for a basic message is 10. Complex messages or messages trying to communicate new information have DCs of 15 or 20. Both the sender and the receiver must make the check for the secret message to be successfully relayed and understood.

Anyone listening in on a secret message can attempt a Sense Motive check (DC equal to the sender's Bluff check result). If successful, the eavesdropper realizes that a secret message is contained in the communication. If the eavesdropper beats the DC by 5 or more, he or she understands the secret message.

Whether trying to send or intercept a message, a failure by 5 or more points means that one side or the other misinterprets the message in some fashion.

Try Again?: Generally, a failed Bluff check makes the target too suspicious for the character to try another bluff in the same circumstances. For feinting in combat, the character may try again freely.

Special: A character can take 10 when making a bluff (except for feinting in combat), but can't take 20. A character with the Deceptive feat gets a +2 bonus on all Bluff checks.

Time: A bluff takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate. Using Bluff as a feint in combat is an attack action.

You can use the Bluff skill to feint in starship combat.

Check: With a successful Bluff check, you mislead another starship so that it can't dodge your attack effectively. This check is opposed by the target pilot's Sense Motive check. If you succeed, the next attack your starship makes against the target ignores its pilot's Dexterity bonus to Defense (if it has one), thus lowering the target's Defense score.

You cannot use this tactic against a starship that's flying on autopilot.

Using Bluff as a feint in starship combat is an attack action.

Special: If you have the Starship Feint feat, you gain a +2 bonus on Bluff checks when using the skill to feint in starship combat.

Climb (Str) Armor Penalty

Check: With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds).

A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper. A failed Climb check indicates that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height he or she had already attained (unless the character is secured with some kind of harness or other equipment).

The DC of the check depends on the conditions of the climb. If the climb is less than 10 feet, reduce the DC by 5.

Since the character can't move to avoid an attack, he or she is flat-footed while climbing (the character loses any Dexterity bonus to Defense).

Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from his or her current height and sustains the appropriate falling damage.

Accelerated Climbing: A character can try to climb more quickly than normal. The character can move his or her full speed, but the character takes a -5 penalty on his or her Climb check. (Moving twice the character's speed in a round requires two checks, one for each move action.)

Making Handholds and Footholds: A character can make handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In similar fashion, a climber with an ice axe or other proper implement can cut handholds or footholds in an ice wall.

Catching Yourself When Falling: It's practically impossible for a character to catch him or herself on a wall while falling. Make a Climb check (DC equal to wall's DC + 20) to do so. A slope is relatively easier to catch on (DC equal to slope's DC + 10).

Special: Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use two times a character's maximum load to determine how much weight he or she can lift.

A character can take 10 while climbing, but can't take 20.

A character without climbing gear takes a -4 penalty on Climb checks. At the GM's discretion, certain kinds of climbing attempts might require only a rope or some other implement, or even just one's hands and feet, rather than a full set of climbing gear to avoid the penalty.

A character with the Athletic feat gets a +2 bonus on all Climb checks.

DC	Example Wall or Surface or Task
0	A slope too steep to walk up.
5	A knotted rope with a wall to brace against.
10	A rope with a wall to brace against. A knotted rope. A surface with sizable ledges to hold on to and stand on,

	such as a rugged cliff face.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface, a tree, or a chain-link fence. An unknotted rope. Pulling yourself up when dangling by your hands.
20	An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small footholds.
25	A rough surface with no real handholds or footholds, such as a brick wall.
25	Overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface can't be climbed.
-10*	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
-5*	Climbing a corner where a character can brace against perpendicular walls (reduces normal DC by 5).
+5*	Surface is slippery (increases normal DC by 5).
*These modifiers are cumulative; use any that apply.	

Time: Climbing at one-half your speed is a full-round action. Moving half that far (one-fourth the character's speed) is a move action.

Accelerated climbing, allowing the character to climb at his or her full speed, is a full-round action. A character can move half that far (one-half his or her speed) as a move action.

Computer Use (Int)

Check: Most normal computer operations don't require a Computer Use check (though a character might have to make a Research check; see the Research skill description). However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

Find File: This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching.

Finding public information on the Internet does not fall under this category; usually, such a task requires a Research check. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

Size of Site	DC	Time
Personal computer	10	1 round
Small office network	15	2 rounds

Large office network	20	1 minute
Massive corporate network	25	10 minutes

Defeat Computer Security: This application of Computer Use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system.

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

Level of Security	DC
Minimum	20
Average	25
Exceptional	35
Maximum	40

Computer Hacking

Breaking into a secure computer or network is often called hacking.

When a character hacks, he or she attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world—the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator—the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of his or her personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he or she does, it's a new session. Several steps are required to hack into a site:

Covering Tracks: This step is optional. By making a Computer Use check (DC 20), a character can alter his or her identifying information. This imposes a -5 penalty on any attempt made to identify the character if his or her activity is detected.

Access the Site: There are two ways to do this: physically or over the Internet.

Physical Access: A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.

Internet Access: Reaching a site over the net requires two Computer Use checks. The first check (DC 10) is needed to find

the site on the net. The second is a check to defeat computer security (see the Computer Use skill description). Once a character has succeeded in both checks, the character has accessed the site.

Locate What You're Looking For: To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.

Defeat File Security: Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security.

Do Your Stuff: Finally, the character can actually do what he or she came to do. If the character just wants to look at records, no additional check is needed. (A character can also download data, although that often takes several rounds—or even several minutes, for especially large amounts of information—to complete.) Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

Defend Security: If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he or she can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder.

To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access his or her site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.

One surefire way to prevent further access is to simply shut the site down. With a single computer, that's often no big deal—but on a large site with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computer Use check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it's a single computer, the character learns the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check—if the intruder's session ends before the character finishes the check, the character automatically fails.

Degrade Programming: A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a -4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer).

A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer.

Scope of Alteration	DC	Time
Crash computer	10	1 minute
Destroy programming	15	10 minutes

Damage programming	20	10 minutes
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Fixing the degraded programming requires 1 hour and a Computer Use check against a DC equal to the DC for degrading it + 5.

Write Program: A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task.

A specific task, in this case, is one type of operation with one target.

The DC to write a program is 20; the time required is 1 hour.

Operate Remote Device: Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off his or her access to the system.

Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	20	1 round per remote
Shut down active remote (including motion detectors and alarms)	25	1 round per remote
Reset parameters	30	1 minute per remote
Change passcodes	25	1 minute
Hide evidence of alteration	+10	1 minute
Minimum security	-5	—
Exceptional security	+10	—
Maximum security	+15	—

Special: A character can take 10 when using the Computer Use skill. A character can take 20 in some cases, but not in those that involve a penalty for failure. (A character cannot take 20 to defeat computer security or defend security.)

A character with the Gearhead feat gets a +2 bonus on all Computer Use checks.

Time: Computer Use requires at least a full-round action. The GM may determine that some tasks require several rounds, a few minutes, or longer, as described above.

In addition to all the standard uses, this skill can be used to operate shipboard sensors as well as send, jam, scramble, and unscramble transmissions sent through space or across dimensions.

Check: The following applications of the Computer Use skill can be used untrained:

Conduct Active Sensor Scan: Using a starship's sensors to analyze another ship or object in sensory range requires a Computer Use check (DC 15). An active sensor scan conducted over a vast distance (for example, across a star system) or subjected to some form of disturbance (such as interference from a solar flare) applies a -5 or higher penalty on the check.

Send Transmission: Routine communications (hailing a nearby ship, using a subspace or dimensional transceiver, and so on) are accomplished with a Computer Use check (DC 10).

Communications sent over incredibly long distances (such as between star systems) are subject to distortion; correcting that

distortion to ensure a message reaches its intended destination requires a successful Computer Use check (DC 20).

The following applications of the Computer Use skill can't be used untrained:

Jam Transmission: This skill can be used to prevent a ship or facility from receiving an incoming transmission. An opposed Computer Use check between the individual receiving the message and the individual attempting to jam the message determines whether or not the message gets through. If an unmanned computer receives the transmission, jamming the transmission requires a Computer Use check (DC 15).

Scramble/Unscramble Transmission: Computer Use can be used to scramble a transmission. This is done with an opposed Computer Use check between the individual sending the message and anyone attempting to intercept or unscramble it.

Time: Scrambling or unscrambling a transmission are all full-round actions. Conducting an active sensor scan or sending/jamming a transmission is a move action.

Concentration (Con)

Check: A character makes a Concentration check whenever he or she may potentially be distracted while engaged in some action that requires his or her full attention (such as making a Disable Device or Treat Injury check). Situations such as taking damage, working in a bouncing vehicle, or dealing with severe weather can require a character to make a Concentration check.

If the Concentration check succeeds, the character may continue with the action. If the Concentration check fails, the action automatically fails (with the appropriate ramifications, if any), and the action is wasted. A successful Concentration check still doesn't allow a character to take 10 when in a stressful situation; he or she must roll the check as normal.

The check DC depends on the nature of the distraction.

Try Again?: Yes, though a success doesn't cancel the effects of a previous failure, such as the disruption of an action that was being concentrated on.

Special: A character can use Concentration to avoid attacks of opportunity when attempting a skill check that normally provokes attacks of opportunity. The DC to do so is 15.

If the Concentration check succeeds, the character may attempt the action normally without incurring any attacks of opportunity. If the Concentration check fails, the related check automatically fails just as if the character's concentration had been disrupted by a distraction. The character does not provoke attacks of opportunity, however.

This use of Concentration applies only to skill checks. It does not apply to other actions that normally provoke attacks of opportunity, such as movement or making unarmed attacks.

A character with the Focused feat gets a +2 bonus on all Concentration checks.

The concentration skill has further uses for characters using magic or psionics.

Time: Making a Concentration check doesn't require an action; it is either a reaction (when attempted in response to a distraction) or part of another action (when attempted actively).

Distraction	DC
Damaged during the action ¹	10 + damage dealt
Taking continuous damage during the action ²	10 + half of continuous damage last dealt
Vigorous motion (bouncy vehicle ride, small boat in	10

rough water, below decks in a storm-tossed ship, riding a horse)	
Violent motion (very rough vehicle ride, small boat in rapids, on deck of storm-tossed ship, galloping horse)	15
Extraordinarily violent motion (earthquake)	20
Entangled in net or snare	15
Grappling or pinned	20
Weather is a high wind carrying blinding rain or sleet	5
Weather is wind-driven hail, dust, or debris	10

Craft (Int)

This skill encompasses several categories, each of them treated as a separate skill: Craft (chemical), Craft (electronic), Craft (mechanical), Craft (pharmaceutical), Craft (structural), Craft (visual arts), and Craft (writing).

Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other



set of basic tools. The purchase DC of this equipment varies according to the particular Craft skill.

To use Craft, first decide what the character is trying to make and consult the category descriptions below. Make a Wealth check against the given purchase DC for the object to see if the character succeeds in acquiring the raw materials. If the character succeeds at that check, make the Craft check against the given DC for the object in question. If the character fails the check, he or she does not make the object, and the raw materials are wasted (unless otherwise noted).

Generally, a character can take 10 when using a Craft skill to construct an object, but can't take 20 (since doing so represents multiple attempts, and the character uses up the raw materials after the first attempt). The exception is Craft (writing); a character can take 20 because the character does not use up any raw materials (and thus no Wealth check is required to use the skill).

Craft (Chemical) (Int) Trained Only

This skill allows a character to mix chemicals to create acids, bases, explosives, and poisonous substances.

¹ Such as an activity that requires more than a single full-round action. Also from an attack of opportunity, or readied attack made in response to the action being taken (for activities requiring no more than a full-round action).

² Such as from catching on fire.

Acids and Bases: Acids are corrosives substances. Bases neutralize acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

Craft DCs

Type of Acid	Purchase DC	Acid	Base	Time
Mild (1d6/1d10) ¹	8	15	10	1 min.
Potent (2d6/2d10)	12	20	15	30 min.
Concentrated (3d6/3d10)	16	30	20	1 hr.

¹The dice rolls in parentheses are typical contact damage/immersion damage caused per round of immersion.

Explosives: Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

Type of Scratch-Built Explosive	Purchase DC	Craft DC	Reflex DC (save for half damage)	Time
Improvised (1d6/5 feet) ¹	6	10	10	1 round
Simple (2d6/5 feet)	12	15	12	10 min.
Moderate (4d6/10 feet)	16	20	12	1 hr.
Complex (6d6/15 feet)	20	25	15	3 hr.
Powerful (8d6/20 feet)	25	30	15	12 hr.
Devastating (10d6/25 feet)	30	35	18	24 hr.

¹ The figures in parentheses are typical damage/burst radius for each type of explosive. Scratch built explosives deal concussion damage.

Poisonous Substances: Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective. The table below summarizes the characteristics of various poisons.

Save DC: The Difficulty Class of the Fortitude save to negate the effects of the poison.

Initial Damage: The damage a character takes immediately upon failing his or her Fortitude save.

Secondary Damage: The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

Purchase DC: The DC for the Wealth check necessary to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

Restriction: The restriction rating for the poison, if any, and the appropriate black market purchase DC modifier. Remember to apply this modifier to the purchase DC when making a Wealth check to acquire the poison on the black market.

Craft DC: The DC of the Craft check to create a quantity of the poison.

Time: The amount of time required for the Craft check.

If the Craft check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle (containing 4 doses) or a gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

Table: Poisons								
Poison	Type	Save DC	Initial Damage	Secondary Damage	Purchase DC	Restriction	Craft DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	9	Res (+2)	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	3	Res (+2)	14	1 hr.
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	14	Lic (+1)	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	3	Res (+2)	9	1 hr.
Blue-ringed octopus venom	Injury	15	1d4 Con	1d4 Con	14	Lic (+1)	n/a	n/a
Chloral hydrate	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	12	Res (+2)	28	8 hr.
Chloroform ¹	Inhaled	17	Unconsciousness 1d3 hours	—	9	Res (+2)	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	15	Res (+2)	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	15	Mil (+3)	31	15 hr.
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	12	Mil (+3)	28	8 hr.
DDT	Inhaled	17	1d2 Str	1d4 Str	9	Lic (+1)	20	4 hr.
Knockout gas	Inhaled	18	1d3 Dex	Unconsciousness 1d3 hours	12	Res (+2)	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	6	Res (+2)	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	6	Res (+2)	18	2 hr.
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	12	Mil (+3)	26	8 hr.
Paris green (gas)	Inhaled	14	1d2 Con	1d4 Con	9	Res (+2)	20	4 hr.

Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	9	Res (+2)	24	4 hr.
Puffer poison (fish)	Injury	13	1d6 Str	Paralysis 2d6 minutes	13	Lic (+1)	n/a	n/a
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	12	Lic (+1)	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	15	Illegal (+4)	30	15 hr.
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	12	Lic (+1)	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	9	Res (+2)	23	4 hr.
Tear gas	Inhaled	15	Nauseated 1d6 rounds	—	9	Res (+2)	21	4 hr.
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	21	Illegal (+4)	42	48 hr.

¹ Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.
n/a: Certain poisons can't be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the creature in question.

Special: A character without a chemical kit takes a -4 penalty on Craft (chemical) checks.

A character with the Builder feat gets a +2 bonus on all Craft (chemical) checks.

Craft (Electronic) (Int) Trained Only

This skill allows a character to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communication devices.

When building an electronic device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides whether the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built Electronics (Examples)	Purchase DC	Craft DC	Time
Simple (timer or detonator)	8	15	1 hr.
Moderate (radio direction finder, electronic lock)	12	20	12 hr.
Complex (cell phone)	16	25	24 hr.
Advanced (computer)	22	30	60 hr.

Special: A character without an electrical tool kit takes a -4 penalty on Craft (electronic) checks.

A character with the Builder feat gets a +2 bonus on all Craft (electronic) checks.

Craft (Mechanical) (Int) Trained Only

This skill allows a character to build mechanical devices from scratch, including engines and engine parts, weapons, armor, and other gadgets. When building a mechanical device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides if the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built Mechanical Device (Examples)	Purchase DC	Craft DC	Time
Simple (tripwire trap)	5	15	1 hr.

Moderate (engine component, light armor)	12	20	12 hr.
Complex (automobile engine, 9mm autoloader handgun)	16	25	24 hr.
Advanced (jet engine)	20	30	60 hr.

Special: A character without a mechanical tool kit takes a –4 penalty on Craft (mechanical) checks.

A character with the Builder feat gets a +2 bonus on all Craft (mechanical) checks.

Craft (Pharmaceutical) (Int) Trained Only

This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease.

The Craft (pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

Disease Fortitude Save DC	Purchase DC	Craft DC	Time
14 or lower	5	15	1 hr.
15–18	10	20	3 hr.
19–22	15	25	6 hr.
23 or higher	20	30	12 hr.

Special: A character without a pharmacist kit takes a –4 penalty on Craft (pharmaceutical) checks.

A character with the Medical Expert feat gets a +2 bonus on all Craft (pharmaceutical) checks.

Craft (Structural) (Int)

This skill allows a character to build wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses, and so forth, and includes such handyman skills as plumbing, house painting, drywall, laying cement, and building cabinets.

Type of Scratch-Built Structure (Examples)	Purchase DC	Craft DC	Time
Simple (bookcase, false wall)	5	15	12 hr.
Moderate (catapult, shed, house deck)	10	20	24 hr.
Complex (bunker, domed ceiling)	15	25	60 hr.
Advanced (house)	20	30	600 hr.

When building a structure from scratch, the character describes the kind of structure he or she wants to construct; then the

Gamemaster decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

Special: A character without a mechanical tool kit takes a –4 penalty on Craft (structural) checks.

A character with the Builder feat gets a +2 bonus on all Craft (structural) checks.

Craft (Visual Art) (Int)

This skill allows a character to create paintings or drawings, take photographs, use a video camera, or in some other way create a work of visual art.

When attempting to create a work of visual art, the character simply makes a Craft (visual art) check, the result of which determines the quality of the work.

Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment, the basic components have a purchase DC of 5.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

Creating a work of visual art requires at least a full-round action, but usually takes an hour, a day, or more, depending on the scope of the project.

Special: A character with the Creative feat gets a +2 bonus on all Craft (visual art) checks.

Craft (Writing) (Int)

This skill allows a character to create short stories, novels, scripts and screenplays, newspaper articles and columns, and similar works of writing.

When creating a work of writing, the player simply makes a Craft (writing) check, the result of which determines the quality of the work.

No Wealth check is necessary to use this Craft skill.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

Creating a work of writing requires at least 1 hour, but usually takes a day, a week, or more, depending on the scope of the project.

Special: A character with the Creative feat gets a +2 bonus on all Craft (writing) checks.

Decipher Script (Int) Trained Only

Check: A character can decipher writing in an ancient language or in code, or interpret the meaning of an incomplete text. The base DC is 20 for the simplest messages, 25 for standard codes, and 30 or higher for intricate or complex codes or exotic messages. Helpful texts or computer programs can provide a bonus (usually a +2 circumstance bonus) on the check, provided they are applicable to the script in question.

If the check succeeds, the character understands the general content of a piece of writing, reading about one page of text or its equivalent in 1 minute. If the check fails, the GM makes a Wisdom check (DC 10) for the character to see if he or she avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)

The GM secretly makes both the skill check and the Wisdom check so the character can't tell whether the conclusion drawn is accurate or not.

Try Again?: No, unless conditions change or new information is uncovered.

Special: A character can take 10 when making a Decipher Script check, but can't take 20.

A character with the Studious feat gets a +2 bonus on all Decipher Script checks.

Time: Decipher Script takes 1 minute or more, depending on the complexity of the code.

Demolitions (Int) Trained Only

Check: Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his or her check to set the detonator (it must be higher than 10). The character's DC to set the detonator is equal to the disarm DC.

Place Explosive Device: Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction.

The GM makes the check (so that the character doesn't know exactly how well he or she has done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

Disarm Explosive Device: Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, he or she does not disarm the explosive. If the character fails by more than 5, the explosive goes off.

Special: A character can take 10 when using the Demolitions skill, but can't take 20.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Demolitions checks.

A character without a demolitions kit takes a -4 penalty on Demolitions checks.

Making an explosive requires the Craft (chemical) skill. See that skill description for details.

Time: Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the scope of the job.

Diplomacy (Cha)

Check: A character can change others' attitudes with a successful check (see the table below). In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases where two advocates or diplomats plead opposing cases before a third party.

Diplomacy can be used to influence a GM character's attitude. The GM chooses the character's initial attitude based on circumstances. Most of the time, the people the heroes meet are indifferent toward them, but a specific situation may call for a different initial attitude. The DCs given in the accompanying table show what it takes to change someone's attitude with the use of the Diplomacy skill. The character doesn't declare a specific outcome he or she is trying for; instead, make the check and compare the result to the table on the next page.

Try Again?: Generally, trying again doesn't work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to his or her position, and trying again is futile.

Special: A character can take 10 when making a Diplomacy check, but can't take 20.

A character with the Trustworthy feat gets a +2 bonus on all Diplomacy checks.

Time: Diplomacy is at least a full-round action. The GM may determine that some negotiations require a longer period of time.

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt or avoid you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Act as socially expected
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Initial Attitude	New Attitude				
	Hostile	Unf.	Indif.	Friendly	Helpful
Hostile	19 or less	20	25	35	45
Unfriendly	4 or less	5	15	25	35
Indifferent	—	0 or less	1	15	25
Friendly	—	—	0 or less	1	15

Bribery and Diplomacy

Bribe Target	Purchase DC
Bouncer	6
Bureaucrat	10
Informant	7
Police officer	10

Offering money or another form of favor can, in the right situation, improve a character's chances with a Diplomacy skill check. Bribery allows a character to circumvent various official obstacles when a person in a position of trust or authority is willing to accept such an offering.

An illegal act, bribery requires two willing participants—one to offer a bribe and the other to accept it. When a character requires a bribe to render services, then a hero's Diplomacy check automatically fails if a bribe isn't attached to it. If a bribe isn't required, a hero can add a bribe to get a bonus on his or her skill check. This can backfire, as some characters will be insulted by a bribe offer (their attitude changes one step for the worse) and others will report the hero to the proper authorities.

To bribe a character, make a Wealth check. Typical DCs are shown on the table above, but the GM may modify the DC as he or she sees fit. If the hero succeeds in the check, he or she gains a +2 bonus on the Diplomacy check. For every point by which the hero beats the DC, increase the bonus by +1 (to a total maximum bonus of +10).

Disable Device (Int) Trained Only

Check: The GM makes the Disable Device check so that the character doesn't necessarily know whether he or she has succeeded.

Open Lock: A character can pick conventional locks, finesse combination locks, and bypass electronic locks. The character must have a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). The DC depends on the quality of the lock.

Lock Type (Example)	DC
Cheap (briefcase lock)	20
Average (home deadbolt)	25
High quality (business deadbolt)	30
High security (branch bank vault)	40
Ultra-high security (bank headquarters vault)	50

Disable Security Device: A character can disable a security device, such as an electric fence, motion sensor, or security camera. The character must be able to reach the actual device. If the device is monitored, the fact that the character attempted to disable it will probably be noticed.

When disabling a monitored device, the character can prevent his or her tampering from being noticed. Doing so requires 10

minutes and an electrical tool kit, and increases the DC of the check by +10.

Device Type (Example)	DC
Cheap (home door alarm)	20
Average (store security camera)	25
High quality (art museum motion detector)	30
High security (bank vault alarm)	35
Ultrahigh security (motion detector at Area 51)	40

Traps and Sabotage: Disabling (or rigging or jamming) a simple mechanical device has a DC of 10. More intricate and complex devices have higher DCs. The GM rolls the check. If the check succeeds, the character disables the device. If the check fails by 4 or less, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

A character can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use).

Try Again?: Yes, though the character must be aware that he or she has failed in order to try again.

Special: A character can take 10 when making a Disable Device check. A character can take 20 to open a lock or to disable a security device, unless the character is trying to prevent his or her tampering from being noticed. Possessing the proper tools gives a character the best chance of succeeding on a Disable Device check. Opening a lock requires a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). Opening a locked car calls for a car opening kit. Disabling a security device requires either a mechanical tool kit or an electronic toll kit, depending on the nature of the device. If the character does not have the appropriate tools, he or she takes a -4 penalty on your check.

A lock release gun can open a mechanical lock of cheap or average quality without a Disable Device check. A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Disable Device checks.

Time: Disabling a simple mechanical device is a full-round action. Intricate or complex devices require 2d4 rounds.

You can use this skill to disable a robot or external cybernetic attachment.

Check: Disabling a robot is a full-round action and requires a successful Disable Device check (DC 30). The robot must be pinned before the check can be made.

Disabling an external cybernetic attachment is a full-round action and requires a successful Disable Device check (DC 30). The creature to which the cybernetic unit is attached must be pinned before the check can be made. You cannot disable internal cybernetic attachments.

Special: A disabled robot or disabled external cybernetic attachment can be re-enabled with a successful Repair check (see Repair).

Disguise (Cha)

Check: A character's Disguise check result determines how good the disguise is. It is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The GM makes the character's Disguise check secretly so that the character is not sure how well his or her disguise holds up to scrutiny.

If the character doesn't draw any attention to him or herself, however, others don't get to make Spot checks. If the character comes to the attention of people who are suspicious, the suspicious person gets to make a Spot check. (The GM can assume that such observers take 10 on their Spot checks.)

The effectiveness of the character's disguise depends in part on how much the character is attempting to change his or her appearance.

Disguise	Modifier
Minor details only	+5
Appropriate uniform or costume	+2
Disguised as different sex	-2
Disguised as different age category	-2 ¹

¹ Per step of difference between the character's age category and the disguised age category (child, young adult, adult, middle age, old, or venerable).

If the character is impersonating a particular individual, those who know what that person looks like automatically get to make Spot checks. Furthermore, they get a bonus on their Spot checks.

Familiarity	Bonus
Recognizes on sight	+4
Friend or associate	+6
Close friend	+8
Intimate	+10

Usually, an individual makes a Spot check to detect a disguise immediately upon meeting the character and each hour thereafter. If the character casually meets many different people, each for a short time, the GM checks once per day or hour, using an average Spot modifier for the group (assuming they take 10).

Try Again?: No, though the character can assume the same disguise again at a later time. If others saw through the previous disguise, they are automatically treated as suspicious if the character assumes the same disguise again.

Special: A character can take 10 or take 20 when establishing a disguise.

A character without a disguise kit takes a -4 penalty on Disguise checks.

A character with the Deceptive feat gets a +2 bonus on all Disguise checks.

A character can help someone else create a disguise for him or her, treating it as an aid another attempt.

Time: A Disguise check requires 1d4 x10 minutes of preparation. The GM makes Spot checks for those who encounter the character immediately upon meeting the character and again each hour or day thereafter, depending on circumstances.

Drive (Dex)

Check: Routine tasks, such as ordinary driving, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time). When driving, the character can attempt simple maneuvers or stunts. See Driving a Vehicle for more details.

Try Again?: Most driving checks have consequences for failure that make trying again impossible.

Special: A character can take 10 when driving, but can't take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Drive checks.

There is no penalty for operating a general-purpose motor vehicle. Other types of motor vehicles (heavy wheeled, powerboat, sailboat, ship, and tracked) require the corresponding Surface Vehicle Operation feat, or the character takes a -4 penalty on Drive checks.

Time: A Drive check is a move action.

Escape Artist (Dex) Armor Penalty

Check: Make a check to escape from restraints or to squeeze through a tight space.

Restraint	DC
Ropes	Opponent's Dex check +20
Net	20
Handcuffs	35
Tight space	30
Grapppler	Opponent's grapple check

For ropes, a character's Escape Artist check is opposed by the Dexterity check result of the opponent who tied the bonds. Since it's easier to tie someone up than to escape from being tied up, the opponent gets a +20 bonus on his or her Dexterity check.

For a tight space, a check is only called for if the character's head fits but his or her shoulders don't. If the space is long, such as in an airshaft, the GM may call for multiple checks. A character can't fit through a space that his or her head doesn't fit through.

A character can make an Escape Artist check opposed by his or her opponent's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is an attack action, so if the character escapes the grapple he or she can move in the same round.

Try Again?: A character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks as long as he or she is not being actively opposed.

Special: A character can take 10 on an Escape Artist check. A character can take 20 if he or she is not being actively opposed (a character can take 20 if he or she is tied up, even though it's an opposed check, because the opponent isn't actively opposing the character).

A character with the Nimble feat gets a +2 bonus on all Escape Artist checks.

Time: Making a check to escape from being bound by ropes, handcuffs, or other restraints (except a grappler) requires 1 minute. Escaping a net is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on the distance that must be crossed.

Forgery (Int)

Check: Forgery requires materials appropriate to the document being forged, and some time. To forge a document the character needs to have seen a similar document before. The complexity of the document, the character's degree of familiarity with it, and whether the character needs to reproduce the signature or handwriting of a specific individual, provide modifiers to the Forgery check, as shown below.

Document Type		
Factor	Check Modifier	Time
Simple (typed letter, business card)	+0	10 min.
Moderate (letterhead, business form)	-2	20 min.
Complex (stock certificate, driver's license)	-4	1 hr.
Difficult (passport)	-8	4 hr.
Extreme (military/law enforcement ID)	-16	24 hr.

Familiarity	
Factor	Check Modifier
Unfamiliar (seen once for less than a minute)	-4
Fairly familiar (seen for several minutes)	+0
Quite familiar (on hand, or studied at leisure)	+4
Forger has produced other documents of same type	+4
Document includes specific signature	-4

Some documents require security or authorization codes, whether authentic ones or additional forgeries. The GM makes the character's check secretly so the character is not sure how good his or her forgery is.

The Forgery skill is also used to detect someone else's forgery. The result of the original Forgery check that created the document is opposed by a Forgery check by the person who examines the document to check its authenticity. If the examiner's check result is equal to or higher than the original Forgery check, the document is determined to be fraudulent. The

examiner gains bonuses or penalties on his or her check as given in the table below.

Condition	Examiner's Check Modifier
Type of document unknown to examiner	-4
Type of document somewhat known to examiner	-2
Type of document well known to examiner	+0
Document is put through additional tests ¹	+4
Examiner only casually reviews the document ¹	-2

¹Cumulative with any of the first three conditions on the table. Apply this modifier along with one of the other three whenever appropriate.

A document that contradicts procedure, orders, or previous knowledge, or one that requires the examiner to relinquish a possession or a piece of information, can increase the examiner's suspicion (and thus create favorable circumstances for the examiner's opposed Forgery check).

Try Again?: No, since the forger isn't sure of the quality of the original forgery.

Special: To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.)

A character can take 10 when making a Forgery check, but can't take 20.

A character with the Meticulous feat gets a +2 bonus on all Forgery checks.

A character without a forgery kit takes a -4 penalty on Forgery checks.

Time: Forging a short, simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page or longer.

Gamble (Wis)

Check: To join or start a game, a character must first pay a stake. The character sets the purchase DC of the stake if he or she starts the game, or the GM sets it if the character joins a game. Stakes run from penny-ante (purchase DC 4) to astronomical (purchase DC 24). A character cannot take 20 when purchasing a stake.

If the stake is within the character's means (it is equal to or less than his or her Wealth bonus), the character stands no chance of winning any significant amount. The character might come out ahead, but the amount is not enough to affect his or her Wealth bonus. Since paying the stake didn't cost any points of Wealth bonus, the character doesn't lose anything either.

If the stake is higher than the character's Wealth bonus (before applying any reductions from purchasing the stake), the character gets a +1 bonus on his or her Gamble check for every point the purchase DC is above the character's Wealth bonus.

The character's Gamble check is opposed by the Gamble checks of all other participants in the game. (If playing at a casino, assume the house has a Gamble skill modifier equal to the stake

purchase DC. Regardless of the stake purchase DC, the house does not get a bonus on its Gamble check for the purchase DC.) If there are many characters participating, the GM can opt to make a single roll for all of them, using the highest Gamble skill modifier among them and adding a +2 bonus to the check.

If the character beats all other participants, he or she wins and gains an increase to his or her Wealth bonus. The amount of the increase depends on the difference between the character's check result and the next highest result among the other participants.

Check Result Difference	Wealth Bonus Increase
1-9	+1
10-19	+2
20-29	+3
30-39	+4
40 or more	+5

Try Again?: No, unless the character wants to put up another stake.

Special: A character can't take 10 or take 20 when making a Gamble check.

A character with the Confident feat gets a +2 bonus on all Gamble checks.

Time: A Gamble check requires 1 hour.

Gather Information (Cha)

Check: By succeeding at a skill check (DC 10) and spending 1d4+1 hours passing out money and buying drinks, a character can get a feel for the major news items in a neighborhood. This result assumes that no obvious reasons exist why information would be withheld. The higher the check result, the better the information.

If the situation doesn't require the expenditure of money, no Wealth check is necessary.

Information ranges from general to protected, and the cost and DC increases accordingly for the type of information the character seeks to gather, as given in the table below.

