

TREK HERO

AN UNOFFICIAL GUIDE FOR
STAR TREK: THE ORIGINAL SERIES
CAMPAIGNS USING HERO 5E



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INTRODUCTION

Space...the Final Frontier. The Star Trek series is one of my favorite programs, and I received lots of Star Trek books and other items over the years. I saw each of the original series shows so many times I knew the lines by heart.

So in the early 1980's when FASA came out with its *Star Trek: The Role Playing Game* and its many supplements, I snapped up as many as a poor college student could afford. I ran Star Fleet and Merchant adventures in Federation space, first in the native FASA system and then later in the Hero system. Our gaming group loved it.

This translation is based on *Star Trek: The Original Series* and the *Star Trek: The Animated Series*, accounting for about 4 ½ of the Enterprise's 5-year mission. After HERO Games' *Star Hero* and *Terran Empire* came out, I decided to dig out my notes and character sheets from the early '80s campaign I ran, and upgrade them to be 5E compliant (where possible).

I'm also using the basic organizational outline of *Terran Empire*, since its presentational organization is a lot better than the old FASA books.

This guide is a rough translation of the aforementioned Star Trek material into *Hero 5th Edition* terms. Keep in mind that it is my translation and my campaign, with some modifications where appropriate. If you disagree with something presented, by all means change it!

I want to say thanks to the old gaming group: Don, Matt, JR, JC, Chris, David, Jerry, Rosemary, Lan, and the others who appeared on scene for a short time.

And if you haven't already, BUY STAR HERO, TERRAN EMPIRE, and other Hero Games books! Support our favorite game company!

Finally, this work is COMPLETELY UNOFFICIAL. I have no affiliation with HERO Games other than being a devoted fan for 20+ years, and no affiliation with Star Trek other than being a devoted fan for 40 years.



HISTORY OF THE FEDERATION

This history is loosely based on that of FASA's "Federation", which was written before the various movies such as "ST: First Contact". Having a valid history of the Federation is extremely difficult, as every Star Trek series and movie since *Star Trek: The Original Series* has rewritten Federation history.

1969-1996

During this period Neil Armstrong becomes the first human to step foot on the moon, the US develops its space shuttle program, and the first orbital space station is built. At the end of this period, the 4-year Eugenics war rages (1992-1996).

Andorians test their first sub-light interstellar spacecraft (1987) and found the Andorian Empire with their first colonization of another world in 1996.

1997-2069

Earth progresses from space shuttle technology to warp drive and begins its exploration of space beyond its solar system. Contact made with the Vulcans, Alpha Centaurans, Axanarians, and several other races.

On January 1, 2000, the Science Council on Luna colony declares independence and asks for status as a UN Protectorate; independence is granted, forming the first Human interplanetary government.

Starting in 2003, the Alpha Centaurans begin using solar-sail technology to populate other planets in their solar system.

In 2012, Marsbase 1 begins the human search for extraterrestrial life. Between 2015 and 2020, the Stellar Series of probes are launched toward nearby stars. One of these, the Nomad probe, is lost in space and presumed destroyed.

In 2021, the Tellarites experiment with interstellar ramjets.

In 2025, T'Sarra of Vulcan introduces the Kohlinar discipline.

In 2030, the inhabitants of Cygnet XIV undergo a global socio-political upheaval, forming a matriarchal ruling system. The system grants educational and social benefits for females, at the expense of the males. Cybernetic and computer technology thrive and grow quickly, but the social gap between the sexes grows just as quickly.

The Tellarites also make first contact with the Rigellian traders, discovering the vast wealth of the Orion homeworlds.

In 2032, the Edoans begin the process of growing and gathering fruits for wines, brandies, and other high-quality beverages.

The United Nations commissions the Solar Fleet for security and rescue (similar to the US Coast Guard) within the Sol system. In 2046, the UNSS Icarus makes first contact with the Alpha Centaurans in the Alpha Centauri system. In 2048, Alpha Centauran Zephram

Cochrane formulates the initial Warp Drive Principle calculations, which is transmitted to Earth. When it arrives 4 years later, it causes a great stir. Soon after the UNSS Icarus arrives back at Earth (2054), the USS Bonaventure is the first of the new experimental Warp Drive ships tested.

In 2059, the USS Bonaventure begins Earth's Warp Drive era, with a voyage to the Tau Ceti system twelve light-years away. In 2062, Zephram Cochrane disappears.

2070-2130

Vulcan, Earth, and Alpha Centauri enter into a trade alliance. Subspace radio becomes viable. Earth encounters the Tellarites, Andorians, and after some initial difficulties has successful trade arrangements. The five founding races (Earth, Vulcan, Andorian, Tellarite, Alpha Centaurans) form the United Federation of Planets. Star Fleet is formed shortly thereafter. Federation vessels encounter the Romulans, and a war rages for 17 years before a peace treaty is ratified over subspace between the two groups. During this period, neither Romulans nor Federation members ever see each other.

2131-2150

Matter/energy technology makes food replicators possible. Tricorders and advanced sensor technology makes a leap forward. Anti-matter facilities begin mass production of anti-matter for use in power-generation. Waves of colonization by Federation members (primarily Humans) spread civilization across the quadrant.

2151-2187

The Federation encounters the Klingons, and the first meeting is a bad one. Transporter developed in 2174. Federation economic policies revisited and restructured to maintain its commitment to protect and support all its members.

2188-2193

Dilithium and Warp Drive enable the first five-year mission of the U.S.S. Enterprise, under command of Captain Robert April. Klingons begin preying on Federation vessels and worlds.

2193-2198

Klingons and Federation eventually go to war, the 4-years-war, which ends in 2198 with the Treaty of Axanar. The treaty sets new borders between Federation and Klingon space.

2199-2200

The phaser and photon torpedo replace laser and accelerator cannons as standard Federation starship weapons. All Star Fleet vessels are retrofitted with the new weapons.

2200-2201

Orion is boycotted for failing to halt its slave traffic and piracy. Eventually, the Orions agree to keeping its slave trade within its borders, and cracking down on piracy.

2201-2206

Captain Christopher Pike commands the U.S.S. Enterprise.

2207

Captain James T. Kirk given command of the U.S.S. Enterprise after Captain Pike is promoted to Fleet Captain.

A Romulan vessel using a cloaking device destroys four Neutral Zone border outposts with a new, plasma bolt weapon. The USS Enterprise pursues, and picks up images revealing the Romulans to be Vulcanoid. After taking heavy damage from the Enterprise, the Romulan ship self-destructs.

2208

The Organians prevent a second war between the Klingons and the Federation, imposing the Organian Peace Treaty.

The Gorns massacre the population of the Cestus 3 outpost.

Star Fleet doubles its patrols along the Romulan Neutral Zone and establishes more heavily armed and armored outposts.

Star Fleet discovers a Vulcan colony world near the Romulan Neutral Zone that had been captured by Romulans. When the resources were used up, the Romulans abandoned the planet, destroying everything they could. The Star Fleet science team found most of the Vulcans dead. Ambassador Sarek took custody of a five-year old Vulcan/Romulan hybrid girl named Saavik.

The Organian Treaty Zone makes changes to the Federation-Klingon border and gives additional territory to both governments.

2209

The Third Babel conference agrees to give Coridan membership to the Federation after the persuasive efforts of Ambassador Sarek.

2210

Captain Kirk of the Enterprise steals a Romulan cloaking device and escapes 3 Romulan warbirds by

using the cloak.

First contact of Federation forces with the Tholians.

2012

The USS Enterprise returns from her five-year mission, the only one of the 12 Constitution-class vessels to do so. Star Fleet adopts the Enterprise emblem, abolishing the practice of individualizing emblems by ship.

Captain Kirk is promoted to the rank of Admiral, and is appointed to Star Fleet's Operating Forces Board.

2017

The *Enterprise* class Heavy Cruiser is christened with the refitted USS Enterprise, sent out to investigate the phenonema V'ger, approaching Earth.

2018

Saavik enters Star Fleet, the only 'Romulan' to do so.

2022

Saavik graduates from Star Fleet, and her first post is to the USS Enterprise, commanded by Captain Spock.

Khan Noonian Singh captures the USS Reliant, and in the resultant battle with the Enterprise, the Genesis device is detonated. Captain Spock dies from radiation saving the Enterprise, and his body is sent into space, landing on the Genesis planet.

UNITED FEDERATION OF PLANETS

The United Federation of Planets is the basis for most Star Trek campaigns.

HUMANS

Humans, also known as Terrans, Earthers, Earthlings, and sometimes other questionable names, are native to the planet Earth in the Sol system. As one of the founding races of the United Federation of Planets, they are an influential species. They are in fact the most numerous of the sentient species in the Federation. In addition to natives of Earth, there are thousands of human colony worlds in the Federation.



HUMAN BIOLOGY

Humans have what is termed the "humanoid" form - two arms, two legs, one head, standing upright, with the head containing the brain and sensory organs, the trunk containing the vital organs, and the limbs possessing a number of digits used in manipulation. They possess a spinal structure and an internal skeleton.

Humans have two sexes (male and female), and females carry children to term for a period of about 9 months. Typically only one child is born to a human female, but twins are somewhat common, and as many as 8 children have been successfully carried to near-term.

The typical lifespan for a human is 100 years, although this is only an average.

EARTH, THE HOMEWORLD

Earth is the third planet in the Sol system, and 75% of its surface is covered by water. It has seven continents and many islands, and a varied climate. Land types range from hot deserts to arable land, and forests to icy tundra and glaciers. Year length is (of course) 1 standard year, and the gravity is 1G.

Star Fleet is headquartered on Earth in San Francisco.

EARTH SOCIETY AND CULTURE

Earth is a highly cosmopolitan society, and those living on Earth may travel and live wherever they wish. Earth has a variety of cultures and physiotypes, with a diversity of customs and languages. Earth's history is one of great cultural diversity and conflict, with no one unifying government until after the third world war.



OTHER HUMAN HOMEWORLDS

There are also many civilizations with no known ties to Earth that are nonetheless human or near human. For game purposes, they are regarded as human.



VULCANS

Vulcans were the first alien species encountered by humans. The Vulcans and Humans are founding members of the United Federation of Planets.

VULCAN BIOLOGY

Vulcans are similar to Humans, but physically and mentally stronger in many ways. Their blood chemistry is based on copper rather than iron, giving their skin a greenish hue instead of the pinkish hue of humans. Their eyes have a protective membrane to protect them from the Vulcan winds and sands.



Vulcans mate once every 7 years. The details are not discussed with non-Vulcans.

The typical Vulcan lifespan is 200 years or so.

VULCAN PACKAGE DEAL

Ability	Cost
+5 STR	5
+3 INT	3
+3 EGO	6
+2 CON	4
Vulcan Longevity: Life Support (Longevity: 200 year lifespan)	1
Vulcan Mental Conditioning: Mental Defense, 2pts	2
Vulcan Ears: +1 PER with Hearing Group	2
Vulcan Eyes: Flash Defense to Sight Group, 2pts	2
Disadvantages	
Psychological Limitation: Bound by Logic, Has difficulty relating to emotional beings (Common, Moderate) or other appropriate limitation	-10
Total Cost of Package	15
Options	
Vulcan Mental Discipline: Eidetic Memory	5
Vulcan Mental Discipline: Lightning Calculator	3
Vulcan Mental Discipline: Multitasking	10

VULCAN, THE HOMEWORLD

Vulcan, also sometimes called Vulcanis, is a harsh desert world, with scorched plains, rough mountain ranges, and a stark beauty. It is dry and hot, with a higher gravity than Earth (about 1.2G) and a thinner atmosphere. It is the second of six planets orbiting the star 40 Eridani A.

Notable on Vulcan is the famous Vulcan Science Academy.



VULCAN SOCIETY AND CULTURE

The Vulcan culture is much older than Earth culture. In their primitive days, they were tribal and warlike, with savage emotions that threatened to destroy them through constant warfare.

The ancient philosopher Surak turned his people away from violence to a philosophy of rejecting emotions, of using logic to make decisions. Today, all Vulcans follow this philosophy. Some beings believe that Vulcans do not have emotions. In fact Vulcans have very strong emotions, but Vulcans keep their emotions in check by learned mental disciplines, their devotion to logic, and their rejection of emotions.

This rejection of emotion and violence has also made the Vulcans a very peace-oriented people. They find killing other sentient life abhorrent unless it is absolutely necessary. Vulcans rarely carry arms, and will not use deadly force unless there is no choice.

Their pursuit of logic has brought many benefits to their world and culture: great advances in the sciences and arts; a higher degree of mental alertness and understanding; and telepathic abilities.

VULCAN MIND OVER BODY

By using strict mental concentration, Vulcans can direct injured organs to heal more quickly.

Mind Over Body: Healing 2d6 (Simplified Healing) (20 Active Points); Concentration (0 DCV, throughout; -1); Extra Time (20 minutes; -2 1/2), 1 use per day (-2). Real Cost: 3 points.

VULCAN TELEPATHIC TECHNIQUES

The *Vulcan Mind Touch* (or *Mind Meld* in its most severe form) creates a telepathic link to the subject. The link takes time to create, navigating carefully through the mind of the other (i.e. until enough points of effect to be useful, and so the *Cumulative* and *Continuous* advantages).



Physical contact between the initiator and the subject is desired, but not necessary (apply a +2 to the OECV if the target is physically touched).

Vulcans do not pry into others minds — they find such intimate contact, especially with strangers, embarrassing. The mind touch is a complete sharing of both minds.

Vulcan Mind Touch (1): 2d6 Telepathy, Cumulative (+1/2), Continuous (+1), Increased Cumulative Maximum to 96 points (+3/4) (32 Active Points); Concentration (0 DCV While Establishing Contact; -1/2). **Total cost:** 21 points.