Type of Information	DC	Purchase DC
General	10	5
Specific	15	10
Restricted	20	15
Protected	25	20

General information concerns local happenings, rumors, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and requires that the character locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance that someone will take note of anyone asking about restricted or protected information.

The character can increase the amount of money used to gather information, gaining a circumstance bonus by effectively offering a bribe (though the process might entail buying more expensive drinks, not necessarily offering a character extra money). Increase the Wealth check DC by 2 for each +1 circumstance bonus the character wants to add to his or her skill check.

Try Again?: Yes, but it takes 1d4+1 hours for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Special: A character can take 10 when making a Gather Information check, but cannot take 20.

A character with the Trustworthy feat gets a +2 bonus on all Gather Information checks.

Time: A Gather Information check takes 1d4+1 hours.

Handle Animal (Cha) Trained Only

Check: The time required to get an effect and the DC depend on what the character is trying to do.

Task	Time	DC
Handle an animal	Move action	10
"Push" an animal	Full-round action	25
Teach an animal a trick	1 week	See text
Train an animal for a purpose	See text	See text

Handle an Animal: This means to command an animal to perform a task or trick that it knows. If the animal is wounded or has taken any ability score damage, the DC increases by +5. If the check is successful, the animal performs the task or trick on its next action.

"Push" an Animal: To push an animal means to get it to perform a task or trick that it doesn't know, but is physically capable of performing. If the check is successful, the animal performs the task or trick on its next action.

Teach an Animal a Trick: The character can teach an animal a specific trick, such as "attack" or "stay," with one week of work and a successful Handle Animal check. An animal with an Intelligence of 1 can learn a maximum of three tricks, while an animal with an Intelligence of 2 can learn a maximum of six tricks.

The character can teach an animal to obey only that character. Any other person attempting to make the animal perform a trick takes a -10 penalty on his or her Handle Animal check. Teaching an animal to obey only the character counts as a trick (in terms of how many tricks the animal can learn). It does not require a check; however, it increases the DC of all tricks the character teaches the animal by +5. If the animal already knows any tricks, the character cannot teach it to obey only that character.

Possible tricks include, but are not limited to, the following.

Attack (DC 20): The animal attacks apparent enemies. The character may point to a particular enemy to direct the animal to attack that enemy. Normally, an animal only attacks humans and other animals. Teaching an animal to attack all creatures (including unnatural creatures such as undead and aberrations if they exist in your campaign) counts as two tricks.

Come (DC 15): The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).

Defend (DC 20): The animal defends the character (or is ready to defend the character if no threat is present). Alternatively, the character can command the animal to defend a specific other character.

Down (DC 15): The animal breaks off from combat or otherwise backs down.

Fetch (DC 15): The animal goes and gets something. The character must point out a specific object, or else the animal fetches some random object.

Guard (DC 20): The animal stays in place and prevents others from approaching.

Heel (DC 15): The animal follows the character closely, even to places where it normally wouldn't go.

Perform (DC 15): The animal does a variety of simple tricks such as sitting up, rolling over, and so on.

Seek (DC 15): The animal moves into an area and searches for something of interest. It stops and indicates the first thing of interest it finds. What constitutes an item of interest to an animal can vary. Animals almost always find other creatures or characters of interest. To understand that it's looking for a specific object, the animal must make an Intelligence check (DC 10).

Stay (DC 15): The animal stays in place waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track (DC 20): The animal tracks the scent presented to it.

Work (DC 15): The animal pulls or pushes a medium or heavy load.

Train an Animal: Rather than teaching an animal individual tricks, the character can train an animal for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme. An animal can be trained for one general purpose only, though if the animal is capable of learning additional tricks (above and beyond those included in its general purpose) it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks.

Combat Riding (DC 20, 6 weeks): An animal trained to bear a rider into combat knows Attack, Come, Defend, Down, Guard, and Heel. An animal trained in riding may be "upgraded" to an animal trained in combat riding by spending three weeks and making a Handle Animal check (DC 20). If the animal was trained in other tricks (in addition to those provided by training the animal for riding), those tricks are completely replaced by the combat riding tricks.

Fighting (DC 20, 3 weeks): An animal trained for combat knows the following tricks: Attack, Down, and Stay.

Guarding (DC 20, 4 weeks): An animal trained to guard knows the following tricks: Attack, Defend, Down, and Guard.

Laboring (DC 15, 2 weeks): An animal trained for heavy labor knows Come and Work.

Hunting (DC 20, 6 weeks): An animal trained for hunting knows Attack, Down, Fetch, Heel, Seek, and Track.

Performing (DC 15, 4 weeks): An animal trained for performing knows Come, Fetch, Heel, Perform, and Stay.

Riding (DC 15; 3 weeks): An animal trained to bear a rider knows Come, Heel, and Stay.

Try Again?: Yes.

Special: A character can take 10 or take 20 when handling animals.

An untrained character uses Charisma checks to handle and push animals, but he or she can't teach or train animals.

A character with the Animal Affinity feat and at least 1 rank in this skill gets a +2 bonus on all Handle Animal checks.

Time: See above. Teaching or training an animal takes a number of days. The character does not have to spend the entire time training the animal; 3 hours per day is enough. (Spending more than 3 hours per day does not reduce the number of days required.) The character cannot spread the days out; if the character does not complete the training during a period of consecutive days, the effort is wasted.

Hide (Dex) Armor Penalty

Check: A character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to half his or her normal speed and hide at no penalty. At more than half and up to the character's full speed, the character takes a -5 penalty. It's practically impossible (-20 penalty) to hide while attacking, running, or charging.

The hide check is also modified by the character's size:

Size	Modifier	Size	Modifier
Fine	+16	Large	-4
Diminutive	+12	Huge	-8
Tiny	+8	Gargantuan	-12
Small	+4	Colossal	-16
Medium-size	+0		

If people are observing the character, even casually, he or she can't hide. The character can run around a corner so that he or she is out of sight and then hide, but the others then know at least where the character went.

Cover and concealment grant circumstance bonuses to Hide checks, as shown below. Note that a character can't hide if he or she has less than one-half cover or concealment.

Cover or Concealment	Circumstance Bonus
Three-quarters	+5
Nine-tenths	+10

Creating a Diversion to Hide: A character can use the Bluff skill to help him or her hide. A successful Bluff check can give the character the momentary diversion needed to attempt a Hide check while people are aware of the character. While the others turn their attention from the character, he or she can make a Hide check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot for every rank the character has in Hide.) This check, however, is at a -10 penalty because the character has to move fast.

Tailing: A character can use Hide to tail a person in public. Using the skill in this manner assumes that there are other random people about, among whom the character can mingle to remain unnoticed. If the subject is worried about being followed, he or she can make a Spot check (opposed by the character's Hide check) every time he or she changes course (goes around a street corner, exits a building, and so on). If he or she is unsuspecting, he or she generally gets only a Spot check after an hour of tailing.

Special: A character can take 10 when making a Hide check, but can't take 20.

A character with the Stealthy feat gets a +2 bonus on all Hide checks.

Time: A Hide check is an attack action.

Intimidate (Cha)

Check: With a successful check, a character can forcibly persuade another character to perform some task or behave in a certain way. A character's Intimidate check is opposed by the target's level check (1d20 + the target's character level or Hit Dice). Any modifiers that a target may have on Will saving throws against fear effects apply to this level check. If the character succeeds, he or she may treat the target as friendly for 10 minutes, but only for purposes of actions taken while in the character's presence. (That is, the target retains his or her normal attitude, but will chat, advise, offer limited help, or advocate on the character's behalf while intimidated.)

Circumstances dramatically affect the effectiveness of an Intimidate check.

There are limits to what a successful Intimidate check can do.

The character can't force someone to obey his or her every command or do something that endangers that person's life.

If the character fails by more than 5, the target may actually do the opposite of what the character wishes.

Try Again?: No. Even if the initial check succeeds, the other character can only be intimidated so much, and trying again doesn't help. If the initial check fails, the other character has become more firmly resolved to resist the intimidator, and trying again is futile.

Special: A character can take 10 when making an Intimidate check, but can't take 20.

A character immune to fear effects can't be intimidated.

A character may add a +2 bonus to his or her Intimidate check for every size category the character is larger than his or her target. Conversely, the character takes a -2 penalty to his or her check for every size category the character is smaller than his or her target.

A character with the Confident feat gets a +2 bonus on all Intimidate checks and on level checks to resist intimidation.

Time: An Intimidate check is a full-round action.

Investigate (Int) Trained Only

Check: A character generally uses Search to discover clues and Investigate to analyze them. If the character has access to a crime lab, the character uses the Investigate skill to collect and prepare samples for the lab. The result of the Investigate check provides bonuses or penalties to the lab workers.

Analyze Clue: The character can make an Investigate check to apply forensics knowledge to a clue. This function of the Investigate skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue he or she has found.

The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

Circumstances	DC Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

Collect Evidence: The character can collect and prepare evidentiary material for a lab. This use of the Investigate skill requires an evidence kit.

To collect a piece of evidence, make an Investigate check (DC 15). If the character succeeds, the evidence is usable by a crime lab. If the character fails, a crime lab analysis can be done, but the lab takes a -5 penalty on any necessary check. If the character fails by 5 or more, the lab analysis simply cannot be done. On the other hand, if the character succeeds by 10 or more, the lab gains a +2 circumstance bonus on its checks to analyze the material.

This function of the Investigate skill does not provide the character with evidentiary items. It simply allows the character to collect items he or she has found in a manner that best aids in their analysis later, at a crime lab.

Try Again?: Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take.

Special: A character can take 10 when making an Investigate check, but cannot take 20.

Collecting evidence requires an evidence kit. If the character does not have the appropriate kit, the character takes a -4 penalty on his or her check.

A character with the Attentive feat and at least 1 rank in this skill gets a +2 bonus on all Investigate checks.

Time: Analyzing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object.

Jump (Str) Armor Penalty

Check: The DC and the distance the character can cover vary according to the type of jump the character is attempting.

The character's Jump check is modified by his or her speed. The DCs specified below assume a speed of 30 feet (the speed of a typical human). If the character's speed is less than 30 feet, he or she takes a penalty of -6 for every 10 feet of speed less than 30. If the character's speed is greater than 30 feet, he or she gains a bonus of +4 for every 10 feet over 30.

If the character has ranks in the Jump skill and succeeds on a check, the character lands on his or her feet (when appropriate) and can move as far as the character's remaining movement allows. If the character attempts a Jump check untrained, the character lands prone unless he or she beats the DC by 5 or more. Standing from a prone position is a move action.

Distance moved by jumping is counted against maximum movement in a round. A character can start a jump at the end of one turn and complete the jump at the beginning of your next turn.

Long Jump: This is a horizontal jump, made across a gap such as a chasm or stream. At the midpoint of the jump, the character attains a vertical height equal to one-quarter the horizontal

distance. The DC for the jump is equal to the distance jumped (in feet). The DCs for long jumps of 5 to 30 feet are given in the table below. A character cannot jump a distance greater than his or her normal speed.

All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

Long Jump Distance	DC ¹	Long Jump Distance	DC ¹
5 feet	5	20 feet	20
10 feet	10	25 feet	25
15 feet	15	30 feet	30

¹ Requires a 20-foot move. Without a 20-foot move, double the DC.

If the character fails the check by less than 5, he or she doesn't clear the distance, but can make a Reflex save (DC 15) to grab the far edge of the gap. The character ends his or her movement grasping the far edge. If that leaves the character dangling over a chasm or gap, getting up requires a move action and a Climb check (DC 15).

High Jump: This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The DC for the jump is the height x4 (in feet). The DCs for high jumps of 1 to 8 feet are given in the table below.

All Jump DCs covered here assume that the character can move at least 20 feet in a straight line before attempting the jump. If this is not the case, the DC for the jump is doubled.

High Jump Distance	DC ¹	High Jump Distance	DC ¹
1 foot	4	5 feet	20
2 feet	8	6 feet	24
3 feet	12	7 feet	28
4 feet	16	8 feet	32

¹ Requires a 20-foot move. Without a running start, double the DC.

If the character succeeds on the check, he or she can reach the height. The character grasps the object he or she was trying to reach. If the character wishes to pull him or herself up, the character can do so with a move action and a Climb check (DC 15). If the character fails the Jump check, he or she does not reach the height, and lands on his or her feet in the same square from which the character jumped.

The difficulty of reaching a given height varies according to the size of the character or creature.

Generally, the maximum height a creature can reach without jumping is given in the table below. (As a Medium-size creature, a typical human can reach 8 feet without jumping.) If the creature is long instead of tall, treat it as one size category smaller.

Creature Size	Maximum Height
Colossal	128 ft.
Gargantuan	64 ft.

Huge	32 ft.
Large	16 ft.
Medium-size	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	0.5 ft.

Hop Up: The character can jump up onto an object as tall as his or her waist with a Jump check (DC 10). Doing so counts as 10 feet of movement. The character does not need to get a running start to hop up (the DC is not doubled if you do not get a running start).

Jumping Down: If the character intentionally jumps from a height, he or she takes less damage than if the character just falls. The DC to jump down from a height is 15. The character does not have to get a running start to jump down (the DC is not doubled if the character does not get a running start).

If the character succeeds on the check, he or she takes falling damage as if the character had dropped 10 fewer feet than he or she actually did.

Special: Effects that increase a character's speed also increase the character's jumping distance, since the check is modified by the character's speed.

A character can take 10 when making a Jump check. If there is no danger associated with failing, the character can take 20.

A character with the Acrobatic feat gets a +2 bonus on all Jump checks. A character with the Run feat gains a +2 competence bonus on Jump checks preceded by a 20-foot move.

Tumble can provide a +2 synergy bonus on Jump checks (see Skill Synergy).

Time: Using the Jump skill is either a move action or a full-round action, depending on whether the character starts and completes the jump during a single move action or a full-round action.

Knowledge (Int) Trained Only

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: A character makes a Knowledge check to see if the character knows something.

The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

Appraising the value of an object is one sort of task that can be performed using Knowledge. The DC depends on how common or obscure the object is. On a success, the character accurately identifies the object's purchase DC. If the character fails, he or she thinks it has a purchase DC 1d2 higher or lower (determine randomly) than its actual value. If the character fails by 5 or more, he or she thinks it has a purchase DC 1d4+2 higher or

lower than its actual value. The GM may make the Knowledge roll for the character, so he or she doesn't know whether the appraisal is accurate or not.

The fourteen Knowledge categories, and the topics each one encompasses, are as follows.

Arcane Lore: The occult, magic and the supernatural, astrology, numerology, and similar topics.

Art: Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.

Behavioral Sciences: Psychology, sociology, and criminology.

Business: Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.

Civics: Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.

Current Events: Recent happenings in the news, sports, politics, entertainment, and foreign affairs. **Earth and Life Sciences:** Biology, botany, genetics, geology, and paleontology. **Medicine and forensics.** History: Events, personalities, and cultures of the past. **Archaeology and antiquities.**

Physical Sciences: Astronomy, chemistry, mathematics, physics, and engineering.

Popular Culture: Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming, among others.

Streetwise: Street and urban culture, local underworld personalities and events.

Tactics: Techniques and strategies for disposing and maneuvering forces in combat.

Technology: Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices. You can make a Knowledge (technology) check to correctly identify starships, mecha, robots, and cybernetic attachments, as well as identify unfamiliar technological devices.

Check: The DCs for identifying technological items vary depending on the type of information required:

Identifying a starship by its type and subtype, identifying a mecha by its superstructure, or identifying a robot by its frame: DC 10.

Determining the function or purpose of a particular mechanical system or cybernetic attachment: DC 15.

Recalling the standard, factory-model design specs of a particular type or class of starship, mecha, or robot: DC 20.

When confronted with an unfamiliar piece of technology or alien artifact, you can make a Knowledge (technology) check to correctly surmise the primary (if not singular) purpose of the device. A successful check result does not enable you to activate the item, nor does it make you proficient with the item. The DC of the Knowledge (technology) check depends on the item being identified and the difference in Progress Level, as shown below:

Unfamiliar Item	DC
Basic tool or instrument	10
Robotic or vehicular component	15
Cybernetic attachment	20
Alien weapon or nanotechnology	25

Alien artifact	30
Each step in Progress Level (up or down)	+5

Theology and Philosophy: Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience.

Try Again?: No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she never knew in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.

A character can take 10 when making a Knowledge check, but can't take 20.

A character with the Educated feat gets a +2 bonus on any two types of Knowledge checks.

The GM may decide that having 5 or more ranks in a specific Knowledge skill provides a character with a +2 synergy bonus when making a related skill check.

Time: A Knowledge check can be a reaction, but otherwise requires a full-round action.

Listen (Wis)

Check: Make a Listen check against a DC that reflects how quiet the noise is that a character might hear or against an opposed Move Silently check.

The GM may call for a Listen check by a character who is in a position to hear something. A character can also make a Listen check voluntarily if he or she wants to try to hear something in the character's vicinity.

The GM may make the Listen check in secret so that the character doesn't know whether not hearing anything means that nothing is there or that the character failed the check.

A successful Listen check when there isn't anything to hear results in the character hearing nothing.

DC	Sound
-20	Gunfire
-10	A melee battle
0	People talking
5	A person in medium armor walking at a slow pace, trying not to make noise
10	An unarmored person walking at a slow pace, trying not to make any noise
15	A 1st-level Fast hero sneaking up on someone ¹
20	A tiger stalking prey ¹
30	A bird flying through the air
+5	Through a door
+15	Through a solid wall

¹ This is actually an opposed check; the DC given is a typical Move Silently check result for such a character or creature.

Condition	Check Penalty
Per 10 feet of distance	-1
Listener distracted	-5

Try Again?: A character can make a Listen check every time he or she has the opportunity to hear something in a reactive manner. As a move action, the character may attempt to hear something that he or she failed (or believes he or she failed) to hear previously.

Special: When several characters are listening to the same thing, the GM can make a single 1d20 roll and use it for all the listeners' skill checks.

A character can take 10 or take 20 when making a Listen check. Taking 20 means the character spends 1 minute attempting to hear something that may or may not be there to hear.

A character with the Alertness feat gets a +2 bonus on all Listen checks.

A sleeping character can make Listen checks, but takes a -10 penalty on the checks.

Time: A Listen check is either a reaction (if called for by the GM) or a move action (if a character actively takes the time to try to hear something).

Move Silently (Dex) Armor Penalty

Check: A character's Move Silently check is opposed by the Listen check of anyone who might hear the character. A character can move up to half his or her normal speed at no penalty. At more than half speed and up to the character's full speed, he or she takes a -5 penalty. It's practically impossible (-20 penalty) to move silently while attacking, running, or charging.

Special: A character can take 10 when making a Move Silently check, but can't take 20.

A character with the Stealthy feat gets a +2 bonus on all Move Silently checks.

Time: Move Silently is a move action.



USS Enterprise
NCC-1701

Navigate (Int)

Check: Make a Navigate check when a character is trying to find his or her way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wind his or her way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a Navigate check. The DC depends on the length of the trip. If the character succeeds, he or she moves via the best reasonable course toward his or her goal. If the character fails, he or she still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his or her path). If the character fails by more than 5, he or she travels the expected time, but only gets halfway to his or her destination, at which point the character becomes lost.

A character may make a second Navigate check (DC 20) to regain his or her path. If the character succeeds, he or she continues on to his or her destination; the total time for the trip is twice the normal time. If the character fails, he or she loses half a day before the character can try again. The character keeps trying until he or she succeeds, losing half a day for each failure.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigate check (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realizes his or her mistake.

A character cannot use this function of Navigate to find a path to a site if the character has no idea where the site is located. The GM may choose to make the Navigate check for the character in secret, so he or she doesn't know from the result whether the character is following the right or wrong path.

A character can use Navigate to determine his or her position on earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. The character must have a clear view of the night sky to make this check. The DC is 15.

Special: A character can take 10 when making a Navigate check. A character can take 20 only when determining his or her location, not when traveling.

A character with the Guide feat gets a +2 bonus on all Navigate checks.

Time: A Navigate check is a full-round action.

you can use the Navigate skill to plot a course between planets, star systems, or dimensions.

Check: The rules for plotting a course over a great distance work as described in the Navigate skill description. Aboard a starship, you need a functional Class II sensor array (or better) to plot a course through space. You don't need to make a Navigate check when traveling along a pre-established space route or passing through a dimension gate with a pre-calibrated destination.

Time: Plotting a course is a full-round action.

Perform (Cha)

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below.

The number of Perform categories is kept purposely finite. When trying to determine what Perform skill a particular type of performance falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: The character is accomplished in some type of artistic expression and knows how to put on a performance. The character can impress audiences with his or her talent and skill. The quality of the character's performance depends on his or her check result.

The eight Perform categories, and the qualities each one encompasses, are as follows.

Act: The character is a gifted actor, capable of performing drama, comedy, or action-oriented roles with some level of skill.

Dance: The character is a gifted dancer, capable of performing rhythmic and patterned bodily movements to music.

Keyboards: The character is a musician gifted with a talent for playing keyboard musical instruments, such as piano, organ, and synthesizer.

Percussion Instruments: The character is a musician gifted with a talent for playing percussion musical instruments, such as drums, cymbals, triangle, xylophone, and tambourine.

Sing: The character is a musician gifted with a talent for producing musical tones with your voice.

Stand-Up: The character is a gifted comedian, capable of performing a stand-up routine before an audience.

Stringed Instruments: The character is a musician gifted with a talent for playing stringed musical instruments, such as banjo, guitar, harp, lute, sitar, and violin.

Wind Instruments: The character is a musician gifted with a talent for playing wind musical instruments, such as flute, bugle, trumpet, tuba, bagpipes, and trombone.

Result	Performance
10	Amateur performance. Audience may appreciate your performance, but isn't impressed.
15	Routine performance. Audience enjoys your performance, but it isn't exceptional.
20	Great performance. Audience highly impressed.
25	Memorable performance. Audience enthusiastic.
30	Masterful performance. Audience awed.

Try Again?: Not for the same performance and audience.

Special: A character can take 10 when making a Perform check, but can't take 20.

A character without an appropriate instrument automatically fails any Perform (keyboard), Perform (percussion), Perform (stringed), or Perform (wind) check he or she attempts. At the GM's discretion, impromptu instruments may be employed, but the performer must take a -4 penalty on the check because his or her equipment, although usable, is inappropriate for the skill.

Every time a character takes the Creative feat, he or she gets a +2 bonus on checks involving two Perform skills the character designates. See the feat description for more information.

Time: A Perform check usually requires at least several minutes to an hour or more.

Pilot (Dex) Trained Only

Check: Typical piloting tasks don't require checks. Checks are required during combat, for special maneuvers, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle. When flying, the character can attempt simple maneuvers and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space).

Each vehicle's description includes a maneuver modifier that applies to Pilot checks made by the operator of the vehicle.

Special: A character can take 10 when making a Pilot check, but can't take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Pilot checks.

There is no penalty for operating a general-purpose fixed-wing aircraft. Other types of aircraft (heavy aircraft, helicopters, jet fighters, and spacecraft) require the corresponding Aircraft Operation feat, or else the character takes a -4 penalty on Pilot checks.

Time: A Pilot check is a move action.

You can use the Pilot skill to fly any kind of spacecraft.

Check: Unless you have the Starship Operation feat (page 14), you take a -4 penalty on Pilot checks made to pilot a starship. The pilot of a starship can make a Pilot check to escape after being held or immobilized by another starship's grapplers or tractor beam; see Grappling Systems for more information on grapplers and tractor beams.

Special: For modern-day (PL 5) spacecraft such as the space shuttle, the Aircraft Operation (spacecraft) is sufficient to negate the -4 penalty on Pilot checks; however, this feat cannot negate the penalty as it applies to PL 6 or higher spacecraft.

Profession (Wis)

Check: A character makes Profession checks to improve his or her Wealth bonus every time he or she attains a new level. The DC for the check is the character's current Wealth bonus. If the character succeeds at the Profession check, his or her Wealth bonus increases by +1. For every 5 by which the character exceeds the DC, his or her Wealth bonus increases by an additional +1. A character can't take 10 or take 20 when making a Profession check to improve his or her Wealth bonus.

How many ranks a character has in the Profession skill (including ranks the character may have just acquired after gaining a level) also adds to the Wealth bonus increase the character receives upon gaining a new level. In addition to the Wealth bonus increase a character gains from your Profession check result (if the check succeeds), the number of ranks the character has in this skill increases his or her Wealth bonus as follows.

Ranks	Wealth Bonus Increase
1–5	+1
6–10	+2
11–15	+3
16–20	+4
21–23	+5

Special: If the Gamemaster deems it appropriate, a character can add his or her Profession modifier when making a Reputation check to deal with a work- or career-related situation.

Every time a character takes the Windfall feat, he or she gets a cumulative +1 bonus on all Profession checks.

Read/Write Language (None) Trained Only

The Read/Write Language skill doesn't work like a standard skill.

A character automatically knows how to read and write his or her native language; the character does not need ranks to do so.

Each additional language costs 1 rank. When a character adds a rank to Read/Write Language, he or she chooses a new language that the character can read and write.

A character never makes Read/Write Language checks. A character either knows how to read and write a specific language or doesn't.

To be able to speak a language that the character can read and write, he or she must take the Speak Language skill for the appropriate language.

A character can choose any language, modern or ancient. (See below for suggestions.) The GM might determine that a character can't learn a specific language due to the circumstances of the campaign.

Language Groups

There are thousands of languages to choose from when a character buys ranks in Speak Language or Read/Write Language. A few are listed here, sorted into their general language groups.

A language's group doesn't matter when a character is buying ranks in Speak Language or Read/Write Language. Language

groups are provided because they pertain to the Smart hero's Linguist talent.

This list is by no means exhaustive—there are many more language groups, and most groups contain more languages than those listed here.

Algic: Algonkin, Arapaho, Blackfoot, Cheyenne, Shawnee.

Armenian: Armenian.

Athabaskan: Apache, Chipewyan, Navaho.

Attic: Ancient Greek*, Greek.

Baltic: Latvian, Lithuanian.

Celtic: Gaelic (Irish), Gaelic (Scots), Welsh.

Chinese: Cantonese, Mandarin.

Finno-Lappic: Estonian, Finnish, Lapp.

Germanic: Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish.

Hamo-Semitic: Coptic*, Middle Egyptian*.

Indic: Hindi, Punjabi, Sanskrit*, Urdu.

Iranian: Farsi, Pashto.

Japanese: Japanese.

Korean: Korean.

Romance: French, Italian, Latin*, Portuguese, Romanian, Spanish.

Semitic: Akkadian (aka Babylonian)*, Ancient Hebrew*, Arabic, Aramaic*, Hebrew.

Slavic: Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian.

Tibeto-Burman: Burmese, Sherpa, Tibetan.

Turkic: Azerbaijani, Turkish, Uzbek.

Ugric: Hungarian (aka Magyar).

*This is an ancient language. In the modern world it is spoken only by scholars, or in some cases by small populations in isolated corners of the world.

Repair (Int) Trained Only

Check: Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete.

Repair Task (Example)	Repair DC	Time
Simple (tool, simple weapon)	10	1 min.
Moderate (mechanical or electronic component)	15	10 min.
Complex (mechanical or electronic device)	20	1 hr.
Advanced (cutting-edge mechanical or electronic device)	25	10 hr.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single

problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.

A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.

The jury-rig application of the Repair skill can be used untrained.

Try Again?: Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Special: A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character can't take 20.

Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character does not have the appropriate tools, he or she takes a -4 penalty on the check.

Craft (mechanical) or Craft (electronic) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices (see Skill Synergy).

A character with the Gearhead feat and at least 1 rank in this skill gets a +2 bonus on all Repair checks.

Time: See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

You can use this skill to repair vehicles, starships, mecha, cybernetic attachments, and constructs (including robots). You can also use the Repair skill to safely remove the "brain" of a destroyed robot.

Check: Repairing damage to a vehicle, starship, or mecha takes 1 hour of work, a mechanical tool kit, and a proper facility such as a workshop or hangar bay. (Without a tool kit, you take a -4 penalty on your Repair check.) At the end of the hour, make a Repair check (DC 20). Success repairs 2d6 points of damage. If damage remains, you may continue to make repairs for as many hours as it takes to restore the vehicle or starship to full hit points.

The same rules apply to robots, other constructs, and cybernetic attachments, except that each successful application of the Repair skill restores 1d10 points of damage (instead of 2d6), and the Repair check is more difficult to achieve (DC 30).

This skill may also be used to transplant the "brain" of a destroyed robot into a similar but intact robot frame. See the Robot Resurrection for more information on robotic brain transplants.

Special: A vehicle, starship, cybernetic attachment, mecha, robot, or other construct that is reduced to 0 hp cannot be repaired. It can be salvaged for parts, however (see the Salvage feat description).

Research (Int)

Check: Researching a topic takes time, skill, and some luck. The GM determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where the character is conducting his or her research.

Information ranges from general to protected. Given enough time (usually 1d4 hours) and a successful skill check, the character gets a general idea about a given topic. This assumes that no obvious reasons exist why such information would be unavailable, and that the character has a way to acquire restricted or protected information.

The higher the check result, the better and more complete the information. If the character wants to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.

Try Again?: Yes.

Special: A character can take 10 or take 20 on a Research check.

A character with the Studious feat gets a +2 bonus on all Research checks.

Computer Use can provide a +2 synergy bonus on a Research check when searching computer records for data (see Skill Synergy).

Time: A Research check takes 1d4 hours.

Ride (Dex)

Animals ill suited as mounts provide a -2 penalty on their rider's Ride check.

Check: Typical riding actions don't require checks. A character can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check.

Guide with Knees (DC 5): The character can react instantly to guide his or her mount with his or her knees so that the character can use both hands in combat or to perform some other action. Make the check at the start of the character's round. If the character fails, he or she can only use one hand this round because the character needs to use the other to control his or her mount.

Stay in Saddle (DC 5): The character can react instantly to try to avoid falling when his or her mount rears or bolts unexpectedly or when the character takes damage.

Fight while Mounted (DC 20): While in combat, the character can attempt to control a mount that is not trained in combat riding (see the Handle Animal skill). If the character succeeds, he or she uses only a move action, and the character can use his or her attack action to do something else. If the character fails, he or she can do nothing else that round. If the character fails by more than 5, he or she loses control of the animal.

For animals trained in combat riding, the character does not need to make this check. Instead, the character can use his or her move action to have the animal perform a trick (commonly, to attack). The character can use his or her attack action normally.

Cover (DC 15): The character can react instantly to drop down and hang alongside his or her mount, using it as one-half cover. The character can't attack while using his or her mount as cover. If the character fails, he or she doesn't get the cover benefit.

Soft Fall (DC 15): The character reacts instantly when he or she falls off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If the character fails, he or she takes 1d6 points of falling damage.

Leap (DC 15): The character can get his or her mount to leap obstacles as part of its movement. Use the character's Ride modifier or the mount's Jump modifier (whichever is lower) when the mount makes its Jump check (see the Jump skill). The character makes a Ride check (DC 15) to stay on the mount when it leaps.

Fast Mount or Dismount (DC 20; armor penalty applies): The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move action. (A character can't attempt a fast mount or dismount unless he or she can perform the mount or dismount as a move action this round, should the check fail.)

Special: If the character is riding bareback, he or she takes a –5 penalty on Ride checks.

A character can take 10 when making a Ride check, but can't take 20.

A character with the Animal Affinity feat gets a +2 bonus on all Ride checks.

Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

Search (Int)

Check: The character generally must be within 10 feet of the object or surface to be examined. A character can examine up to a 5-foot-by-5-foot area or a volume of goods 5 feet on a side with a single check.

A Search check can turn up individual footprints, but does not allow a character to follow tracks or tell the character which direction the creature or creatures went or came from.

DC	Task
10	Ransack an area to find a certain object.
20	Notice a typical secret compartment, a simple trap, or an obscure clue.
25+	Find a complex or well-hidden secret compartment or trap; notice an extremely obscure clue.

Special: A character can take 10 or take 20 when making a Search check.

A character with the Meticulous feat gets a +2 bonus on all Search checks.

Time: A Search check is a full-round action.

Sense Motive (Wis)

Check: A successful check allows the character to avoid being bluffed (see the Bluff skill). Sense Motive does not, however, allow a character to determine whether a given statement is a lie. The character can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness. In addition, a character can use this skill to make an assessment of a social situation. With a successful check (DC 20), the character can get the feeling from another's behavior that something is wrong. Also, the character can get the feeling that someone is trustworthy and honorable.

Try Again?: No, though the character may make a Sense Motive check for each bluff made on the character.

Special: A character can take 10 when making a Sense Motive check, but can't take 20.

A character with the Attentive feat gets a +2 bonus on all Sense Motive checks.

A character can use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill (DC equal to the bluff check result of the sender). If the character's check result beats the DC by 5 or more, the character understands the secret message as well. If the character's check fails by 5 or more, the character misinterprets the message in some fashion.

Time: A Sense Motive check may be made as a reaction to another character's Bluff check. (When that's the case, the GM may roll the character's Sense Motive check in secret, so the character doesn't necessarily know someone's trying to bluff him or her.) Using Sense Motive to get a sense of someone's trustworthiness takes at least 1 minute.

Sleight of Hand (Dex) Trained Only; Armor Penalty

Check: A check against DC 10 lets a character palm a coin-sized, unattended object. Minor feats of sleight of hand, such as making a coin disappear, also have a DC of 10 unless an observer is concentrating on noticing what the character is doing.

When a character performs this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed. When a character tries to take something from another person, the character's opponent makes a Spot check to detect the attempt. To obtain the object, the character must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if his or her check result beats the character's check result, whether the character takes the object or not.

A character can use Sleight of Hand to conceal a small weapon or object on his or her body.

Try Again?: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC 10 higher than the first check if the first check failed or if the attempt was noticed.

Special: A character can take 10 when making a Sleight of Hand check, but can't take 20.

A character can make an untrained Sleight of Hand check to conceal a weapon or object, but must always take 10.

A character with the Nimble feat and at least 1 rank in this skill gets a +2 bonus on all Sleight of Hand checks.

Time: A Sleight of Hand check is an attack action.

Speak Language (None) Trained Only

The Speak Language skill doesn't work like a standard skill.

A character automatically knows how to speak his or her native language; the character does not need ranks to do so.

Each additional language costs 1 rank. When a character adds a rank to Speak Language, he or she chooses a new language that he or she can speak.

A character never makes Speak Language checks. A character either knows how to speak and understand a specific language or doesn't.

To be able to read and write a language that the character can speak, he or she must take the Read/Write Language skill for the appropriate language.

A character can choose any language, modern or ancient. (See the table accompanying Read/Write Language for suggestions.) The GM might determine that a character can't learn a specific language due to the circumstances of the campaign.

Spot (Wis)

Check: The Spot skill is used to notice items that aren't immediately obvious and people who are attempting to hide. The GM may call for a Spot check by a character who is in a position to notice something. A character can also make a Spot check voluntarily if he or she wants to try to notice something in his or her vicinity.

The GM may make the Spot check in secret so that the character doesn't know whether not noticing anything means that nothing is there or that the character failed the check.

A successful Spot check when there isn't anything to notice results in the character noticing nothing.

Spot is often used to notice a person or creature hiding from view. In such cases, the character's Spot check is opposed by the Hide check of the character trying not to be seen. Spot is also used to detect someone in disguise (see the Disguise skill), or to notice a concealed weapon on another person.

A character's Spot check is modified by a -1 penalty for every 10 feet of distance between the character and the character or object he or she is trying to discern. The check carries a further -5 penalty if the character is in the midst of activity.

Try Again?: A character can make a Spot check every time he or she has the opportunity to notice something in a reactive manner. As a full-round action, a character may attempt to notice something that he or she failed (or believe he or she failed) to notice previously.

Special: A character can take 10 or take 20 when making a Spot check.

A character with the Alertness feat gets a +2 bonus on all Spot checks.

Time: A Spot check is either a reaction (if called for by the GM) or a full-round action (if a character actively takes the time to try to notice something).

Survival (Wis)

Check: A character can keep his or herself and others safe and fed in the wild.

DC	Task
10	Get along in the wild. Move up to half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.
15	Gain a +2 circumstance bonus on Fortitude saves against severe weather while moving up to half the character's overland speed, or gain a +4 circumstance bonus if stationary. The character may grant the same bonus to one other character for every 1 point by which the character's check result exceeds 15.
18	Avoid getting lost and avoid natural hazards, such as quicksand.

With the Track feat, a character can use Survival checks to track a character or animal across various terrain types.

Special: A character can take 10 when making a Survival check. A character can take 20 when tracking, or if there is no danger or penalty for failure, but not on periodic checks to get along in the wild.

A character with the Guide feat gets a +2 bonus on all Survival checks.

Time: Basic Survival checks occur each day in the wilderness or whenever a hazard presents itself. When using Survival with the Track feat to track a character or animal, checks are made according to distance, as described in the Track feat.

Swim (Str) Armor Penalty

Check: A successful Swim check allows a character to swim one-quarter his or her speed as a move action or half the character's speed as a full-round action. Roll once per round. If the character fails, he or she makes no progress through the water. If the character fails by 5 or more, he or she goes underwater.

If the character is underwater (from failing a swim check or because the character is swimming underwater intentionally), the character must hold his or her breath. A character can hold his or her breath for a number of rounds equal to the character's

Constitution score, but only if the character does nothing but take move actions or free actions. If the character takes an attack action or a full-round action, the amount of breath the character has remaining is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, the character must make a Constitution check (DC 10) every round to continue holding his or her breath. Each round, the DC of the check increases by 1. If the character fails the check, the character begins to drown.

The DC for the Swim check depends on the water:

Water	DC
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20. If the character fails, he or she becomes fatigued. If the character fails a check while fatigued, the character becomes exhausted. If the character fails a check while exhausted, the character becomes unconscious. Unconscious characters go underwater and immediately begin to drown.

Try Again?: A new check is allowed the round after a check is failed.

Special: A character takes a penalty of -1 for every 5 pounds of gear he or she carries, including armor and weapons.

A character can take 10 when making a Swim check, but can't take 20.

A character with the Athletic feat gets a +2 bonus on all Swim checks.

Time: A Swim check is either a move action or a full-round action, as described above.

Treat Injury (Wis)

Check: The DC and effect depend on the task attempted.

Long-Term Care (DC 15): With a medical kit, the successful application of this skill allows a patient to recover hit points and ability points lost to temporary damage at an advanced rate—3 hit points per character level or 3 ability points restored per day of complete rest. A new check is made each day; on a failed check, recovery occurs at the normal rate for that day of rest and care.

A character can tend up to as many patients as he or she has ranks in the skill. The patients need complete bed rest (doing nothing all day). The character needs to devote at least ½ hour of the day to each patient the character is caring for.

Restore Hit Points (DC 15): With a medical kit, if a character has lost hit points, the character can restore some of them. A successful check, as a full-round action, restores 1d4 hit points. The number restored can never exceed the character's full normal total of hit points. This application of the skill can be used successfully on a character only once per day.

Revive Dazed, Stunned, or Unconscious Character (DC 15): With a first aid kit, the character can remove the dazed, stunned, or unconscious condition from a character. This check is an attack action.

A successful check removes the dazed, stunned, or unconscious condition from an affected character. The character can't revive an unconscious character who is at -1 hit points or lower without first stabilizing the character.

Stabilize Dying Character (DC 15): With a medical kit, a character can tend to a character who is dying. As an attack action, a successful Treat Injury check stabilizes another character. The stabilized character regains no hit points, but he or she stops losing them. The character must have a medical kit to stabilize a dying character.

Surgery (DC 20): With a surgery kit, a character can conduct field surgery. This application of the Treat Injury skill carries a –4 penalty, which can be negated with the Surgery feat. Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below 0 the patient has fallen.

Surgery restores 1d6 hit points for every character level of the patient (up to the patient's full normal total of hit points) with a successful skill check. Surgery can only be used successfully on a character once in a 24-hour period. A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

Treat Disease (DC 15): A character can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), the treating character first makes a Treat Injury check to help the diseased character fend off secondary damage. This activity takes 10 minutes. If the treating character's check succeeds, the treating character provides a bonus on the diseased character's saving throw equal to his or her ranks in this skill.

Treat Poison (DC 15): A character can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, the treating character first makes a Treat Injury check as an attack action. If the treating character's check succeeds, the character provides a bonus on the poisoned character's saving throw equal to his or her ranks in this skill.

Try Again?: Yes, for restoring hit points, reviving dazed, stunned, or unconscious characters, stabilizing dying characters, and surgery. No, for all other uses of the skill.

Special: The Surgery feat gives a character the extra training he or she needs to use Treat Injury to help a wounded character by means of an operation.

A character can take 10 when making a Treat Injury check. A character can take 20 only when restoring hit points or attempting to revive dazed, stunned, or unconscious characters.

Long-term care, restoring hit points, treating disease, treating poison, or stabilizing a dying character requires a medical kit. Reviving a dazed, stunned, or unconscious characters requires either a first aid kit or a medical kit. Surgery requires a surgery kit. If the character does not have the appropriate kit, he or she takes a –4 penalty on the check.

A character can use the Treat Injury skill on his or herself only to restore hit points, treat disease, or treat poison. The character takes a –5 penalty on your check any time he or she treats his or herself.

A character with the Medical Expert feat gets a +2 bonus on all Treat Injury checks.

Time: Treat Injury checks take different amounts of time based on the task at hand, as described above.

This skill can be used to treat members of other species, provided they are neither constructs nor undead.

Check: For all uses of this skill except surgery, the skill check's DCs are unchanged.

Performing surgery on creatures of a type different from your own carries a –8 penalty. The Surgery feat reduces the penalty to –4, while the Xenomedic feat negates the penalty entirely.

Special: The Treat Injury skill cannot be used on nonliving or inorganic creatures, such as constructs or undead.

Tumble (Dex) Trained Only; Armor Penalty

Check: A character can land softly when he or she falls, tumble past opponents in combat, or tumble through opponents.

Land Softly: The character can make a Tumble check (DC 15) when falling. If the check succeeds, treat the fall as if it were 10 feet shorter when determining damage.

Tumble past Opponents: With a successful Tumble check (DC 15), the character can weave, dodge, and roll up to 20 feet through squares adjacent to opponents, risking no attacks of opportunity. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

Tumble through Opponents: With a successful Tumble check (DC 25), the character can roll, jump, or dive through squares occupied by opponents, moving over, under, or around them as if they weren't there. Failure means the character moves as planned, but provokes attacks of opportunity as normal.

Try Again?: No.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge bonus to Defense (instead of the normal +2) when fighting defensively, and a +6 dodge bonus (instead of the normal +4) when engaging in total defense. A character can take 10 when making a Tumble check, but can't take 20.

A character with the Acrobatic feat and at least 1 rank in this skill gets a +2 bonus on all Tumble checks.

Time: A character can try to reduce damage from a fall as a reaction once per fall. A character can attempt to tumble as a free action that must be performed as part of a move action.



USS Enterprise
[NCC-1701-A](#)

Feats

A feat is a special feature that either gives your character a new capability or improves one he or she already has. Unlike a skill, a feat has no ranks. A character either has a feat or does not.

ACQUIRING FEATS

Unlike skills, feats are not bought with points. A player simply chooses them for his or her character. Each character gets one feat upon creation. At 3rd level and every three levels thereafter (6th, 9th, 12th, 15th, and 18th), he or she gains another feat. Feats are gained according to character level, regardless of individual class levels. Additionally, members of some classes get bonus feats as class features. These feats may be chosen from special lists. A human character also gets a bonus feat at 1st level, chosen by the player. This feat can be of any feat for which the character qualifies.

PREREQUISITES

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite. A character can't use a feat if he or she has lost a prerequisite. For example, if your character's Strength drops below 13 he or she can't use the Power Attack feat until the prerequisite is once again met.

Feat Descriptions

Below is the format for feat descriptions.

Feat Name: The name of the feat.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.

A character can gain a feat at the same level at which he or she gains all the prerequisites.

A character can't use a feat if the character has lost a prerequisite.

Benefit: What the feat enables a character to do.

Normal: What a character who does not have this feat is limited to or restricted from doing. If there is no particular drawback to not possessing the feat, this entry is absent.

Special: Additional facts about the feat.

Acrobatic

Benefit: The character gets a +2 bonus on all Jump checks and Tumble checks.

Special: Remember that the Tumble skill can't be used untrained.

Action Boost

You have the ability to alter your luck drastically in dire circumstances.

Benefit: When you spend an action point, you roll d8s instead of d6s for the action result.

Advanced Combat Martial Arts

Prerequisites: Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8.

Benefit: When the character scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.

Normal: An unarmed strike critical hit deals double damage.

Advanced Firearms Proficiency

Prerequisite: Personal Firearms Proficiency.

Benefit: The character can fire any personal firearm on autofire without penalty (provided, of course, that it has an autofire setting).

Normal: Characters without this feat take a -4 penalty on attack rolls made with personal firearms set on autofire.

Advanced Two-Weapon Fighting

Prerequisites: Dexterity 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11.

Benefit: The character gets a third attack with his or her offhand weapon, albeit at a -10 penalty. This feat also allows the character to use a melee weapon in one hand and a ranged weapon in the other.

Agile Riposte

Prerequisites: Dexterity 13, Dodge.

Benefit: Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity against that opponent. Resolve and apply the effects from both attacks simultaneously.

Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round. This feat does not grant more attacks of opportunity than the character is normally allowed in a round.

Aircraft Operation

Select a class of aircraft (heavy aircraft, helicopters, jet fighters, or spacecraft). The character is proficient at operating that class of aircraft.

The heavy aircraft class includes jumbo passenger airplanes, large cargo planes, heavy bombers, and any other aircraft with three or more engines. Helicopters include transport and combat helicopters of all types. Jet fighters include military fighter and ground attack jets. Spacecraft are vehicles such as the space shuttle and the lunar lander.

Prerequisite: Pilot 4 ranks.

Benefit: The character takes no penalty on Pilot checks or attack rolls made when operating an aircraft of the selected class.

Normal: Characters without this feat take a –4 penalty on Pilot checks made to operate an aircraft that falls in any of these classes, and on attacks made with aircraft weapons. There is no penalty when the character operates a general-purpose aircraft.

Special: The character can gain this feat multiple times. Each time the character takes the feat, the character selects a different class of aircraft.

Alertness

Benefit: The character gets a +2 bonus on all Listen checks and Spot check

Alien Weapons Proficiency

You are proficient with alien weapons.

Benefit: You take no penalty on attack rolls when using any kind of alien weapon.

Special: A creature without this feat takes a –4 non proficient penalty when making attacks with an alien weapon.

Animal Affinity

Benefit: The character gets a +2 bonus on all Handle Animal checks and Ride checks.

Special: Remember that the Handle Animal skill can't be used untrained.

Archaic Weapons Proficiency

Benefit: The character takes no penalty on attack rolls when using any kind of archaic weapon.

Normal: A character without this feat takes the –4 non-proficient penalty when making attacks with archaic weapons

Armor Proficiency (Heavy)

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Armor Proficiency (Light)

Benefit: When a character wears a type of armor with which he or she is proficient, the character gets to add the armor's equipment bonus to his or her Defense. Also, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks.

Normal: A character who wears armor with which he or she is not proficient adds only the armor's nonproficient equipment bonus to his or her Defense. Also, he or she suffers its armor check penalty on attack rolls and on all skill checks that involve moving.

Armor Proficiency (Medium)

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Athletic

Benefit: The character gets a +2 bonus on all Climb checks and Swim checks.

Attentive

Benefit: The character gets a +2 bonus on all Investigate checks and Sense Motive checks.

Special: Remember that the Investigate skill can't be used untrained.

Blind-Fight

Benefit: In melee combat, every time the character misses because of concealment, the character can reroll the miss chance roll one time to see if the character actually hits.

The character takes only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half.

Brawl

Benefit: When making an unarmed attack, the character receives a +1 competence bonus on attack rolls, and the character deals nonlethal damage equal to 1d6 + his or her Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

Builder

Benefit: Pick two of the following skills: Craft (chemical), Craft (electronic), Craft (mechanical), and Craft (structural). The character gets a +2 bonus on all checks with those skills.

Special: The character can select this feat twice. The second time, the character applies it to the two skills he or she didn't pick originally. Remember that Craft (chemical), Craft (electronic), and Craft (mechanical) cannot be used untrained.

Burst Fire

Prerequisites: Wisdom 13, Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a –4 penalty on the attack roll, but deal +2 dice of damage.

Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.

Normal: Autofire uses ten bullets, targets a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.

Special: If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it.

Cautious

Benefit: The character gets a +2 bonus on all Demolitions checks and Disable Device checks.

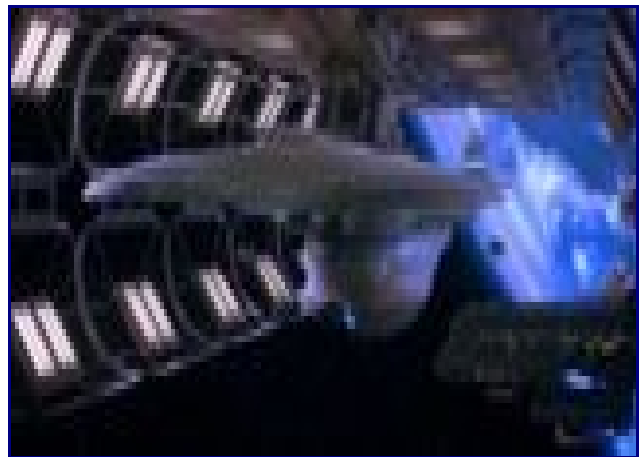
Special: Remember that the Demolitions skill and the Disable Device skill can't be used untrained

Cleave

Prerequisites: Strength 13, Power Attack.

Benefit: If the character deals an opponent enough damage to make the opponent drop (either by knocking the opponent out due to massive damage or by reducing the opponent's hit points to less than 0), the character gets an immediate extra melee attack against another opponent adjacent to the character. The character can't take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the

attack that dropped the previous opponent. The character can use this ability once per round.



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Combat Expertise

Prerequisite: Intelligence 13.

Benefit: When the character uses the attack action or the full attack action in melee, the character can take a penalty of up to -5 on his or her attack roll and add the same number (up to $+5$) to the character's Defense. This number may not exceed the character's base attack bonus. The changes to attack rolls and Defense last until the character's next action. The bonus to the character's Defense is a dodge bonus (and as such it stacks with other dodge bonuses the character may have).

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attacks and gain a $+2$ dodge bonus to Defense.

Combat Martial Arts

Prerequisite: Base attack bonus $+1$.

Benefit: With an unarmed strike, the character deals lethal or nonlethal damage (the character's choice) equal to $1d4$ + the character's Strength modifier. The character's unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when the character attacks them unarmed. The character may make attacks of opportunity against opponents who provoke such attacks.

Normal: Without this feat, a character deals only $1d3$ points of nonlethal damage. Unarmed attacks normally provoke attacks of opportunity, and unarmed combatants cannot normally make attacks of opportunity.

Combat Reflexes

Benefit: The maximum number of attacks of opportunity the character may make each round is equal to the character's Dexterity modifier $+1$. The character can still only make one attack of opportunity on a single opponent.

With this feat, the character may also make attacks of opportunity when flat-footed.

Normal: A character without the Combat Reflexes feat can make only one attack of opportunity per round and can't make attacks of opportunity when flat-footed.

Special: The Combat Reflexes feat doesn't allow a Fast hero with the opportunist talent to use that talent more than once per round.

Combat Throw

Prerequisite: Defensive Martial Arts.

Benefit: The character gains a $+2$ bonus on opposed Strength and Dexterity checks any time the character attempts trip or grapple attacks, or when the character tries to avoid a trip or grapple attack made against him or her.

Confident

Benefit: The character gets a $+2$ bonus on all Gamble checks and Intimidate checks, and on level checks to resist intimidation.

Craft Cybernetics

You can construct cybernetic attachments.

Prerequisites: Craft (electrical) 10 ranks, Craft (mechanical) 10 ranks, Knowledge (life sciences) 5 ranks.

Benefits: You can build cybernetic attachments. You must first make a Wealth check against the purchase DC of the attachment (to acquire the necessary components), then invest 24 hours in its construction. At the end of that time, you must succeed at a Craft (mechanical) check (DC 30) and a Craft (electrical) check (DC 30).

If both Craft checks succeed, the cybernetic attachment functions properly and can be installed at any time (see the Cybernetic Surgery feat). If either or both checks fail, the attachment's design is flawed; another 24 hours must be spent fixing the

problems, and two new checks must be made at the end of that time.

Special: This feat does not allow you to build a cybernetic attachment of a higher Progress Level.

Creative

Benefit: Pick two of the following skills: Craft (visual art), Craft (writing), Perform (act), Perform (dance), Perform (keyboards), Perform (percussion instruments), Perform (sing), Perform (stand-up), Perform (string instruments), and Perform (wind instruments). The character gets a +2 bonus on all checks with those two skills.

Special: A character can select this feat as many as five times. Each time, the character selects two new skills from the choices given above.

Cybernetic Surgery

You can graft cybernetic attachments onto living tissue as well as safely remove them.

Prerequisites: Treat Injury 8 ranks, Surgery.

Benefit: You can make a Treat Injury check (DC 20) to install or remove a cybernetic attachment. If you do not have a surgery kit or access to a medical facility, you take a –4 penalty on the check. Cybernetic surgery takes 1d4 hours.

The consequences of failure are severe: If your check result fails by 5 or more, the installation or removal of the cybernetic attachment causes undue physical trauma to the patient, who suffers 1d4 points of Constitution damage. If the check result fails by 10 or more, the Constitution damage is treated as Constitution drain instead.

A character who undergoes cybernetic surgery (successful or not) is fatigued for 24 hours. Reduce this time by 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

Normal: Characters without this feat take a –8 penalty on Treat Injury checks made to perform cybernetic surgery (–4 penalty if they have the Surgery feat).

Dead Aim

Prerequisites: Wisdom 13, Far Shot.

Benefit: Before making a ranged attack, the character may take a full-round action to line up your shot. This grants the character a +2 circumstance bonus on his or her next attack roll. Once the character begins aiming, he or she can't move, even to take a 5-foot step, until after the character makes his or her next attack, or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his or her next action, the character loses the benefit of aiming.

Deceptive

Benefit: The character gets a +2 bonus on all Bluff checks and Disguise checks

Defensive Martial Arts

Benefit: The character gains a +1 dodge bonus to Defense against melee attacks.

Special: A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

Dodge

Prerequisite: Dexterity 13.

Benefit: During the character's action, the character designates an opponent and receives a +1 dodge bonus to Defense against any

subsequent attacks from that opponent. The character can select a new opponent on any action.

Special: A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Double Tap

Prerequisites: Dexterity 13, Point Blank Shot.

Benefit: When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a –2 penalty on this attack, but deals +1 die of damage with a successful hit. Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

Drive-By Attack

Benefit: The character takes no vehicle speed penalty when making an attack while in a moving vehicle. Also, if the character is the driver, he or she can take his or her attack action to make an attack at any point along the vehicle's movement.

Normal: When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed. Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his or her attack action either before or after the vehicle's movement.

Educated

Benefit: Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills.

Special: A character can select this feat as many as seven times. Each time, the character selects two new Knowledge skills.

Elusive Target

Prerequisites: Dexterity 13, Defensive Martial Arts.

Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target the character with ranged attacks take a –4 penalty. This penalty is in addition to the normal –4 penalty for firing into melee, making the penalty to target to character –8.

Special: An opponent with the Precise Shot feat has the penalty lessened to –4 when targeting the character.

Endurance

Benefit: The character gains a +4 bonus on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks to hold the character's breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning.

Also, the character may sleep in medium or light armor without becoming fatigued.

Normal: A character without this feat who sleeps in armor is automatically fatigued the following day

Exotic Firearms Proficiency

Choose a weapon type from the following list: cannons, heavy machine guns, grenade launchers, and rocket launchers.

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

Special: A character can gain this feat as many as four times. Each time a character takes the feat, he or she selects a different weapon group

Exotic Melee Weapon Proficiency

Choose one exotic melee weapon from. The character is proficient with that melee weapon in combat.

Prerequisite: Base attack bonus +1.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

Special: A character can gain this feat multiple times. Each time the character takes the feat, he or she selects a different exotic melee weapon.

Far Shot

Benefit: When the character uses a firearm or archaic ranged weapon, its range increment increases by one-half (multiply by 1.5). When the character throws a weapon, its range increment is doubled.

Focused

Benefit: The character gets a +2 bonus on all Balance checks and Concentration checks.

Force Stop

Prerequisites: Drive 4 ranks, Vehicle Expert.

Benefit: When the character attempts a sideswipe stunt with a surface vehicle, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid. In addition to the normal requirements for attempting a sideswipe stunt, the character must have sufficient movement remaining to move a number of squares equal to the character's turn number.

After succeeding on the check to attempt the sideswipe, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the character's, so that they form a tee. Move them forward a distance equal to the character's turn number. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage.

If the character fails the check, resolve the sideswipe normally.

Frightful Presence

Prerequisites: Charisma 15, Intimidate 9 ranks.

Benefit: When the character uses this feat, all opponents within 10 feet who have fewer levels than the character must make a Will saving throw (DC 10 + ½ the character's level + the character's Charisma modifier). An opponent who fails his or her save is shaken, taking a -2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the feat once per round as a free action.

A successful save indicates that the opponent is immune to the character's use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower.

If the character has the Renown feat, the Will saving throw's DC increases by 5.

Gearhead

Benefit: The character gets a +2 bonus on all Computer Use checks and Repair checks.

Special: Remember that the Computer Use skill and the Repair skill can only be used untrained in certain situations

Great Cleave

Prerequisites: Strength 13, Power Attack, Cleave, base attack bonus +4.

Benefit: As Cleave, except that the character has no limit to the number of times he or she can use it per round

Great Fortitude

Benefit: The character gets a +2 bonus on all Fortitude saving throws

Guide

Benefit: The character gets a +2 bonus on all Navigate checks and Survival checks.

Heroic Surge

Benefit: The character may take an extra move action or attack action in a round, either before or after the character's regular actions. The character may use Heroic Surge a number of times per day depending on his or her character level (as shown below), but never more than once per round.

Character Level	Times per Day
1st-4th	1
5th-8th	2
9th-12th	3
13th-16th	4
17th-20th	5

Improved Brawl

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making an unarmed attack, the character receives a +2 competence bonus on his or her attack roll, and the character deals non-lethal damage equal to 1d8 + the character's Strength modifier.

Normal: Unarmed attacks normally deal non-lethal damage equal to 1d3 + Strength modifier.

Improved Bull Rush

Prerequisites: Strength 13, Power Attack.

Benefit: When the character performs a bull rush, the character does not provoke an attack of opportunity from the defender

Improved Combat Martial Arts

Prerequisites: Combat Martial Arts, base attack bonus +4.

Benefit: The character's threat range on an unarmed strike improves to 19-20.

Normal: A character without this feat threatens a critical hit with an unarmed strike only on a 20.

Improved Combat Throw

Prerequisites: Defensive Martial Arts, Combat Throw, base attack bonus +3.

Benefit: In melee combat, if an opponent attacks and misses the character, the character may immediately make a trip attack

against the opponent. This counts as an attack of opportunity, which the character can make even if he or she is unarmed. Attacking unarmed in this way does not provoke an attack of opportunity.

Special: This feat doesn't grant the character more attacks of opportunity than he or she is normally allowed in a round.

Improved Damage Threshold

Benefit: The character increases his or her massive damage threshold by 3 points.

Normal: A character without this feat has a massive damage threshold equal to his or her current Constitution score. With this feat, the character's massive damage threshold is current Con +3.

Special: A character may gain this feat multiple times. Its effects stack.

Improved Disarm

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: The character does not provoke an attack of opportunity when the character attempts to disarm an opponent, nor does the opponent get a chance to disarm the character.

Improved Feint

Prerequisites: Intelligence 13, Brawl, Street fighting.

Benefit: The character can make a Bluff check in combat as a move action. The character receives a +2 bonus on Bluff checks made to feint in melee combat.

Normal: Feinting in combat requires an attack action.

Improved Initiative

Benefit: The character gets a +4 circumstance bonus on initiative checks

Improved Knock out Punch

Prerequisites: Brawl, Knock out Punch, base attack bonus +6.

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage. The damage is non-lethal damage.

Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knock out punch is always non-lethal

Improved Trip

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: The character does not provoke an attack of opportunity when the character tries to trip an opponent while the character is unarmed.

If the character trips an opponent in melee combat, the character immediately gets to make a melee attack against that opponent as if the character had not used his or her attack action for the trip attempt.

Improved Two-Weapon Fighting

Prerequisites: Dexterity 13, Two-Weapon Fighting, base attack bonus +6.

Benefit: The character gets a second attack with his or her offhand weapon, albeit at a -5 penalty. Also, this feat allows the character to use a melee weapon in one hand and a ranged weapon in the other.

Normal: Without this feat, a character can only get a single extra attack with an off-hand weapon, and both weapons must be of the same type (either both ranged weapons or both melee weapons).

Iron Will

Benefit: The character gets a +2 bonus on all Will saving throws.

Jack Of All Trades

You've picked up a smattering of even the most obscure skills.

Prerequisite: Character level 8th+.

Benefit: You can use any skill untrained, even those that normally require training and those that are exclusive to classes you don't have. You cannot, however, gain ranks in a skill unless you are allowed to select it.

Knock out Punch

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This damage is non-lethal damage.

Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knock out punch is always non-lethal.

Lightning Reflexes

Benefit: The character gets a +2 bonus on all Reflex saving throws

Mastercrafter

You are adept at creating mastercraft electronic and mechanical devices (including tools, vehicles, weapons, robot manipulators, and armor).

Prerequisites: Craft (electrical) 8 ranks, Craft (mechanical) 8 ranks.

Benefit: When successfully completed, a mastercraft electronic or mechanical object provides an equipment bonus on skill checks made to use the object (in the case of mastercraft vehicles, this includes Drive or Pilot checks). A mastercraft weapon provides a bonus on attack or damage rolls (your choice). A mastercraft suit of armor improves the armor's equipment bonus to Defense. In each case, the bonus can be +1, +2, or +3, and no single object can have more than one mastercraft feature. (For instance, you cannot build a mastercraft weapon that gains a bonus on attack rolls and damage rolls.)

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the object (or its components) + the bonus provided by the mastercraft feature (+1, +2, or +3).

In addition to the Wealth check, you must also pay a cost in experience points equal to $250 \times$ the bonus provided by the mastercraft feature. The experience points must be paid before making the Craft check. If the expenditure of these experience points would drop you below the minimum needed for your current level, then the experience points can't be paid and you can't make the mastercraft object until you have sufficient experience points to remain at your current level after the expenditure is made.

Apply the following modifiers to the Craft check DC for mastercraft items:

Mastercraft Feature	DC Modifier
Mastercraft (+1)	+3
Mastercraft (+2)	+5
Mastercraft (+3)	+10

You can add the mastercraft feature to an existing ordinary object or a lower-grade mastercraft object by making a Wealth check and then making the Craft check as though you were constructing the object from scratch.

Medical Expert

Benefit: The character gets a +2 bonus on all Craft (pharmaceutical) checks and Treat Injury checks.

Special: Remember that the Craft (pharmaceutical) skill can't be used untrained.

Meticulous

Benefit: The character gets a +2 bonus on all Forgery checks and Search checks.

Mobility

Prerequisites: Dexterity 13, Dodge.

Benefit: The character gets a +4 dodge bonus to Defense against attacks of opportunity provoked when the character moves out of a threatened square.

Special: A condition that makes a character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Nimble

Benefit: The character gets a +2 bonus on all Escape Artist checks and Sleight of Hand checks.

Special: Remember that the Sleight of Hand skill can't be used untrained.

Oathbound

You swear undying allegiance to a person, group, organization, nation, planet, stellar empire, ethical philosophy, moral philosophy, or belief system. By doing so, you can better influence others who share your allegiance and more effectively oppose those who don't.

Prerequisites: At least one declared allegiance.

Benefit: Choose one of your allegiances. The allegiance you select becomes your primary allegiance and cannot be broken, except by you. The strength of your allegiance enables you to better assist other beings who have the same allegiance; if your aid another attempt succeeds, your ally gains a +3 circumstance bonus (instead of +2) on his skill check result or attack roll. Your dedication also grants you a +1 bonus on attack rolls made against creatures that do not have this allegiance.

Special: You cannot apply the benefits of this feat to multiple allegiances. If you break your oathbound allegiance, you forever lose the benefits of this feat but may take the feat again and apply the benefits to a new allegiance.

Personal Firearms Proficiency

Benefit: The character can fire any personal firearm without penalty.

Normal: Characters without this feat take a -4 penalty on attack rolls made with personal firearms

Planetary Adaptation

Your physiology has been altered by life on a planet with a harsh climate or adverse environmental conditions.

Benefit: You gain one of the benefits listed below, depending on your planet of origin.

Barren World: You gain a +4 bonus on Survival checks and a +4 bonus on Constitution checks against starvation and thirst.

Cold World: You gain a +4 bonus on Fortitude saves against extreme cold, as well as cold resistance 5.

Dark World: You gain darkvision out to a range of 60 feet. Darkvision is black and white only, but otherwise works as normal sight.

High-G World: You gain a +2 bonus to your Strength. Reduce your base height by 6 inches.

Hot World: You gain a +4 bonus on Fortitude saves against extreme heat, as well as fire resistance 5.