Vulcans can also use the *Mind Meld* to alter a person's attitudes or beliefs. For example, Spock used the *Mind Meld* in "Spectre of the Gun" to help the landing party know for certain the illusionary bullets could hurt them. A character cannot purchase *Mind Meld (2)* without first purchasing *Mind Touch (1)*.

Vulcan Mind Meld (2): 2d6 Mind Control, Cumulative (+1/2), Continuous (+1), Increased Cumulative Maximum to 96 points (+3/4) (32 Active Points); Requires a successful Mind Touch (-1/2), Concentration (0 DCV While Establishing Contact; -1/2). **Total cost:** 16 points.

VULCAN NERVE PINCH

The Vulcan Nerve pinch is a technique in which the user grasps the area just between the victim's neck and shoulder and applies pressure. If the pinch is successful, the victim is rendered immediately unconscious. Note that this technique only works on humanoid that are not protected by natural or artificial armor.

Several different versions of the write-up are given here, for the GM to select from.



Note: The version I use in the TrekHero template for Hero Designer 2 is 1m.

Vulcan Nerve Pinch version 1: HA 10d6 NND (Defense is 1 or more points of resistant PD armor; +1), Reduced END (x1/2 END; +1/4) (112 Active Points); Only works on humanoids (-1/2), Hand-to-Hand Attack Only (-1/2). Total Cost: 56 points.

Version 1 costs 5 END to use and will knock most unarmored humanoids out immediately. At 56 points, it's not likely to be used in Heroic level games.

Vulcan Nerve Pinch version 1m: HA 10d6 NND (Defense is 1 or more points of resistant PD armor; +1), Reduced END (x1/2 END; +1/4) (112 Active Points); Only works on humanoids (-1/2), Hand-to-Hand Attack Only (-1/2). **Total Cost:** 56 points. **Campaign Cost Multiplier:** x1/3. **Character Cost:** 19 Points.

Version 1m is identical to version 1, but uses the Cost Multiplier described for spells in Fantasy Hero. At 19 points, not everyone can afford it, but it's not prohibitive for Vulcan characters to learn. GM permission required!

Vulcan Nerve Pinch version 1a: HA 5d6 NND (Defense is 1 or more points of resistant PD armor; +1), Continuous (+1), Reduced END (x1/2 END; +1/4) (81 Active Points); Only works on humanoids (-1/2), Hand-to-Hand Attack Only (-1/2), Concentration (x1/2DCV; -1/4). Total Cost: 36 points. ["Captain Obvious" suggested Version 1a on the HERO Games Bulletin board.]

Version 1a costs 3 END per phase to use. Eventually it will knock out most unarmored humanoids, but with only 5d6 per phase, you run the risk of not immediately stunning the target, which gives them the chance to fight back - something which never happened in the show. At 36 points, it's a bit pricey to be used in Heroic level games.

Vulcan Nerve Pinch version 2: Nerve Strike (4 Real Points), with 16 Levels of Extra DC to raise attack from 2d6NND to 10d6NND (64 Real Points). Total Cost: 68 points.

Version 2 uses the extra damage class rules from 5E. The problem is that the extra damage classes must also apply to all other maneuvers in the Vulcan martial arts according to official Hero Games rules, although a GM is free to make a house rule that says it only applies to the Vulcan Nerve Pinch. Also, at 68 points, it's extremely unlikely to be used in a Heroic level game.

Vulcan Nerve Pinch version 3: (House rule method). Built as a Martial Arts maneuver: -1 OCV, +1 DCV, 10d6 NND (1). Cost: 36 points.

Version 3 ignores the 'minimum of 3 points and maximum of 5 points' rule for Martial Arts. Still, at 36 points, it's pricey to use in a Heroic level game.

Vulcan Nerve Pinch version 4: (GM fiat). The GM may make a house rule that it costs 5-8 points for this maneuver, no matter what the Real Cost calculates out to, to be true to the flavor of the series. The other combat elements are identical to version 2 or version 3.

VULCAN MARTIAL ARTS

The Vulcan Martial Arts training stresses non-lethal means of subduing an opponent. A suggested package is shown below.

VULCAN MARTIAL ARTS					
Maneuver	Phase	Cost	OCV	DCV	Effects
Grappling Block	1/2	5	+1	+1	Grab One Limb, Block
Grappling Throw	1/2	3	+0	+2	STR +2d6 Strike; Target Falls; Must Follow Grab
Joint Lock/Throw	1/2	4	+1	+0	Grab One Limb; 1d6 NND(7); Target Falls
Martial Grab	1/2	3	-1	-1	Grab Two Limbs; +10 STR for holding on
Strike	1/2	3	+1	+0	STR +2d6 Strike
Reversal	1/2	4	-1	-2	STR +15 to escape; grab 2 limbs
Dodge	1/2	5	-	+5	Martial dodge
Tal Shaya	1/2	5	-1	-2	Grab One Limb; HKA 2DC; Disable*
Nerve Pinch	1/2	19\$			HA 10d6 NND(1)
Skills					
Acrobatics					
Breakfall					
KS: Vulcan Martial Arts					

* Technically, the Tal Shaya (merciful death) is used to break the neck as a merciful means of execution. However, it can also be used to break other limbs.

\$ Based on version 1m. Use the cost approved by your GM.

Design Note:
In my Star Trek: The Original Series campaign, I charged a flat 7 points for the maneuver, to keep it in line with the feel of the series. Not perfect, but GM's prerogative. YMMV.

ANDORIANS

Andorians are blue-skinned humanoids with white hair and two knobby antennas extending from the crown of the head. Andorians are also charter members of the United Federation of Planets, and have a presence on the Federation Council. Although they are a warrior race, they have a strong sense of loyalty and honor that made them worthy members.



Note: The Andorian race appeared briefly in only two episodes of Star Trek: The Original Series - "Journey to Babel" and "Whom God Destroys"; and one episode of Star Trek: The Animated Series - "Yesteryear". Very little specific information was provided in the series about Andorians. Even in *Enterprise*, we know little about them except for their warlike nature.

ANDORIAN BIOLOGY

Andorians are humanoid, but also possess two antennae. The antennae are hearing organs that give the Andorians the ability to hear in the ultrasonic range.

Andorian blood is cobalt-based, giving their skin a blue color. There are similarities between Vulcan blood and Andorian blood, but not enough to be compatible for transfusions.

Design Note: Although not official, Andorians in my campaign are assumed to have a 100-year lifespan.

ANDORIAN PACKAGE DEAL

Ability	Cost
+3 STR	3
+2 CON	4
+2 EGO	4
Antennae: Ultrasonic Hearing	3
Disadvantages	
None	0
Total Cost of Package	14
Options	
Psychological Limitation: Warrior Code, Honorable, or other appropriate limitation (Common, Moderate)	-10

ANDORIAN HOMEWORLD

Andor is a cold world with a thin atmosphere. It is larger than earth (18,000 km diameter, or about 1.4x that of Earth), and has a 1.2G gravity.

Andor currently has a population of over 20 million inhabitants, and as one of the most advanced members of the Federation, has a permanent seat on the Federation Council.

ANDORIAN SOCIETY AND CULTURE

Andorian history is one of conflict, and theirs is a warrior culture bound by honor and family. As a people they are extremely disciplined, with a strong sense of duty and personal honor.

LIEUTENANT M'RESS - An Excerpt.
 Lt. M'ress is a felinoid female, a native of the planet Cait. The Lieutenant joined the crew during the Enterprise's animated series. She is the alternate Communications Officer, and of course is junior in grade to Lieutenant Uhura. M'Ress graduated from Starfleet Academy three years ago and is a specialist in communications and computer translator systems. She has served aboard a scout and the U.S.S. Hood, a sister ship of the Enterprise. M'Ress amuses herself in off-duty hours with the pursuit of Federation and galactic planetary histories and the writing of free-form poetry. She also pursues an interest in anthropology and archaeology, subjects which relate to the histories she studies.

Among the crew personnel, M'Ress is well liked and includes Uhura and Nurse Chapel in her close friends. The distinctive "purr" in her voice is immediately arresting when she speaks, and she is a popular actress in the ship's small theatre company. M'ress has golden fur and a mane of caramel-colored hair that cascades down her back. Her eyes are amber. While Starfleet's duty uniform for females provides no problems in regard to M'Ress's tail, long dress uniforms, duty coveralls, and other such clothing have to be tailored to accommodate the appendage. Natives of Cait tend to be small and sinewy; the females are as delicately dainty as the Siamese or Abyssinian cats of old Earth.

Cait is a planet in the Lynx constellation. There is only one other planet in the system, and it is uninhabited. The atmosphere, mass and gravity of Cait are all near Earth normal.

The Caitians are fierce warriors when so called upon, but pride themselves on their accomplishments in arts and philosophy rather than on the martial arts. Their family units are extremely close. M'Ress's other three litter mates also serve in Starfleet in various capacities. The long line of her ancestors is well known on Cait, and her parents are honored citizens.

M'Ress herself is quiet about her family's rank. She brings to the Enterprise efficiency, ability, and a persistently curious attitude fortunately coupled with humor and great intelligence. (This is demonstrated by the fact she rose to the rank of Lieutenant only two years after graduation from Starfleet Academy).

CAITIANS

The Caitians are a biped feline race, derived from something akin to the cheetah or leopard. They have sleek bodies covered with soft fur, which also covers their faces and hangs around their head like a mane. Fur color ranges from the tawny brown of lions to the deep black of panthers, with rare individuals being white. They have large golden eyes, long tails, and voices with a purring quality.



Note: Caitians appeared only in the animated series.

CAITIAN BIOLOGY

Caitians are extremely dexterous and fast, as their ancestors were hunting carnivores similar to cheetahs or leopards. Most Caitians today are vegetarians, obtaining proteins from protein-rich vegetation such as beans. Caitians have extremely good senses of sight and smell.



Designer's Note: The following information is not canon, but applies to my campaign.

Caitian family structure consists of 2 males and 2 females, with females only mating with the two males in the family group. Caitians have 2 sexes, male and female. Pregnant females give birth to 2-5 kits, and 2-3 is most common. Pregnancy lasts 4 months.

Male Caitians are typically 20% larger than female Caitians.

The typical lifespan for Caitians is 90 years.

CAITIAN PACKAGE DEAL

Ability	Cost
+3 DEX	9
Claws: HKA 1 pip, 1/2d6 with STR	5
Tail: Extra Limb (Tail) Inherent, Limited Manipulation	4
Running: +2" Running	4
Enhanced Senses: +2 PER with All Senses	6
Enhanced Smell: Tracking with Smell PER	5
Disadvantages	
-1 CON	-2
-1 BODY	-1
Total Cost of Package	30

CAITIAN HOMEWORLD

Information not provided in the series.

In my campaign, Cait is a world with a climate and diversity akin to Earth's African continent, of approximately the same temperature range and gravity. The Caitians have gone to great lengths to make sure that the technological advances of their world do not rob them of the natural beauty and resources of their world.

CAITIAN SOCIETY AND CULTURE

Caitians practice complete equality of the sexes, and have done so throughout their recorded history. Caitian

given names have no gender associated with them, so any Caitian name may be given to males or females.

CAITIAN MARTIAL ARTS

Design Note: In my campaign, I had a Caitian player-character and thus the opportunity to develop a martial art for the Caitians. I took my cue from watching how cats (domestic and wild) fight. This is not part of the series lore, but my creation. GM's feel free to ignore this or create your own.

CAITIAN MARTIAL ARTS

Maneuver	Phase	Cost	OCV	DCV	Effects
Swat	1/2	5	+1	+3	STR Strike
Swipe	1/2	4	+2	+0	STR Strike +2d6
Block	1/2	4	+2	+2	Block, Abort
Pounce	1/2	3	+2	+1	STR Strike; both fall
Hold	1/2	3	-1	-1	Grab 2 Limbs; +10 STR to hold
Reversal	1/2	4	-1	-2	STR +15 to escape; grab 2 limbs
Dodge	1/2	5	-	+5	Martial dodge
Skills					
Acrobatics					
Breakfall					
KS: Caitian Martial Arts					

EDOANS

The Edoans are tripeds, walking upright on 3 legs and possessing 3 arms with 3 fingers on each hand. They have large round yellow eyes and a concave head.

Note: Edoans appeared only in the animated series.



EDOAN BIOLOGY

Specific to my campaign (non-canon): Edoans are a reptilian-based triped. Skin coloration ranges from reddish to dark brown.

Females have a gestation period of 2 years. Edoans have a typical lifespan of 200 years.

EDOAN PACKAGE DEAL

Ability	Cost
+2 DEX	6
+2 CON	4
Extra Limbs: 3 arms and 3 legs	5
Edoan Longevity: (200 year lifespan)	1
Disadvantages	
-2 STR	-2
Total Cost of Package	14
Options	
Psychological Limitation: Introverted (Common, Moderate)	-10
Psychological Limitation: Perfectionist (Common, Moderate)	-10

EDOAN HOMEWORLD

Little information was provided in *Star Trek: The Animated Series* about the Edoan homeworld.

Edoans come from the planet Edos, the third planet in the Epsilon Minora system, with a diameter 70% that of Earth, .85G, and 22 hour days. It is said to be a lush tropical world with 60% oceans and the source for the famed Saurian Brandy. The current population is said to be 4 to 5 billion.

Edos is not a member of the Federation. Rather, it remains in loose alliance with the Federation, coming under its agreements for trade, science, and aid in an emergency. Edos lies in the Triangulum constellation, on the rim of the galaxy. It is a jumping off point for science teams studying the great energy barrier beyond the rim. It is also a peaceful planet that has never been involved in a war. The technology is as advanced as Earth's; the architectural style of its cities is strictly functional rather than esthetically pleasing. The society has no class levels. All beings on Edos are equal.