Low-G World: You gain a +2 bonus to your Dexterity. Increase your base height by 6 inches.

Water World: You gain a +4 bonus on Swim checks and can hold your breath for a number of rounds equal to twice your Constitution score.

Special: You may only take this feat at 1st level. You may select this feat more than once, however, if you get multiple feats at 1st level; each time you choose this feat, you gain a different benefit.

Point Blank Shot

Benefit: The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet

Power Attack

Prerequisite: Strength 13.

Benefit: On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus.

The penalty on attacks and bonus on damage applies until the character's next action.

Precise Shot

Prerequisite: Point Blank Shot.

Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.

Normal: A character takes a -4 penalty when using a ranged weapon to attack an opponent who is engaged in melee combat.

Quick Draw

Prerequisite: Base attack bonus +1.

Benefit: The character can draw a weapon as a free action.

A character with this feat may throw weapons at his or her full normal rate of attacks.

Normal: A character can draw a weapon as a move action. If a character has a base attack bonus of +1 or higher, the character can draw a weapon as a free action when moving.

Quick Reload

Prerequisite: Base attack bonus +1.

Benefit: Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a

speed loader, or reloading any firearm with an internal magazine, is a move action.

Normal: Reloading a firearm with an already filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

Run

Benefit: When running, the character moves a maximum of five times his or her normal speed instead of four times. If the character is in heavy armor, the character can move four times his or her speed rather than three times. If the character makes a long jump, the character gains a +2 competence bonus on his or her Jump check

Salvage

You can salvage electrical and mechanical parts from destroyed vehicles,, starships, robots, and cybernetic attachments.

Benefit: Salvaging a destroyed vehicle, , starship, robot, or cybernetic attachment takes time, as noted in Table: Salvage.

At the end of this time, make a Search check. If the check succeeds, you may increase your Wealth score by the amount indicated on the table, either by selling the salvaged parts for scrap or using them to offset the cost of future building projects.

TABLE: SALVAGE			
Salvaged Machine	Time Required	Search Check DC	Wealth Increase
Vehicle			
Huge or smaller	30 min.	15	+1
Gargantuan	1 hr.	20	+2
Colossal	3 hr.	25	+3
Starship			
Huge	1 hr.	30	+3
Gargantuan	3 hr.	35	+5
Colossal	6 hr.	40	+8
Robot			
Tiny or smaller	10 min.	20	+1
Small to Large	30 min.	25	+2
Huge or bigger	1 hr.	30	+3
Cybernetic Attachment			
Replacement	10 min.	15	+1
Enhancement	30 min.	20	+2

Shot on the Run

Prerequisites: Dexterity 13, Point Blank Shot, Dodge, Mobility.

Benefit: When using an attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than his or her speed.

Simple Weapons Proficiency

Benefit: The character makes attack rolls with simple weapons normally.

Normal: A character without this feat takes the -4 non proficient penalty when making attacks with simple weapons.

Skip Shot

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: If the character has a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and a target within 10 feet of that surface, the character may ignore cover between the character and the target. However, the character receives a -2 penalty on his or her attack roll, and the character's attack deals -1 die of damage.

Special: The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for A character to attempt a skip shot.

Spacer

You have a special affinity for spacecraft and space travel.

Benefits: You gain a +2 bonus on Computer Use checks made to use onboard spacecraft computer systems, a +2 bonus on Navigate checks when plotting a course through space, and a +2 bonus on all Pilot checks made to fly a spacecraft.

Spring Attack

Prerequisites: Dexterity 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using an attack action with a melee weapon, the character can move both before and after the attack, provided that the total distance moved is not greater than the character's speed.

Moving in this way does not provoke an attack of opportunity from the defender the character is attacking (though it can provoke attacks of opportunity from others, as normal).

A character can't use this feat if he or she is carrying a heavy load or wearing heavy armor.

Starship Battle Run

You are skilled at starship skirmish tactics, zipping in and out of an enemy's sights.

Prerequisite: Dexterity 13, Starship Dodge, Starship Mobility.

Benefit: When using an attack action with a starship ranged weapon, you can move both before and after the attack, provided that the total distance moved does not exceed the starship's tactical speed.

Moving in this way does not provoke an attack of opportunity from the defender you are attacking (though it can provoke attacks of opportunity from other nearby starships, as normal).

Starship Dodge

You are adept at dodging attacks while piloting starships.

Prerequisite: Dexterity 13, Pilot 6 ranks, Starship Operation (of the appropriate type).

Benefit: When piloting a starship of a type with which you are proficient (see the Starship Operation feat), you apply a +1 dodge bonus to your ship's Defense against attacks from one enemy starship you designate during your action. You can select a new enemy ship on any action.

Starship Feint

You are skilled at misleading your enemy in starship combat.

Prerequisite: Pilot 9 ranks, Starship Operation (of the appropriate type).

Benefit: When piloting a ship with which you are proficient (see the Starship Operation feat), you can make a Bluff check in starship combat as a move action. In addition, you receive a +2 bonus on Bluff checks made to feint in starship combat.

Normal: Feinting in starship combat requires an attack action.

Starship Gunnery

You are proficient with starship weapon systems.

Benefit: You do not take a penalty on attack rolls when firing a starship weapon.

Normal: Without this feat, you take a –4 nonproficient penalty on attack rolls when firing a starship weapon

Starship Mobility

You are adept at dodging attacks while piloting starships.

Prerequisite: Dexterity 13, Starship Dodge.

Benefit: When piloting a starship of a type with which you are proficient (see the Starship Operation feat), you apply a +4 dodge bonus to your ship's Defense against attacks of opportunity caused when you move out of or within a starship's threatened area. Any condition that makes you lose your Dexterity bonus to Defense also makes you lose your dodge bonuses. Dodge bonuses (such as this one and the dodge bonus granted by the Starship Dodge feat) stack with each other, unlike most types of bonuses.

Starship Operation

Select one of the following types of starships: ultralight, light, medium weight, heavy, or super heavy. You are proficient at operating starships of that type.

Prerequisite: Pilot 2 ranks.

Benefit: When operating a starship of the selected type, you take no penalty on Pilot checks made when operating the starship, and you also apply your full class bonus to Defense to the ship's Defense.

Normal: Without this feat, you take a –4 non proficient penalty on Pilot checks made to operate a starship, and you apply only one-half your class bonus to Defense (rounded down) to the ship's Defense.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different type of starship (ultralight, light, medium weight, heavy, or super heavy).

Starship Strafe

You can use a starship's ranged weapon set on automatic fire to affect a wider area than normal.

Prerequisite: Starship Gunnery.

Benefit: When using a starship's ranged weapon on autofire, you can affect an area four 500-foot squares long and one 500-foot square wide (that is, any four 500-foot squares in a straight line).

Normal: A starship weapon on autofire normally affects a 1,000-foot-by-1,000-foot area.

Stealthy

Benefit: The character gets a +2 bonus on all Hide checks and Move Silently checks.

Strafe

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using a firearm on auto fire, the character can affect an area four 5-foot squares long and one square wide (that is, any four squares in a straight line).

Normal: A firearm on auto fire normally affects a 10-foot-by-10-foot area

Street fighting

Prerequisites: Brawl, base attack bonus +2.

Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 points of damage.

Studious

Benefit: The character gets a +2 bonus on all Decipher Script checks and Research checks

Sunder

Prerequisites: Strength 13, Power Attack.

Benefit: When the character strikes an object held or carried by an opponent, such as a weapon, the character does not provoke an attack of opportunity.

The character gains a +4 bonus on any attack roll made to attack an object held or carried by another character. The character deals double normal damage to objects, whether they are held or carried or not.

Normal: A character without this feat incurs an attack of opportunity when he or she strikes at an object held or carried by another character.

Surface Vehicle Operation

Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle.

The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armored vehicles (such as some armored personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, multicrewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

Prerequisite: Drive 4 ranks.

Benefit: The character takes no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.

Normal: Characters without this feat take a –4 penalty on Drive checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when you operate a general-purpose surface vehicle.

Special: A character can gain this feat as many as five times. Each time the character takes the feat, he or she selects a different class of surface vehicle.

Surgery

Prerequisite: Treat Injury 4 ranks.

Benefit: The character can use the Treat Injury skill to perform surgery without penalty. See the Treat Injury skill description.

Normal: Characters without this feat take a –4 penalty on Treat Injury checks made to perform surgery

Toughness

Benefit: The character gains +3 hit points.

Special: A character may gain this feat multiple times. Its effects stack.

Track

Benefit: To find tracks or follow them for one mile requires a Survival check. The character must make another Survival check every time the tracks become difficult to follow.

The character moves at half his or her normal speed (or at the character's normal speed with a –5 penalty on the check, or at up to twice the character's speed with a –20 penalty on the check). The DC depends on the surface and the prevailing conditions.

Surface	Track DC
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.

Firm: Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.

Hard: Any surface that doesn't hold footprints at all, such as bare rock, concrete, metal deckings, or indoor floors. The quarry leaves only traces, such as scuff marks.

If the character fails a Survival check, he or she can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Survival skill to find tracks, but can only follow tracks if the DC is 10 or less. A character can use the Search skill to find individual footprints, but cannot follow tracks using Search.

Condition	DC Modifier
Every three targets in the group being tracked	–1
Size of targets being tracked: ¹	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since	+1

the trail was made	
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: ²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked target hides trail (and moves at half speed)	+5
¹ For a group of mixed sizes, apply only the modifier for the largest size category represented.	
² Apply only the largest modifier from this category.	

Trustworthy

Benefit: The character gets a +2 bonus on all Diplomacy checks and Gather Information checks.

Two-Weapon Fighting

Prerequisite: Dexterity 13.

Benefit: The character's penalties for fighting with two weapons are lessened by 2 for the primary hand and 6 for the off hand.

The weapons used must both be melee weapons or both be ranged weapons (the character can't mix the types).

Ultra Immune System

You are less susceptible to the ravages of poison, disease, and radiation poisoning.

Prerequisite: Constitution 13.

Benefits: You gain a +2 bonus on Fortitude saving throws to resist poisons, diseases, and radiation sickness. Furthermore, any permanent ability drain inflicted upon you is treated as temporary ability damage instead.

Unbalance Opponent

Prerequisites: Defensive Martial Arts, base attack bonus +6.

Benefit: During the character's action, the character designates an opponent no more than one size category larger or smaller than the character. That opponent doesn't get to add his or her Strength modifier to attack rolls when targeting the character. (If the opponent has a Strength penalty, he or she still takes that penalty.)

The opponent's Strength modifier applies to damage, as usual.

The character can select a new opponent on any action.

Urban Tracking

You can track down the location of missing persons or wanted individuals.

Benefit: To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depends on the community population and the conditions:

Population	DC	Checks Required
Fewer than 2,000	5	1d4
2,000–9,999	10	1d4+1
10,000–49,999	15	2d4
50,000–99,999	20	2d4+1
100,000–499,999	25	3d4
500,000+	30	3d4+1

Condition	DC Modifier
Every three creatures in the group being sought	–1
Every 24 hours the quarry has been missing or sought	+1
Tracked quarry “lies low”	+5

If you fail a Gather Information check, you can retry after 1 hour of questioning. The GM rolls the number of checks required secretly, so the player doesn’t know exactly how long the task requires.

Normal: A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn’t allow effective trailing.

Special: You can cut the time per Gather Information check in half (to 30 minutes per check rather than 1 hour per check), but you suffer a –5 penalty on the check.

Vehicle Dodge

Prerequisites: Dexterity 13, Drive 6 ranks or Pilot 6 ranks, Vehicle Expert.

Benefit: When driving a vehicle, during the character’s action the character designates an opposing vehicle or a single opponent. The character’s vehicle and everyone aboard it receive a +1 dodge bonus to Defense against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

Vehicle Expert

Benefit: The character gets a +2 bonus on all Drive checks and Pilot checks.

Weapon Finesse

Choose one light melee weapon, a rapier (if the character can use it with one hand), or a chain. A character can choose unarmed strike or grapple as a weapon for the purposes of this feat.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: With the selected melee weapon, the character may use his or her Dexterity modifier instead of his or her Strength modifier on attack rolls.

Special: A character can gain this feat multiple times. Each time the character takes the feat, the character selects a different weapon

Weapon Focus

Choose a specific weapon. A character can choose unarmed strike or grapple for your weapon for purposes of this feat.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: The character gains a +1 bonus on all attack rolls he or she makes using the selected weapon.

Special: A character can gain this feat multiple times. Each time the character takes the feat, the character must select a different weapon.

Whirlwind Attack

Prerequisites: Dexterity 13, Intelligence 13, Dodge, Mobility, Spring Attack, Combat Expertise, base attack bonus +4.

Benefit: When the character performs a full-round action, the character can give up his or her regular attacks and instead make one melee attack at the character’s highest base attack bonus against each adjacent opponent.

Wild Talent

Benefit: Select one 0-level psionic power. The character can manifest this power up to three times in a 24-hour period. There is no power point cost for using this power. For effects that depends on manifester level the character is considered 1st level or his or her manifester level, whichever is higher.

Windfall

Benefit: The character’s Wealth bonus increases by +3. Also, this feat provides a +1 bonus on all Profession checks.

Special: A character can select this feat multiple times. Each time, both of its effects stack.

Xenomedic

You know how to provide safe medical treatment to alien life forms.

Prerequisites: Knowledge (earth and life sciences) 6 ranks, Treat Injury 6 ranks, Surgery.

Benefits: You can, without penalty, use the Treat Injury skill to perform surgery on a living creature regardless of its type.

Normal: Characters without this feat take a –8 penalty on Treat Injury checks (–4 if they have the Surgery feat) when performing surgery on creatures of a different type.

Special: This feat cannot be used to heal or repair nonliving or inorganic creatures such as constructs or undead.

Zero-G Training

You can function normally in low gravity or zero gravity.

Prerequisites: Dexterity 13, Tumble 4 ranks.

Benefits: You take no penalty on attack rolls in low-gravity or zero-gravity environments. In addition, you do not suffer the debilitating effects of space sickness.

Normal: Without this feat, you take a –4 penalty on attack rolls while operating in zero-gravity environments, or a –2 penalty on attack rolls while operating in low-gravity environments. In addition, you are subject to the effects of Space Adaptation Syndrome, also known as space sickness.

Final Details

Excepting trademarks, trade-names and graphics, all content of this chapter are OGL.

Random Height & Weight

Base Height: Base height of the race/gender in centimetres.

Height Modifier: Roll the listed dice and multiply by the value indicated in the table. Add this to the base height in centimetres.

Base Weight: The base weight of the race/gender in Kilograms.

Weight Modifier: Roll the listed dice and multiply the rolled result by the Height Modifier. Add this result to the base weight for the race/gender.

Species	sex	Base Height	Height Modifier	Base Weight	Weight Modifier
Alpha Centauran	Male	142	+2d6 (x5) cm	49	× (1d8) Kg
	Female	133	+2d8 (x5) cm	44	× (1d6) Kg
Andorian	Male	145	+2d6 (x5) cm	45	× (1d8) Kg
	Female	135	+2d6 (x5) cm	40	× (1d6) Kg
Bajoran	Male	140	+2d6 (x5) cm	49	× (1d8) Kg
	Female	130	+2d6 (x5) cm	44	× (1d6) Kg
Betazoid	Male	140	+2d6 (x6) cm	47	× (1d8) Kg
	Female	130	+2d6 (x6) cm	42	× (1d6) Kg
Bolian	Male	135	+2d6 (x4) cm	51	× (1d8) Kg
	Female	127	+2d6 (x4) cm	45	× (1d6) Kg
Caitian	Male	140	+2d6 (x5) cm	49	× (1d8) Kg
	Female	130	+2d6 (x5) cm	44	× (1d6) Kg
Deltan	Male	146	+2d6 (x5) cm	44	× (1d8) Kg
	Female	144	+2d6 (x5) cm	42	× (1d6) Kg
Denobulan	Male	140	+2d6 (x5) cm	49	× (1d8) Kg
	Female	130	+2d6 (x5) cm	44	× (1d6) Kg
Edoan	Male	130	+2d4 (x4) cm	40	× (1d6) Kg
	Female	127	+2d4 (x4) cm	37	× (1d6) Kg
Efrosian	Male	140	+2d6 (x5) cm	52	× (1d10) Kg
	Female	130	+2d6 (x5) cm	48	× (1d10) Kg
Grazerites	Male	140	+2d6 (x5) cm	49	× (1d8) Kg
	Female	130	+2d6 (x5) cm	44	× (1d6) Kg
Halian	Male	140	+2d6 (x5) cm	49	× (1d8) Kg
	Female	130	+2d6 (x5) cm	44	× (1d6) Kg
Humans	Male	140	+2d6 (x5) cm	49	× (1d8) Kg
	Female	130	+2d6 (x5) cm	44	× (1d6) Kg
Napeans	Male	140	+2d6 (x5) cm	49	× (1d8) Kg
	Female	130	+2d6 (x5) cm	44	× (1d6) Kg
Tellarite	Male	130	+2d4 (x3) cm	49	× (1d10) Kg
	Female	120	+2d4 (x3) cm	44	× (1d8) Kg
Trill (host)	Male	140	+2d6 (x5) cm	49	× (1d8) Kg
	Female	130	+2d6 (x5) cm	44	× (1d6) Kg
Trill (symbiont)	Male/Female	28	+1d4 (x1) cm	2	× ((1d2)+4) Kg
Vulcans	Male	144	+2d6 (x5) cm	49	× (1d6) Kg
	Female	138	+2d6 (x5) cm	44	× (1d6) Kg
Zakdorn	Male	140	+2d6 (x5) cm	49	× (1d8) Kg
	Female	130	+2d6 (x5) cm	44	× (1d6)

Ageing by Race

Starting Age: Age at which the character begins play

Species	Starting Age	Middle Age	Old Age	Venerable Age	Maximum Age	Maximum Terms
Alpha Centauran	18 +1d6	35-52	53-79	80+	80+2d10	7
Andorian	18 +1d6	62-92	92-119	120+	120+2d10	11
Bajoran	18 +1d6	70-105	106-149	150+	150+2d10	7
Betazoid	18 +1d6	35-52	53-79	80+	80+2d10	7
Bolian	18 +1d6	35-52	53-79	80+	80+2d10	7
Caitian	18 +1d6	35-52	53-79	80+	80+2d10	7
Deltan	18 +1d6	35-52	53-79	80+	80+2d10	7
Denobulan	18 +1d6	35-52	53-79	80+	80+2d10	7
Edoan	18 +1d6	35-52	53-79	80+	80+2d10	7
Efrosian	18 +1d6	35-52	53-79	80+	80+2d10	7
Grazerites	18 +1d6	35-52	53-79	80+	80+2d10	7
Halian	18 +1d6	35-52	53-79	80+	80+2d10	7
Humans	18 +1d6	35-52	53-79	80+	80+2d10	7
Napeans	18 +1d6	35-52	53-79	80+	80+2d10	7
Tellarite	18 +1d6	35-52	53-79	80+	80+2d10	7
Trill (host)	18 +1d6	35-52	53-79	80+	80+2d10	7
Trill (symbiont)	1					
Vulcans	18 + 4d6	100-130	131-199	200+	200+1d20	22
Zakdorn	18 +1d6	35-52	53-79	80+	80+2d10	7

1) it is unclear how long the Trill Symbionts live but bear in mind the Dax Symbiont has outlived several hosts

Psionics

Excepting trademarks, trade-names and graphics, all content of this chapter are OGL.

Several Federation species possess unusual mental abilities. The best known are perhaps the Vulcans and Betazoids. These are called psionics and will be detailed in this chapter. Each species' abilities are listed in their descriptions. Each ability costs Psi points to use and only one ability may be used per round. See the individual power descriptions for their cost and effects. As a General rule most psionic species receive training in the proper use of their abilities as part of their primary education (so as to avoid untrained psi users from roving their planet).

Dcs for saves against Psionic powers are figured (10 + manifester's level + his ability score modifier for the key ability.)

Power Descriptions

Body Adjustment

Psychometabolism (Str)

Display: Au, Ma

Manifestation Time: 1 full round

Range: Personal

Target: You

Duration: 1 day per condition healed

Power Points: 3

By entering into a trance like state you take control of your own living body, allowing you to heal injury. You cure yourself of 3d6 points of damage. Alternatively, you can focus on a disease or poison. You must manifest *body adjustment* separately for each different condition. If used against a disease, your next daily Fortitude save to attempt to throw off the infection gains a bonus equal to 4 + your manifest level. If used against a poison, your secondary Fortitude save (usually made 1 minute after the first exposure to poison) gains a bonus equal to 4 + your manifest level. Multiple uses of *body adjustment* for use against poison or disease do not stack. Finally, you can use *body adjustment* to heal 2 points of temporary ability damage. You don't gain all three benefits from a single manifestation of this power

Empathic Transfer

Psychometabolism (Str)

Display: Material, Audial

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Power Points: 1

You transfer the hurts of others to yourself. when you manifest this power, you can transfer up to 8 points of damage per level from the subject creature to yourself. Alternatively, you can absorb one poison or one disease afflicting the subject creature into yourself. When you absorb a poison or disease, you do not absorb the damage previously dealt by the affliction, but you do take up the burden of making the secondary and/or continuing Fortitude saves against the affliction. Finally, you can choose to transfer up to 1 point of temporary ability damage per level from the subject to yourself.

Empathy

Telepathy (Cha) [Mind-Affecting]

Display: Mental

Manifestation Time: 1 action

Range: sight

Target: One living creature

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will negates

Power Points: 1

You detect the surface emotions of any creature you can see. You can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and so on, can all be sensed.

Fal-tor-pan

Telepathy (Cha)

Display: Vi

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: other dead Medium-size or smaller creature

Duration: Until the katra is transferred

Saving Throw: Will negates

Power Points: 11

Fal-tor-pan is a Vulcan ritual designed to reunite a Vulcan's katra with his or her body. This ritual was performed on Captain Spock after he was recovered from the Genesis Planet. The Fal-tor-pan is a synaptic pattern displacement technique that trained members of the Vulcan people are capable of accomplishing. The ritual is considered very dangerous to perform and is done so rarely on very few occasions. This is because of the state of the recently deceased person and the keeper of the katra itself. If the ritual is unsuccessful the keeper of the katra will die and the katra will be lost. For this reason, it is almost never performed, and at the time of Spock's fal-tor-pan, it was unclear whether the ritual had ever been performed at all.

Feel Pagh

Clairsentience (Wis)

Display: Visual

Manifestation Time: 1 action

Range: contact

Area: 30-ft.-radius emanation, centered on you

Duration: Concentration, up to 10 minutes/level

Saving Throw: None

PSI Points: 7

You discern auras (by Bajorans this done by pinching the ear). Auras are invisible to the naked eye, but to the psionic viewer appear as glowing halos or envelopes of colored light that surround all things. The amount of information revealed depends on how long you study a particular area.

1st round: Presence of good or evil auras in the area. You can't pin an aura to a particular object or individual at this stage.

2nd round: Number of auras (creatures, objects, powers, or spells) in the area.

3rd round: The owner of each aura is revealed, unless the individual is somehow hidden. If your character level is 5 or more levels below a target's actual experience level or HD, you are "overwhelmed" by its presence and stunned for 1 round, and the power ends. Of course, this also reveals something

Mind meld

Telepathy (CHA) [Mind-Affecting]

Display: Au

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: Until Broken

Saving Throw: negates/see below

Power Points:3

The Vulcan mind meld is a Psionic Technique for "synaptic pattern displacement" normally employed only by Vulcans. It is a deeply personal thing, part of the private life, and not normally used on aliens. Those in a meld share consciousness in a kind of gestalt. Physical contact is required. The initiator places the tips of his fingers at key locations on the head of the other participant. This allows him to place pressure on key nerves and blood vessels to facilitate the link. The fact that most Vulcans who perform the meld touch the other participant in different manners, reciting varying formulas, implies that it is only ritual behavior, helping to concentrate on the task, leaving mere physical contact being the ultimate prerequisite to initiate the meld. If successful, the link results in a merging of both minds, essentially creating a single consciousness in two bodies. If the meld is forced a successful saving throw negates it. Once the meld is initiated the initiator must make an opposed WIS check against the recipient of the power or risk losing himself to the meld overcome by another's mind. This is why this ability is so risky for the untrained.

During the 22nd century, mind melding was believed to be an ability only a minority of Vulcans were born to. Because of the apparent intimacy of melding, Vulcans during this era considered the practice defiant to the ancestral teachings of their society. As a result, other Vulcans considered those who were natural 'melders' outcasts. An improperly trained melder who initiates a mind meld can transmit a Vulcan disease known as Pa'nar Syndrom. If left untreated, the disease is fatal. Vulcan medicine of the mid-22nd century believed that there was no cure; however, the disease was known in Surak's time, as was its cure: a corrective meld performed by an experienced melder. It is likely that the ignorance of this cure was due to the widespread prejudice against mellers, a prejudice that was not shared by the Syrrannite group.

Once the meld has been successfully performed the initiator can then perform the following powers 1 per round. Fal-tor-pan Mind Probe, Mind Seed, Mind Store, Mindwipe, and Psychic Chirurgery

Mind Probe

Telepathy (Cha)

Display: Vi, Ma, Au

Manifestation Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 minute/level

Saving Throw: Fortitude negates

Power Points: 9

All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. Subjects who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions

Mind Seed

Telepathy (Cha) [Compulsion. Mind-Affecting]

Display: Ma

Manifestation Time: 3 rounds

Range: 5 feet

Target: One humanoid of Medium-size or smaller

Duration: Instantaneous

Saving Throw: Will negates

Power Points: 15, XP cost

You impress the totality of your psyche into a subject's subconscious. If successfully implanted, the seed of your mind "germinates" over a period of one week. During this time, the subject begins to unconsciously take on your mannerisms. For instance, if you habitually mutter, Sure, sure, sure, this same litany will soon be heard from the subject's lips, though never consciously. Any time before the seven-day deadline, the *mind seed* can be purged from the subject's mind with *psychic chirurgery*. *Fal-tor-pan* will also remove the seed at any time (manifesting *mind seed* again also cleanses the mind). When integration is complete (after seven days), the subject becomes you in mind as you were when you manifested the power but eight levels lower in experience. He does not possess any of your physical statistics or equipment, but does possess your ability scores in Intelligence, Wisdom, and Charisma as they were eight levels earlier. The subject also knows the powers you knew at the appropriate level. As soon as the subject becomes your mental duplicate, the two personalities begin to diverge. Although the subject starts off with your experiences, he possesses his original "soul" and physical body and is free to develop his own personality based on its own experiences. Thus, the subject is not your slave or servant, but instead an NPC in his own right who shares your earlier memories.

XP Cost: 3,000 XP.

Mind Store

Metacreativity (Int)

Display: Ma (see text)

Manifestation Time: 10 minutes

Range: Touch

Effect: One storage crystal

Duration: Instantaneous

Saving Throw: None

Power Points: 15

This power makes a katric ark containing the essence of your living mind (this power can't be used on a dead subject). Until such time as you perish, the katric ark is utterly inert. If you are slain at some later date, your soul transfers into the katric ark, which begins to dimly glow. Upon transference, your physical remains (should they still exist) become inert matter and cannot thereafter be restored to life. The transfer from the slain body to the katric ark works over any distance, physical or extradimensional, unless some sort of special planar geometry supersedes the transfer. Once the katric ark is activated by your physical body's demise, you have the abilities of a psicrystal of the appropriate level, plus all the powers you knew and the power points you possessed when *mind store* manifested but at one level lower.

Mindwipe

Telepathy (Cha)

Display: Vi, Ma, Au

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1rnd/3lvl

Saving Throw: Fortitude Negates

Power Points: 7

You selectively wipe your victim's mind of past experiences, 1 memory per round bestowing one negative level per two manifester levels (maximum five negative levels). This is usually used to erase a particular memory known to exist by the user. If the subject has at least as many negative levels as HD, he dies. Each negative level gives a creature the following penalties: -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of power, spells, or special abilities). The creature also loses 5 hit points. Additionally, a psionic character or creature loses one power from her highest available level Negative levels stack. Assuming the subject survives, he regains lost levels after a number of hours equal to your manifester level. Usually, negative levels have a chance of permanently draining the subject's levels, but the negative levels from *mindwipe* don't last long enough to do so.

Psychic Surgery

Telepathy (Cha)

Display: Vi, Au, Me

Manifestation Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Points: 17, XP cost (see text)

You can remove any ongoing or permanent effect caused by a psychic power with *psychic surgery*, save for hit points. You can also restore all drained levels (or disperse all negative levels) afflicting the subject, regardless of how he lost those levels, restoring him to the highest level he had previously achieved. The drained levels are restored only if the time since the subject lost the level is no more than 1 hour per manifester level. These effects end or are reversed as soon as the manifestation time is completed without need for another saving throw. You can also remove all psionic effects penalizing the subject's abilities, heal all temporary damage to all ability scores and restore all points permanently drained from all ability scores. *Psychic surgery* removes all forms of insanity, confusion, and so on, but it does not restore levels or Constitution points lost due to death. Transfer Knowledge: If desired, you can directly transfer knowledge of a power you know to another psionic character. You can't give a character knowledge of a psionic power of a level higher than she could normally manifest, but you could give her knowledge of a power that is not normally on the character's power list. Knowledge of powers granted through *psychic surgery* does not count toward the maximum number of powers a character can know per level.

XP Cost: Each time you use *psychic surgery* implant knowledge of a power in another creature, you pay an XP cost of 3,000 XP

Suggestion

Telepathy (Cha) [Compulsion, Mind-Affecting]

Display: Au

Manifestation Time: 1 action

Range: Close (1 ft. + 1ft./2 levels)

Target: One living creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Power Points: 3

You influence the actions of the subject creature by suggesting a course of action. The suggestion must be worded in such a manner as to make the action sound

reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the power. However, a suggestion that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter. Urging a Ferengi to stop attacking your party so that the Ferengi and party could jointly loot a rich treasure elsewhere is likewise a

reasonable use of the power. The suggested course of action can continue for the entire duration, such as in the case of the Ferengi mentioned above. If the suggested action can be completed in a shorter time, the power ends when the subject finishes what he was asked to do. You can instead specify conditions that will trigger a special action during the duration. For example, you might suggest that a Ferengi give his Latinum to the first beggar he meets. If the condition is not met before the power expires, the action is not performed. A very reasonable suggestion causes the saving throw to be made with a penalty (such as -1, -2, and so on) at the discretion of the GM.

Telepathy

Telepathy (Cha) [Mind-Affecting]

Display: Visual

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Power Points: 1

You can alter the subject's mood. An affected creature feels the new emotion, but *telepathy* cannot radically change its emotional state. Instead, you adjust its emotions by one step. For instance, an unfriendly creature might be made indifferent, or a hostile creature simply unfriendly. You can grant up to a +1 bonus on your own (or others') attempts at Bluff, Diplomacy, Intimidate, and Perform actions with affected creatures, assuming you adjust the subject's emotions in the proper direction (you could also inflict a -1 penalty on similar interactions, if you so choose).

Telepathy

Telepathy (Cha)

Display: Mental

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You and one other creature who is initially than 30 ft. away

Duration: 10 minutes/level

Saving Throw: None

Power Points: 1

You forge a telepathic bond with another creature, which must have an Intelligence score of 6 or higher. The bond can be established only with a willing subject who you are familiar with, who therefore receives no saving throw. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond.

Weapons

Excepting trademarks, trade-names and graphics, all content of this chapter are OGL.

Notes on Phasers & Disruptors

All Personal Phasers have a damage level rating. A phaser can be set to any of these levels before firing.

For each shot at that setting, the value of the setting is reduced from the storage cell/clip.

Disruptors function the same way in game terms.

If a single shot (level 4+) reduces a character's HP past the point of death, the target is vaporised.

Level setting	Damage
1	Stun: DC15 1d4
2	Stun: DC20 1d4+1
3	Stun: DC 25 1d6
4	1d6 + 1 (2-7)
5	1d6 + 1d4 (2-10)
6	2d6 (2-12)
7	2d6 + 1 (3-13)
8	2d6 + 1d4 (3-16)
9	3d6 (3-18)
10	3d6 + 1d4 (4-22)
11	4d6 + 1 (5-25)
12	4d6 + 1d4 (5-28)
13	4d6 + 2d4 (6-32)
14	5d6 + 1d4 (6-34)
15	6d6 + 1 (7-37)
16	6d6 + 1d4 (7-40)

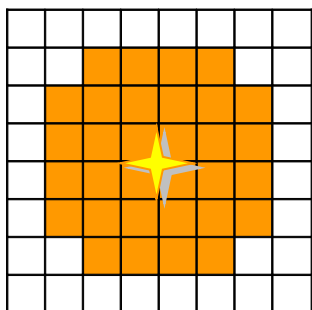
Modifying Weapons

It is often possible to modify phasers/disruptors to give out much higher and more lethal energy beams.

However, for each extra damage level of the weapon it uses twice the energy from the power clip/pack, and each time it is fired there is a 5% chance (per extra damage level) that the unit will overload and explode, as below.

Setting a Weapon to Overload

Setting the energy weapon to overload (depending upon the weapon) will cause twice the maximum damage of the weapon in a blast radius of 5m (3 squares).



Simple Weapons

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	Restriction
Cleaver	1d6	19-20	Slashing	—	Small	2 lb.	—
Club	1d6	20	Bludgeoning	10 ft.	Med	3 lb.	—
Knife	1d4	19-20	Piercing	10 ft.	Tiny	1 lb.	—
Metal baton	1d6	19-20	Bludgeoning	—	Med	2 lb.	—
Pistol whip	1d4	20	Bludgeoning	—	Small	—	—
Rifle butt	1d6	20	Bludgeoning	—	Large	—	—
Tonfa ¹	Damage level 1	20	Bludgeoning	—	Med	2 lb.	—

¹ See the description of this weapon for special rules.

Cleaver

Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants. These weapons are essentially similar to the twin butterfly swords used in some kung fu styles.

Club

Almost anything can be used as a club. This entry represents the wooden nightsticks sometimes carried by police forces.

Knife

This category of weapon includes hunting knives, butterfly or “balisong” knives, switchblades, and bayonets (when not attached to rifles). A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a knife.

Metal Baton

This weapon can be collapsed to reduce its size and increase its concealability. A collapsed baton is Small and can't be used as a weapon. Extending or collapsing the baton is a free action.

Pistol Whip

Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight is given for this weapon, since it varies depending on the pistol used.

Rifle Butt

The butt of a rifle can be used as an impromptu club.



Starfleet shore patrol tonfa

Tonfa

This is the melee weapon carried by most police forces, used to subdue and restrain criminals. A character can deal nonlethal

damage with a tonfa without taking the usual –4 penalty. Modern tonfas are collapsible and the very tip of the baton is capable of delivering a burst of stunning energy that is nearly equivalent to a typ-1 phaser on setting one. It is delivered by contacting a suspect with the tip of the baton and depressing the trigger. The trigger may be depressed before contacting the suspect or after, but the tip must be in physical contact with the suspect before the charge will be delivered. A safety sensor prevents an air discharge of the energy burst.

Archaic Weapons

(require the Archaic Weapons Proficiency feat)

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	Restriction
Bayonet (fixed) ¹	1d4/1d6	20	Piercing	—	Large	1 lb.	—
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lb.	—
Longsword	1d8	19–20	Slashing	—	Med	4 lb.	—
Machete	1d6	19–20	Slashing	—	Small	2 lb.	—
Rapier	1d6	18–20	Piercing	—	Med	3 lb.	—
Spear	1d8	20	Piercing	—	Large	9 lb.	—
Straight razor	1d4	19–20	Slashing	—	Tiny	0.5 lb.	—
Sword cane ¹	1d6	18–20	Piercing	—	Med	3 lb.	—

¹ See the description of this weapon for special rules.

Most of these weapons deal damage by means of a blade or a sharp point. Some of them are moderately expensive, reflecting their archaic nature in modern-day society.

Bayonet (Fixed)

The statistics given describe a bayonet fixed at the end of a longarm with an appropriate mount. With the bayonet fixed, the longarm becomes a double weapon—clublike at one end and spearlike at the other. A character can fight with it as if fighting with two weapons, but if the character does so, he or she incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

Hatchet

This light axe is a chopping tool that deals slashing damage when employed as a weapon.

Longsword

This classic, straight blade is the weapon of knighthood and valor.

Machete

This long-bladed tool looks much like a short, lightweight sword.

Rapier

The rapier is a lightweight sword with a thin blade. A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a rapier.

Spear

This primitive device is a reach weapon. A character can strike opponents 10 feet away with it, but can't use it against an adjacent foe.

Straight Razor

Favored by old-school organized crime “mechanics,” this item can still be found in some barbershops and shaving kits.

Sword Cane

This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it is noticed only with a Spot check (DC 18). (The walking stick or umbrella is not concealed, only the blade within.)

Archaic Ranged Weapons

(Weapons Proficiency feat needed given in parentheses)

Name	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Restriction
Compound bow (Archaic) ²	1d8	20	Piercing	40 ft.	1	—	Large	3 lb.	—
Crossbow (Simple)	1d10	19–20	Piercing	40 ft.	1	1 int.	Med	7 lb.	—
Flamethrower (no feat needed) ³	3d6	—	Fire	—	1	10 int.	Large	50 lb.	Mil (+3)
Javelin (Simple)	1d6	20	Piercing	30 ft.	1	—	Med	2 lb.	—
Shuriken (Archaic)	1	20	Piercing	10 ft.	1	—	Tiny	0.5 lb.	—
Whip (Simple)	1d2	20	Slashing	15 ft.3	1	—	Small	2 lb.	—

¹ This ~~weapon~~ weapon grants a +1 bonus on ~~attack rolls~~.
² This weapon does special damage. See the weapon description.
³ See the description of this weapon for special rules.

Compound Bow

Bow hunting remains a popular sport in North America. A character's Strength modifier applies to damage rolls made when using this weapon.

Crossbow

A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action that provokes attacks of opportunity.

Flamethrower

A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

A flamethrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has a Defense equal to 9 + the wearer's Dexterity modifier + the wearer's class bonus. A backpack

reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A flamethrower can shoot 10 times before the fuel supply is depleted.

Javelin

This light, flexible spear built for throwing can be used in melee, but since it's not designed for it, characters using it in this manner are always considered nonproficient and take a -4 penalty on their melee attack rolls.

Shuriken

A shuriken is a thrown, star-shaped projectile with four to eight razor-sharp points. A character may draw a shuriken as a free action.

Whip

Whips deal a small amount of lethal damage. Although a character doesn't "fire" the weapon, treat a whip as a ranged weapon with a maximum range of 15 feet and no range penalties.

Because a whip can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a ranged touch attack. The character does not provoke an attack of opportunity when using a whip in this way. If the character is tripped during his or her own trip attempt, the character can drop the whip to avoid being tripped.

When using a whip, a character gets a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Exotic Melee Weapons

Although it seems incredible that clubs, swords and daggers could survive in this age of shields and energy weapons, many cultures continue to use these types of weapons in the 24th century. For the most part this is a matter of tradition rather than practicality - bladed weapons are employed alongside their modern counterparts and used only in close quarter fighting. Probably the most famous exponents are the Klingons; for this race of warriors there is no more honourable form of combat than the use of a blade, and virtually every member of the society is expected to become at least proficient with them.



Ahn-Woon

Damage: 1d4, Critical: 20x2, type: slashing, range: 12',

weight: 3lb

The Ahn-woon is a traditional **Vulcan** melee weapon consisting of a strip of leather with metal balls at the ends used as a whip or to entangle an enemy's feet. Once the enemy is down it may also be used as a strangulation device. It is used by combatants in the *Kal-if-fee*, the traditional mating challenge during the *Pon farr*.

The Ahn-woon does a small amount of lethal damage. Although a character doesn't "fire" the weapon, treat an Ahn-woon as a ranged weapon with a maximum range of 12 feet and no range penalties.

Because an Ahn-woon can wrap around an enemy's leg or other limb, a character can make a trip attack with it by succeeding at a ranged touch attack. The character does not provoke an attack of opportunity when using an Ahn-woon in this way. If the character is tripped during his or her own trip attempt, the character can drop the whip to avoid being tripped.

When using an Ahn-woon, a character gets a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).



Bat'leth

Damage: 1d10/1d10, Critical: 20x2, Type: slashing, Weight 5kg

The *bat'leth*, or "**sword of honor**", is a traditional Klingon blade weapon. Resembling a crescent-shaped, two-ended scimitar, the *bat'leth* is wielded using three handholds along the outside edge of the blade. It is widely considered the most popular weapon among Klingon warriors.



D'k tahg

Damage: 1d6+2, Critical: 18-20x2, type: Slashing/Piercing, Weight 1.5kg,

The *d'k tahg* (or *Daqtagh*) is the traditional Klingon warrior's knife. It consists of a single, straight-edged primary blade and two curved secondary blades, which may be either fixed or hinged. It is commonly used in hand-to-hand combat, and has great ceremonial value in Klingon culture. The handle sometimes bears an emblem representing the members of its owner's house. Stealing a warrior's *d'k tahg* is considered a grave insult to his honor.



Glavin

Damage: 1d8/1d4+poison, critical: 20x2 type: piercing, weight: 6lb

The **glavin** is a type of weapon used for ritual hand-to-hand combat by the Ligonians. It is a large glove with a recurved claw at the end, and covered with dozens of spines tipped with poison. Lieutenant Tasha Yar used a glavin when she fought Yareena in 2364. Yareena died when she was grazed by one of the spines, but was later revived aboard the USS Enterprise-D



kar'takin

Damage: 1d12, critical: 20x3 type: slashing/piercing, weight: 12lb

The **kar'takin** is a short polearm with a straight-edged blade and a stabbing point, favored by the Jem'Hadar for hand-to-hand combat. They were used by Dominion and Starfleet forces in the assault on Vandros IV in 2372. During the Dominion War, **kar'takins** were kept aboard Klingon ships for training purposes. Members of the Bajoran Resistance, notably of the Shakaar Resistance Cell employed **kar'takins** during the Bajoran Occupation.



Kligat

Damage: 1d4, critical: 19-20x2, range increment: 20', type: slashing, weight: 11lb

The **kligat** is a Capellan melee weapon. It is a three-sided bladed weapon used by tribal warriors on planet Capella IV. It is highly effective at ranges of up to 100 meters.



Lirpa

Damage: 1d6/1d8, Critical: 20x2, Type: slashing/bludgeoning Weight: 10lb

The **lirpa** is a traditional Vulcan melee weapon, consisting of a metal staff with a fan-shaped blade on one end and a club on the other. It is used by combatants in the *Kal-if-fee*, the traditional mating challenge during the *Pon farr*.



Mek'leth

Damage: 1d8, Critical: 20x2, Type: Slashing, Weight 2kg,

A **mek'leth** is a Klingon sword-like blade weapon, approximately half as long as a **bat'leth**. Worf occasionally favored the smaller (and easily concealable) **mek'leth** instead of the larger, bulkier **bat'leth**.



Ushan-tor

Damage: 1d4, Critical: 19-20x2, Type: slashing/piercing, Weight: 11b

The **ushaan-tor** was an Andorian ice miner's tool that is also used as a weapon in Ushan duels. Andorians play with them as children.

Personal Firearms



Phase Pistol (Enterprise)

Damage Levels 1,2 & 4. Crit 20x2. Range 20m. Weight 0.75Kg, Clip 24 units.

A **type-1 phaser** is the smallest, most basic weapon carried by Starfleet and other Federation personnel. Type-1 phasers are typically carried when it would be inappropriate to carry a larger weapon, such as on diplomatic missions, or "undercover" work.



Type I Hand Phaser (TOS)

Damage Levels 1-6. Crit 20x2. Range 25m, Weight 0.5Kg, Clip 10 units.



Type I Hand Phaser (TNG+)

Damage Levels 1-8. Crit 20x2. Range 25m, Weight 0.5Kg, Clip 16 units. can be programmed to fire automatically at set intervals

A **type-2 phaser** is a typical hand-held, directed-energy weapon used by Starfleet and United Federation of Planets personnel during the 23rd and 24th centuries. More powerful and generally larger in size than the type-1, type-2 phasers were kept aboard Starfleet and Federation starships, starbases, spacestations and at planetary facilities.



Type II Hand Phaser (TOS)

Damage levels 1-14, Crit 20x2, Range 50m, Weight 700g, Clip 26 units,



Type II Hand Phaser (TNG+)

Damage levels 1-16, Crit 20x2, Range 50m, Weight700g, Clip 32 units,



Type III Phaser Rifle

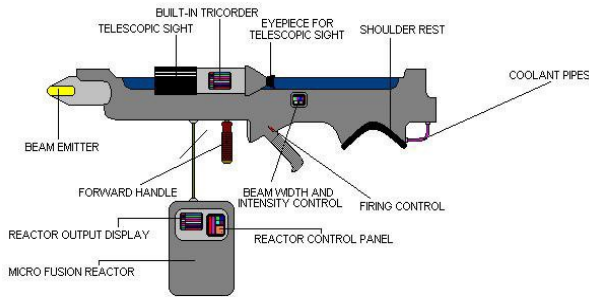
Damage Levels 1-16, Crit 20x2, Range 550m, Weight 3Kg, Type E, Clip 64 units,



Type III Compression Phaser Rifle

Damage Levels 1-16, Crit 19-20x2, Range 575m, Weight 3.9Kg, Clip 70 units,

Heavy (exotic) Firearms



Type IV Phaser Rifle

Damage Levels 1-16, Crit 18-20x2, Range 80m, Weight 6Kg, Clip 128 units,

Type IV Phaser Rifles are normally found mounted on ground vehicles and small shuttlecraft. Marines are known to favour their use as 'lock and load' weaponry fitted to gyro-stabilised shoulder harnesses with micro fusion reactors. They are not normally found as part of a ship or station's weapons locker.



Phaser - Type VIII Phaser Cannon

Damage 2d10x5, Crit 20x2, Range 200m, Weight 24Kg, Clip x10,

The Type VIII Phaser Cannon is a larger fighter/shuttlecraft scale weapon that can be configured for use as a heavy anti-personnel weapon. It has a set damage index, and can fire 10 times.



M-2240 Mortar

Damage 3d6x3, blast radius 15 meters(9 squares), crit 20x2
Range 3490m, weight 25kg, rounds (1box = 8rnds)

The M-2240 Mortar system is a self contained short-barreled 60 mm mortar with powered elevation and servo traverse. It is also equipped with a encrypted comm unit, inertial positioning sensor, and a computerized fire control system. This unit is the size of a large backpack and has a unloaded mass of 25 kg. To deploy the user sets the unit on the ground and folds out three stabilizing legs. The mortar is fed from a 4 rnd magazine, or individual rounds can be loaded manually. One key feature is the fact that once setup, the mortar's fire control computer can be accessed by troops with the proper codes via the mortar system's integrated

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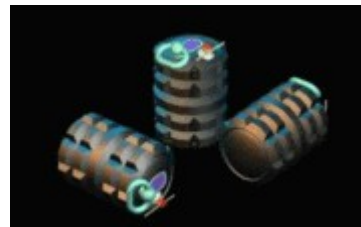
communications unit. Once the proper codes are used, the unit can be targeted and fired remotely. This ability makes the unit valuable in ambush/counter ambush operations, decoy tactics, and providing fire support for units engaged in unconventional warfare operations where normal support is impractical. The rounds are propelled by a micro-graviton accelerator similar to that used in the grenade launchers.



Compound Grenade Launcher

damage: as grenade(see below) crit:19-20x2 range:150m weight: 2.72kg rounds:6

The **Compound Grenade Launcher** is a heavy weapon used by the Federation Starfleet military and the Hazard Team. The CGL fires grenades capable of injuring and incapacitating any targets caught within it's area of effect.



Photon Grenades

damage levels: 3,5,7,9,11 crit: 20x2 range: (as thrown,40m average, or grenade launcher) blast radius 3-10m (2-6 squares)
weight: 14oz

Photon grenades are one of the most devastating personnel weapons developed by the Federation. Their use is strictly controlled and is usually limited to wartime. They are effectively a controlled version of phasers set on overload. Photon grenades emit large bursts of rapid nadiion particles which are found in phaser beams. These grenades may be set to explode upon impact, at some altitude above the ground, or at some preset time, up to 9.99 hours, after impact. Both the power level and blast radius of these grenades may also be carefully controlled. They have five different power settings from a simple stun burst to high-explosive, and may be set to affect everything within a radius of between 3 and 10 meters from impact.

Alien Weapons

Disruptor pistols are energy weapons similar to Starfleet's phaser side arm. The Disruptor normally only has two settings; stun and kill. The Klingons, Romulans, and Cardassians use this weapon.



Cardassian disruptor pistol

Damage Levels 3/9, Crit 20x2, Range 50m, Weight 700g, clip 29 units



Klingon Disruptor pistol (TOS)

Damage levels: 2/8 crit:20x2 range:50m weight:700kg clip:28 units



Klingon Disruptor Pistol (TNG +)

Damage Levels 3/10 Crit 20x2, Range 50m, Weight 700g, Clip 30 units



Romulan Disruptor Pistol (TOS)

Damage levels: 2/8, crit: 20x2, range: 50m, weight:700g, clip: 28 units



Romulan Disruptor Pistol (TNG +)

Damage Levels 3/14, Crit 20x2, Range 50m, Weight 700g, Clip 32 units

A **disruptor rifle** is a rifle modification of a disruptor. These weapons are used by Klingons, Romulans and Cardassians. They give off more energy than the disruptor pistol. The Klingon version of this weapon has induction coils that can burn out.

The Cardassian disruptor rifle is a much simpler design. It has very few settings on it and less components than its alien counterparts. Major Kira Nerys said that it could be dragged through the mud and still fire.



Cardassian Disruptor Rifle

Damage levels 10/14, Crit 20x2 weight: 3.9 kg, range 550m clip:60 units



Klingon Disruptor Rifle

Damage Levels 14-16, Crit 20x2, Range 550m, Weight 3.9kg, Clip 65 units



Romulan Disruptor Rifle

Damage Levels: 3-16, critical: 19-20x2, Range: 575m, weight: 3.9kg clip: 70 units



Energy whip

Damage levels: 3, Critical: 20x2, Range:10m, weight:2lb, clip: 20 units

The **energy whip** is a handheld weapon used by the Ferengi. When lashed, it fires a pulse of energy that stuns the target.



Painstik

Damage levels: 1, Critical: 20x2, Type: piercing, Weight: 2lb, Clip: 10 units

The **painstik** is a Klingon ceremonial device, used to inflict pain. It is used in the Age of Ascension ceremony, where, in the final part, a young Klingon must walk between two lines of Klingons, suffering the painstiks, and reaching the other end, before he can call himself a warrior.

Armor



PERSONAL ABLATIVE ARMOR

Armor bonus: +5, Type: heavy, Maximum DEX bonus: +2, Armor check penalty: -5

Usually worn only by Starfleet marines or security crews of larger starships, such as the Sovereign class, expecting heavy fighting, **Personal Ablative Armor** is the main combat suit of Starfleet. Developed after the Dominion war when Starfleet realised how sorely unprotected their combatants were the armor has several features

The helmet has an integral communicator. It is also equipped with an onboard tricorder and a targeting interface with type III or IV phasers (+2 to hit with these weapons),

The armor consists of ablative armor plates over a flexible mesh base. The plates affixed to the mesh cover arms, torso, and legs. Joints are covered by plates which are flexibly attached to the other armored plates. The groin is covered by a flexible armored skirt. The overall effect looks something like medieval plate mail. The armor is intended to provide protection against physical attacks, stop most projectile weapons, and to give some level of protection against against low-level energy weapons or glancing shots from higher power beam weapons.

When sealed the armor provides approximately 50 hours of lifesupport.



MK-I SCOUT ARMOR

Armor bonus: +3, Type: medium, Maximum DEX bonus: +4, Armor check penalty: -3

Another result of the Dominion war. Starfleet developed this armor in response to the Jem' hadar shrouding ability. These suits are similar to light vacuum suits, but are modified for up to 1.5 times the life support capacity. They are black in color and have a sensor absorbing coating, making them almost invisible against the blackness of space and difficult to detect with sensors (DC 30). These suits are intended for stealth and are lightly armored. They are usually deployed only with recon marine units. Their helmets are equipped with heavier electronics package than the PERSONAL ABLATIVE ARMOR containing an integral communicator, onboard tricorder, and various sensors that allow night-vision, infrared scanning, and magnification up to 5x.

NOTE: Starfleet R&D is currently developing an MK-II version with a personal cloaking device



22nd century EV suit



23rd century EV suit



24th century EV suit

Environmental Suit

Armor bonus: +1, Type: light, Maximum DEX bonus: +6,

Armor check penalty: -1

22nd century

In the middle of the 22nd century, Starfleet tested the new warp five engine in the NX program. The test pilots of the NX-Alpha and NX-Beta starships used only unpressurized flight suits.

A new NX-class EV suit was introduced as standard issue on the Enterprise NX-01, the first ship of the new NX class. These suits were a dark gold-brown color with grey padding, and were comprised of several components.

Helmet

The design of the helmet allowed an almost normal field of view to the wearer. Though the vertical field of view was limited to eight degrees, the amount of room inside the helmet allowed the wearer to compensate by simply moving his or her head. The helmet had a clear visor integrated into the front that could not be opened separately. It featured two outside lights, one on either side, and two ambient lights inside to illuminate the wearer's face. When the helmet was sealed, the ambient lights would activate. A small earphone was attached to the helmet which the wearer could insert in his or her ear, making it possible to stay in contact with a ship or other space vehicle.

Located on the back of the helmet were the air hoses to the oxygen supply and an electrical connector for the light, communication, and propulsion units. The helmet connected to the life support and propulsion unit via a secondary connection ring and not to the EV suit directly. Padding within the helmet made sure the wearer could not touch the visor with his or her face.

EV Suit

The EV suit was made as one full piece that closed at the front via a zip fastener and ended just below the elbow. The suit was self-sealing, meaning that if it were punctured or damaged in some way, sealant would be automatically applied to prevent the suit from decompressing. Although the suit was solid enough to protect its wearer from the rigors of space, a hypospray could still penetrate it in case of an emergency. Even with the heavy padding and protection, the suit could only protect its wearer against a neutronic wavefront for about 22 minutes.

Life Support and Propulsion

The life support and propulsion unit (or "LSPU") consisted of a hard upper torso body-shell and a harness. This unit contained the essentials for survival in space: communication equipment, oxygen, propulsion unit, EV controls, and the power supply. It was padded to give the wearer some extra comfort. The LSPU also held an extra oxygen hose for refilling or sharing the oxygen supply. This extra hose allowed oxygen to be replenished from any device that held liquid oxygen, provided the physical connection would fit.

On the front of the unit, the following switches were present: communications, oxygen transfer, lighting and propulsion activation.

On the back were the incoming and outgoing oxygen connections. These hoses were fastened via a bayonet joint to prevent accidental release. Below one of the oxygen connections was an air supply indicator, divided into eight equal parts. This indicated the level of oxygen by means of color coding – green, yellow and red. In 2154, this air supply indicator was removed and replaced by an analog indicator on the right side of the LSPU. The back of the unit also contained an electrical cord, which transferred power and communications from the LSPU to the electrical connector at the back of the helmet.

The harness consisted of two leg bands that were connected to each other via a belt that was also used to hold small tools as necessary. The LSPU was secured to the harness at four attachment points to keep the unit in place.

Gloves

The gloves had five digits and were connected to the EV suit via a zip fastener just below the elbow. They were also self-sealing.

Boots

The boots were made out of the same material as the EV suit and could be magnetized.

23rd century

During the 23rd century, the EV suit had considerably advanced from the primitive suits of the century before. There were different types of suits for different environments, but only one of them was standard issue for Federation starships and various Federation facilities like the Elba II Asylum. These EV suits were significantly more flexible than their predecessors before and less bulky. Late in the 23rd century, the standard issue EV suit changed dramatically.

Helmet

The helmets of the standard-issue EV suits were taller and more spacious, yet still smaller than their 22nd century counterpart. The clear, unopenable visor was much more vast and took up a majority of the helmet. It stretched from the front of the helmet, all the way to the back. A strange ambiguous light emanated from the bottom of the helmet and upward for the occupant to see. Late in the 23rd century, the helmets became more domed with the visor facing forward. These helmets were also spacious and allowed a lot of head room.

EV Suit

The EV Suit was a chromo-metallic and form-fitting one-piece suit with a white belt that fastened around the waist. A phaser could be either holstered or attached to the white belt, depending on the severity of the away mission. The helmet was detachable and the name tag of the occupant could be seen on it. The upper chest and neck area of the suit had a built-in communicator. Late in the 23rd century, the EV suit generally remained the same except the color varied.

Life Support and Propulsion

All life support and propulsion systems were interwoven together as part of the EV suit in order to function better in hostile environments. Later in the 23rd century, propulsion relied upon a jet propulsion pack that was placed on the back of the EV suit. The jet propulsion pack was detachable.

Gloves

The gloves had five digits and were connected to the EV suit. They were detachable and fastened just below the elbow.

Boots

Each EV suit came with magnetic boots made out of the same material as the EV suit.

24th century

By the 24th century, the EV suit had changed into a white tight-fitting suit. Some pieces of the suit were gender-specific, allowing a more customized fit than some of the previous suits.

Helmet

The helmet was smaller than its 22nd century counterpart but retained the clear and unopenable visor. Inside, two ambient lights were present on each side of the helmet to illuminate the wearer's face. Audio equipment, like a microphone and speaker, were integrated.

EV Suit

The EV suit was made as one part and was not self-sealing.

Life Support

The life support unit consisted of a hard upper-torso body-shell, which was different for men and women. This unit contained the essentials for survival: communication equipment, oxygen, EV controls, power supply, and again an extra oxygen hose that made it possible to share oxygen. Alerts were available visibly via the color-coded EV controls and also by audio.

Under normal conditions, an EV suit will be able to provide approximately 24 hours of oxygen. (VOY: "Day of Honor")

Gloves

The gloves had five digits and were connected to the EV suit via a self-sealing mechanism.

Boots

The boots were made out of the same material as the EV suit and could be magnetized.

Back-up System

Tom Paris and Harry Kim were kept alive by the backup system of their environmental suits, by "keeping their vital functions going" while unconscious. The system kicked in due to an environmental seal in their suits had been compromised, depleting the oxygen.

Equipment



communicator



combadge

communicator/combadge

Communicators were handheld communication devices used by many species for person-to-person communications. In many cases, these devices also served to allow transporter locks for beaming, thus acting as homing transponders. Communicators usually transmit on subspace frequencies.

23rd century Starfleet communicator

Communicators were used by Starfleet landing parties and away teams; occasionally, communicators were used in situations where normal intraship communications were inaccessible (or inadvisable), during the 22nd and 23rd centuries.

Employing a flip-top design, a member of Starfleet spoke directly into the device to give commands and speak with other personnel.

These communicators had an unaided range of approximately 350km

24th century Starfleet combadge

By the 24th century, these communication devices were integrated into the standard uniform badges and became known as combadges. Users no longer had to speak directly into the communicator, but rather could activate and deactivate them with the touch of a finger. The combadge came into general use by 2344. Late-24th century communicators were composed of a crystalline composite of silicon, beryllium, carbon-seventy, and gold. The combadges were also designed to self-activate after their casing was destroyed to aid in the rescue of victims. When accessing a computer, the communicator of the person at the terminal will log in the user information, thereby making it possible to trace back who accessed the computer.

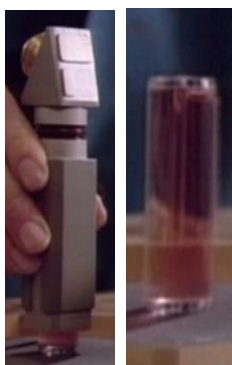
Security protocols require that all Starfleet combadges only work for a specific user, and are coded to that person's heat signature and other biofunctions. On board a starship, the tap is not essential, as the computer is constantly monitoring for contextual signals to begin voice transmission. However, off ship, the tap is an essential habit to get into to preserve battery power. Once the communicator is activated, the internal computer waits for contextual clues to determine to whom the transmission will be directed.

Previous to 2371, the combadges in use by Starfleet personnel were limited to a line-of-sight range of 500 km. That is, this was the maximum range that two people with unboosted communicators could talk to each other without the signal being routed through a mothership. The current design has a range of up to 1200 km. The range will, of course, decrease considerably should any obstructions be between the users. Using relayed emergency subspace beacons, the maximum range of a combadge without a mothership can be increased to up to 3.72 light-years.

As for the communicator's translation capability, each has a basic conversational library of the languages from 253 galactic civilizations plus the basic analytic routines to translate some

unknown languages. When the communicator is in range of a starship, it will patch into the main computer's translational algorithms, increasing its translation capabilities accordingly.

Many of the other major galactic races use a similar type of combadge with similarities and differences when compared to the Starfleet model. For example, the combadge used by the Bajoran militia has a slightly smaller translational library, but is 155% faster. The Klingon version is modified for more remote control over transporter circuits and has a 33% higher battery time. The Romulan communicator does not have a dermal sensor, meaning that they are constantly on and probably monitoring the user and his surroundings



Hypospray

A **hypospray** (colloquially, **hypo**) is a medical device used to inject liquids into the body. The system uses a noninvasive transport mechanism of compressed air to transfer the injectant from the device into the body without the use of a needle, ensuring that the skin is not punctured during use, thus reducing the risk of infection. Various drugs can be used, inserted into the hypo in vials attached to the end of the instrument.

The 23rd century Federation hypospray resembled the intravenous needles of previous centuries, whilst the 24th century version of the device was more compact, employing an angled head and rounded tip to transfer the drug more easily. Controls at the injection head set the dosage to be injected. (TOS: "Amok Time"; TNG: "Haven")

The typical injection site used is the side of the neck, but the hypospray can inject even through clothing. Unlike hypodermic needles, the hypospray can be used on multiple patients without worries of spreading blood-borne illnesses



PADD

The Personal Access Display Device is one of the most widely used methods of accessing and manipulating information. Although the capabilities of the Padd are limited compared to the larger desktop units, their small size offers a convenience that larger units lack. Indeed, the effectiveness of the principle is shown by the fact that while they have been produced in a massive variety of sizes and shapes, virtually every major species has produced a design which shares the same basic features. Padds are almost always handheld devices with a large surface area relative to their thickness. They include both memory and processing capacity, usually with some form of remote linkage to larger more capable systems. Almost all have a display screen which takes up 50% or more of the surface. This is usually touch sensitive, but is supplemented by a small number of physical

controls.

Starfleet employs three standard model Padds; a 10.16 x 15.24 x 0.95 cm, a 20.32 x 25.41 x 0.95 cm, and a 22.86 x 30.48 x 1.27 cm model. Made from micromilled duranium, the units operate on sarium-krellide energy cells and have masses ranging from 113.39 to 340.19 grams. Dynamic resolution switching is employed by the nanopixel molecular matrix screen. Memory ranges from 15.3 kiloquads in the smallest to 97.5 kiloquads in the largest. All units contain a subspace transceiver assembly to allow connection with more powerful computers in order to send or receive data or share larger processing tasks. Starfleet is currently evaluating Padds which will introduce bio-neural elements, speeding up response time in line with the performance gains in modern Starships.



Replicator

A replicator (or food slot) is a device that uses transporter technology to dematerialize quantities of matter and then rematerialize that matter in another form. It is also capable of inverting its function, thus disposing leftovers and dishes and storing the bulk material again. (VOY: "Year of Hell")

Most people find replicated foods and drinks to taste exactly the same as "real" food, although some people claim to be able to tell the difference. This is due to the replicator manufacturing foods and beverages at the molecular level rather than at the quantum level as used by most transporter systems. Furthermore, Federation replicators are programmed to produce foodstuffs of acceptable "nutritional value".

In addition to foodstuffs, replicators can be used for replicating machine parts, clothing (presumably including Starfleet uniforms) or other objects. They can even be used to replicate heavier machine parts, using a special type known as an industrial replicator.

Replicators may be capable of producing replacement organs for lifeforms in the ship's databanks. At the very least they are capable of producing artificial organs as replacement for lost/diseased organs.

Replicators aboard Starfleet vessels will not produce fatal poisons.

Some alien replicators, such as the ones used by the alien abductors encountered in 2366, are capable of replicating living things.

Replicators (along with transporters and force fields) are one of the technologies used in holodecks and holosuites.



The transporter is a subspace device capable of almost instantaneously moving an object from one location to another. Transporters are able to dematerialize, transmit and reassemble an object. The act of transporting is often referred to as "beaming."

Transporters have been used by many civilizations throughout history but the first Human-made transporter was invented by Emory Erickson sometime prior to 2121, with the first operable transporter being developed before 2139. When the transporter was in its infancy there was much controversy surrounding its safety and reliability within United Earth. The debates ranged from health issues and even to metaphysical debates over whether or not the person transported was the same person or a clone, replacing the original.

The Enterprise NX-01 was one of the first Earth Starfleet starships to be equipped with a transporter authorized for transporting biological objects, though it was rarely utilized due to the newness of the technology. Its use became common during Enterprise's search of the Delphic Expanse, mainly due to its usefulness in this dangerous sector of space.

These early transporters were not very reliable and even after *Enterprise's* mission, most were authorized for non-biological transports only. Even when transporter use became commonplace, most Humans and other races at a similar stage of technological development preferred traditional methods of travel.

With the advent of safer transporters, biological transport became increasingly common, which led to the appearance of the first transporter-related diseases. The best known disease was Transporter psychosis which was diagnosed in 2209.