EDOAN SOCIETY AND CULTURE

Edoans are among the best toolmakers in the Federation, possessing great dexterity and sensitivity in their touch. They are meticulous about detail and make great technicians and scientists.

Edoans are a private, contemplative people. They are shy and introverted and make few close attachments, and Edoans mate for life.

It is highly unusual for there to be more than one child per family. As a result, all children are precious, and families are close. Ancestral records are kept in great detail, dating back for centuries.

LIEUTENANT AREX - AN EXCERPT

Lt. Arex comes from the planet Edos. His appearance is at first startling...for Arex is tripodal, having three legs, three arms, and three fingers on each hand. His uniforms are specially tailored for him, and he is a rather strange sight in motion. As might be expected, he is not at all clumsy. His reflexes are quick, and he can move with great speed when necessary. In an emergency, he can operate the complex helm-navigation console by himself. Arex's complexion is reddish. One soon becomes used to the homeliness of his bony face and begins to see the compassion and sadness in his eyes. Arex is a thoughtful being, given to long silences. There are times when he retreats to the solitude of his quarters to deliberate...or perhaps to worship the many gods of Edos. One never knows, for Arex never speaks of these moments of isolation.

Unlike M'Ress, Arex has been in Starfleet for many years. He is known as the best navigator in the Fleet. Before he entered the service as a technician, he spent ten years in the merchant space fleet. Arex's people are long lived, and Arex knew from the very beginning that he wished to spend his long life in space. While Arex is an officer, and a good one, he is not a product of the Starfleet Academy. He worked his way up through the ranks, becoming an officer via a "field commission" during a battle involving the Klingons and the small cruiser aboard which he was then serving. All the officers were killed in the fray, and Arex took command to effect a temporary retreat and then a return action which took the Klingon ship by surprise and allowed Arex to disable her and bring her in to face Federation charges. It is not fair to say Arex has never been to Starfleet Academy. He spent two years there some time ago... as a space navigation instructor. One of his high scoring students was a young Russian named Pavel Chekov. Arex has no brothers or sisters. In fact, it is highly unusual for there to be more than one child per family. Aboard ship, Arex often keeps to himself. However, when the mood is right, he can be persuaded to play a flute-like instrument called a sessica. (It is native to his planet.) While the music may be lively or romantic or plaintive, all of it relates to story-songs which tell the history of his race or his family. Arex also

TELLARITES



Tellarites are humanoid with a pinker skin tone than humans. This is partly due to a higher than human normal blood pressure.

Tellarites have more body and facial hair, covering all but the frontal face and the hands.

Their noses, with larger openings than humans, have been compared unfavorable to earth swine.

TELLARITE BIOLOGY

They have larger than normal nasal passages due to a thin atmosphere on their homeworld, and carry an extra abdominal roll of fatty tissue which can sustain them twice as long as humans when needed.

Non-canon, campaign-specific: Tellarites have a lifespan of 100 years. They have 2 sexes (male and female) and a monogamous family structure. Tellarite females give birth to 1-3 children after a 10-month gestation period.

TELLARITE PACKAGE DEAL

Ability	Cost
+1 STR	1
+1 CON	2
Disadvantages	
-2 COM	-1
-1 EGO	-2
Total Cost of Package	0
Options	
Psychological Limitation: Brash (Common, Moderate)	-10

TELLARITE HOMEWORLD

The Tellarite homeworld is the third planet of eleven around the star 61 Cygni A, and has a thinner atmosphere than Earth. Supposition based on the extra fat roll and the amount of body hair of Tellarites, and the fact that 61 Cygni A is .8 as bright as Earth's sun, is that the Tellarite homeworld has a colder average temperature than Earth.

TELLARITE SOCIETY AND CULTURE

Tellarites are racially suspicious, argumentative, and brash. Tellarites consider those who trust too much or give in too easily to be fools. They enjoy a good argument, and a Tellarite merchant bazaar is a lively place.

Tellarites are fond of food, to excess.

FASA TREK RACES

These additional Federation races were given in the FASA book *The Federation*. They are provided here if the GM wishes to use them, and are not canon Trek.

CYGNIAN

The Cygnians are a female-dominated society where males are only semi-literate. They are well-known for their computer science, and Star Fleet vessels have Cygnian computer systems installed (along with the characteristic female voice).

CYGNIAN BIOLOGY

The Cygnians are humanoids, and strong like the Vulcans, but with a certain resemblance to Terran equines. They have long vestigial tails like those of Terran horses, and long flowing hair along the central raised spine. They have sharp green eyes.

CYGNIAN PACKAGE DEAL

Ability	Cost
+3 STR	3
+3 INT	3
+1 EGO	2
+2 CON	4
Tail: Extra Limb (1), Inherent (+1/4); Limited Manipulation (-1/4)	5
Cynian Senses: +1 PER	3
Disadvantages	
None	0
Total Cost of Package	20
Options	
Cygnian Females: 4 Science Skills at 11-	8
Cygnian Males: Change the Abilities to +5 STR, -2 INT, -1 EGO, +3 CON, +2 BODY, +1 PRE	+0

CYGNIAN HOMEWORLD

Cygnit XIV is the Cygnian homeworld, and is the 14th planet circling the star Cygnus. The world is a terrestrial world, with a warm temperate climate. The gravity is high (1.2G), and Cygnit XIV is high in metal ores.

CYGNIAN SOCIETY AND CULTURE

The Cygnians are a technologically advanced culture, excelling in computer sciences and cybernetics. Cygnians are frequently-sought after as members of Federation computer research teams.

The Cygnians are a female-dominated society, with the males being semi-literate second-class citizens.

JORIDIAN

The Joridians are a humanoid race of telepaths, who prefer introspection to mixing with other races.

JORIDIAN BIOLOGY

The Joridians are a humanoid race, and are outwardly human, although there are minor internal differences. Joridians are a naturally telepathic race.

Joridians have no vocal chords, and are unable to speak, so telepathy is their primary means of communication.

Joridians have a 35-year lifespan, one of the shortest of Federation humanoid species.

JORIDIAN PACKAGE DEAL

Ability	Cost
+3 INT	3
+3 EGO	6
+3 PRE	3
Telepathic: Telepathy 6d6	30
Disadvantages	
Physical Limitation: Cannot Speak	-10
Total Cost of Package	32
Options	
Psychological Limitation: Introvert or appropriate Limitation	-10
Mind Speak: Mind Link, any willing mind	+15

JORIDIAN HOMEWORLD

The Joridian homeworld is a cool temperate world with a high metal content. It has a light gravity (.85G).

JORIDIAN SOCIETY AND CULTURE

The Joridian culture is based on philosophical inquiry and introspection. They see other races as having 'lesser philosophies', and tend to avoid contact with outsiders.

They are a peaceful and productive race, and can be found in Federation jobs where legal and philosophical expertise can be used best.

KAFERIAN

The Kaferians are a race of insectoids.

KAFERIAN BIOLOGY

The Kaferians are a race of humanoid-insectoids, resembling human-sized ant-men.

KAFERIAN PACKAGE DEAL

Ability	Cost
+1 STR	1
+1 DEX	3
Faceted Eyes: Increased Arc of Perception (360 Degrees) for Sight Group	10
Kaferian Shell: Armor (1PD/1ED)	3
Kaferian Antennae: Tracking for Smell/Taste	5
Kaferian Senses: +3 PER with Normal Smell/Taste	3
Disadvantages	
-1" Running	-2
-1 BODY	-2
Total Cost of Package	21

Options

Psychological Limitation: Docile, Resilient, or appropriate	-10
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KAFERIAN HOMEWORLD

The Kaferians homeworld, found in the Tau Ceti system, has a high gravity (1.2G) and long days (30 hour days). The world resembles a giant rain forest, and the major industry is pharmaceuticals.

The population is estimated at 500,000 Kaferians.

KAFERIAN SOCIETY AND CULTURE

The Kaferians have a close-knit, hierarchical social structure. Kaferians are docile and resilient. Their scientific pursuits are largely agricultural and biochemical, and they are famous throughout the Federation as chemists.

TIBURON

Tiburons are a human race whose genetic makeup has been altered by radiation, giving them a unique shape-shifting ability.

TIBURON BIOLOGY

The Tiburons are human, although their genetic makeup has been altered by years of radiation exposure. They are outwardly human, but can change their gender at will.

TIBURON PACKAGE DEAL

Ability	Cost
+2 CON	4
GenderShift: Shape Shift (Sight, Hearing, Smell/Taste and Touch Groups), Cellular, Costs END Only To Change Shape (+1/4) (36 Active Points)	36
Disadvantages	
None	0
Total Cost of Package	40
Options	
Psychological Limitation: Gender Indifference, or other appropriate limitation	-10
+1 with Interaction skills	5

TIBURON HOMEWORLD

The Tiburon homeworld is a terrestrial world with a cool temperate climate. There are an estimated 700,000 inhabitants of Tiburon.

TIBURON SOCIETY AND CULTURE

The Tiburon society makes no gender distinctions, either socially or politically. They are vegetarian by nature, and maintain a great respect for all living things.

Tiburons are noted for their skill with administration and organization.

OTHER RACES IN FEDERATION SPACE

STARFARING RACES: TOS/TAS PERIOD

ANTOSIANS

Antosians are a peaceful race gifted with the power of cellular metamorphosis, a learned ability to control their own bodies. This allows them to change shape and take any form they wish, and to heal damage to their bodies (which is the reason they taught the methods to Garth of Izar in the first place). A character must first learn Antosian Healing before learning Antosian Shape Shifting. (Source: "Whom God Destroys")

Antosians were never seen in the series, but supposition is a humanoid race. Other details of these peaceful beings are left to the GM. An Antosian could make an interesting addition to a Star Fleet, Star Fleet Intelligence, or Merchant crew.

ANTOSIAN PACKAGE DEAL

Ability	Cost
Antosian Healing: Healing 3d6 (Regeneration; 3 BODY per Turn), Can Heal Limbs, Reduced END (0 END; +1/2) (52 Active Points); Extra Time (1 Turn; -1 1/4), Self Only (-1/2), Limited: Zero DCV while Regenerating (-1/4).	17
Antosian Shape Shifting: Shape Shift (Sight, Hearing, and Touch Groups, any shape), Cellular, Imitation; Costs END to Change Shape Only (+1/4) (70 Active Points); Automatically revert to original form if unconscious (-1/4), Limited: Zero DCV during phase of transformation (-1/4).	47
Disadvantages	
None	0
Total Cost of Package	64
Options	
Psychological Limitation: Peaceful, Compassionate, or other appropriate limitation (Common, Moderate)	-10

ARGELIANS

Two centuries ago (roughly 2010 AD by the Human calendar), the Argelians entered what they call the "Great Awakening". They are universally known for their friendliness and hospitality. Their culture is warm and genuinely pleased to meet visitors from other worlds. This attitude has made their planet one of the most welcoming, and is often the visiting place for those on shore leave.

Some few Argelians retain the psychic ability of Empathy, which allows them to sense the emotions of all those around them.

Argelian Empathy: Telepathy 6d6, Area Effect (12" radius; +1 1/2) (75 Active Points); No Range (-1/2), Concentration (1/2 DCV; -1/4), Extra Time (Full Phase; -1/4), Empathy, receive only (-1). Total Cost: 25 points

The Argelians are considered human.

AURELIANS

Aurelians are a vaguely humanoid birdlike creature. Aleek-Om is an Aurelian who is part of the Federation historical study mission at the Guardian of Time in "Yesteryear".

Use the Mostreen culture from *Terran Empire* pg 34,

but add **Wings:** Flight 8" (16 Active Points); Foulable wings (-1/4). Cost: 13 points.

MEDUSANS

The Medusans are a noncorporeal race, of great inner beauty and peace, but whose visual form is so chaotic as to cause insanity to humanoid viewers. Communication is only possible with blind telepathic contact, so that the Medusans are hidden from view in a room or container away from humanoid eyes.

They have senses not possessed by humans, which give them much better navigational abilities and technology, and had begun at the time of *Star Trek: The Original Series* to work with Federation science groups on enhancing Federation navigational technology.

MELKOTIANS

An energy race looking somewhat like a very large jellyfish, the Melkotians are telepathic and have the ability to create illusions that can kill if necessary (if the victim believes). After a visit from the USS Enterprise (*Star Trek: The Original Series*), the Melkotians opened up to contact with the Federation.

PHYLOSIANS

Phylosians are the sentient plant life of the planet Phylos, in the Merari system. They are human average height, with 4 "legs" and 6 "arms", a single head that looks like an inverted pinecone, with two independent eyestalks. Their planet is totally devoid of animal life, and Federation biologists have concluded that plant life evolved in place of animal life.

Phylosians are a long-lived, highly intelligent species of sentient plant, utilizing approximately seventy percent of their brain. They have a strong sense of loyalty and justice. During the early twenty first century (Terran calendar) the Phylosians built a vast space fleet with then intention of pacifying the entire galaxy. Their plans were destroyed when Earth scientist Stavros Keniclius, an exile of the Eugenics War, found his way to Phylos. Keniclius accidentally unleashed a staphylococcus infection upon the entire Phylosian race. Keniclius eventually found a cure, but not before the Phylosian population was ravaged almost beyond the point of recovery. Keniclius originally fled Earth in the hope of raising an army of 'perfect clones' to bring peace to the Galaxy. In the Phylosians he found a willing ally. Perfecting a technique of cloning and consciousness transfer, indefinitely extending his own lifespan. However, Keniclius' struggle to save the Phylosian race proved a more difficult task. (Source: "Infinite Vulcan")

During the latter half of the twenty third century the U.S.S. Enterprise, under the command of James T. Kirk, discovered Phylos. Keniclius's fifth clone captured Commander Spock and created a clone of him, hoping to use him as the model for his 'army of light'. The transfer of consciousness endangered Spock's life, however the Spock clone chose to side with Kirk, and used a mind meld to save Commander Spock's life. Kirk eventually managed to convince Keniclius that his energies would be better directed elsewhere. Keniclius agreed to work with a Federation science team to seek a solution to the Phylosian problem. The Spock clone lived for only a few months, having sacrificed his own longevity to save Commander Spock. He used his remaining months to help Keniclius establish the groundwork for the research project,

In 2282, Keniclius Five and Federation science team

successfully repaired the genetic damage the Phylosians had suffered. On September 13th 2302, the twentieth anniversary of the successful rejuvenation of the Phylosian race, Phyllos was accepted into the Federation as a full member.

The current Phylosian representative to the federation council is Agmar. Phylosians serve the Federation at all levels, and are well known for their medical expertise, and their excellent dexterity.

Phylosians “speak” through vibrations that can be heard/sensed only by others of their species. To communicate with humanoids, they must wear universal translators.

PHYLOSIAN PACKAGE DEAL

Ability	Cost
+3 STR	3
+1 PD	1
Fibrous Skin: Damage Resistance (2PD/2ED)	2
Plant: Life Support (Diminished Eating: Only has to eat once per week)	1
Tendrils: Extra Limbs (4 legs, 6 arms)	5
Tendrils: Stretching 1”; Reduced Endurance (0 END; +1/2), Always Direct (-1/4), No Noncombat stretching (-1/4), No Velocity Damage (-1/4).	4
Communication: Ultrasonic Hearing, Transmit	5
Eyestalks: 240-degree perception for Sight group	5
Disadvantages	
-2 DEX	-6
-2” Running	-4
Total Cost of Package	16

VENDORIANS

Vendorians are a race of shape-shifters, known for their deceitfulness. Their planet is quarantined by the Federation, and is located near the Romulan Neutral Zone.

Their deceitful nature, as described by humans, is in reality a thirst for shapes...they are always looking for new shapes to assume, and when they first met the visitors from the Federation, there were many more forms to choose from. However, not showing the best judgment on what form to take and when to take that form, the Federation put the planet of Vendor in quarantine.

VENDORIAN PACKAGE DEAL

Ability	Cost
Vendorian Shape Shifting: Shape Shift (Sight, Hearing, and Touch Groups, any shape), Cellular, Imitation; Costs END to Change Shape Only (+1/4) (70 Active Points); Automatically revert to original form if unconscious (-1/4), Limited: Zero DCV during phase of transformation (-1/4)	47
Vendorian Neural Attack: EB 5d6 NND (Defense is not having a nervous system, not requiring sleep, or bare skin/scales/feathers etc. are not accessible to touch; +1), Continuous (+1) (75 Active Points); No Range (-1/2), Only usable in Vendorian form (-1/4).	43
Disadvantages	
Psychological Limitation: Devious/Deceitful, Always Seeking New Shapes to Try, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	78

NON-STARFARING RACES: TOS/TAS PERIOD

ARGONS

Argons are humanoid society who became water-breathers when seismic activity lowered all continents below sea level. After several hundred years of life beneath the water, “air-breather” became a derogatory term. During a visit by the USS Enterprise, portions of land rose back above the sea level, and some Argons decided to become air breathers again. (Source: Arn)

CAPELLANS

The Capellans are a humanoid race native to Capella IV, with warlike tendencies and severe codes of law and tradition. They are very quick, agile and strong, males averaging 7 feet tall. They believe that only the strong should survive, and refuse medical assistance.

The Capellans are scrupulously honest, and can be very dangerous if lied to. The principal weapon of the Capellans is the *kleegat*, a cross between a boomerang and a throwing knife, accurate and deadly to distance of one hundred meters.

Their planet is a source of special minerals needed for life support systems, namely Topaline.

CAPELLAN PACKAGE DEAL

Ability	Cost
+2 STR	2
+2 DEX	6
Enhanced Reflexes: +2 Lightning Reflexes to all actions	3
Disadvantages	
None	0
Total Cost of Package	11
Options	
Psychological Limitation: Scrupulously honest, hairtrigger honor, no code versus killing, or other appropriate limitation	-10

ELASIANS

The Elasiens are a warrior race known for their dislike of weakness and compromise. At the time of The Original Series, Captain Kirk was affected by the Dohlman Elaan of Elas - specifically by the bioagent in Elasian female's tears. The bioagent acts as philodisic, causing males of almost any humanoid species to feel a sexual attraction for them. Kirk was able to shake off the effects and make sure that the Elasiens and Troyians signed the peace treaty between them.

EKOSIANS AND ZEONS

Capable only of planetary flight within their solar system in the time of *Star Trek: The Original Series*, they went through a difficult period of recovery, the effects of a Nazi regime on Ekos which treated the peaceful Zeons the way Hitler treated the Jews. Federation advisors assisted in the reconstruction of both societies, and at the time of ST: TNG they are members of the Federation.

KELVANS

Kelvans, beings from the Andromeda galaxy, were originally massive tentacular beings. They transformed themselves into humanoid form for the 300-year voyage to the Milky Way, and are now for all intensive purposes human.

After contact with the USS Enterprise in *Star Trek:*

The Original Series, they have been given a Class M planet to colonize. They possessed some advanced technological information, but were relatively few in number. At the time of *ST:TNG*, they are on friendly terms with the Federation.

NEURALANS

The Neuralans are a primitive human race that is in a state of war at the time of *Star Trek: The Original Series*. Klingons have secretly gave one tribal group flintlocks with the promise of better weapons to come; the Federation continued to maintain the balance of power by providing the other tribal groups the same level of weapons. What happened by the time of *Star Trek: The Next Generation* is unknown.

PLATONIANS

The Platonians are a human race who traveled to the world they named Platonius. They followed the teachings of Plato, but after they discovered that living on the planet and eating its food gave them psychokinetic powers, their platonian philosophy degenerated to a self-gratifying society. The food contains a high-energy compound, *kironide*, and after sufficient amounts build up in the body, psychokinetic power is available.

A visit from the Enterprise at the time of *Star Trek: The Original Series* brought the planet to the attention of the Federation, and they were being watched not to fall back into their treacherous ways. Status at the time of *ST:TNG* is unknown.

RIGELIAN

A humanoid race living on Rigel V, their physiology is very similar to Vulcans. They have not achieved space flight but do maintain open relations with the Federation. Since most of Rigel V is uninhabitable, the Rigelians live deep in subterranean caves filled with an ancient system of atmospheric force fields, oxygen recyclers and heating systems. Their technology is sufficient to maintain their habitat. Their existence does give much weight to the "lost colony" theory.

SARPEIDON

Class-M planet destroyed in 2269 when its star, Beta Niobe, went nova. Sarpeidon had been home to a technologically advanced humanoid civilization. Prior to the explosion of their sun, the people of Sarpeidon developed a time portal they called the atavachron, which they used to escape into their planet's past, so that they could live out their lives.

SAURIAN

Saurians are amphibian humanoids from the planet Alpha Sauria IV. Saurians have pink to purple flesh with red and yellow eyes, and their bodies resemble upright bipedal fish. Although they appear to be fishlike, they breathe oxygen. Sauria is not a member of the Federation, although several Saurians enter Starfleet each year. Saurians are best known for their Brandy, a highly intoxicating and very prized liquor.

SCALOSIAN

A humanoid race from the planet Scalos. The Scalosians were subjected to biochemical hyper-acceleration by volcanic radiation many generations ago. The radiation also decreased fertility in females and completely sterilized

the men. To preserve their species, the Scalosians were forced to mate outside their planet, dispatching distress calls to passing space vehicles and subjection the crews of any responding vessels to hyper-acceleration. This pattern continued until 2268, when the Enterprise responded to a distress call but was able to repel the invaders. Federation authorities were later advised to warn other ships to avoid Scalos.

STRATOS

Beautiful cloud city above the planet Ardana, believed to be the finest example of sustained antigravity elevation in the galaxy. Stratos was a study in the contrasts of Ardanian society. The city dwellers lived a life of leisure, while the Troglytes, who lived on the planet's surface, toiled under brutal conditions. Life improved slightly when Stratos began to provide masks to protect the Troglytes from the harmful zenite gas found in the Ardanian mines.

TALOSIAN

The Talosians are a physically weak humanoid race from Talos IV having mental powers of illusion and telepathy. Several hundred thousand years ago the Talosians were nearly destroyed in a massive nuclear war. The survivors found underground life limiting and concentrated on developing their mental powers. After several thousand years the Talosians had developed powerful powers of illusion and telepathy. They could project ultra realistic images over reality, or into the minds of others. This became a powerful narcotic and the Talosian's physical strength and skill atrophied to the point where they could not maintain their complex artificial world. They required slave labor to service their systems, they began to project their illusion to deep space to lure passing travelers to Talos IV where they would capture and enslave the unlucky passers-by. In 2255 all entry to the Talos sector was banned under penalty of death, for fear of others gaining the Talosian's powers. When an agreement between the Talosians and the Federation in 2266, only entry to the Talos system was prohibited. The reason is that the Talosians have obtained a sufficient workforce to rebuild their world and wish to be left alone to work. They had requested an envoy be sent in 100 years, sent 7 years ago, to consider Federation membership. They are beginning the slow membership process. ("The Cage")

TROYIAN

Trojians are blue-skinned and blond-haired humanoids from the Tellun star system near Klingon space. At war for decades with the Elasian's who share their system, a peace treaty was signed in 2268 after the fear of interplanetary nuclear war was imminent. In 2268, their technology is limited to low warp travel within their sector, during their war they had primitive interplanetary technology equal to the Terran 2030's. Since the signing of their peace treaty both worlds have become members of the Federation. ("Elaan of Troyius")

VIANS

Advanced humanoid civilization of unknown origin. The Vians rendered aid to the Minaran star system in 2268 when the star went nova. Due to limited resources, the Vians had the ability to save the inhabitants of only one of the Minaran planets. The Vians therefore conducted an elaborate experiment to determine which planet's inhabitants would be saved. The extraordinary self-sacrifice of the Minaran empath, Gem, caused the Vians to choose to save Gem's

people. ("The Empath")

ZEON

Humanoid colonists from outermost world in the M43 Alpha system. Since their colony was founded several hundred years ago, their parent world of Ekos has come to consider the Zeon's as another race entirely. This was almost the end of the Zeon race in 2268 when a freak accident caused Ekos to mimic the 1930's Terran culture of Nazi Germany and pursued a campaign of genocide against the Zeons. Only Federation intervention stopped this potential mass murder. The Zeons are almost indistinguishable from Terrans. ("Patterns of Force")





THE KLINGON EMPIRE

The Klingon Empire is the cold-war equivalent of the USSR. Klingons are similar to Earth humans in

appearance. They have dark complexions and hair color, reminiscent of the Mongolians of Earth history. Male Klingons often wear beards and moustaches that give them a sinister appearance.



FASA KLINGONS

The Klingons encountered by the Federation in the time of *Star Trek: The Original Series* are not the original Klingon race. They are a genetically engineered subspecies of Klingons — a fusion of the genetic traits of two species. Klingon genetic technology is far greater than such technology in the Federation, as the Klingons have no laws on the use of live experimental subjects.

The Klingons developed two fusion races to deal with their neighbors: the Human fusions, for dealing with the Federation; and the Romulan fusions, for dealing with the Romulan Empire.

The Klingon-Human fusion (aka Human Fusion) was originally created to interact more effectively with the major Federation race, the human. The Human fusions are more comfortable on human-habitable worlds, are better at negotiating and interacting with humans, are better at human battle psychology, and make better spies within Federation space.

The Human Fusion experiment was so successful that it was repeated with the other border race, the Romulans. The Klingon Empire credits the Romulan-Klingon treaties to the existence of the Romulan Fusion. Of course, the Klingon Empire would rather have conquered both races, but the solution was good for the short-term.

Klingon Vulcan fusions may exist, since the Vulcans had contact with the Klingons before the humans did. However, there are no records of any, and since the Klingons are loathe to mix their genetic material with a pacifist race like the Vulcans.

The true Imperial race of Klingons (the original race, seen in the opening sequence of *Star Trek: The Motion Picture*) are the dominant race within the Klingon Empire. Although the Human fusions and Romulan fusions are still considered Klingon, there is some hint of bigotry among Imperials toward the fusions. The fusions are Klingons, and

a Klingon is a Klingon; non-Klingons are to be conquered, used, or moved aside.

Klingon Biology

IMPERIAL KLINGONS

FASA Imperial Klingons have an extensive net of capillaries just under the skin that act as heat exchangers. Imperial Klingons are comfortable in hot, humid climates and uncomfortable in cold climates. This heat exchanger mechanism allows Imperial Klingons to exist in places humans would find intolerable; however, the tradeoff is that they the extensive net of capillaries makes them more susceptible to cutting damage.

IMPERIAL KLINGON PACKAGE DEAL

Ability	Cost
+3 STR	3
+1 DEX	3
-1 EGO	-2
-2 COM	-1
+3 ED, Only Versus High Heat (-1/2)	2
Disadvantages	
Physical Limitation: Susceptible to Bladed Weapons (+1 BODY from Bladed HKAs)	-5
Total Cost of Package	0
Options	
Psychological Limitation: Warrior Code (Common, Moderate)	-5

HUMAN FUSIONS

FASA Human Fusions lack the extensive net of heat exchanging capillaries possessed by the Imperial Klingons. They are built to exist in the same environments as normal humans. Combining the Klingon strength and human endurance, they have the best of both worlds.