As Earth Starfleet and its successor, the Federation Starfleet, continued their exploration of space, dependence on transporters grew significantly. Transporters could simplify away missions considerably by eliminating the need for a shuttlecraft. In case of emergencies, medical or otherwise, the time saved could mean the difference between life or death.

Transporters became the most reliable form of short-range transport by the 24th century. Innovations in transporter technology around this time included safer site-to-site transport, which allowed for transport between two locations without first returning to a transporter room.

As with other Starfleet technology, the transporter has its own set of safety features, protocols and procedures. In an emergency, many of these safety systems could be modified or circumvented.

One safety feature protected the transport subject to a certain degree from external influences once the dematerialization process had begun. This protection extended to both high energy discharges (such as energy weapons fire) and physical incursions (such as projectile weapons fire).

Such protection was *not* infallible, however, particularly in the earlier models of transporter. "Foreign matter" could get caught up in the transport process and become embedded or integrated into the subject.

Biofilters were uniformly used on all Federation transporters by the 24th century. These filters functioned to decontaminate transported objects and prevent harmful substances, pathogens, and even certain forms of radiation (including theta radiation), from contaminating the rest of the ship.

Though biofilters performed a general contaminate removal with each transport, some novel contaminate removal required specific calibration in order for the filters to be effective. As such, biofilters were incapable of filtering out certain types of substances and pathogens, most notably psychic energy.

Biofilters were also unable to detect and filter certain types of phased reality life forms without prior calibration. Biofilters also

functioned to detect and disable weapons and explosives (remat detonators).

Additionally pattern buffers were used to compensate for relative motion during transport, ensuring that transported matter materialized in the correct location.

Except in cases of extreme emergency, protocols prohibited transporting objects while traveling at warp speed.



Tricorder

The Starfleet Tricorder is a multi-purpose tool designed to be carried by personnel either whilst aboard ship or on away missions. The basic functions of a tricorder involve collecting data via a variety of sensors, analysing and processing the data via a compact onboard computer system, and presenting it to the user via a visual display and/or auditory cue. But this is barely the start of the capabilities of this amazing device.

The sensor capabilities of a tricorder are awesome. From scanning a planetary core from the surface at one extreme, down to checking a room for listening devices at the other, tricorders can do an amazing variety of things. They can record visual information, detect neutrino emissions, determine the structural stability of caves, scan electronic systems to determine their functions, download or upload information to computer systems, bypassing normal access methods to read and alter memory or storage directly from the tricorder, analyse and if necessary disrupt powerful electromagnetic field effects, scan for life forms and if necessary emit false lifeforms based on an analysis of DNA traces, they can determine how people have moved in an enclosed location by analysing molecular displacement traces even many hours afterwards, or even detect the thermal traces left by a person sitting down hours before and estimate the species from this data! Medical tricorders can scan a person at a distance and collect detailed physiological data, including all of their vital signs.

In a more active role, tricorders can disrupt certain types of forcefield barrier, project holograms, or act as a distress beacon. They can even be networked together to combine the processing power of their systems, allowing them to be used to control systems such as transporters.

Use of a tricorder gives the character a +3 bonus on Listen, Search, Spot and knowledge checks within the range of the device

Tricorder, Medical

Use of a Medical tricorder gives the character a +1 bonus on Listen, Search, and Spot checks, and a +3 for treat injury and medical related skills



Located on board most starships and space stations, the turbolift provides both vertical and horizontal transportation for personnel through turboshfts between key sections of a ship. In the 2270s, the turbolift's tactile interface was succeeded by voice command operation.

The turbolift personnel transport system is provided by the turboelevators system, a network of inductively powered transport tubes allowing the volume of the ship to be traversed in a high-speed manner.

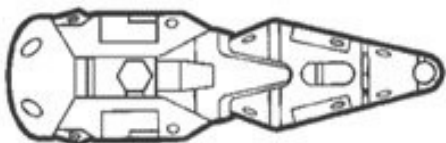
Many Starfleet turbolifts are comprised of a lightweight duranium-composite framework supporting a cylindrical personnel cab constructed from "microfoamed" duranium sheeting. Mounted longitudinally along the exterior of the cab are three linear induction motors that provides the motive force. Electromagnetic conduits located along the length of each turboshaft provide power to these motors, allowing accelerations up to ten meters per second. To counter such high acceleration speeds, an inertial dampener installed at the base of the cab provides for crew comfort, eliminating some (although not all) of the acceleration effects. In some Starfleet vessels, a plan of the ship is displayed along the back of the turbolift, allowing for directional assistance in the absence of computer access.

Incorporated in the design of early Starfleet turbolifts were small handles on the interior, allowing for transport without the use of voice commands. Later refits phased out any analog interfaces and featured auditory receivers allowing for crew personnel to use voice commands to direct the turbolift. Upon receipt of the voice command, the command queries the network, allowing for computation of the most optimal route to the destination. Such routes factor in the presence of other turbolifts already in operation. The auditory receivers also automatically scan for voiceprint authentication, allowing for select personnel access to restricted areas. Turbolifts from the 23rd century also featured communication panels to allow communication with other sections of the ship without the need for a communicator



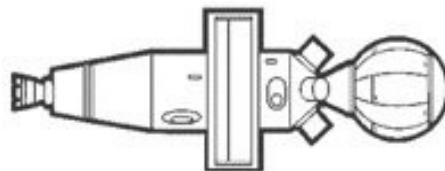
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Class I – Sensor Probe



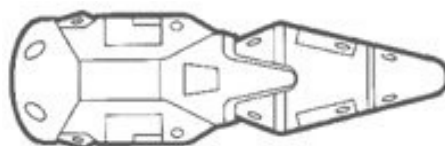
Range:	2 x 10 ⁵ km
Delta-V limit:	0.5c
Powerplant:	Vectored Deuterium microfusion.
Sensors:	Full EM/Subspace and interstellar chemistry pallet for in-space applications.
Telemetry:	12,500 channels at 12 megawatts.

Class II – Sensor Probe



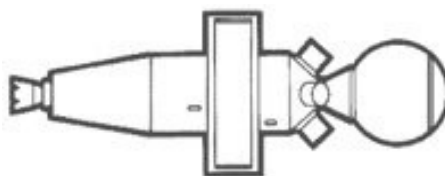
Range:	4 x 10 ⁵ km
Delta-V limit:	0.65c
Powerplant:	Vectored Deuterium microfusion. Extended fuel supply.
Sensors:	Same as class I, with addition of enhanced imaging, long-range particle and field detection.
Telemetry:	12,650 channels at 20 megawatts.

Class III – Sensor Probe



Range:	1.2 x 10 ⁶ km
Delta-V limit	0.65c
Powerplant:	Vectored Deuterium microfusion. Extended fuel supply.
Sensors:	Terrestrial and gas giant sensor pallet with material sample and return capability. on-board chemical analysis sub-module
Telemetry:	13,250 channels at 15 MW.
Notes:	This class of probe also has limited SIF hull reinforcement. Soft-landing, and surface penetration capabilities. Can take pressures of up to 450 bars. Limited terrestrial loiter time

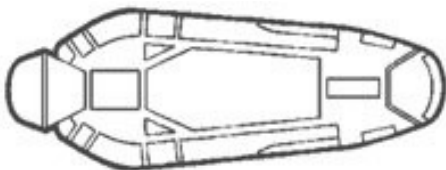
Class IV – Stellar Encounter Probe



Range:	3.5 x 10 ⁶ km
Delta-V limit:	0.6c
Powerplant:	Vectored Deuterium microfusion. Additional subspace driver coil. Extended manoeuvring fuel supply.
Sensors:	Triply redundant stellar fields and particle detectors, stellar atmosphere analysis suite.

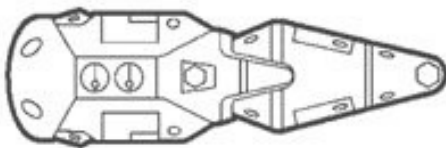
Telemetry: 9,780 channels at 65 MW.
Notes: This class of probe also has six ejectable radiation flux sub-probes, deployable for none stellar energy phenomena.

Class V - Reconnaissance Probe



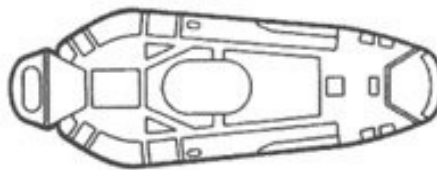
Range: 4.5×10^8 km
Delta-V limit: Warp 1.5
Powerplant: Dual mode matter/antimatter.
Sensors: Passive data gathering and subspace transceiver.
Telemetry: 1.050 channels at 0.5 MW.
Notes: This class of probe also has a soft-landing capability. Hull designed to limit visibility and detection. Can be modified for tactical purposes with a counter-measures sub-module.

Class VI - Comm Relay / Emergency Beacon Probe



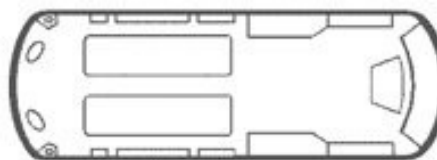
Range: 4.3×10^{10} km
Delta-V limit: 0.8c
Powerplant: Micro-fusion engine with high output MHD power tap.
Sensors: Standard pallet.
Telemetry: 9,270 channels at 350 MW.
Notes: This class of probe also has an extended deuterium supply to fuel comm systems. It is a modified class III probe.

Class VII - Remote Culture Study Probe



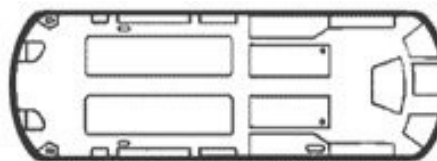
Range: 4.3×10^{10} km
Delta-V limit: 0.8c
Powerplant: Micro-fusion engine with high output MHD power tap.
Sensors: Standard pallet.
Telemetry: 9,270 channels at 350 MW.
Notes: This class of probe is for use only on class III civilisations and below. Hull coatings limit detectability. Can be in use for up to 3.5 months. Incorporates a low-impact self destruct package, tied into anti-tamper sensors.

Class VIII - Multimission Probe



Range: 1.2×10^2 light years
Delta-V limit: Warp 9
Powerplant: Matter/antimatter warp field sustainer engine.
Duration: 6.5 hrs at WF 9.
Sensors: Mission specific modules
Telemetry: 4,550 channels at 300 MW.
Notes: This class of probe is used for applications from particle analysis, to early-warning reconnaissance

Class IX - Multi-Mission Probe



Range: 7.6×10^2 light years
Delta-V limit: Warp 9
Powerplant: Matter/antimatter warp field sustainer engine.
Duration: 12 hrs at WF 9. 14 days at WF 8.
Sensors: Mission specific modules
Telemetry: 6,500 channels at 230 MW.
Notes: This class of probe has a memory capacity of 3,400 kiloquads, a fifty channel transponder echo. Often used as emergency devices to home in on nearest vessel or Starbase

Combat

Combat is played out in rounds, and in each round everybody acts in turn in a regular cycle. Combat usually runs in the following way.

1. Each combatant starts the battle flat-footed. Once a combatant acts, he or she is no longer flat-footed.
2. The GM determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one move or attack action. Combatants who were unaware don't get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round.
4. Combatants act in initiative order.
5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

Initiative

Every round, each combatant gets to do something. The combatants' initiative checks, from highest to lowest, determine the order in which they act, from first to last.

Initiative Checks

At the start of a battle, each combatant makes a single initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll, and anyone with the Improved Initiative feat gets an additional +4 bonus on the check. The GM finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. On all following rounds, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions). If two or more combatants have the same initiative check result, the combatants who are tied go in order of total initiative modifier (including Dexterity modifier and Improved Initiative bonus, if applicable). If there is still a tie, roll a die.

Flat-Footed: At the start of a battle, before the character has had a chance to act (specifically, before the character's first turn in the initiative order), the character is flat-footed. A character can't use his or her Dexterity bonus to Defense or make attacks of opportunity while flat-footed.

Joining a Battle

If characters enter a battle after it has begun, they roll initiative at that time and act whenever their turn comes up in the existing order.

Special Initiative Actions

Usually a character acts as soon as he or she can in combat, but sometimes a character wants to act later, at a better time, or in response to the actions of someone else.

Delay

By choosing to delay, the character takes no action and then acts normally at whatever point in the initiative count the character decides to act. When a character delays, he or she voluntarily reduces his or her own initiative result for the rest of the combat. When the character's new, lower initiative count comes up later in the same round, the character can act normally. The character can specify this new initiative result or just wait until some time

later in the round and act then, thus fixing the character's new initiative count at that point.

A character cannot interrupt anyone's action with a delayed action (as a character can with a readied action; see below).

Delaying Limits

The longest a character can delay before taking an action is until after everyone else has acted in the round. At that point, the delaying character must act or else forfeit any action in that round.

If multiple characters are delaying, the one with the highest initiative modifier (or highest Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest initiative modifier gets to go first. If two or more delaying characters are trying to go after one another, the one with the highest initiative modifier gets to go last; the others must go first or lose their action for the round.

If a character loses an action due to delaying, he or she may act on any count on the next turn. Again, the character cannot interrupt an action.

Ready

The ready action lets a character prepare to take an action later, to interrupt another character. Essentially, the character splits his or her action, taking the move action on the character's initiative count and the attack action at a later point. On the character's turn, he or she prepares to take an action later, if a specific trigger is met. Then, later in the round, if the readied action is triggered, the character takes it, acting before the triggering action.

Readying does not provoke an attack of opportunity. (The character's move action, and the attack action he or she readies, may both provoke attacks of opportunity normally.)

Readying an Action

A character can ready an attack action or a move action. To do so, the character specifies the action he or she will take and the conditions under which the character will take it. Then, any time before the character's next action, the character may take the readied attack action in response to those conditions. The readied action occurs just before the event that triggers it. If the trigger is part of another character's actions, the readied action interrupts the other character. The other character continues his or her actions once the readied action is completed.

The character's initiative count changes. For the rest of the encounter, it is the count on which the character took the readied action, and the character acts immediately ahead of the character whose action triggered the readied action.

A character can take a 5-foot step as part of his or her readied action, but only if the character didn't otherwise move any distance during the round.

If the character comes to his or her next action and has not yet performed the readied action, the character doesn't get to take the readied action (though the character can ready the same action again). If the character takes his or her readied action in the next round, before his or her regular turn comes up, the character's initiative count rises to that new point in the order of battle, and he or she does not get your regular action that round.

Attack Roll

An attack roll represents a character's attempts to strike an opponent on the character's turn in a round. When a character makes an attack roll, he or she rolls 1d20 and adds his or her attack bonus. If the result equals or beats the target's Defense, the character hits and deals damage. Many modifiers can affect the attack roll.

A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also always a threat—a possible critical hit.

If the character is not proficient in the weapon he or she is attacking with (the character doesn't have the appropriate Weapon Proficiency feat), that character takes a -4 penalty on the attack roll.

Attack Bonus

A character's attack bonus with a melee weapon is: Base attack bonus + Strength modifier + size modifier

With a ranged weapon, a character's attack bonus is: Base attack bonus + Dexterity modifier + range penalty + size modifier

Strength Modifier

Strength helps a character swing a weapon harder and faster, so a character's Strength modifier applies to melee attack rolls.

Size Modifier

Table: Size Modifiers	
Size (Example)	Size Modifier
Colossal (blue whale [90 ft. long])	-8
Gargantuan (gray whale [40 ft. long])	-4
Huge (elephant)	-2
Large (lion)	-1
Medium-size (human)	+0
Small (German shepherd)	+1
Tiny (housecat)	+2
Diminutive (rat)	+4
Fine (horsefly)	+8

Creature size categories are defined differently from the size categories for weapons and other objects. Since this size modifier applies to Defense against a melee weapon attack or a ranged weapon attack, two creatures of the same size strike each other normally, regardless of what size they actually are. Creature sizes are compatible with vehicle sizes.

Dexterity Modifier

Dexterity measures coordination and steadiness, so a character's Dexterity modifier applies when the character attacks with a ranged weapon.

Range Penalty

The range penalty for a ranged weapon depends on what weapon the character is using and how far away the target is. All ranged weapons and thrown weapons have a range increment. Any attack from a distance of less than one range increment is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. Ranged weapons that fire projectiles can shoot up to ten increments.

Damage

When a character hits with a weapon, he or she deals damage according to the type of weapon. Effects that modify weapon damage also apply to unarmed strikes and the natural physical attack forms of creatures.

Damage is deducted from the target's current hit points.

Minimum Weapon Damage

If penalties to damage bring the damage result below 1, a hit still deals 1 point of damage.

Strength Bonus

When a character hits with a melee weapon or thrown weapon, add his or her Strength modifier to the damage.

Off-Hand Weapon: When a character deals damage with a weapon in his or her off hand, add only half of the character's Strength bonus.

Wielding a Weapon Two-Handed: When a character deals damage with a weapon that he or she is wielding two-handed, add 1.5 times the character's Strength bonus. However, the character doesn't get this higher Strength bonus when using a light weapon two-handed; in such a case, only the character's normal Strength bonus applies to the damage roll.

Multiplying Damage

Sometimes damage is multiplied by some factor. Roll the damage (with all modifiers) multiple times and total the results.

Bonus damage represented as extra dice is an exception. Do not multiply bonus damage dice when a character scores a critical hit

Critical Hits

When a character makes an attack roll and gets a natural 20 (the d20 shows 20), the character hits regardless of the target's Defense, and the character has scored a threat of a critical hit. To find out if it is actually a critical hit, the character immediately makes another attack roll with all the same modifiers as the attack roll that scored the threat. If the second roll also results in a hit against the target's Defense, the attack is a critical hit. (The second roll just needs to hit to confirm a critical hit; the character doesn't need to roll a second 20.) If the second roll is a miss, then the attack just deals the damage of a regular hit.

A critical hit multiplies the character's damage. Unless otherwise specified, the multiplier is x2. (It is possible for some weapons to have higher multipliers, doing more damage on a critical hit.) Some weapons have expanded threat ranges, making a critical hit more likely. However, even with these weapons, only a 20 is an automatic hit. The Critical column on the weapon description pages indicate the threat range for each weapon on the tables.

Bonus damage represented as extra dice is not multiplied when a character scores a critical hit.

Objects (including vehicles) and some types of creatures are immune to critical hits. A 20 is always a successful hit, but deals no extra damage against these targets.

Defense

A character's Defense represents how hard it is for opponents to land a solid, damaging blow on the character. It's the attack roll result that an opponent needs to achieve to hit the character. The average, unarmored civilian has a Defense of 10. A character's Defense is equal to: 10 + Dexterity modifier + class bonus + equipment bonus + size modifier

Dexterity Modifier

If a character's Dexterity is high, he or she is particularly adept at dodging blows or gunfire. If a character's Dexterity is low, he or

she is particularly inept at it. Characters apply their Dexterity modifier to Defense.

Sometimes a character can't use his or her Dexterity bonus. If a character can't react to a blow, that character can't use his or her Dexterity bonus to Defense.

Class Bonus

A character's class and level grant the character an innate bonus to Defense. This bonus applies in all situations, even when the character is flat-footed or when the character would lose his or her Dexterity bonus for some other reason.

Equipment Bonus

If a character wears armor, it provides a bonus to his or her Defense. This bonus represents the armor's ability to protect the character from blows. Armor provides a minimum bonus to anyone who wears it, but a character who is proficient in the use of a certain type of armor receives a larger bonus to Defense.

Sometimes a character can't use his or her equipment bonus to Defense. If an attack will damage the character just by touching him or her, that character can't add his or her equipment bonus (see Touch Attacks, below).

Size Modifier

Size	Size Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium-size	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

The bigger an opponent is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls a creature doesn't have a hard time attacking another creature of the same size. Size modifiers are shown on Table: Size Modifiers.

Other Modifiers

Other factors can add to a character's Defense.

Feats: Some feats give a bonus to a character's Defense.

Natural Armor: Some creatures have natural armor, which usually consists of scales, fur, or layers of thick muscle.

Dodge Bonuses: Some other Defense bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies a character his or her Dexterity bonus also denies his or her dodge bonuses. Unlike most sorts of bonuses, dodge bonuses stack with each other.

Touch Attacks

Some attacks disregard armor. In these cases, the attacker makes a touch attack roll (either a ranged touch attack roll or a melee touch attack roll). The attacker makes his or her attack roll as normal, but a character's Defense does not include any equipment bonus or armor bonus. All other modifiers, such as class bonus, Dexterity modifier, and size modifier, apply normally.

Hit Points

A character's hit points tell how much punishment he or she can take before dropping. Hit points are based on the character's class and level, and the character's Constitution modifier applies.

When a character's hit point total drops to 0, he or she is disabled. When it drops to -1, he or she is dying. When it drops to -10, the character is dead.

Speed

A character's speed tells how far he or she can move in a move action. Humans normally move 30 feet, but some creatures move faster or slower. Wearing armor can slow a character down.

A character normally moves as a move action, leaving an attack action to attack. The character can, however, use his or her attack action as a second move action. This could let the character move again, for a total movement of up to double his or her normal speed. Another option is to run all out (a full-round action). This lets the character move up to four times his or her normal speed, but a character can only run all out in a straight line, and doing so affects the character's Defense (see Run).

Saving Throws

Generally, when a character is subject to an unusual or magical attack, he or she gets a saving throw to avoid or reduce the effect. A saving throw is a 1d20 roll plus a bonus based on the character's class and level (the character's base save bonus) and an ability modifier.

A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.

A character's saving throw bonus is: Base save bonus + ability modifier

The Difficulty Class for a save is determined by the attack itself.

Saving Throw Types

The three different kinds of saving throws are:

Fortitude: These saves measure a character's ability to stand up to massive physical punishment or attacks against his or her vitality and health such as poison and paralysis. Apply a character's Constitution modifier to his or her Fortitude saving throws.

Reflex: These saves test a character's ability to dodge massive attacks such as explosions or car wrecks. (Often, when damage is inevitable, a character gets to make a Reflex save to take only half damage.) Apply the character's Dexterity modifier to his or her Reflex saving throws.

Will: These saves reflect a character's resistance to mental influence and domination as well as to many magical effects. Apply the character's Wisdom modifier to his or her Will saving throws.

Surprise

When a combat starts, if a character was not aware of his or her enemies and they were aware of the character, that character is surprised. Likewise, a character can surprise his or her enemies if the character knows about them before they're aware of the character.

The Surprise Round

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an attack action or move action during the surprise round (see Action Types). If no one or everyone is surprised, a surprise round does not occur.

Unaware Combatants

Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are still flat-footed because they have not acted yet. Because of this, they lose any Dexterity bonus to Defense.

Actions in Combat

The fundamental actions of moving and attacking cover most of what a character wants to do in a battle. They're described here. Other, more specialized options are touched on in Table: Actions in Combat, and covered in Special Initiative Actions and Special Attacks.

The Combat Round

Each round represents about 6 seconds in the game world. A round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in 6 seconds, a character can do in 1 round.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his or her entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from a certain round to the same initiative number in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

Table: Actions in Combat	
Attack Actions	Attack of Opportunity ¹
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Attack (aid another)	No
Bull rush (attack)	No
Escape a grapple	No
Feint (see the Bluff skill)	No
Ready (triggers an attack action)	No
Make a dying character stable	Yes
Attack a weapon	Yes

Attack an object	Maybe ²
Total defense	No
Use a skill that takes an attack action	Usually
Start/complete full-round action	Varies
Move Actions	Attack of Opportunity ¹
Move your speed	Yes
Use a piece of equipment	No
Climb (one-quarter speed)	No
Climb, accelerated (one-half speed)	No
Crawl	No
Draw a weapon ³	No
Holster a weapon	Yes
Move a heavy object	Yes
Open a door	No
Pick up an object	Yes
Reload a firearm with a box magazine or speed loader	Yes
Retrieve a stored object	Yes
Stand up from prone, sitting, or kneeling	Yes
Swim	No
Use a skill that takes a move action	Usually
Full-Round Actions	Attack of Opportunity ¹
Bull rush (charge)	No
Charge	No
Coup de grace	Yes
Full attack	No
Overrun (charge)	No
Run	Yes
Withdraw	No
Extinguish flames	No
Use a skill that takes a full round	Usually
Reload a firearm with an internal magazine	Yes
Free Actions	Attack of Opportunity ¹

Drop an object	No
Drop to prone, sitting, or kneeling	No
Speak	No
Action Type Varies	Attack of Opportunity ¹
Disarm ⁴	Yes
Grapple ⁴	Yes
Load a weapon	Yes
Trip an opponent ⁴	No (Yes if unarmed)
Use a feat ⁵	Varies
No Action	Attack of Opportunity ¹
Delay	No
5-foot step	No
<p>¹Regardless of the action, if a character moves out of a threatened square, the character usually provokes an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.</p> <p>²If the object is being held, carried, or worn by a creature, yes. If not, no.</p> <p>³If the character has a base attack bonus of +1 or higher, he or she can combine this action with a regular move. If the character has the Two-Weapon Fighting feat, he or she can draw two light or one-handed weapons in the time it would normally take to draw one.</p> <p>⁴These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.</p> <p>⁵The description of a feat defines its effect.</p>	

Action Types

The four types of actions are attack actions, move actions, full-round actions, and free actions. In a normal round, a character can perform an attack action and a move action (or two move actions; a character can always take a move action in place of an attack action), or a character can perform a full-round action. A character can also perform as many free actions as the GM allows.

In some situations (such as in the surprise round) a character may be limited to taking only a single attack or move action.

Attack Action

An attack action allows a character to do something. A character can make an attack, use a skill or a feat (unless the skill or feat requires a full-round action to perform; see below), or perform other similar actions. During a combat round, a character can take an attack action and a move action. A character can take a move action before or after performing an attack action.

Move Action

A move action allows a character to move his or her speed or perform an action that takes a similar amount of time. A character can move his or her speed, climb one-quarter of his or her speed, draw or stow a weapon or other object, stand up, pick up an object, or perform some equivalent action (see Table: Actions in Combat).

A character can take a move action in the place of an attack action.

If a character moves no actual distance in a round, that character can take one 5-foot step before, during, or after the action.

Full-Round Action

A full-round action consumes all a character's effort during a round. The only movement the character can take during a full-round action is a 5-foot step before, during, or after the action. Some full-round actions do not allow a character to take a 5-foot step. A character can also perform free actions (see below) as the GM allows.

Free Action

Free actions consume a very small amount of time and effort, and over the span of the round, their impact is so minor that they are considered free. A character can perform one or more free actions while taking another action normally. However, the GM puts reasonable limits on what a character can really do for free. For instance, dropping an object, dropping to a prone position, speaking a sentence or two, and ceasing to concentrate on a magic spell (if magic is available in the campaign) are all free actions.

Attack Actions

Most common attack actions are described below. More specialized attack actions are mentioned in Table: Actions in Combat, and covered in Special Attacks.

Melee Attacks

With a normal melee weapon, a character can strike any enemy within 5 feet. (Enemies within 5 feet are considered adjacent to the character.)

A character capable of making more than one melee attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

Fighting Defensively: A character can choose to fight defensively while making a melee attack. If the character does so, he or she takes a –4 penalty on his or her attack in a round to gain a +2 dodge bonus to Defense in the same round.

Unarmed Attacks

Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except that an unarmed attack deals nonlethal damage. Unarmed strikes count as light melee weapons (for purposes of two-weapon attack penalties and so on). The following exceptions to normal melee rules apply to unarmed attacks.

Attacks of Opportunity: Making an unarmed attack against an armed opponent provokes an attack of opportunity from the character attacked. The attack of opportunity comes before the character's attack. An unarmed attack does not provoke attacks of opportunity from other foes, nor does it provoke an attack of opportunity from an unarmed foe.

“Armed” Unarmed Attacks: Sometimes a character or creature attacks unarmed but the attack still counts as armed. A creature with claws, fangs, and similar natural physical weapons, for example, counts as armed. Being armed counts for both offense and defense—not only does a creature not provoke an attack of opportunity when attacking an armed foe, but a character provokes an attack of opportunity from that creature if the character makes an unarmed attack against it. The Combat Martial Arts feat makes a character's unarmed attacks count as armed.

Unarmed Strike Damage: An unarmed strike from a Medium-size character deals 1d3 points (plus the character's Strength modifier, as normal) of nonlethal damage.

A character can specify that his or her unarmed strike will deal lethal damage before the character makes his or her attack roll, but the character takes a –4 penalty on the attack roll because he or she has to strike a particularly vulnerable spot to deal lethal damage.

Ranged Attacks

With a ranged weapon, a character can shoot or throw at any target that is within the ranged weapon's maximum range and in line of sight. A target is in line of sight if there are no solid obstructions between the character and the target. The maximum range for a thrown weapon is five range increments. For weapons that fire projectiles, it is ten range increments.

A character capable of making more than one ranged attack per round must use the full attack action (see Full-Round Actions, below) in order to make more than one attack.

Shooting or Throwing into a Melee: If a character shoots or throws a ranged weapon at a target that is engaged in melee with an ally, the character takes a -4 penalty on his or her attack roll because the character has to aim carefully to avoid hitting the ally. Two characters are engaged in melee if they are enemies and they are adjacent to one another. (An unconscious or otherwise immobilized character is not considered engaged unless he or she is actually being attacked.)

If the target is so big that part of it is 10 feet or farther from the nearest ally, the character can avoid the -4 penalty, even if it's engaged in melee with an ally.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a -4 penalty on attacks against adjacent opponents.

Fighting Defensively: A character can choose to fight defensively while making a ranged attack. If the character does so, he or she takes a -4 penalty on his or her attack in a round to gain a +2 dodge bonus to Defense in the same round.

Touch Attacks

Since the character only needs to touch the enemy, he or she makes a touch attack instead of a regular attack. Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity when it is discharged on an armed opponent. However, the act of casting a spell does provoke attacks of opportunity.

Touch attacks come in two types: melee touch attacks (for touches made with the character's hand) and ranged touch attacks (for touches made with projectile and ray effects). The caster can score critical hits with either type of attack. The opponent's Defense against a touch attack does not include any equipment bonus or natural armor bonus. The opponent's size modifier and Dexterity modifier both apply normally.

Total Defense

Instead of attacking, a character can use his or her attack action simply to defend. This is called a total defense action. The character doesn't get to attack or perform any other activity, but does get a +4 dodge bonus to his or her Defense for 1 round. The character's Defense improves at the start of this action, so it helps against any attacks of opportunity the character is subject to while performing his or her move action.

Start/Complete Full-Round Action

The "start/complete full-round action" attack action lets a character start undertaking a full-round action (such as those listed on Table: Actions in Combat) at the end of his or her turn, or complete a full-round action by using an attack action at the beginning of his or her turn in the round following the round when the character started the full-round action.

If the character starts a full-round action at the end of his or her turn, the next action that character takes must be to complete the full-round action.

Start/complete full-round action cannot be used with a full attack, charge, run, or withdraw action.

Move Actions

With the exception of specific movement-related skills, most move actions don't require a check. In some cases, ability checks might be required.

Movement

The simplest move action is moving the character's speed. If a character takes this kind of move action during his or her turn, the character cannot also take a 5-foot step.

Many nonstandard modes of movement are also covered under this category, including climbing and swimming (up to one-quarter the character's speed), crawling (up to 5 feet), and entering a vehicle.

Manipulating Objects

In most cases, moving or manipulating an object is a move action. This includes drawing or holstering a weapon, retrieving or putting away a stored object, picking up an object, moving a heavy object, and opening a door.

If the character has a base attack bonus of +1 or higher, he or she can draw a weapon as part of his or her normal movement.

Standing Up

Standing up from a prone position requires a move action. It provokes an attack of opportunity from opponents who threaten the character.

Full-Round Actions

A full-round action requires an entire round to complete. If it doesn't involve moving any distance, a character can combine it with a 5-foot step.

Charge

Charging is a special full-round action that allows a character to move more than his or her speed and attack during the action. However, there are tight restrictions on how and when a character can charge.

Movement during a Charge: The character must move before his or her attack, not after. The character must move at least 10 feet and may move up to twice his or her speed. All movement must be in a straight line, with no backing up allowed. The character must stop as soon as he or she is within striking range of his or her target (the character can't run past the target and attack from another direction). A character can't take a 5-foot step during the same round as a full charge.

During the surprise round (or any other time a character is limited to taking no more than a single attack action on his or her turn) the character can still use the charge action, but he or she is only allowed to move up to his or her speed (instead of up to twice his or her speed).

Attacking after a Charge: After moving, the character may make a single melee attack. The character gets a +2 bonus on the attack roll. The character also takes a -2 penalty to his or her Defense for 1 round (until the beginning of the character's turn in the following round).

Even if the character has extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, a character only gets to make one attack after a charge.

Instead of attacking the target, a character can attempt to push the target back. See Bull Rush.