HUMAN FUSION KLINGON PACKAGE DEAL

Ability	Cost
+3 STR	3
+2 CON	4
Disadvantages	
None	0
Total Cost of Package	7
Options	
Psychological Limitation: Warrior Code (Common, Moderate)	-5

ROMULAN FUSION

FASA Romulan Fusions lack the extensive net of heat exchanging capillaries possessed by the Imperial Klingons. They are built to exist in the same environments as normal Romulans. Combining the Klingon strength and Romulan

WHY DO THE KLINGONS LOOK DIFFERENT ?

The Klingons, starting with the first movie, no longer look like sinister humans, but like an alien race; and, they no longer behave in the same way as ST: TOS Klingons. So the question is, how is that handled?

Well there are several options available, and ultimately it's up to the GM and his campaign to decide.

OPTION 1: IGNORE THE MOVIES

With this option, all Klingons look like they did in ST: TOS, no matter what we see in the movies, ST:NG, etc.

OPTION 2: IGNORE THE ORIGINAL SERIES

What? Actually, just believe that all Klingons look like they did starting with the first Star Trek movie, no matter what the TV shows tell us.

OPTION 3: RISE AND FALL OF SPECIES

In this version, the Klingons are actually several species, those human-looking like in ST:OS being in dominance of the Empire at the time of the TV show, but the other species achieving dominance by the time of the first movie.

OPTION 4: REVERSION

Klingon physiology was strangely altered, by a phenomenon "they don't like to talk about." End Of Story.

OPTION 5: FASA'S GENETIC FUSIONS

In FASA's version of Trek, the Imperial Klingons are those we see in the first movie; there are also two fusion races created by the Klingons: the ones from ST:OS which are Human/Klingon fusions, and one's we didn't see which are Romulan/Klingon fusions. The fusions are stationed along the border areas of their counterparts. This is the option used in this guide.

endurance, they have the best of both worlds.

ROMULAN FUSION KLINGON PACKAGE DEAL	
Ability	Cost
+3 STR	3
+3 CON	6
-2 COM	-1
-1 EGO	-2
Disadvantages	
None	0
Total Cost of Package	6
Options	
Psychological Limitation: Warrior Code (Common, Moderate)	-5

Klinzai, Klingon Homeworld

Klinzai is a hot, humid world orbiting a hot F7 star. The world is totally surrounded by clouds, and the sun is rarely visible directly. The stars are rarely visible at night, perhaps one night in 100.

The cloud cover creates an intense “greenhouse effect”. The mean temperature of Klinzai is 15 degrees Celsius above Earth’s mean temperature. The planet is very lush, with extensive forests, jungles, and swamps, lacking any desserts.

Klinzai’s day is 26 1/2 hours long, and it’s year is 1.1 Terran years long.

Klinzai lacks a moon, and its oceans are subject only to weak tides.

Klingon Society And Culture

Mix the Mongolian culture at the time of Ghengis Khan with the power/politics/diversity of the USSR in the 1960’s, add in the KGB for internal security, move the technology forward to the 23rd century, and you have an idea of what the Klingon society is like.

Klingon philosophy epitomizes the ultimate warrior: ruthless, thoughtful, and cunning. Klingons do not go berserk with battlelust. War is an art, a game to be played like chess.

Klingons practice equality of the sexes (at least in the military), as they are unwilling to waste resources. However, Klingon society is still male-dominated, and very few female Klingons have become ship captains.

Klingons live under the shadow of a military dictatorship and are always watched by “internal security”. Personal freedom is restricted, and advances in technology and psionics are squashed if they would “jeopardize internal security”. Equally, advances that promote military improvement, such as the Cloaking device, are encouraged.

Klingon civilization began with tribal followings, where a leader’s personal power determined his control. Tribes became lines, which became city-states, then nation-states. Eventually several Komerex (translated to “Empire”) groups fought a decisive battle, leading to a unified Klingon world government. With a unified government, the Klingons began the drive to extend their empire among the stars.

The historically greatest emperor was Kahless of the line Riskadh, also known as Kahless the Unforgettable, who was killed in a huge fleet battle with the Romulans. He vowed to return with his ship or die with it.

The Klingons have a saying, that any act under the “naked stars” has special meaning. The “naked stars” refers

to the rare nights when the stars can be seen. The Klingons in the Imperial Navy are considered “blessed” to see the “naked stars” all the time.

Justice belongs to the strong is a popular Klingon proverb.

Klingons do not worship a god, or believe in a ‘devil’. They don’t discount the possible existence of a supernatural creator, and they fully understand the significance that religion has to the beings they have encountered. But to trust a being that can be swayed by prayers is not a Klingon trait.

KLINGON NAMES

Klingons follow a practice similar to some human tribes, where they have a given name at birth, and are given a new name at maturity (10 years of age). The new name begins with a specific letter, depending on the chosen path of the Klingon. Those choosing the path of the Imperial Navy are given a new name beginning with ‘K’; those choosing the Imperial Marines, ‘M’; those entering academics, bureaucrats, and security, ‘A’.

There seem to be few rules regarding names and gender. Names that sound male or female to Klingon ears seem neither to human ears.

Klingons also may have a ‘line’ or ‘house’ name. The line names have a prefix indicating general status.

no prefix	has done nothing noteworthy yet
tai	1
vestai	2
sutai	3
zantai	4
epetai	5

Any serving ship’s officer would be tai, or perhaps vestai if highly placed. A ship’s captain would be sutai, possibly zantai if he had done something notably famous or distinguishing. An admiral would be zantai. Epetai is very rare, and would never be used on any Klingon under 50, except in mockery.

Example: Kang zantai-Vekan; Kor zantai-Mogush.

Lineless children have the number of their orphanage as their line name until they reach the age of maturity; after that, they have no line name (unless they earn one).

ENTERING SERVICE

Klingon children who are found worthy to enter the Empire’s military service (Navy or Marines) are sent to one of the academies at the age of 12. Those who are not suitable are funneled into academic, bureaucratic, or laborers (farmers, tradesmen, etc.) as appropriate. Laborers are treated as second-class citizens of the Empire - honor and glory only go to those in the military.

The Empire does not believe in wasting resources, and so both male and female Klingons attend the academies. However, women are not trained in the areas of leadership, being restricted to the sciences, medicine, engineering, and communications/ops. No female may aspire to a position greater than department head, and no female may EVER hold a command or first officer position.

Klingon Security is the Klingon Secret Police, like the Gestapo of Nazi Germany on Earth, or the KGB of Stalin’s USSR. They are the eyes and the ears of the Empire. (Think of the Politburo officer in “Red October”.)





THE ROMULAN EMPIRE

The Romulan Empire is the cold-war equivalent of China.

ROMULANS

Romulans look like Vulcans, and in fact are an offshoot of the Vulcan race. Current theory is that *The Preservers*, a race responsible for seeding much of the galaxy with humanoid species, placed the people known as Romulans on the Romulan's current homeworld.



ROMULAN BIOLOGY

Romulans have the same basic biology as Vulcans, from their body structure and anatomy to having a copper-based blood that gives their skin a greenish hue.

However, living on the less harsh world of Romulus has produced some differences. The protective membrane that protects the eyes of Vulcans has become vestigial in Romulans. The lesser gravity of Romulus means that they have less physical strength than their Vulcan counterparts. And without mental discipline imposed on Vulcan culture, telepathy is latent in most Romulans. Those Romulans possessing psionics use it as a means of enhancing emotional expression for individuals in close contact. ["The Enterprise Incident"]

ROMULAN PACKAGE DEAL

Ability	Cost
+3 STR	3
+1 DEX	3
+1 EGO	2
+2 CON	4
Romulan Longevity: Life Support (Longevity: 200 year lifespan)	1
Romulan Ears: +1 PER with Hearing Group	2
Disadvantages	
None	0
Total Cost of Package	15
Options	
Psychological Limitation: Bound by Duty (Common, Strong)	-15
Limited Psionics: Telepathy 2d6, Cumulative (+1/2; 24 points maximum) (15 Active Points); No Range (touch; -1/2)	10

ROMULAN HOMEWORLD

Though not as harsh as Vulcan, Romulus is harsher than Earth. It has 50% water coverage and 1.1G.

Life for the early Romulans was difficult, and to survive they formed city-states like the Greeks did on Earth. That practice continues today with Remus and colony worlds.

ROMULAN SOCIETY AND CULTURE

The Romulan culture developed 1000-2000 years before Earth culture. Having been transported to Romulus by *The Preservers*, before the time of Surak, they had to

work hard to survive. As a result they channeled their war-like behavior into the Spartan philosophy of duty and honor. Today that philosophy is as ingrained into Romulans as logic is ingrained into Vulcans.

The Romulans, unlike the Vulcans, do not believe in suppressing their emotions; however, they do have a cold, businesslike presence when on duty. This is, at least in part, what humans call 'poker face', in that one is less vulnerable if the enemy cannot tell what you're thinking. Romulans will not give away their plans in their voice or mannerism. The other side to their stoic behavior while on duty is their devotion to their duty.

With their emotions intact, Romulans are a very caring and expressive people when not on duty. Family gatherings and celebrations are as emotion-filled as those of humans. Romulans develop very deep emotional ties to friends and loved ones, but duty and honor take the higher road. (Example: the death of the Centurion in "Balance of Terror".)

Romulans show no mercy towards those they consider enemies, neither giving nor expecting quarter. They also do not make a distinction between civilian and military targets. To them, the enemy is the enemy, whether Star Fleet officers or simple colonists, and survival is the only rule of war.

The Romulans are not marauders, but act with reason. They do not take what they cannot use, they do not strike at the enemy simply to cause fear. They do test their enemies from time to time ["Balance of Terror"]

Romulans live a spartan lifestyle, with the good of the whole taking precedence. As warriors, they are cool and calculating. They expect and demand instant obedience from all Romulans, whether civilian or soldier. Romulans are intelligent, dedicated, and very efficient.

Romulans practice true equality of the sexes, being more interested in a Romulan's efficiency than in their gender. ["The Enterprise Incident"].



CORILLIANS

The Corillians were the first race encountered by the Romulans in space, and the Corillians first action was to destroy most of a squadron of Romulan vessels. Romulan vengeance being what it is, they overwhelmed the Corillians and exterminated them from the Corillian homeworld. Supposedly the Corillians died to the last being, but every few years rumors pop up about a lost Corillian colony, but nothing is ever found or proven.

CORILLIAN BIOLOGY

Corillians are a furry, lemur-like creature with large, yellow eyes. They are fast, graceful, and stronger than they look.

CORILLIAN HOMEWORLD

Descended from arboreal mammals, they developed

the beginnings of interstellar travel before encountering the Romulans. They handled their first instellar encounter badly, and were annihilated by the more numerous Romulans.

CORILLIAN SOCIETY AND CULTURE

TBD.

CORILLIAN PACKAGE DEAL	
Ability	Cost
+1 STR	1
+2 DEX	6
+2 PRE	2
+1 CON	2
+2" Leap	2
Corillian Ears: +1 PER with Hearing Group	2
Vestigial Claws: HKA 1 pip, Reduced Penetration (-1/4)	4
Disadvantages	
None	0
Total Cost of Package	15
Options	
Psychological Limitation: Hatred of Romulans (Common, Strong)	-15

GORWAHN HOMEWORLD

The Gorwahn homeworld is largely ocean (only 12% land mass).

GORWAHN SOCIETY AND CULTURE

The Gorwahns, as a subject race of the Romulans, serve as laborers and miners on their homeworld. The Romulans have enforced strict regulations prohibiting the teaching of advanced technology to the Gorwahns.

The Gorwahns are a peace-loving race, and feel themselves inferior to the Romulans. They have never revolted or provided much in the way of resistance against their Romulan masters. This could change if the right charismatic leader were to appear, especially if presented with knowledge of the Gorn or other reptilian star-faring races.

GORWAH

The Gorwah (aka Gorwahns) were the first race the Romulans encountered and subjugated. The Gorwah were technologically unprepared for the Romulan arrival, and were easily subjugated.

The Gorwah work in the mines, bringing out radioactive ores for their masters.

Gorwahs cannot live long away from their homeworld, needing certain rare trace elements in their diet to survive. (The GM may treat this as a totally false tale to keep Gorwahns in their place, if he wishes to allow Gorwahns to travel abroad as player characters.)

GORWAHN BIOLOGY

The Gorwahns are massive reptiles, similar in appearance to the Gorn. Their metabolism is highly resistant (but not immune) to high levels of radiation. Their lungs are adapted to breathe the thin air of their world, as well as short periods underwater. Their hands are clawed.

GORWAH PACKAGE DEAL	
Ability	Cost
+7 STR	7
+3 CON	6
+3 BODY	6
Gentle: -2 PRE	-2
Weak-willed: -2 EGO	-4
Scaly Skin: Damage Resistance (2 PD/ 2 ED)	2
Radiation Resistance: Life Support (Safe Environment: High Radiation)	3
Claws: HKA 1/2d6 (plus STR); Reduced Penetration (-1/4)	8
Running +1"	2
Swimming +1"	1
Enhanced Lungs: Life Support (Breathe Thin Air)	1
Disadvantages	
Physical Limitation: Large (Infrequently, Slightly Impairing)	-5
Total Cost of Package	15
Options	
Psychological Limitation: Feels Inferior to Romulans (Common, Strong)	-15



GORN CONFEDERATION

GORN

An intelligent, bipedal reptilian species who fought against Captain Kirk on stardate 3045.6 under the assumption that the Federation was threatening the Gorn claim to the planet Cestus III.

After Gorn forces destroyed the Earth outpost on Cestus III claiming it was an intrusion into their space, the captain of the Gorn vessel and Captain Kirk were transported by the Metrons to a planet where each fought for the survival of his respective crew. Kirk won, but refused to kill the Gorn after realizing that the Gorn attack had been the result of a misunderstanding.



Important Note: The Gorn were only seen in the one Episode of the Original Series, and to my recollection were never again mentioned. As a result, much of this information is speculation and cannot be considered canon Trek.

The Gorn are a reptilian race of warriors, prizing strength and endurance. What they lack in speed, they make up for in cunning.

Most Gorn worlds are heavy-gravity worlds, many with harsh climates (at least in human terms).

GORN BIOLOGY

Gorns are a humanoid-reptilian race, rarely seen inside the Federation. They are extremely strong and hardy, but their movements are slow, even in combat.

The top of the head is ridged with a structure that crosses the top and the head and over the eyebrows. The hide is tough and greenish, similar to the terran Crocodilian.

Their three-fingered hands are thick with short claws. Their mouths are full of sharp teeth, which can cut and tear flesh easily.



As reptilian predators, their senses are very keen. Their eyes are rough and silvery, with a membrane that protects their eyes in harsh conditions.

Gorns are a warrior society, and stress physical abilities. They are not given to subtlety, in their society or in their engineering. Even their starships and weapons are of the 'push hard until it moves' style. They possess a great amount of physical strength.



Gorns evolved from reptilian predators, similar to the terran crocodilian. Bony plates form a kind of armor in their thick skin. Their teeth, 30 to 40 in each jaw, are set into sockets in the jawbones and interlock when the mouth is closed. The



jaws are powerful, and unlike the terran crocodilian, are strong in both opening and closing power.

Gorns language is like the sounds made by terran crocodilians, producing sounds from quiet hisses to fearsome roars and bellows. Gorn muscles are so strong and thick that they cannot move quickly.

Gorns physiologically resembles that of the most advanced reptiles, and their internal physiology resembles that of birds. They have a four-chambered heart and well-developed senses.

Gorns are egg-laying creatures, reaching reproductive maturity at about the age of ten. The eggs, 2 to 9 in number and about the size of goose eggs, are placed in incubators to hatch. Females watch over the eggs in the incubators, and care for the newly hatched young.

GORN PACKAGE DEAL

Ability	Cost
+7 STR	7
-5 DEX	-15
+4 CON	8
+3 BODY	6
-4 COM	-2
Claws/Bite: HKA 1/2d6, Reduced Penetration (-1/4)	8
Tough Hide: Damage Resistance 4PD/2ED	3
Heavy: Knockback Resistance -1"	2
High Gravity Native: Environment Movement (High G)	1
High Gravity Native: Armor 2PD/OED, Only versus G-Force	1
Protective Eye Membrane: Flash Defense [Sight], 2 points	2
Reptilian Senses: +2 PER	6
Disadvantages	
Awkward Runners: Running -3" (3" Base)	-6
Total Cost of Package	21
Options	
Psychological Limitation: Warrior Code or other appropriate limitation (Common, Moderate)	-10

GORN HOMEWORLD

The Gorn homeworld is unknown, but is by all speculation, a harsh heavy gravity world.

GORN SOCIETY AND CULTURE

The Gorn society is a caste based system, consisting of a soldier caste, a worker caste, and a scientist caste. Family lines and caste are important to the Gorn. Changing castes is very difficult in Gorn society.

Gorn are also very territorial and protective - of their mates, their children, and their territory. Encroachment is met with violence.

THE THOLIAN ASSEMBLY

THOLIANS

(Source: Startrek.Com) A highly advanced sentient, apparently crystalline species, non-humanoid in appearance and extremely territorial in disposition. They hail from a hot planet by human standards, probably not Class-M.



Together, two Tholian ships can literally spin a web of energy in space in order to trap an enemy vessel, after which the web is then drawn together, constricting and finally destroying the vessel inside.

On stardate 5693.2, the U.S.S. Enterprise NCC-1701 made first contact with this species.

Tholians are a hive-mind and known for their punctuality. They are one of the independent border races that could have been dragged into a Klingon civil war, due to their proximity.

During a period of renewed conflict with the United Federation of Planets (UFP) in 2253, they attacked a starbase and killed the entire complement, except civilian advisor Kyle Riker, who refused to give up survival. In a battle simulation during his Academy days, Riker figured out the sensory blind spot of a Tholian ship and hid there.

Tensions have eased enough for the Tholians to send an ambassador to space station Deep Space Nine.

The above information comes from startrek.com. The rest of the information in this chapter is pure speculation, and cannot be considered canon-Trek.

THOLIAN BIOLOGY

Tholians are in fact a silicoid species, evolved from a creature resembling a terran spider. To humans, their bodies would look like faceted, crystalline spider-centaur, with six legs. Their upper torso is more "humanoid", having a torso with 2 arms and a head.

The Tholians live in conditions which would kill most humanoids quickly, living on a volcanically active world with temperatures averaging 200 degrees Celsius.

They live on crystalline flora and fauna native to their world. Tholians reproduce through nodules that form on the lower abdominal area. These nodules begin very small, no larger than a grain of salt. The nodules grow like rock candy over a period of time, and after 8 months, approximately the size of a football, they break off and become Tholian "children". They achieve full size and maturity after a period of about 5 years.

THOLIAN PACKAGE DEAL

Ability	Cost
+3 STR	3
-1 DEX	-3
+3 CON	6
+2 BODY	4
+3 INT	3
+3 PD	3
+3 ED	3
Silicon Body: Damage Resistance (4 PD/ 4 ED)	4
Faceted Eyes: Increased Arc of Perception [Sight] 270 degree	5
Hive Mind: Mind Link, any willing target up to 8 at once, only with others who have Mind Link (-1), only with Tholians (-0)	15
Multi-Limbed: Extra Limbs, Inherent (+1/4)	6
Silicoid Body: Life Support (Self-Contained Breathing; Safe Environments: High Pressure, High Radiation, Intense Heat)	15
Internal Clock: Absolute Time Sense	3
Disadvantages	
Heavy (4x human weight)	-10
Total Cost of Package	17
Options	
Psychological Limitation: Punctual and Precise	-10

THOLIAN HOMEWORLD

Name unknown, a very hot world (200 degrees C) with volcanic activity.

THOLIAN SOCIETY AND CULTURE

The Tholians are a hive mind culture, and work together to advance their civilization's aims. Internally, they have no war.

They are punctual and precise to a fault.

They fiercely defend their perceived territory, and have been at war with the Federation at least once.

THE ORIONS

ORIONS

From the tantalizing green Orion slave women encountered by Captain Pike ["The Cage"] to the ruthless sabotage attempts to protect their mining interests ["Journey To Babel"], the Orions have a strong but mysterious culture.

FASA attempted to fill the void with the following background for the Orions.

Outwardly, the Orions are identical to humans, except for skin coloration. There are varying degrees of internal differences however, depending on which of the Orion races are being compared.

There are three distinctive races among the Orions: Ruddy, Green, and Gray.

Ruddy Orions

Ruddy Orions are the dominant race, controlling the wealth and power in Orion society. Sixty percent of the Orion race are ruddy Orions.

RUDDY ORION BIOLOGY

The dominant species among the Orions, the Ruddy Orions ("ruddies") have skin coloration ranging from ruddy orange to near-Caucasian. Their eye color ranges from deep blue to violet-black, and hair color is dark black, aging to silver-gray and then white.

Ruddies have fine, light body hair like the Terran Scandinavians. Men prefer to be clean-shaven, and some even shave their heads for that bald look. Women also take great pains to be well-groomed.

RUDDY ORION PACKAGE

Ability	Cost
+2 STR	2
Disadvantages	
None	0
Total Cost of Package	2
Options	
Ruddy Orion: Trading	3

Green Orions

Green orions are the ones who get to do the physical labor in Orion culture - laborers and servants, miners and soldiers, and of course the 'entertainers.'

GREEN ORION BIOLOGY

One of the slave species among the Orions, the Green Orions ("greens") have skin coloration ranging from emerald green to pine green. Their eye color ranges from green to black. The rare (and highly prized) green Orions have golden eyes.

Green orions have coarse, green-black body hair, which is seen as a mark of distinction among the greens and a mark of crudeness by the ruddies.

Green orions also emit a heavy dose of pheromones which affects most humanoids. The effect is soothing, diminishing tension, rage, and other such emotions. The soothing effects make the seductive skills of the green

orion females all that harder to resist. The pheromones are fairly quick-acting, taking about 10 minutes for full effect. The pheromones do produce a noticeable odor when first encountered, but after 5 minutes of exposure, its unnoticeable.

GREEN ORION PACKAGE

Ability	Cost
+3 STR	3
+2 CON	4
+3 PRE	3
+2 COM	1
Green Orion Pheromones: Mind Control 2d6, Cumulative (96 points; +1 1/4), Reduced Endurance (0 END; +1/2), Persistent (+1/2), Area Of Effect (4" Radius; +1), Continuous (+1), (52 Active Points); Based on CON (Defense: PD/Physical Barrier; -1), Limited Power x1/2 points versus same sex (-1), No Conscious Control (Mood created based on own mood [calm, fearful, sexy]; -1), No Range (-1/2), Limited Power Emotions Only (-1/2), Always On (-1/2)	9
Disadvantages	
-2 INT	-2
-2 EGO	-4
Orion Slave Race: Occasionally (8-), Major, Only In Orion Worlds	-5
Total Cost of Package	14
Options	
Psychological Limitation: Bound by Duty (Common, Strong)	-15

LODUBYAL (GREEN ORION SLAVE WOMAN)

The Lodubyal is the trained courtesan, like those seen in "The Cage" or stereotypical arabesque harems.

LODUBYAL PACKAGE

Ability	Cost
PS: Dance (DEX) +2	5
PS: Musical Instrument (choose) +1	3
PS: Singing +1	3
KS: Games	2
Persuasion +1	5
Seduction +1	5
Streetwise	3
WF: Blades	1
<i>Choose 1 of the following:</i> Acrobatics, Breakfall, +1 CSL (3-point, choose), Brawling [+1d6 HA], Conversation, Trading	3
Disadvantages	
None	0
Total Cost of Package	29

ORION SLAVERY

The Orion institution of slavery in an ancient one, and different from what humans understand as slavery. To the Orions, slavery is essentially a contract that balances out the work that the slave does with the care that he/she receives.

Unlike the human experience of slavery, Orion slaves are not whipped or beaten and do not long for their freedom. Being someone's slave means being cared for and given valuable work to perform. The Orion laws are quite harsh on those who abuse their position as slave owners.

While all *Lodubyaln* (Green Orion Slave Women, a.k.a. Courtesans) are women, not all green orion women are lodubyaln. The majority of green orion women are housekeepers, factory workers, and so on. Lodubyaln are pampered courtesans whose work is difficult and sometimes demeaning, and many lodubyaln actually DO long for freedom.

Gray Orions

The Gray Orions do the highly specialized technical work. Gray Orions make up about 10 percent of the Orion races.

GRAY ORION BIOLOGY

The Gray Orions (grays) are also a slave species of the ruddy orions, but they are physically weak. Grays tend to be somewhat shorter than the average human, and their skin color ranges from light gray to charcoal gray, with metallic undertones.

The grays are a physically weak but mentally strong race. Many have slight (or not so slight) physical deformities, allergies, etc. However, they are highly gifted in the pursuits of science and math, and the technical pursuits.

GRAY ORION PACKAGE	
Ability	Cost
+3 INT	3
+1 DEX	3
+3 EGO	6
+3PRE	3
Any 4 KSs or SSs at 11- each	8
Disadvantages	
-3 STR	-3
-3 CON	-6
Physically Weak Race: Age 40+	-5
Orion Slave Race: Occasionally (8-), Major, Only In Orion Worlds	-5
Total Cost of Package	5
Options	
Physical Limitation (choose)	-5

All Gray Orions must take the *Age 40+* (or *Age 60+*) Disadvantage, which does affect their NCM.

Most grays will have some type of physical defect (club foot, dwarfism, athsma, etc.), but player character grays may be exceptional and are not required to take one unless it fits their character concept.

ORION HOMEWORLD

Details.

ORION SOCIETY AND CULTURE

Orions are masters of materialism and commerce. Material value is a universal language among the Orions, the one truth on which they all agree. Everything has a price, and that is a necessity to the Orions. Even their jokes tend to measure value, like the cost of clouds or the value of the dust.

Orions live as well as their means will support. They spend all they have on displays of wealth and comfort, and see no virtue in acting or being poor. An Orion saying says "Life is to be enjoyed to the bottom of the pocket."

Orions are very conscious of status. It is better to be male than female, Ruddy rather than Green, Rich instead of Poor, from a large prosperous family than a small poor one, and it always helps to have plenty of connections.

Ruddies are the nobility; the executives, the ship captains, the factory and plantation owners. Greens are the workers, field hands, soldiers and slaves. Grays are the tinkers and technicians.

Orions have no concept of honor. What is the use of being honest, incorruptible, and true to ideals when survival in business means doing the opposite?

GRAY ORION HANDICAPS

The Orions book provides an extensive list of some of the possible physical ailments possible for Gray Orions, and a few of them are provided here. Use and modify as you wish.