Full Attack

If a character gets more than one attack per action because his or her base attack bonus is high enough, because he or she fights with two weapons, because he or she is using a double weapon,

or for some special reason, the character must use the full attack action to get his or her additional attacks. The character does not need to specify the targets of his or her attacks ahead of time. The character can see how the earlier attacks turn out before assigning the later ones.

Full attack is a full-round action. Because of this, the only movement a character can take during a full attack is a 5-foot step. The character may take the step before, after, or between the attacks.

If a character gets multiple attacks based on his or her base attack bonus, the character must make the attacks in order from highest bonus to lowest. If the character is using two weapons, the character can strike with either weapon first. If the character is using a double weapon, the character can strike with either part of the weapon first.

Committing to a Full Attack Action: A character doesn't have to commit to a full attack until after the first attack. The character can then decide whether to make his or her remaining attacks or to take a move action. Of course, if the character has already taken a 5-foot step, he or she can't use his or her move action to move any distance, but the character could still draw or put away a weapon, for instance (see Move Actions).

Fighting Defensively: A character can choose to fight defensively when taking a full attack action. If the character does so, he or she takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to Defense in the same round.

Attacking with Two Weapons: If the character wields a second weapon in his or her off hand, the character can get one extra attack per round with that weapon. Fighting in this way is very difficult, however—the character takes a -6 penalty on the regular attack or attacks with his or her primary hand and a -10 penalty on the attack with his or her off hand. A character can reduce these penalties in two ways.

1. If the off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)
2. The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

Table: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

Double Weapons: A character can use a double weapon to make an extra attack as if he or she were fighting with two weapons. The penalties apply as if the off-hand weapon were light.

Table: Two-Weapon Fighting Penalties		
Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2

Run

A character can run all out as a full-round action. When a character runs, he or she can move up to four times his or her speed in a straight line. (The character does not get a 5-foot step.) The character loses any Dexterity bonus to Defense since he or she can't avoid attacks. However, the character gets a +2 bonus to Defense against ranged attacks while running.

A character can run for a number of rounds equal to his or her Constitution score, but after that the character must succeed at a

Constitution check (DC 10) to continue running. The character must check again each round in which he or she continues to run, and the DC of this check increases by 1 for each check the character makes. When the character fails this check, he or she must stop running. A character who has run to his or her limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move normally, but can't run.

A run represents a speed of about 14 miles per hour for an unencumbered human.

Withdraw

Withdrawing from melee combat is a full-round action. When a character withdraws, he or she can move up to twice his or her speed. (The character doesn't also get a 5-foot step.) The square the character starts from is not considered threatened for purposes of withdrawing, and therefore enemies do not get attacks of opportunity against the character when he or she move from that square.

If while withdrawing, the character moves through another threatened square (other than the one started in) without stopping, enemies get attacks of opportunity as normal.

Some forms of movement (such as climbing and swimming) require skill checks from most creatures. A character may not withdraw using a form of movement for which that character must make a skill check.

Use Feat, Skill, or Talent

Certain feats, let a character take special actions in combat. Other feats are not actions in themselves, but they give a character a bonus when attempting something he or she can already do. Some feats aren't meant to be used within the framework of combat. The individual feat descriptions tell a character what he or she needs to know about them.

Most uses of skills or talents in a combat situation are attack actions, but some might be move actions or full-round actions. When appropriate, the description of a talent or a skill provides the time required to use it.

Attacks of Opportunity

The melee combat rules assume that combatants are actively avoiding attacks. A player doesn't have to declare anything special for his or her character to be on the defensive. Sometimes, however, a combatant in a melee lets his or her guard down, and doesn't maintain a defensive posture as usual. In this case, combatants near him or her can take advantage of this lapse in defense to attack for free. These attacks are called attacks of opportunity.

Weapon Type

A character can use a melee weapon to make attacks of opportunity whenever the conditions for such an attack are met (see Provoking an Attack of Opportunity, below). In addition, a character can make attacks of opportunity with unarmed attacks if the character's unarmed attacks count as armed (see "Armed" Unarmed Attacks).

Threatened Squares

A character threatens the squares into which he or she can make a melee attack, even when it is not the character's action. Generally, that's all squares adjacent to the character's position. An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from the character. A character can only make attacks of opportunity with melee weapons, never with ranged weapons.

Provoking an Attack of Opportunity

Two actions can provoke attacks of opportunity: moving out of a threatened square, and performing an action within a threatened

square that distracts from defending and lets the character's guard down.

Moving out of a Threatened Square: When a character moves out of a threatened square, that character generally provokes an attack of opportunity. There are two important exceptions, however. A character doesn't provoke an attack of opportunity if all he or she moves is a 5-foot step, or if the character withdraws. If the character doesn't start in a threatened square, but moves into one, the character has to stop there, or else he or she provokes an attack of opportunity as he or she leaves that square.

Performing an Action that Distracts the Character: Some actions, when performed in a threatened square, provoke attacks of opportunity because they make a character divert his or her attention from the fight at hand. Using a ranged weapon, in particular, provokes attacks of opportunity. Table: Actions in Combat notes many additional actions that provoke attacks of opportunity.

Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and a character can only make one per round. A character does not have to make an attack of opportunity if he or she doesn't want to.

An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. A character makes his or her attack of opportunity, however, at his or her normal attack bonus—even if the character has already attacked in this round.

Movement and Position

When using a grid to represent character's movement, the standard scale equates 1 inch (or a 1 inch square) to 5 feet in the game world.

Standard Scale
One inch (or one square) = 5 feet
"Next to" or "adjacent" = 1 inch (5 feet) away (or in adjacent square)
30mm figure = A human-size creature
A human-size creature occupies an area 1 inch (5 feet) across (or one square)
One round = 6 seconds

Tactical Movement

Where can a character move, how long it takes to get there, and whether he or she is vulnerable to attacks of opportunity while moving are key questions in combat.

How Far Can a Character Move?

Humans normally move 30 feet, although armor can slow a character down. Some creatures move faster or slower. A character's speed when unarmored is sometimes called base speed.

Encumbrance: A character encumbered by carrying a large amount of gear or a fallen comrade may move slower than normal.

Movement in Combat: Generally, a character can move his or her speed as a move action. If a character uses his or her attack action as a move action, the character can move again (for a total movement of up to twice the character's normal speed). If the character spends the entire round to run all out, he or she can move up to four times his or her normal speed. If a character does something that requires a full round, he or she can only take a 5-foot step.

Movement in Darkness: If a character moves when he or she can't see, such as in total darkness, his or her speed is limited to one-half normal. The Blind-Fight feat reduces this penalty.

Passing Through

Sometimes a character can pass through an area occupied by another character or creature.

Friendly Character: A character can move through a square occupied by a friendly character.

Unfriendly Character: There are two ways to move through a square occupied by a resisting enemy. The character can attempt an overrun. Or the character can attempt to tumble through a square occupied by an enemy (if the character has ranks in the Tumble skill; see the skill description).

A character can move through a square occupied by an unfriendly character who doesn't resist as if the character was friendly.

Square Occupied by Creature Three Sizes Larger or Smaller: Any creature can move through a square occupied by a creature three size categories larger or three categories smaller than it is.

Flanking

If a character is making a melee attack against an opponent, and an ally directly opposite the character is threatening the opponent, the character and his or her ally flank the opponent. The character gains a +2 bonus on his or her attack roll. The ally must be on the other side of the opponent so that the opponent is directly between the character and the ally.

A character doesn't gain a bonus for flanking when making a ranged attack.

Favorable and Unfavorable Conditions

Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state, or tactics applies to the defender's Defense. The GM judges what bonuses and penalties apply, using Table: Defense Modifiers and Table: Attack Roll Modifiers as guides.

Table: Defense Modifiers		
Circumstance	Melee	Ranged
Defender sitting or kneeling	-2	+2 ¹
Defender prone	-4	+4 ¹
Defender stunned or cowering	-2 ²	-2 ²
Defender climbing	-2 ²	-2 ²
Defender flat-footed	+0 ²	+0 ²
Defender running	+0 ²	+2 ²
Defender grappling (attacker not)	+0 ²	+0 ²
Defender pinned	-4 ⁴	+0 ⁴
Defender helpless (such as paralyzed, sleeping, or bound)	+0 ²	+0 ²
Defender has cover	— See Cover —	

Defender concealed or invisible	— See Concealment —
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¹ Does not apply if target is adjacent to attacker. This circumstance may instead improve bonus to Defense granted by cover. See Cover.
² The defender loses any Dexterity bonus to Defense.
³ Roll randomly to see which grappling combatant the character strikes. That defender loses any Dexterity bonus to Defense.
⁴ Treat the defender's Dexterity as 0 (–5 modifier).

Table: Attack Roll Modifiers		
Circumstance	Melee	Ranged
Attacker flanking defender ¹	+2	—
Attacker on higher ground	+1	+0
Attacker prone	–4	–2 ²
Attacker invisible	+2 ³	+2 ³

¹ A character flanks a defender when he or she has an ally on the opposite side of the defender threatening the defender.
² Some ranged weapons can't be used while the attacker is prone.
³ The defender loses any Dexterity bonus to Defense.

Cover

Cover provides a bonus to Defense. The more cover a character has, the bigger the bonus. In a melee, if a character has cover against an opponent, that opponent probably has cover against the character, too. With ranged weapons, however, it's easy to have better cover than the opponent.

The GM may impose other penalties or restrictions on attacks depending on the details of the cover.

Degree of Cover

Cover is assessed in subjective measurements of how much protection it offers. The GM determines the value of cover. This measure is not a strict mathematical calculation, because a character gains more value from covering the parts of his or her body that are more likely to be struck. If the bottom half of a character's body is covered, that only gives one-quarter cover, because most vital areas are still fully exposed. If one side or the other of a character's body is covered, the character gets one-half cover.

Cover Defense Bonus

Table: Cover gives the Defense bonuses for different degrees of cover. Add the relevant number to the character's Defense. This cover bonus overlaps (does not stack) with certain other bonuses.

Cover Reflex Save Bonus

Table: Cover gives the Reflex save bonuses for different degrees of cover. Add this bonus to Reflex saves against attacks that affect an area. This bonus only applies to attacks that originate or burst out from a point on the other side of the cover.

Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the GM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. This can be particularly important to

know in cases when a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the Defense of the covering character, the covering character takes the damage intended for the target.

If the covering character has a Dexterity bonus to Defense or a dodge bonus, and this bonus keeps the covering character from being hit, then the original target is hit instead. The covering character has dodged out of the way and didn't provide cover after all. A covering character can choose not to apply his or her Dexterity bonus to Defense and/or his or her dodge bonus, if the character so desires.

Table: Cover		
Degree of Cover (Example)	Cover Bonus to Defense	Reflex Saves
One-quarter (standing behind a 3-ft. high wall)	+2	+1
One-half (fighting from around a corner or a tree; standing at an open window; behind a creature of same size)	+4	+2
Three-quarters (peering around a corner or a big tree)	+7	+3
Nine-tenths (standing at an arrow slit; behind a door that's slightly ajar)	+10	+4 ¹
Total (on the other side of a solid wall)	—	—

¹ Half damage if save is failed; no damage if successful.

Concealment

Concealment includes all circumstances in which nothing physically blocks a blow or shot, but something interferes with an attacker's accuracy.

Degree of Concealment

Concealment is subjectively measured as to how well concealed the defender is. Examples of what might qualify as concealment of various degrees are given in Table: Concealment. Concealment always depends on the point of view of the attacker.

Concealment Miss Chance

Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. (Actually, it doesn't matter who makes the roll or whether it's rolled before or after the attack roll. When multiple concealment conditions apply to a defender, use the one that would produce the highest miss chance. Do not add the miss chances together.

Table: Concealment

Concealment (Example)	Miss Chance
One-quarter (light fog; light foliage)	10%
One-half (shadows; dense fog at 5 ft.)	20%
Three-quarters (dense foliage)	30%
Nine-tenths (near total darkness)	40%
Total (attacker blind; total darkness; smoke grenade; dense fog at 10 ft.)	50% and must guess target's location

Helpless Defenders

A helpless foe—one who is bound, sleeping, unconscious, or otherwise at the attacker’s mercy—is an easy target. A character can sometimes approach a target who is unaware of his or her presence, get adjacent to the target, and treat him or her as helpless. If the target is in combat or some other tense situation, and therefore in a state of acute awareness and readiness, or if the target can use his or her Dexterity bonus to Defense, then that target can’t be considered unaware. Further, any reasonable precaution taken by a target, including stationing bodyguards, placing his or her back to a wall, or being able to make Spot checks, also precludes catching that target unaware and helpless.

Regular Attack

A helpless defender has an effective Defense of 5 + his or her size modifier. If a character is attacking with a ranged weapon and is not adjacent to the target, the character can use a full-round action to make the attack, and gain a +5 bonus on the attack roll. If the character is attacking with a melee weapon, or with a ranged weapon from an adjacent square, the character can use a full-round action to deliver a coup de grace.

Coup de Grace

As a full-round action, a character can use a melee weapon to deliver a coup de grace to a helpless foe. A character can also use a ranged weapon, provided the character is adjacent to the target. The character automatically hits and score a critical hit. If the defender survives the damage, he or she still must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

A character can’t deliver a coup de grace against a creature that is immune to critical hits.

Knockout Blow

As a full-round action, a character can make an unarmed attack or use a melee weapon that deals nonlethal damage to deliver a knockout blow to a helpless foe. A character can also use a melee weapon that deals lethal damage, but the character takes a –4 penalty on any attempt to deal nonlethal damage with the weapon. The target has an effective Defense of 5 + his or her size modifier. If the character hits, he or she automatically scores a critical hit (see Nonlethal Damage).

Delivering a knockout blow provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

A character can’t deliver a knockout blow against a creature that is immune to critical hits.

Aid Another

In combat, a character can help a friend attack or defend by distracting or interfering with an opponent. If the character is in position to attack an opponent with which a friend of the character is engaged in melee combat, the character can attempt to aid the friend as an attack action. The character makes an attack roll against Defense 10. If the character succeeds, he or she doesn’t actually damage the opponent—but the character’s friend gains either a +2 circumstance bonus against that opponent or a +2 circumstance bonus to Defense against that opponent (aiding character’s choice) on the friend’s next turn.

Firearms

The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one target.

The Personal Firearms Proficiency feat allows a character to make this sort of attack without penalty. If a character isn’t proficient in personal firearms, he or she takes a –4 penalty on attacks with that type of weapon.

A number of other feats allow a character to deal extra damage when he or she fires more than one bullet as part of a single attack at a single target. (If a character doesn’t have those feats, he or she can still fire more than one bullet—but the extra bullets don’t have any effect, and are just wasted ammunition.)

As with all forms of ranged weapons, attacking with a firearm while within a threatened square provokes an attack of opportunity.

Because of the weapon’s unwieldy shape and size, an attacker using a longarm takes a –4 penalty on attacks against adjacent opponents.

Autofire

If a ranged weapon has an automatic rate of fire, a character may set it on autofire. Autofire affects an area and everyone in it, not a specific creature. The character targets a 10-foot-by-10-foot area and makes an attack roll; the targeted area has an effective Defense of 10. (If the character does not have the Advanced Firearms Proficiency feat, he or she takes a –4 penalty on the attack roll.) If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon’s damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

Autofire is not the same thing as burst fire, which involves firing a short burst at a specific target. Firing a burst requires the Burst Fire feat. If a character fires a blast of automatic fire at a specific target without the Burst Fire feat, it’s treated as a standard attack. The attack, if successful, only deals normal damage—all the extra ammunition the character fired is wasted.

Some firearms—particularly machine guns—only have autofire settings and can’t normally fire single shots.

Grenades and Explosives

An explosive is a weapon that, when detonated, affects all creatures and objects within its burst radius by means of shrapnel, heat, or massive concussion. Its effect is broad enough that it can hurt characters just by going off close to them.

Some explosives, such as grenades, can be thrown, and they explode when they land. Others are planted, with fuses or timers, and go off after a preset amount of time elapses.

Thrown Explosives

Thrown Explosives (hit)	
Roll on d4	Corner of targeted square
1	Upper Left
2	Upper Right
3	Lower Right
4	Lower Left

An attack with a thrown explosive is a ranged attack made against a specific 5-foot square. (A character can target a square occupied by a creature.) Throwing the explosive is an attack action. If the square is within one range increment, you do not need to make an attack roll. Roll 1d4 and consult the table to see which corner of the square the explosive bounces to.

If the target square is more than one range increment away, make an attack roll. The square has an effective Defense of 10. Thrown weapons require no weapon proficiency, so a character doesn't take the -4 nonproficient penalty. If the attack succeeds, the grenade or explosive lands in the targeted square. Roll 1d4 and consult the table above to see which corner of the square the explosive bounces to.

If the character misses the target, the explosive lands at a corner of a square nearby in a random direction. Consult the tables below to determine where the explosive lands. If the weapon was thrown two to three range increments (11 to 30 feet), roll 1d8.

Thrown Explosive (Miss 2 to 3 Range Increments)	
Roll on d8	Location Struck
1	upper right corner, one square beyond target
2	upper right corner, one square right of target
3	lower right corner, one square right of target
4	lower right corner, one square short of target
5	lower left corner, one square short of target
6	lower left corner, one square left of target
7	upper left corner, one square left of target
8	upper left corner, one square beyond target

For ranges of up to five range increments (31 to 50 feet), roll 1d12.

Thrown Explosives (Miss 4 to 5 Range Increments)	
Roll on d12	Location Struck
1	upper right corner, two squares beyond target
2	upper right corner, one square beyond and right of target
3	upper right corner, two squares right of target
4	lower right corner, two squares right of target
5	lower right corner, one square short and right of target
6	lower right corner, two squares short of target
7	lower left corner, two squares short of target
8	lower left corner, one square short and left of target
9	lower left corner, two squares left of target
10	upper left corner, two squares left of target
11	upper left corner, one square beyond and left of target
12	upper left corner, two squares beyond target

After determining where the explosive landed, it deals its damage to all targets within the burst radius of the weapon. The targets

may make Reflex saves (DC varies according to the explosive type) for half damage.

Planted Explosives

A planted explosive is set in place, with a timer or fuse determining when it goes off. No attack roll is necessary to plant an explosive; the explosive sits where it is placed until it is moved or goes off.

When a planted explosive detonates, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Splash Weapons

A splash weapon is a ranged weapon that breaks apart on impact, splashing or scattering its contents over its target and nearby creatures or objects. Most splash weapons consist of liquids in breakable containers.

To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so characters don't take the -4 nonproficient penalty. A hit deals direct hit damage to the target and splash damage to all other creatures within 5 feet of the target.

A character can instead target a specific 5-foot square, including a square occupied by a creature. Use the rules for thrown explosives. However, if a character targets a square, creatures within 5 feet are dealt the splash damage, and the direct hit damage is not dealt to any creature.

If the character misses the target (whether aiming at a creature or a square), check to see where the weapon lands, using the rules for thrown explosives. After determining where the object landed, it deals splash damage to all creatures within 5 feet.

Attack an Object

Sometimes a character needs to attack or break an object

Strike an Object

Table: Size and Defense of Objects	
Size (Example)	Defense
Colossal (jetliner)	-3
Gargantuan (army tank)	1
Huge (typical car)	3
Large (big door)	4
Medium-size (dirt bike)	5
Small (chair)	6
Tiny (laptop computer)	7
Diminutive (paperback book)	9
Fine (pencil)	13

Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off some damage from each blow.

Object Defense and Bonuses to Attack: Objects are harder or easier to hit depending on their size and whether they are immobile or being held, carried, or worn by opponents. The base

Defense of objects is shown on Table: Size and Defense of Objects.

If a character uses a full-round action to make an attack against an inanimate, immobile object, the character gets an automatic hit with a melee weapon, or a +5 bonus on his or her attack roll with a ranged weapon.

An object being held, carried, or worn has a Defense equal to the above figure + 5 + the opponent's Dexterity modifier + the opponent's class bonus to Defense. Striking a held, carried, or worn object provokes an attack of opportunity from the character who holds it. (If a character has the Sunder feat, he or she doesn't incur an attack of opportunity for making the attempt.)

Hardness: Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table: Substance Hardness and Hit Points and Table: Object Hardness and Hit Points).

Hit Points: An object's hit point total depends on what it is made of or how big it is (see Table Substance Hardness and Hit Points and Table Object Hardness and Hit Points).

Table: Substance Hardness and Hit Points		
Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminum	6	10/inch of thickness
Concrete	8	15/inch of thickness
Steel	10	30/inch of thickness

Table: Object Hardness and Hit Points			
Object	Hardness	Hit Points	Break DC
Lock			
Cheap	0	1	10
Average	3	5	15
High quality	5	10	20
High security	10	120	35

Ultrahigh security	20	150	40
Manufactured objects ¹			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Miscellaneous			
Firearm, Medium-size	5	7	17
Rope	0	2	23
Simple wooden door	5	10	13
Strong wooden door	5	20	23
Steel door	10	120	35
Cinderblock wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal bars	10	15	30
¹ Figures for manufactured objects are minimum values. The GM may adjust these upward to account for objects with more strength and durability.			

Energy Attacks: Acid and sonic/concussive attacks deal normal damage to most objects. Electricity and fire attacks deal half damage to most objects; divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by 4 before applying the hardness.

Ineffective Weapons: The GM may determine that certain weapons just can't deal damage effectively to certain objects.

Immunities: Objects are immune to nonlethal damage and to critical hits.

Saving Throws: Unattended objects never make saving throws. They are considered to have failed their saving throws. An object attended by a character (being grasped, touched, or worn) receives a saving throw just as if the character herself were making the saving throw.

Breaking Objects

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check to see whether he or she succeeds. The DC depends more on the construction of the object than on the material.

If an object has lost half or more of its hit points, the DC to break it decreases by 2.

Repairing Objects

Repairing damage to an object takes a full hour of work and appropriate tools. (Without the tools, a character takes a –4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all the object's hit points.

Bull Rush

A character can attempt a bull rush as an attack action made during his or her move action, or as part of a charge. (In general, a character can't make an attack action during a move action; this is an exception.) In either case, the character doesn't get a 5-foot step before, during, or after the bull rush attempt. When the character bull rushes, he or she attempts to push an opponent straight back instead of attacking the opponent. A character can only bull rush an opponent who is one size category larger than the character, the same size, or smaller.

Initiating a Bull Rush

First, the character moves into the target's square. Moving in this way provokes an attack of opportunity from each foe that threatens the character, probably including the target.

Second, the character and the target make opposed Strength checks. If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The character gets a +2 bonus if he or she was charging. The target gets a +4 stability bonus if he or she has more than two legs or is otherwise exceptionally stable.

Bull Rush Results

If the character beats the target's Strength check, the character pushes the opponent back 5 feet. The character can push the target back an additional 5 feet for every 5 points by which the character exceeded the target's check result, provided the character moves with the target. A character can't, however, exceed his or her normal movement for that action. (The target provokes attacks of opportunity if moved. So does the character, if he or she moves with the target. The target and the character do not provoke attacks of opportunity from each other as a result of this movement.)

If the character fails to beat the target's Strength check, the character moves 5 feet straight back to where the character was before the character moved into the opponents square. If that square is occupied, the character falls prone in the square.

Overrun

A character can attempt an overrun as an attack action made during his or her move action, or as part of a charge. (In general, a character cannot make an attack action during a move action; this is an exception.) In either case, the character doesn't get a 5-foot step before, during, or after the overrun attempt. With an overrun, the character attempts to move through an opponents area, going past or over the opponent. A character can only overrun an opponent who is one size category larger than the character, the same size, or smaller. A character can make only one overrun attempt per action.

First, the character must move at least 10 feet in a straight line into the target's square (provoking attacks of opportunity normally).

Then the target chooses either to avoid the character or to block the character. If the opponent avoids the character, the character keeps moving. (A character can always move through a square occupied by someone who lets the character by.) If the opponent blocks the character, make a trip attack against the opponent (see Trip). If the character succeeds in tripping his or her opponent, the character can continue his or her movement as normal.

If the character fails and are tripped in turn, the character falls prone in the target's square. If the character fails but are not tripped, the character has to move 5 feet back the way he or she came, ending his or her movement there. If that square is occupied, the character falls prone in the square.

Trip

A character can try to trip an opponent, or otherwise knock him or her down, as an unarmed melee attack. A character can only trip an opponent who is one size category larger than the character, the same size, or smaller.

Making a Trip Attack

Make an unarmed melee touch attack against the target. Doing this provokes an attack of opportunity from the target as normal for unarmed attacks.

If the attack succeeds, make a Strength check opposed by the target's Dexterity check or Strength check (using whichever ability score has the higher modifier). If the character and the target are different sizes, the larger combatant gets a bonus on the Strength check of +4 per difference in size category. The target gets a +4 stability bonus on his or her check if he or she has more than two legs or is otherwise exceptionally stable. If the character wins, he or she trips the target. If the character loses, the target may immediately react and make a Strength check opposed by the character's Dexterity check or Strength check to try to trip the character.

Being Tripped (Prone)

A tripped character is prone (see Table: Defense Modifiers). Standing up from a prone position is a move action.

Tripping with a Weapon

Some weapons, such as the chain and the whip, can be used to make trip attacks. A character doesn't incur an attack of opportunity when doing so. If the character is tripped during his or her own trip attempt, the character can drop the weapon to avoid being tripped.

Disarm

As a melee attack, a character may attempt to disarm his or her opponent. If the character does so with a weapon, he or she knocks the opponent's weapon out of his or her hands and to the ground. If the character attempts the disarm while unarmed, the character ends up with the weapon in his or her hand.

If a character is attempting to disarm the wielder of a melee weapon, follow the steps outlined here. Disarming the wielder of a ranged weapon is slightly different; see below.

Step One: The character provokes an attack of opportunity from the target he or she is trying to disarm.

Step Two: The character and the target make opposed attack rolls with their respective weapons. If the weapons are different sizes, the combatant with the larger weapon gets a bonus on the attack roll of +4 per difference in size category. If the target is using a weapon in two hands, he or she gets an additional +4 bonus. Also, if the combatants are different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

Step Three: If the character beats the target's attack roll, the target is disarmed. If the character attempted the disarm action

unarmed, he or she now has the weapon. If the character was armed, the target's weapon is on the ground at the target's feet.

If the character fails the disarm attempt, the target may immediately react and attempt to disarm the character with the same sort of opposed melee attack roll. The opponent's attempt does not provoke an attack of opportunity from the character. If the opponent fails to disarm, the character does not get a free disarm attempt against the opponent.

Ranged Weapons

To disarm an opponent wielding a ranged weapon, the character makes a melee attack or unarmed attack to strike the weapon in the opponent's hand (see Attack an Object). If the weapon is held in two hands, it gets a +2 bonus to its Defense. If the character's attack succeeds, the ranged weapon falls to the ground or winds up in the character's hands (if the character made the attack unarmed). This kind of disarm attempt provokes an attack of opportunity, but if the character fails, the target does not get to make a disarm attempt against him or her.

Grabbing Objects

A character can also use disarm to snatch away an object worn by a target. Doing this works the same as a disarm attempt, except for the following.

Attack of Opportunity: If the target's attack of opportunity inflicts any damage, the attempt to grab the object automatically fails.

Modifiers: If the object is well secured or otherwise difficult to grab from the target, the target gets a +4 bonus. On the other hand, if the object is poorly secured or otherwise easy to snatch or cut away, the attacker gets a +4 bonus.

Failed Attempts: Failing an attempt to grab an object doesn't allow the target to attempt to disarm the character.

Grapple

Grappling means wrestling and struggling hand-to-hand.

There are three stages to grappling: grabbing, holding, and pinning.

Grabbing

Normally, a grab is just the first step to starting a grapple. If the character grabs an opponent, but fails to go on to hold him or her, the character doesn't actually start a grapple. However, sometimes all a character wants to do is grab the target.

Holding

Once a character has established a hold, he or she is involved in a grapple. From a hold, a character can attempt a number of actions, including damaging the opponent or pinning the opponent. A character can't get a hold on any creature more than two size categories larger than the character. (However, such a creature can get a hold on the character—so while a character can't initiate a grapple with a creature more than two size categories larger than, a character can still end up in one.)

Pinning

Getting the opponent in a pin is often the goal of a grapple. A pinned character is held immobile.

Grapple Checks

When a character is involved in a grapple, he or she will need to make opposed grapple checks against an opponent—often repeatedly. A grapple check is something like a melee attack roll. A character's attack bonus on a grapple check is:

Base attack bonus + Strength modifier + grapple modifier

Grapple Modifier

Size (Example)	Grapple Modifier
Colossal (blue whale [90 ft. long])	+16
Gargantuan (gray whale [40 ft. long])	+12
Huge (elephant)	+8
Large (lion)	+4
Medium-size (human)	+0
Small (German shepherd)	-4
Tiny (housecat)	-8
Diminutive (rat)	-12
Fine (horsefly)	-16

A creature's size works in its favor when grappling, if that creature is Large or larger in size. Conversely, a creature of Small or smaller size is at a disadvantage because of its size when grappling. Instead of using a creature's size modifier on a grapple check (as would be done for a melee or ranged attack roll), use the appropriate grapple modifier from Table: Grapple Modifiers.

Starting a Grapple

To start a grapple, a character first needs to grab and hold his or her target. Attempting to start a grapple is the equivalent of making a melee attack. If the character gets multiple attacks in a round, he or she can attempt to start a grapple multiple times (at successively lower base attack bonuses). Follow these steps.

1. **Attack of Opportunity:** A character provokes an attack of opportunity from the target he or she is trying to grapple. If the attack of opportunity deals the character damage, the character fails to start the grapple. If the attack of opportunity misses or otherwise fails to deal damage, proceed to step 2.

2. **Grab:** The character makes a melee touch attack to grab the target. If the character fails to hit the target, the character fails to start the grapple. If the character succeeds, proceed to step 3.

3. **Hold:** Make an opposed grapple check. (This is a free action.) If the character succeeds, the character has started the grapple, and deals damage to the target as if with an unarmed strike.

If the character loses, he or she fails to start the grapple. The character automatically loses an attempt to hold if the target is two or more size categories larger than the character is (but the character can still make an attempt to grab such a target, if that's all he or she wants to do).

4. **Maintain the Grapple:** To maintain the grapple for later rounds, the character must move into the target's square. (This movement is free and doesn't count as part of the character's movement for the round movement.) Moving, as normal, provokes attacks of opportunity from threatening enemies, but not from the target. The character and the target are now grappling.

If the character can't move into the target's square, the character can't maintain the grapple and must immediately let go of the target. To grapple again, the character must begin at step 1.

Grappling Consequences

While a character is grappling, his or her ability to attack others and defend him or herself is limited.

No Threatened Squares: A character doesn't threaten any squares while grappling.

No Dexterity Bonus: A character loses his or her Dexterity bonus to Defense (if the character has one) against opponents the character isn't grappling. (The character can still use it against opponents he or she is grappling.)

No Movement: A character cannot move while held in a grapple.

If the Character is Grappling

When a character is grappling (regardless of who started the grapple), he or she can attempt any of several actions on his or her turn. Unless otherwise noted, each of these options is equivalent to an attack. (If the character normally gets more than one attack per attack action, he or she can attempt as many of these options as he or she has attacks available, using his or her successively lower attack bonus for each roll.) The character is limited to these options only; he or she cannot take any other actions.

Damage the Opponent: Make an opposed grapple check; if the character succeeds, he or she deals damage as with an unarmed strike.

Pin: Make an opposed grapple check; if the character succeeds, he or she holds the opponent immobile for 1 round. The opponent takes a -4 penalty to Defense against all attacks from other people (but not from the character); however, the opponent is not considered helpless.

A character can't use a weapon on a pinned character or attempt to damage or pin a second opponent while holding a pin on the first.

A pinned character can't take any action except to attempt to escape from the pin.

Escape from Grapple: Make an opposed grapple check. If the character succeeds, he or she can escape the grapple. If more than one opponent is grappling the character, the grapple check result has to beat all their check results to escape. (Opponents don't have to try to hold a character if they don't want to.) Alternatively, the character can make an Escape Artist check opposed by the opponent's grapple check to escape from the grapple. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

If the character has not used his or her move action for the round, the character may do so after escaping the grapple.

Escape from Pin: Make an opposed grapple check. If the character succeeds, he or she can escape from being pinned. (Opponents don't have to try to keep the character pinned if they don't want to.) The character is still being grappled, however.

Alternatively, a character can make an Escape Artist check opposed by the opponent's grapple check to escape from the pin. This is an attack action that the character may only attempt once per round, even if the character gets multiple attacks.

Break Another's Pin: Make an opposed grapple check; if the character succeeds, he or she can break the hold that an opponent has over an ally.

Draw a Light Weapon: A character can draw a light weapon as a move action.

Attack with a Light Weapon: A character can attack with a light weapon while grappling (but not while pinned or pinning). A character can't attack with two weapons while grappling.