GRAY ORION HANDICAPS

Handicap	Points
Physical Limitation: Asthma (x2 END Cost for all physical exertion; Frequently, Greatly)	15
Physical Limitation: Dust Sensitivity (Must only breathe self-contained filtered air, or suffers lung damage as per the Drowning rules on 5E285; Frequently, Greatly)	15
Physical Limitation: Moisture Sensitivity (Must only breathe self-contained regulated air, or suffers lung damage as per the Drowning rules on 5E285; Frequently, Greatly)	15
Physical Limitation: Temperature Sensitivity (Takes 2d6 per phase from temperatures that vary more than +/- 5 degrees C from the base 25 degrees C (room temp); Frequently, Greatly)	15
Susceptibility: Food Allergy (2d6 per phase; choose common food type)	25
Physical Limitation: Skin Allergy (Must avoid contact with a common substance (eg cotton), or suffers painful rashes and blisters; Frequently, Greatly)	15
Physical Limitation: Facial Twitching (Suffers from involuntary facial muscle twitching; Frequently, Slightly)	10
Physical Limitation: Palsy (Uncontrollable shaking/trembling, all DEX-Based rolls are at -2; Frequently, Greatly)	15
Physical Limitation: Spastic Paralysis (Bedridden, unable to walk, all DEX-Based rolls at -4; Frequently, Fully)	20
Physical Limitation: Dwarfism. Use the limitation for the appropriate size	5+
Physical Limitation: Giantism. Use the limitation for the appropriate size	5+
Physical Limitation: Osteoporosis (REC is x1/2 for healing broken ones, any BODY Damage greater than 2 BODY is at least one broken bone; Frequently, Greatly)	15
Physical Limitation: Ossification (Must make DEX-Roll during physical exertion, or suffers pain 2d6 first phase and 1d6 per phase for 1-3 additional phases ; Frequently, Greatly)	15
Physical Limitation: Arthritis (Must make DEX-Roll during physical exertion, or suffers pain 2d6 first phase and 1d6 per phase for 1-3 additional phases; Frequently, Greatly)	15
Physical Limitation: Near-sighted or far-sighted (-3 to Sight PER rolls without corrective lenses; Frequently, Greatly)	15
Physical Limitation: Color-blind (Unable to distinguish between two colors, such as red & green, or blue & green, or even all colors appear gray; Frequently, Greatly)	15
Physical Limitation: Insensitivity to Pain (Character does not notice he's been hurt, but STUN and BODY damage applied normally; Frequently, Greatly). For example, the character may feel increasingly weak, only to find out there's a knife stuck in his back, which he has no idea when it could have occurred.	15



THE UNITED FEDERATION OF PLANETS

The United Federation of Planets, also known as the UFP or the "Federation", contains thousands of inhabited worlds, of more than 100 unique races. It covers more than half of the spiral arm of the Milky Way galaxy containing Earth. Humans make up 40% of the Federation population.

The Federation is bordered by the Klingon Empire, the Romulan Empire, the Gorns, and the Tholians, leaving only one direction for expansion.

THE FEDERATION GOVERNMENT

The Federation is a Republic style of Government, based on a central governing body of elected officials. Its branches include the Executive Branch (Federation President), Legislative Branch (Federation Council), and Judicial Branch (Federation Judiciary).

The Federation President

The Federation President presides over the council, and is elected by the council from its members. The office of Federation president is the most powerful office in the Federation, as the president is the final arbiter of treaties and casts the deciding vote in any council voting ties. In cases of emergency he may act on behalf of the council, but requires ratification of any measures he imposes.

The Federation President serves his five-year term as president.

The Federation Council

The Federation Council is the representative body of the Federation. It is composed of six representatives each from Earth, Vulcan, Andor, Tellar, and Alpha Centauri. The representatives are elected by their planet and serve five-year terms.

The Federation Assembly

The Federation Assembly is composed of representatives from every member planet of the Federation. Full Members have two delegates; Associate Members have only one delegate. Delegates serve 6-year terms.

The Federation Assembly's purpose is to formulate legislation for ratification by the Federation Council.

The Federation Security Council

"Provide for the common defense, promote the general welfare..." These words are part and parcel of the Security Council. It consists of 20 members appointed by members of the Federation Assembly to handle matters of internal and external security. They get involved matters like the shipments of grain to Sherman's Planet, sending plague vaccine to Macas V, and other matters of importance.

They also oversee the FSA (Federation Security Agency).

The Federation Judiciary

The Federation Judiciary consists of a Supreme Court (called the Federation Tribunal) and Lower Courts.

The Federation Secretariat

The Federation Secretariat is composed of various departments that operate independently of the Federation Council. The Secretary of each department has a 3-year term, and is appointed by the Federation Council. Deputy Secretaries are appointed by the Secretaries, and remain until replaced.

DEPARTMENT OF STAR FLEET

This Secretary, who is usually a retired Star Fleet Admiral, works with Star Fleet to coordinate long-range planning and funding.

DEPARTMENT OF INTERSTELLAR RELATIONS

This department is responsible for appointing all ambassadors and coordinating their efforts.

DEPARTMENT OF INTERSTELLAR TRADE AND COMMERCE

This department is responsible for regulating and managing trade throughout the Federation, and includes various Bureaus to facilitate that arduous task. The Bureaus include: Bureau of Weights and Measures, Bureau of Interstellar Navigation, Bureau of Interstellar Trade, Bureau of Corporate Development, and the Bureau of Economic Development.

DEPARTMENT OF COLONIZATION

This department is responsible for locating planets for colonization, administering those planets, and supporting new colony worlds. Since groups other than Star Fleet also perform exploration and discovery, there are various bureaus to assist with this undertaking: Bureau of Civilian Exploration, Bureau of Colonial Administration, and the Bureau of Planetary Classification.

DEPARTMENT OF PLANETARY DEVELOPMENT

This department is responsible for aiding and development of planetary resources. Its bureaus are: Bureau of Agriculture, Bureau of Mining, and Bureau of Planetary Relief.

DEPARTMENT OF SCIENTIFIC RESEARCH AND DEVELOPMENT

This department provides grants for scientific research, determines what research is within the moral bounds of the Federation, distributes the findings of such research through seminars, etc.

DEPARTMENT OF JUSTICE

This department deals with criminal acts within the Federation that are not subject to local planetary justice. Its head is the Federation Attorney General, and the bureaus are

AT A GLANCE

OFFICIAL NAME: United Federation of Planets, incorporated 2161 ("The Outcast" [TNG])

HEAD OF STATE/GOVERNMENT: President Jaresh-Inyo, of the planet Grazer ("Homefront" [DS9])

CAPITAL WORLD/CITIES: Terra (Earth); San Francisco, North America (legislative capital); Paris, European Alliance (administrative capital) (Star Trek IV; Star Trek VI; "The Price" [TNG]; "Future's End, Part 2" [VOY])

AREA/STAR SYSTEMS: at least 150 star systems, stretched out over 8,000 light years (Star Trek: First Contact)

POPULATION: less than 1 trillion (nc; "The Last Outpost" [TNG])

LANGUAGE(S): Linguacode (also Standard); (NOTE: use of universal translation devices and software render language barriers non-effective) (nc, Star Trek 1)

MONETARY UNIT(S): Federation credit (nc; "The Trouble With Tribbles" [TOS])

GOVERNMENT: Supreme law vested in a Constitution of the United Federation of Planets, ratified in 2161 ("The Drumhead" [TNG]). Strong democratic tradition, consisting of a popularly-elected legislative Federation Council, composed of representatives from the various member planets, which meets in San Francisco, North America, and a chief executive Federation Council President, officed in Paris, European Alliance. Personal civil liberties protected and governed judicially by the Supreme Court of the United Federation of Planets ("Dr. Bashir, I Presume" [DS9]) and by a Uniform Code of Justice ("The Drumhead" [TNG]), as well as by precedent-setting legal documents, such as the Acts of Cumberland ("The Measure of a Man" [TNG]) and the Statutes of Alpha III ("Court Martial" [TOS]) in addition to the Constitution.

MILITARY STRENGTH: Starfleet armed forces (naval forces and marines), totalling over 2500 starships and some several million personnel (Star Trek VI, "...Nor the Battle to the Strong" [DS9], "Call to Arms" [DS9]). Federation Department of Defense based in San Francisco, North America at Starfleet Command (Star Trek 1).

NATIONAL HOLIDAY: Federation Day, celebrated annually ("The Outcast" [TNG])

the Federation Bureau of Investigation and the Federation Bureau of Corrections. [qf Tantalus Prison Colony, "Dagger of the Mind"]

DEPARTMENT OF EDUCATION

This department is responsible for the free exchange of information regarding Federation cultures.

DEPARTMENT OF FINANCE

This department is responsible for collecting and administering the Federation's finances, and includes the Bureau of Budgetary Control, Bureau of Federation Revenue (taxation), and Bureau of Federation Comptroller.

DEPARTMENT OF THE INTERIOR

This department is a collection of Bureaus designed to manage the internal affair of the Federation that are not covered by other Departments.

STAR FLEET

Star Fleet is the military branch of the Federation. Its charter is exploration and discovery, but out of necessity it's the armed forces as well.

Star Fleet Academy

Star Fleet Academy trains recruits to become Star Fleet personnel. The academy is a 4-year program that teaches the physical and mental requirements to be a member of Star Fleet.

Star Fleet Academy is based on Earth in San Francisco. The academy has thousands of graduates each year. There are other training sites at other Starbases for recruits that are too far away to travel to Earth for training.

Star Fleet Forces

Star Fleet maintains a fleet of starships to monitor borders, deter invaders, escort colonial and merchant fleets in dangerous areas, map uncharted regions, gather intelligence, and if necessary go into battle.

STAR FLEET BRANCHES

Star Fleet organizes its personnel into the following branches: Command, Helm & Navigation, Communications, Sciences, Medical, Engineering, and Security.

COMMAND

Command personnel are responsible for the management / leadership ship of other personnel. Command personnel include Captain, First Officer, Chief Science Officer, Chief Medical Officer, and so on. They are the department heads, leaders of away missions, and coordinators of research.

HELM & NAVIGATION

Helmsmen and Navigators are responsible for the movement of the ship as well as the tactical systems (shields, phasers, etc.). More ship captains come from this branch than any other.

COMMUNICATIONS

Communications personnel handle the communications aboard ship, between ship and Star Fleet, ship and unknown civilizations, translation of coded messages, etc.

SCIENCES

Sciences personnel operate the ship's sensors, conduct research, and apply their scientific expertise to problems encountered during missions. Larger ships such as the Enterprise actually have a host of specialists – geologists, zoologists, archaeology & anthropology, botanists, and so on. Smaller ships will have fewer specialists.

MEDICAL

Medical personnel are responsible for the physical and mental well-being of the crew, and well as treating any others they encounter who require medical attention. Larger starships will have a Chief Medical Officer, Chief Nurse, and Chief Psychologist with others who report to them.

ENGINEERING

Engineering is responsible for the maintenance of the ship and all of its systems – not only the warp drive and impulse drive, but the transporters, food replicators, life support systems, and so on.

SECURITY

Security personnel maintain the security aboard ship and on landing parties. They escort visitors, accompany landing party members into potentially hostile areas, guard prisoners in the brig, and so on.

FLEETS

Star Fleet has a number of fleets, patrolling the various borders and neutral zones, and other tasks. Star Fleet ships include Constitution-class Heavy Cruisers (like the Enterprise), as well as Destroyers, Scouts, Tugs, and a host of other vessels.

UNIFORMS

Star Fleet uniforms are based on gender. Male crewmen wear black pants and black boots, with a shirt colored as per their Branch of service. Women wear a knee-length dress colored as per their branch of service.

The colors are: command may wear green or the color of their original branch; communications, engineering, and security wear red; sciences and medical wear blue; helm and navigation wear gold.

STAR FLEET INTELLIGENCE

Star Fleet Intelligence Command (SFIC) is essentially Naval Intelligence. Its mission is to collect and record "such information as may be useful ... in time of war as well as in peace."

It processes, analyzes, produces, and disseminates scientific and technical intelligence on foreign star fleets for the use of Star Fleet Command. This includes automated intelligence, information processing, and communications systems; operational intelligence, indications and warnings, spatial surveillance information, and in-depth analyses of adversary strategy, doctrine, tactics, and readiness.

Star Fleet Intelligence routinely monitors the Klingon and Romulan neutral zones and empires, as well as newer potential threats such as the Gorns and Tholians.

INFORMATION GATHERING

SFI Administration Intelligence Command conducts most intelligence through passive means...observation of electronic transactions and interception of messages, and

other such activities.

SFI Analysis personnel conduct research and provide analysis of gathered information.

SFI Field Agents perform the dangerous intelligence operations, going into foreign zones of control to discover or retrieve information.

SFI Transport Services provide starship transportation and information for field agents and other missions.

STRUCTURE AND ORGANIZATION

SFIC divides its operating forces into ten sectors, with a headquarters and various bases in each sector. Four sectors divide the Federation into four quadrants, and deal with matters in that quadrant of Federation space. The other six sectors are based along the borders and Neutral Zones of rival powers: the Romulan sector, Klingon sector, Gorn sector, Tholian sector, Orion sector, and Triangle sector.

SFIC is organizationally divided into three divisions: Administration Division, Plans and Policies Division, and Operations Division.

ADMINISTRATION DIVISION

The Administration Division is headed by the Deputy Chief of Administration, and is made up of five offices: Office of Public Affairs, Office of Logistics, Office of Legislative Affairs, and Office of the Auditor General.

PLANS AND POLICIES DIVISION

The Plans and Policies Division is headed by the Deputy Chief of Plans and Policies, and is made up of six offices: Office of Intelligence Evaluation, Office of Planning and Research, Office of Policy Development, Office of Resource Management, Office of Star Fleet Reserve, and Office of Internal Liaison.

OPERATIONS DIVISION

The Operations Division is headed by the Deputy Chief of Operations, and has three offices: Support Services Department, Covert Operations Department, and Overt Operations Department.

Support Services Department

The Support Services Department consists of the Administration Section (handles administrative, communication, and bookkeeping details), Equipment Section (handles normal and intelligence equipment), Research Section (accepts and provides reports on equipment, field tactics, etc.), Klingon Section, Romulan Section, Gorn Section, Tholian Section, Orion Section, and Independent Data Section (handles neutral planets, including Organia and Metron).

Overt Operations Department

The Overt Operations Department contains the Public Information and Affairs Section (works with local law enforcement), Counter-Intelligence Section (creates false information, false leads, forged ids, false identities, etc.), and the Unclassified Information Section (takes all unclassified data from all sources and derives any data that might be useful in intelligence).