If the Character is Pinned

When an opponent has pinned the character, he or she is held immobile (but not helpless) for 1 round. (the character can't attempt any other action.) On the character's turn, he or she can attempt to escape from the pin. If the character succeeds, he or she is still grappling.

Joining a Grapple

If the target is already grappling someone else, a character can use an attack to start a grapple, as above, except that the target doesn't get an attack of opportunity against the character, and the character's grab automatically succeeds. The character still has to make a successful opposed grapple check and move in to be part of the grapple.

If multiple enemies are already involved in the grapple, the character picks one against whom to make the opposed grapple check.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one size category smaller than the character count as one-half creature each; creatures that are one size category larger than the character count as two creatures; and creatures two or more size categories larger than the character count as four creatures.

When involved in a grapple with multiple opponents, the character chooses one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to escape, a character's grapple check must beat the check results of all opponents.

Death, Dying and Healing

Injury and Death

Hit points measure how hard a character is to kill. Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

Effects of Hit Point Damage

At 0 hit points, a character is disabled.

At from -1 to -9 hit points, a character is dying.

At -10 or lower, a character is dead.

Massive Damage

Any time a character takes damage from a single hit that exceeds the character's massive damage threshold, that damage is considered massive damage. A character's massive damage threshold is equal to the character's current Constitution score; it can be increased by taking the Improved Damage Threshold feat. When a character takes massive damage that doesn't reduce his or her hit points to 0 or lower, the character must make a Fortitude save (DC 15). If the character fails the save, the character's hit point total is immediately reduced to -1. If the save succeeds, the character suffers no ill effect beyond the loss of hit points.

Creatures immune to critical hits are also immune to the effects of massive damage.

Nonlethal Damage

Nonlethal damage is dealt by unarmed attackers and some weapons. Melee weapons that deal lethal damage can be wielded so as to deal nonlethal damage, but the attacker takes a -4 penalty

on attack rolls for trying to deal nonlethal damage instead of lethal damage. A ranged weapon that deals lethal damage can't be made to deal nonlethal damage (unless it is used as an improvised melee weapon).

Nonlethal damage does not affect the target's hit points. Instead, compare the amount of nonlethal damage from an attack to the target's massive damage threshold. If the amount is less than the target's massive damage threshold, the target is unaffected by the attack.

If the damage equals or exceeds the target's massive damage threshold, the target must make a Fortitude save (DC 15). If the target succeeds on the save, the target is dazed for 1 round. If the target fails, he or she is knocked unconscious for 1d4+1 rounds.

Disabled (0 Hit Points)

When a character's current hit points drop to exactly 0, the character is disabled. The character is not unconscious, but he or she is close to it. The character can only take a single move or attack action each turn (but not both, nor can the character take full-round actions). The character can take nonstrenuous move actions without further injuring his or herself, but if the character attacks or perform any other action the GM deems as strenuous, the character takes 1 point of damage after completing the act. Unless the activity increased the character's hit points, the character is now at -1 hit points, and is dying.

Healing that raises the character above 0 hit points makes him or her fully functional again, just as if the character had never been reduced to 0 or lower. A character can also become disabled when recovering from dying. In this case, it's a step up along the road to recovery, and the character can have fewer than 0 hit points (see Stable Characters and Recovery).

Dying (-1 to -9 Hit Points)

When a character's current hit points drop below 0, the character is dying. A dying character has a current hit point total between -1 and -9 inclusive.

A dying character immediately falls unconscious and can take no actions.

A dying character loses 1 hit point every round. This continues until the character dies or becomes stable naturally or with help (see below).

Dead (-10 hit points or lower)

When a character's current hit points drop to -10 or lower, he or she is dead. A character can also die if his or her Constitution is reduced to 0.

Stable Characters and Recovery

A dying character (one with -1 to -9 hit points) is unconscious and loses 1 hit point every round until he or she becomes stable or dies.

Recovering without Help

Each round, a dying character makes a Fortitude saving throw (DC 20). If the save fails, the character loses 1 hit point and must make another save on his or her turn the next round.

If the save succeeds, the character becomes stable. A stable character stops losing hit points every round, but remains unconscious.

If no one tends to the stable character (see below), he or she remains unconscious for 1 hour, at which point he or she makes a Fortitude save (DC 20). If the save succeeds, the stable character regains consciousness, becoming disabled (see above). The character's current hit point total remains where it is, however, even though it's negative. If the save fails, the character remains unconscious.

An unaided stable, conscious character who has negative hit points (and is disabled) doesn't heal naturally. Instead, each day the character makes a Fortitude save (DC 20) to start recovering hit points naturally that day; if the save fails, he or she loses 1 hit point.

Once an unaided character starts recovering hit points naturally, the character is no longer in danger of losing additional hit points (even if his or her current hit point total is still negative).

Recovering with Help

A dying character can be made stable by the use of the Treat Injury skill (DC 15). One hour after a tended, dying character becomes stable, he or she makes a Fortitude save (DC 20) to regain consciousness. If successful, the character becomes disabled (see above). If the character remains unconscious, he or she makes the same Fortitude save every hour until he or she becomes conscious. Even while unconscious, the character recovers hit points naturally, and he or she can return to normal activity when his or her hit points rise to 1 or higher.

Healing

After taking damage, a character can recover hit points through natural healing (over the course of days) or through medical technology (somewhat faster). In some campaign settings, magical healing is also available. In any case, a character can't regain hit points past his or her full normal total.

Natural Healing

A character recovers 1 hit point per character level per evening of rest (8 hours of sleep).

A character undergoing complete bed rest (doing nothing for an entire day) recovers 2 hit points per character level.

Healing Ability Damage

Ability damage returns at the rate of 1 point per evening of rest (8 hours of sleep). Complete bed rest (24 hours) restores 2 points per day.

Temporary Hit Points

Certain effects can give a character temporary hit points. When a character gains temporary hit points, make a note of his or her current hit points before adding the temporary hit points. When the temporary hit points go away, the character's hit points drop to that score. If the character's hit points are already below that score at that time, all the temporary hit points have already been lost, and the character's hit point total does not drop.

When temporary hit points are lost, they can't be restored as real hit points can be, even with medical treatment or magic.

Increases in Constitution Score and Current Hit Points

An increase in a character's Constitution score—even a temporary one—can give the character more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored through normal healing. When a character's Constitution drops back down to its previous score after a temporary increase, the character's full normal hit points go down accordingly.

Condition Summary

A number of adverse conditions can affect the way a character operates, as defined here. If more than one condition affects a character, apply both if possible. If not possible, apply only the most severe condition.

Ability Damaged

The character has lost 1 or more ability score points. The loss is temporary, and these points return at a rate of 1 per evening of

rest. This differs from “effective” ability loss, which is an effect that goes away when the condition causing it goes away.

Ability Drained

The character has lost 1 or more ability score points. The loss is permanent.

Blinded

The hero can't see at all, and thus everything has total concealment to him or her. The character has a 50% chance to miss in combat. Furthermore, the blinded character has an effective Dexterity of 3, along with a -4 penalty on the use of Strength-based and Dexterity-based skills. This -4 penalty also applies to Search checks and any other skill checks for which the GM deems sight to be important. The character can't make Spot checks or perform any other activity (such as reading) that requires vision. Heroes who are blind long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM's discretion).

Cowering

The hero is frozen in fear, loses his or her Dexterity bonus, and can take no actions. In addition, the character takes a -2 penalty to his or her Defense. The condition typically lasts 10 rounds.

Dazed

Unable to act, a dazed character can take no actions, but still gets the benefit of his or her normal Defense. This condition typically lasts 1 round.

Dead

A character dies when his or her hit points drop to -10 or lower, or when his or her Constitution drops to 0.

Deafened

The hero can't hear and takes a -4 penalty on initiative checks. The character can't make Listen checks. Heroes who are deafened long-term (from birth or early in life) grow accustomed to these drawbacks and can overcome some of them (at the GM's discretion).

Disabled

The character has 0 hit points. The character can take only a single move action or attack action, and takes 1 point of damage after any action.

Dying

The character is near death and unconscious, with -1 to -9 wound points. The character can take no actions, and each round a dying character loses 1 hit point until he or she dies or becomes stable.

Entangled

An entangled character takes a -2 penalty on attack rolls in addition to a -4 penalty to Dexterity. If the entangling bonds are anchored to an immobile object, the entangled hero can't move. Otherwise, the character can move at half speed, but can't run or charge.

Exhausted

Heroes who are exhausted move at half speed and cannot run or charge. Furthermore, they take a -6 penalty to Strength and Dexterity. After 1 hour of complete, uninterrupted rest, an exhausted character becomes fatigued.

Fatigued

Characters who are fatigued can't run or charge and take a penalty of -2 to Strength and Dexterity. After 8 hours of complete, uninterrupted rest, a fatigued character is no longer fatigued.

Flat-Footed

A character who has not yet acted during a combat is flat-footed, not reacting normally to the situation. A flat-footed character loses his or her Dexterity bonus to Defense and cannot make attacks of opportunity.

Grappled

When grappled, a hero can't undertake any action other than attacking with his or her bare hands, attacking with a light weapon, or attempting to break free from his or her opponent. The character loses his or her Dexterity bonus to Defense, except on attacks from characters with whom he or she is grappling.

Helpless

Paralyzed, sleeping, or unconscious characters are helpless. A helpless character has an effective Defense of 5 + size modifier. An attacker can attempt a coup de grace against a helpless character.

Nauseated

Characters who are nauseated are unable to attack or do anything else requiring attention or concentration. The only action such a character can take is a single move action per turn.

Panicked

A panicked character flees as fast as possible and cowers (see Cowering, above) if unable to get away. The character defends normally but cannot attack.

Paralyzed

Heroes who are paralyzed fall to the ground, unable to move (they have an effective, but not actual, Dexterity and Strength of 0). They are helpless.

Pinned

A pinned character is held immobile (but not helpless) in a grapple. The character takes a -4 penalty to Defense against melee attacks and loses his or her Dexterity bonus to Defense.

Prone

An attacker who is prone (lying on the ground) takes a -4 penalty on melee attack rolls and can't use bows or thrown ranged weapons. The character gains a +4 bonus to Defense against ranged attacks, but takes a -4 penalty to Defense against melee attacks.

Shaken

A shaken character takes a -2 penalty on attack rolls, saving throws, and skill checks.

Stable

A stable character is no longer dying, but is still unconscious.

Stunned

A character who becomes stunned loses his or her Dexterity bonus, drops what he or she is holding, and can take no attack or move actions. In addition, the character takes a -2 penalty to Defense. The condition typically lasts 1 round.

Unconscious

An unconscious character is unable to defend him or herself. The character is helpless and typically falls prone.

Starships

This chapter is not OGL.

For starship construction and combat we recommend the collection of 'Spacedock' Netbooks written by Steven S. Long



These are available free from <http://trek-rpg.net>, and include data for a large number of Star Trek spaceships.

An index to ships detailed in those tomes are listed below.

Spacedock Indices

Ship Indices

Aberax Class (CAR Destroyer) c.2362	SRM2: 010 / DWS: 140
Akira Class (SF Heavy Cruiser) c.2368	SRM1: 002
Altair Class (Cargo Carrier) c.2258	SRM4: 118
Ambassador Class (SF Heavy Cruiser) c.2322	SRM1: 006
Andromeda Class (SF Explorer) c.2362	SRM1: 009
Antares Class (SF Surveyor) c.2250	SRM4: 025
Apollo Class (SF Light Cruiser) c.2325	SRM1: 012
Argus Class (ROM Battle Cruiser) c.2260	SRM4: 113
Armstrong Class (SF Cruiser) c.2197	SRM4: 027
Ashanti Class (SF Heavy Frigate) c.2267	SRM4: 029
Attack Fighter, Breen (BREEN Attack Fighter) c.mid-24 th Century	DWS: 157
Attack Fighter, Star fleet (SF Attack Fighter) c2369	DWS: 121
Attack Ship, Jem'Hadar (DOM Fast Attack Ship) c.mid-24 th Century	DWS: 148
B Class (Cargo Carrier) c.2220	SRM4: 122
B'rel Class (KLI Light Warship) c.2269	SRM4: 085
B'rel Class (KLI Light Warship) c.2350	SRM1: 165 / SRM3: 020
Bah'Reth Class (KLI Frigate) c.2357	SRM3: 014
Bel'Shan Class (CAR Cruiser) c.2334	SRM2: 013
Borg Cube (BO)	SRM1: 151
Bradbury Class (SF Heavy Frigate) c.2362	SRM1: 015
Brakt Class (KLI Fast Attack Ship) c.2370	SRM3: 017
Carrier, Jem'Hadar (DOM Carrier) c.mid-24 th Century	DWS: 145
Centaur Class (SF Cruiser) c.2373	SRM1: 018
Challenger Class (SF Light Cruiser) c. 2355	SRM1: 021
Charleston Class (SF Cruiser) c.2064	SRM4: 032
Cheyenne Class (SF Light Cruiser) c. 2361	SRM: 024
Chimera Class (SF Fast Frigate) c.2366	SRM1: 027
Chk'Tk'Taa Class (CAR/H'n'k Warship) c.2350	SRM2: 091
Chut'Duj Class (KLI Patrol Ship) c.2347	SRM3: 102
Civilian Space Cruiser c.2240	SRM4: 120
Class-III (Neutronic Fuel Carrier) c.2260	SRM4: 124
Class-B Class (Cargo Carrier) c.2220	SRM4: 122
Class-J Class (Cargo Carrier) c.2230	SRM4: 126
Constellation Class (SF Cruiser) c.2284-2300	SRM4: 034
Constellation Class (SF Exploratory Frigate) c.2304	SRM1: 030
Constitution Class (Explorer) c.2245-56	SRM4: 037
Constitution Class (Explorer) c.2271-93	SRM4: 041
Cruiser, Civilian Space c.2240	SRM4: 120
Curry Class (SF Cruiser) c.2373	SRM1: 033
D-5 Devastator Class (KLI Battle Cruiser) c.2225	SRM4: 088
D-7 Deadly Class (KLI Battle Cruiser) c.2250	SRM4: 090
D-9 Devil Class (KLI Warship) c.2265	SRM4: 093
D'Deridex Class (ROM Heavy Warbird/Battleship) c.2350	SRM1: 174
D'Gerok Class (ROM Assault Gunship / Heavy Frigate) c.2364	DWS: 137

D'Kora Class (FER Cruiser/Marauder)	SRM1: 157
Daedalus Class (Explorer) c.2162	SRM4: 045
Dakar Class (CAR Heavy Destroyer) c.2366	SRM2: 016
Danube Class (SF Runabout) c.2368	SRM1: 036
De'Nat Class (KLI Battle Cruiser) c.2357	SRM3: 023
Defense Platform, Mars Perimeter (SF)	DWS: 159
Defiant Class (SF Heavy Scout) c.2371	SD: 182 / SRM1: 039
Deneva Class (SF Light Transport) c.2318	SRM1: 043
Denn'Lar Class (KLI Armored Transport)	SRM3: 027
Det'tar Class (CAR Prospecting/Mining Vessel) c.2364	SRM2: 083
Dominion Attack Ship (DOM Jem'Hadar Fighter) c.2350	SRM1: 160
Dominion Battle Cruiser (DOM Jem'Hadar Battle Cruiser) c.2350	SRM1: 162
Dur'Nat Class (CAR Assault Cruiser) c.2365	SRM2: 022
Durgor Class (CAR Light Warship) c.2368	SRM2: 019
DY-100 Class Transport c.1995	SRM4: 128
DY-500 Class Transport c.2116	SRM4: 130
El Dorado (SF Heavy Frigate) c2364	DWS: 124
Emred Class (CAR Armed Scout) c.2358	SRM2: 025
Excelsior Class (SF Exploratory Cruiser) c.2284/2293	SRM1: 046 / SRM4: 047
Eymorg Cruiser c.mid-23rd Century	SRM4: 099
Felg'Ra Class (KLI Warship) c.2346	SRM3: 030
Fesarius Class (Explorer)	SRM4: 101
Freedom Class (SF Frigate) c.2361	SRM1: 049
Fighter, Attack, Breen (BREEN Attack Fighter) c.mid-24 th Century	DWS: 157
Fighter, Attack, Star fleet (SF Attack Fighter) c2369	DWS: 121
Fuel Carrier, Neutronic, Class-III c.2260	SRM4: 124
Galaxy Class (SF Explorer) c.2356	SD: 186 / SRM1: 052
Galor Class (CAR Battle Cruiser) c.2360	SRM1: 154 / SRM2: 027
Gel'JoQ Class (KLI Battleship) c.2357	SRM3: 034
Golaris Class (KLI Incursion Cruiser) c.2372	SRM3: 038
Gor Taan Class (BREEN Battle Cruiser) c.mid-24 th Century	DWS: 151
Gra'Azorhg Class (Gorn Cruiser) c.early/mid-23rd Century	SRM4: 103
Guran Class (CAR Fast Attack Ship) c.2366	SRM2: 030 / DWS: 143
Hellespont Class (Escort) c.2269	SRM4: 050
Hermes Class (SF Scout) c.2266	SRM4: 053
Hideki Class (CAR Fighter) c.2370	SRM2: 033
Hokule'a Class (SF Scout) c.2314	SRM1: 056
Huc'Ta' Class (KLI Merchant Vessel) c.2336	SRM3: 099
Intrepid Class (SF Light Explorer) c.2370	SRM1: 059
Istanbul Class (SF Fast Cruiser) c.2346	SRM1: 063
J Class (Cargo Carrier) c.2230	SRM4: 126
Jen'Thar Class (KLI Assault/Battle Cruiser) c.2358	SRM3: 041 / DWS: 129
Juu'lara Class (Orion Cruiser) c.2246	SRM4: 107
K'Mpec Class (KLI Heavy Warship) c.2376	SRM3: 053
K'tinga Class (KLI Battle Cruiser) c. 2267	SRM3: 057 / SRM4: 096
K'Vort Class (KLI Warship) c.2350	SRM1: 168 / SRM3: 060
Kaat Pek Class (BREEN Cruiser) c.mid-24 th Century	DWS: 154
Kagor Class (CAR Battleship) c.2363	SRM2: 036
Kalen Class (CAR Battle Cruiser) c.2369	SRM2: 039
Keldon Class (CAR Heavy Warship)	SRM2: 042
Kelirax Class (KLI Scout) c.2372	SRM3: 044
Kel'Var Class (KLI Heavy Frigate) c.2362	SRM3: 047
Kitty Hawk Class (SF Cruiser) c.2231	SRM4: 055
Kleg-Ta Class (KLI Surveyor) c.2338	SRM3: 050
Korolev Class (SF Surveyor) c.2352	SRM1: 066
Mediterranean Class (SF Frigate) c.2339	SRM1: 069
Merced Class (SF Light Escort) c.2312	SRM1: 072
Miranda Class (SF Cruiser) c.2274	SRM1: 075 / SRM4: 057
Mocking Bird Class (SFScout) c.2290	SRM4: 060
Nebula Class (SF Exploratory Cruiser) c.2357	SRM1: 079
Neg'Lorn Class (KLI Armed Courier) c.2371	SRM3: 067
Negh'Var Class (KLI Battleship/Flagship) c.2370	SRM3: 063

Neutronic Fuel Carrier, Class-III c.2260.....SRM4: 124
 New Orleans Class (SF Frigate) c.2358.....SRM1: 083
 Niagara Class (SF Fast Cruiser) c.2349.....SRM1: 087
 Nomad Probe c.2002.....SRM4: 105
 Norway Class (SF Fast Frigate) c.2369.....SRM1: 090
 Nova Class (SF Research/Laboratory Vessel) c.2370
SRM1: 093
 Nuras Class (CAR Heavy Scout) c.2355.....SRM2: 045
 Oberth Class (SF Surveyor) c.2275.....SRM1: 097
 Olympic Class (SF Medical Vessel) c.2361.....SRM1: 100
 Pa'Chag Class (KLI Assault Cruiser) c.2359.....SRM3: 070
 Patrol Ship (Tholian).....SRM4: 111
 Planet Killer (Doomsday Machine).....SRM4: 109
 Platform, Orbital Weapons (CAR).....DWS: 159
 Platform, Mars Defense Perimeter (SF).....DWS: 159
 Prendak Class (CAR Prisoner Transport) c.2346.....SRM2: 080
 Pro'Met Class (CAR Cruiser).....SRM2: 048
 Prometheus Class (SF Heavy Cruiser) c.2374.....SRM1: 103
 Ptolemy Class (SF Cargo Carrier)SRM4: 064
 Qa'Cheng Class (KLI Strike frigate) c.2371.....SRM3: 073
 Qij'Tagh Class (KLI Heavy Escort).....SRM3: 076
 Ranger Class (SF Explorer) c.2215SRM4: 066
 Renaissance Class (SF Cruiser) c.2303.....SRM1: 107
 Rigel Class (SF Heavy Scout) c.2327.....SRM1: 110
 Saber Class (SF Light Cruiser) c.2370.....SRM1: 113
 Saladin Class (SF Frigate) c.2266SRM4: 069
 Salgar Class (CAR Military Transport) c.2362.....SRM2: 051
 Sequoia Class (SF Heavy Cruiser) c.2368.....SRM1:116
 Shesara'Wenthia Class (CAR/Daairium Luxury Transport) c.
 2369.....SRM2: 085
 Sho'Vash Class (CAR Medical Vessel) c.2358.....SRM2: 058
 Sholec Class (CAR Assault Cruiser) c.2371.....SRM2: 054
 Shuttle craft
 Star fleet Types: 6,7,8,9,9A,10,15,15A,16,18
SRM1: 148
 Star fleet Type F Impulse Shuttle c.2245SRM4: 080
 Star fleet Type H Warp Shuttle c.2245.....SRM4: 082
 Cardassian Tharbalt Types: 3,5,9.....SRM2: 070
 Klingon Toron.....SRM3: 088
 Sompek Class (KLI Heavy Destroyer) c.2365.....SRM3: 079
 Sovereign Class (SF Heavy Explorer) c.2370.....SRM1: 120
 Springfield Class (SF Light Frigate) c.2342.....SRM1: 124
 Steamrunner Class (SF Heavy Frigate) c.2369.....SRM1: 127
 Sulor Class (CAR Escort) c.2368.....SRM2: 061
 Surak Class (SF Escort) c.2355.....SRM1: 130
 Suv'Tis Class (KLI Fighter) c.2366.....SRM3: 082
 Sydney Class (SF Transport) c.2285SRM4: 071
 T'Korex Class (ROM Warbird/Battleship).....DWS: 134
 T'Pari Class (SF Surveyor) c.2250SRM4: 076
 T'Varek Class (ROM Scout) c.2279.....SRM4: 115
 Talon Class (SF Scout) c.2373.....SRM1: 133
 Taurus Class (SF Heavy Cruiser) c.2236.....SRM4: 073
 Thalkar Class (CAR Heavy Frigate) c.2363.....SRM2: 064
 Thalon Class (CAR Warship) c.2366.....SRM2: 067
 Tharbalt Class (CAR Warp Shuttle)
 Types: 3,5,9.....SRM2: 070
 Tholian Patrol Ship.....SRM4: 111
 Torath Class (KLI Heavy Warship / Heavy Battle Cruiser) c.
 2364.....SRM3: 085 / DWS: 131
 Toron Class (KLI Warp Shuttle) c.2356.....SRM3: 088
 Trglch Class (CAR/Fnth Light Battle Cruiser) c.2365
SRM2: 088
 Tro'Qa Class (KLI Destroyer) c.2368.....SRM3: 090
 Veras Class (CAR Armed Courier) c.2371.....SRM2: 072
 Vidren Class (CAR Strike Frigate) c.2365.....SRM2: 074
 Vodleq Class (KLI Heavy Cruiser) c.2369
SRM3: 093
 Vor'cha Class (KLI Heavy Warship) c.2350
SD: 190 / SRM1: 171 / SRM3: 096
 Voreska Class (CAR Research/Laboratory Vessel) c.2357
SRM2: 077
 Voroth Class (SF Surveyor) c.2047SRM4: 078
 Wambundu Class (SF Heavy Cruiser) c.2328
SRM1: 136
 Weapons Platform, Orbital (CAR).....DWS: 159
 Whorfin Class Transport c.2270.....SRM4: 132

Wyvern (SF Armored Transport) c.2363.....DWS:127
 Yeager Class (SF Light Cruiser) c.2373
SRM1: 139
 Yorkshire Class (SF Armored Transport) c.236
SRM1: 142
 Zodiac Class (SF Cruiser) c.2365.....SRM1: 145

References

As used above
 Spacedock.....SD
 Ship Recognition Manual 1
 The Ships of Starfleet.....SRM1
 Ship Recognition Manual 2
 Starships of the Cardassian Union.....SRM2
 Ship Recognition Manual 3
 Ships of the Klingon Empire.....SRM3
 Ship Recognition Manual 4
 Starships of the Original Series Era.....SRM4
 Dominion War Sourcebook
 The Fires of Armageddon.....DWS

Political Codes

As used above
 BO.....Borg Collective
 CAR.....Cardassian Union
 DOM.....Dominion
 FER.....Ferengi
 KLI.....Klingon Imperial Navy/Defense Force
 ROM.....Romulan Star Empire Navy
 SF.....UFP Starfleet

Conversion Notes

Excepting trademarks, trade-names, graphics, and direct references to scores/mechanics in other game systems (i.e. The Stat Conversion Table), all other content of this chapter are OGL.

UPP - Universal Personality Profile

CT/MT/TNE/T4 UPP: 1234567 (Strength, Dexterity/Agility¹, Endurance/Constitution², Intelligence, Education, Social Standing, Psi)

T20: 12345WC67 (Strength, Dexterity, Constitution, Intelligence, Education, **Wisdom**, **Charisma**, Social Standing, Psi)

GURPS: Only four stats are comparable between GURPS and other Traveller systems, Strength, Dexterity, Intelligence, Health²

LUG-Trek: The conversions from LUG-Trek must be estimated using both Abilities and Modifiers.

The stats are converted between systems using the following table:

CT	MT	TNE	T4	
<small>TRAVELLER</small>				
<small>Science Fiction Adventure in the Far Future</small>				
	GURPS	LUG-Trek	T20	Social Standing³
1	5		1-2	Felon
2	6		3	
3	6	1	4	Poor
4	7	1+1	5	Unskilled
5	8	1+2	6-7	Semi-skilled
6	8	1+3	8-9	Skilled
7	9	2	10-11	
8	10	2+1	12-13	Professional
9	10	2+2	14-15	Executive
10 - A	11	3	16	Untitled Noble
11 - B	11	3+1	17	Knight
12 - C	12	3+2	18-19	Baron
13 - D	13	4	20-21	Marquis
14 - E	14	4+1	22-23	Count
15 - F	15	4+2	24	Duke
16 - G			25-26	Archduke
16 - G			27-28	Imperial Family
17 - H			29	Crown Prince
17 - H			30	Emperor

NOTES:

Dexterity/Agility:¹ TNE used the moniker Agility, all other version of Traveller use the term Dexterity.

Constitution/Endurance/Health:² These terms are used variously to mean the same statistic in different incarnations of Traveller. (Constitution: TNE, T20; Endurance: CT, MT, T4; Health: GT)

Social Standing:³ The T20 rules indicate a Knight at score 16, the above table is preferred IMTU, Knight=17, also T20-lite lists Marquis 20, Count 22, this agrees with CT, MT & TNE, but T4 indicates the ranking of these two nobles in the opposite order - I have presumed that T4 is in error.

All Federation characters have an initial Social Standing Score of 10. This may be affected by a

character's rank, or adjusted in reference to the Renown score used in other systems.

Wisdom: Converting from T20 - discard score. Creating T20 Wisdom = (INT + EDU) ÷ 2, round up, convert on above table, apply racial modifier.



Charisma: Converting from T20 - discard score. Creating T20 Charisma = (SOC ÷ 2) + 1d4 + 8, modify as appropriate, apply racial modifier.

Psi: Unlike Traveller (where PSI score is NOT rolled until Psionic evaluation is carried out at a Psionic Institute), characters in the Star Trek universe may roll their Psi scores. Psionic Strength is used for several mentally related disciplines – see specific feats.

Estimating Character Level

A character's level can be estimated from the character's age, and number of games/stories/episodes the character has played in.

Age: Take the character's age and divide by four.

Take the number of stories the PC has acted in, divide by six.

Add your characters rank level (En.jg =1, En=2 Lt.jg=3 Lt=4 etc.)

Add these three scores together (include all fractions) and multiply by 2500xp – then work out the character's current level.

Assign these levels to appropriate classes.

Use another set of dividing factors if you think they give a better feel for your campaign.

ALWAYS CONSULT YOUR REFEREE, AS THIS IS A HIGHLY SUBJECTIVE PROCESS.

Converting Skills & Feats

Estimate the character's levels and XP score as above.

Rough Skill/Feat Assignments

Calculate number of skill points available.

Assign skill points (pro rata with previous system used).

Some skills may be replaced by feats, calculate no. of feats for character, assign feats.

Roll Stamina (HP).

True Skill/Feat Assignments

Using character's levels and XP score (as for Rough Assignments), proceed through assigning skills and feats with both referee and player level by level, as per full character generation, using the results from the rough system as a guide.

d20 Warp Revisions

This chapter is not OGL.

v0.91 RC9 05.12.2003

- Added Use Tricorder & Weapon Prof (Lasers) to core Starfleet Service class as class bonus/starting feats.
- Specified use of Ace Pilot as a Starfleet Prestige Class.
- Added some age groups to Age Table.

v0.90 RC8 04.12.2003

- Layout: probes, graphics & table alterations
- Removed Starting Skill points (x4) from Prestige Classes.
- Revised requirements for Prestige Class SF-Ops.

v0.83 RC6 29.08.2003

- Reordered chapters
- Added Final detail, height/weight & age tables.

v0.82 27.08.2003 (unreleased)

- Changed layout of Feat Table.
- Revised Founder Shape Shift Feats.
- Added definition for Klingon Theaten Feat, added same feat to Nausicaans.
- Class/Skill Matrix Tables reformatted.

v0.81 RC5 27.08.2003

- Revised Racial Adjustments, simplified number of adjustments, reviewed them. Add many other races. Changed many ability adjustments to be Feats.
- Revised Feats section, rationalised feats for races.
- Added {ERA} comments/guidelines to races.

v0.8 RC4 26.08.2003

- Moved exclusive Feats to class descriptions.
- Added rules for modifying & overloading phasers.
- Added Table of Feats & Assigned to Classes.

v0.7 RC3 21.08.2003

- Skill points and feats added to SF Classes
- Revised Skill Matrix Tables, & re-ordered chapters.

v0.6 RC2 20.08.2003

- Revised Starfleet class skills, expanded classes.
- Added Starfleet Tactical Class

v0.5.0 RC1 20.08.2003

- Release Candidate 1
- Revise Races, Ferengi.
- Core & Prestige Classes for Starfleet.
- More Starfleet style feats.
- Skills reviewed/rationalised.
- Removed T/Warp Drive, use T/Astrogration.

v0.4.0 (alpha) 17.07.2003

- Corrected page spanning layout in probes.
- Added Dominion War Spacedock ships.
- Prior History DCs modified.
- Weapons: Re-revised damage for Phasers.

v0.3.2 (alpha) 21.05.2003

- Added Probes, Phase Pistols, revised damage for Phasers. OGL comments. T/Weapons Systems replaces T/Shields

v0.1e (alpha) 19.03.2003

- First public release

References

This chapter is not OGL.

Apart from this rules supplement, the following books are considered essential in order to fully realise your stories in Gene's universe with the d20 System.



d20 System Core Rules

Requires the use of a Role-playing Core Rulebook published by Wizards of the Coast.

i.e. Dungeons & Dragons: Players' Handbook, d20 Modern, or other WotC d20 Core Rulebook.

d20 Sci-Fi RPG Core Rules

Requires the use of the Traveller 20 rules as detailed in "The Traveller's Handbook", published by QuikLink Interactive, Inc.



Traveller²⁰: The Traveller's Handbook
ISBN: 1-55878-217-6 \$44.95 / UK£29.99

Traveller's character generation rules are suitable for non-Starfleet characters, and the prior-History generation procedures are the basis for those used in this volume.

Starship Construction and Combat

Starship construction & Combat rules as detailed in the following Spacedock tomes, by Steven S. Long.

These rulebooks are freely available on the Internet at <http://trek-rpg.net>



Spacedock

- The Advanced Starship and Construction Manual

Ship Recognition Manual 1

- The Ships of Starfleet

Ship Recognition Manual 2

- Starships of the Cardassian Union

Ship Recognition Manual 3

- Ships of the Klingon Empire

Ship Recognition Manual 4

- Starships of the Original Series Era

Dominion War Sourcebook

- The Fires of Armageddon

and our own home site on the web is at:

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