Covert Operation Department

The Covert Operations Department contains the Special Equipment Section (007/Q type gadgets), Information Liaison Section (communicates and pays non-intelligence sources), Front/Shallow Cover Section (companies set up with the secondary hidden purpose of being an intelligence front), and Deep Cover Section (uses field operatives to

perform intelligence missions).

FAMOUS SFIC MISSIONS

These are some missions that are famous within SFIC circles.

OPERATION BLACKBEARD

A successful intelligence op during the Four Years war, which determined that the Romulans were not assisting the Klingons.

OPERATION BRUTUS

A successful intelligence op in the Triangle region that allowed Federation forces to intercept the Romulan attack fleet at Gamma Hydra.

OPERATION BURGUNDY

A failed intelligence op in which a scout fleet was sent to Romulan space in hopes of setting up diplomatic relations. All ships were lost.

OPERATION CASSANDRA

A successful intelligence op to verify the data provided by the defecting Admiral Komex of the Klingon Empire.

OPERATION DIXIE

A mostly-failed intelligence op to scout the Klingon empire using specially equipped merchant ships. Only one of seven vessels returned.

MISSION CLASSIFICATIONS

In general, most intelligence missions can be classified by one of the categories below. However, some missions may change their nature when further information is obtained or unexpected events occur.

SURVEILLANCE MISSION

Surveillance missions gather information by quietly observing people, locations, vehicles, and other targets. Agents do not make direct contact or allow themselves to be detected. They perform data gathering, track the movement of subjects, follow transactions and vessel movements.

INFILTRATION MISSION

Infiltration missions use deception to infiltrate an organization, group, or culture. Infiltration can be for reasons of surveillance, subversion, or arrest.

DECEPTION MISSION

Deception missions use deception, either active or passive, to transfer false information into a group. Passive deceptions include transmitting false information into an area knowing that it will be intercepted. Active deception includes faked arrests of agents as a means to provide false information to observers.

TRANSPORTATION MISSION

Transportation missions involve the secure transfer of a person or object of great value...a prisoner, dignitary, scientist, prototype technology...to another location.

RECOVERY MISSION

Recovery missions involve the recovery of a lost or stolen person or object of value.

LIQUIDATION MISSION

Liquidation missions reduce the effectiveness of a

dangerous target. Targets can include companies, factories, communication systems, military targets, scientists, politicians, dignitaries, and so forth. Liquidation missions are meant to demoralize, reduce the effectiveness, but not to kill.

TERMINATION MISSION

Termination missions are those that are to remove an obstacle – person, group, or object – permanently.

INVESTIGATION MISSION

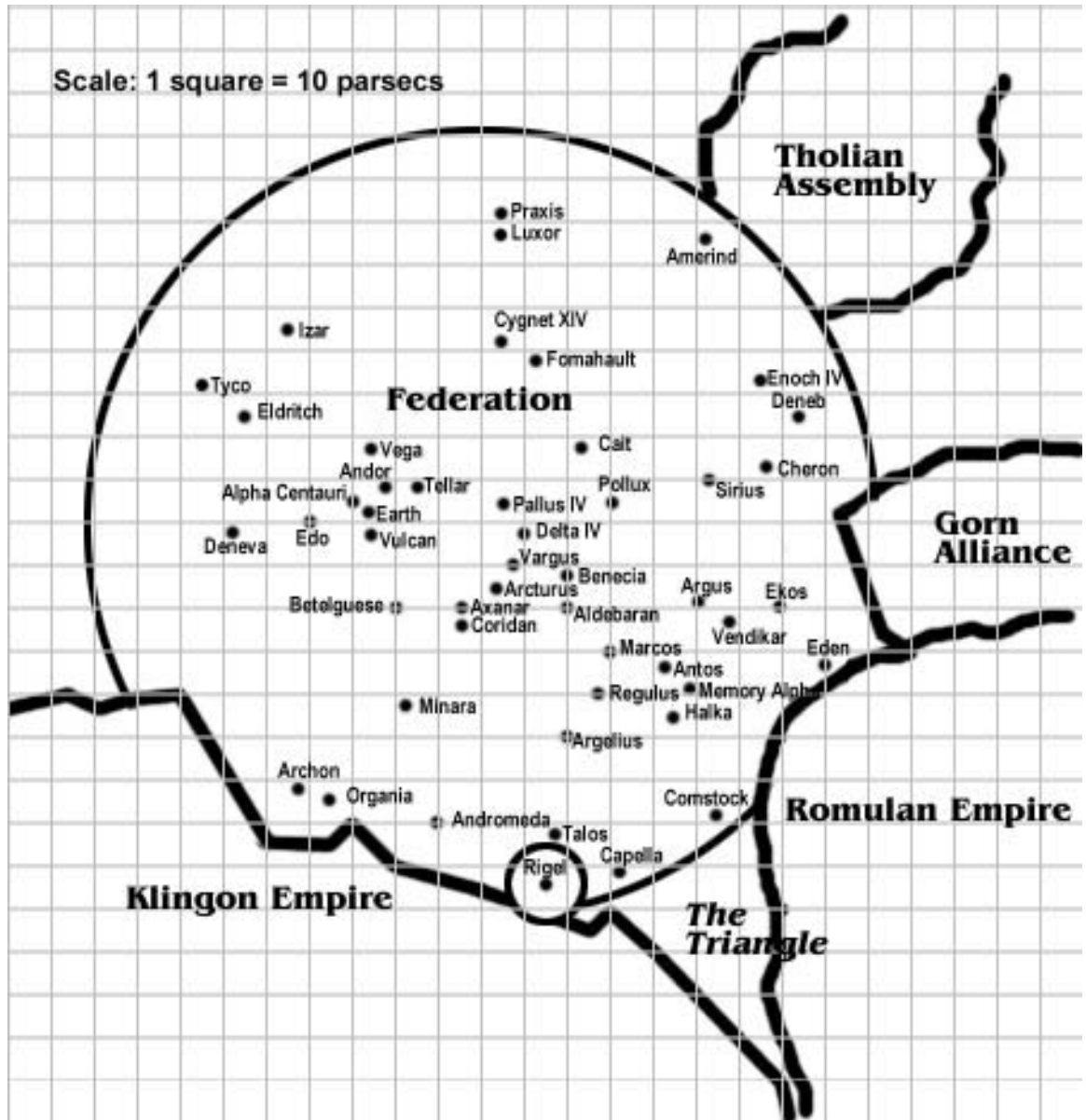
Investigation missions deal with gathering information and solving puzzles...what happened to the missing agent; why didn't the Andorian show up for the meeting; why is everyone afraid to go outside at night? What is the weird noise every morning at 2am? Anything that requires investigation goes in this category.

WORLDS OF THE FEDERATION

The Federation has thousands of inhabited worlds, and detailing them is a job best left to the GM for his specific campaign. Here are some of the more important locations.

EARTH

- System Name: Sol
- Dominant Life Form: Humans
- Position in system: 3
- Number of satellites: 1
- Planetary Gravity: 1.0G
- Planetary Size: 12,800 km diameter
- Percent Land Mass: 75%
- Length of Day: 24 hours
- Atmospheric Density: Terrestrial
- General Climate: Warm Temperate
- Mineral Content: (Metals 47%, Radioactives 35%)
- Description: Earth is a highly cosmopolitan world, considered one of the richest (if not THE richest) of the Federation. Earth is best known for Star Fleet Academy and the Federation Council locations.



ALPHA CENTAURI

System Name: Alpha Centauri**Dominant Life Form:** Alpha Centaurians**Description:** Alpha Centauri is a trinary star system (see *Star Hero 107*). The closest star system to Earth, the natives of Alpha Centauri are in all respects human. It is hypothesized that the natives were transported there by the "Preservers", who have seeded other worlds with smatterings of humanity.

It has three inhabited worlds (according to the FASA guide): Alpha Centauri 7 (Al-Rijil), Alpha Centauri 4 (Al-Kuri, a colony world), and Alpha Centauri 5 (Ab-Dijurka, a colony world).

Alpha Centauri is one of the five founding members of the UFP, and has representatives in both the Federation Council and Federation Assembly. In addition there are chambers for the Federation Assembly on Al-Rijil.

AL-RIJIL**System Name:** Alpha Centauri**Dominant Life Form:** Alpha Centaurians**Position in system:** 7**Number of satellites:** 2**Planetary Gravity:** 0.86G**Planetary Size:** 18,000 km diameter**Percent Land Mass:** 30%**Length of Day:** 25 hours**Atmospheric Density:** Terrestrial**General Climate:** Tropical**Mineral Content:** (Metals 60%, Radioactives 10%)**Description:** Al-Rijil is a lush tropical world of 20 billion inhabitants. The society is a republic very similar to those of Earth history.**AL-KURI****System Name:** Alpha Centauri**Dominant Life Form:** Alpha Centaurians**Position in system:** 4**Number of satellites:** 1**Planetary Gravity:** 1.01G**Planetary Size:** 14,000 km diameter**Percent Land Mass:** 50%**Length of Day:** 22 hours**Atmospheric Density:** Terrestrial**General Climate:** Desert**Mineral Content:** (Metals 30%, Radioactives 15%)**Description:** Al-Kuri is a colony world with 240 million inhabitants.**AB-DIJURKA****System Name:** Alpha Centauri**Dominant Life Form:** Alpha Centaurians**Position in system:** 5**Number of satellites:** 3**Planetary Gravity:** 1.1G**Planetary Size:** 12,000 km diameter**Percent Land Mass:** 70%**Length of Day:** 23 hours**Atmospheric Density:** Terrestrial**General Climate:** Cool Temperate**Mineral Content:** (Metals 10%, Radioactives 5%)**Description:** Ab-Dijurka is a colony world with 320 million inhabitants.**ALTAIR**

Altair (also called Alpha Aquilae) is a type A7 dwarf

star that is 16.8 LY from Earth (see *Star Hero 108*). There are two inhabited planets: Altair 6 and Altair 4.**ALTAIR 6****System Name:** Alpha Aquilae**Dominant Life Form:** Humans**Position in system:** 6**Number of satellites:** 2**Planetary Gravity:** 1.5G**Planetary Size:** 20,500 km diameter**Percent Land Mass:** 60%**Length of Day:** 22 hours**Atmospheric Density:** Terrestrial**General Climate:** Terrestrial**Mineral Content:** (Metals 65%, Radioactives 15%)**Description:** Relics on Altair 6 from an ancient civilization are believed to be remnants of either the Preservers or the Vegan Tyranny, but no firm evidence of which yet exists. Altair 6 is also known for the healing properties of its mineral springs.**ALTAIR 4**

Altair 4, a colony world, has declared independence and sparked a brief civil war. UFP intercession stopped the war, and UFP diplomats continue to negotiate a peaceful resolution to the conflict.

ANDOR

System Name: Epsilon Indii**Dominant Life Form:** Andorians**Position in system:** 8**Number of satellites:** 3**Planetary Gravity:** 1.2G**Planetary Size:** 18,000 km diameter**Percent Land Mass:** 80%**Length of Day:** 21 hours**Atmospheric Density:** Thin**General Climate:** Cold**Mineral Content:** (Metals 40%, Radioactives 20%)**Description:** Andor, the home of the blue-skinned humanoids, is one of the founding members of the Federation. Andorians are quickly recognizable by their blue skin and antennae, and are known for their aggressiveness. Andor currently has a population of over 20 million inhabitants, and as one of the most advanced members of the Federation, has a permanent seat on the Federation Council.**ANTARES**

System Name: Alpha Scorpii**Dominant Life Form:** Human**Position in system:** 2**Number of satellites:** 3**Planetary Gravity:** 1.1G**Planetary Size:** 10,200 km diameter**Percent Land Mass:** 50%**Length of Day:** 25 hours**Atmospheric Density:** Terrestrial**General Climate:** Warm Temperate**Mineral Content:** (Metals 30%, Radioactives 10%)**Description:** Antares is a huge red giant 604 LY from Earth. The second planet in the system, Antares II is the largest interstellar trade center outside of Rigel, and is the commercial and financial capital of the Federation. It's often said that if a commodity exists anywhere, it can be found on Antares.

ARCTURUS

System Name: Alpha Bootis
Dominant Life Form: Human
Position in system: 4
Number of satellites: 7
Planetary Gravity: 0.78G
Planetary Size: 10,200 km diameter
Percent Land Mass: 60%
Length of Day: 25 hours
Atmospheric Density: Terrestrial
General Climate: Warm Temperate
Mineral Content: (Metals 40%, Radioactives 10%)
Description: Alpha Bootis is 37 LY from Earth. Its fourth planet, Arcturus, is a major cultural and commercial center. The culture is equivalent to that of Elizabethan England, and they have adopted that style of dress and mannerism. The people are human. Arcturus is an Earth-like planet.

ARGELIUS

System Name: Argelius
Dominant Life Form: Argelians
Position in system: 2
Number of satellites: 1
Planetary Gravity: 1.1G
Planetary Size: 11,500 km diameter
Percent Land Mass: 50%
Length of Day: 25 hours
Atmospheric Density: Terrestrial
General Climate: Cool Temperate
Mineral Content: (Metals 60%, Radioactives Trace)
Description: Argelius is a favorite Shore Leave and vacation spot, a site of culture, art, and hospitality known throughout the Federation. ("Wolf in the Fold").
 Some members of the Argelian race possess empathic abilities.

AXANAR

System Name: Delta Orcus
Dominant Life Form: Axanarian
Position in system: 1
Number of satellites: 0
Planetary Gravity: 1.12G
Planetary Size: 14,300 km diameter
Percent Land Mass: 11%
Length of Day: 27 hours
Atmospheric Density: Terrestrial
General Climate: Arctic
Mineral Content: (Metals 10%, Radioactives 9%)
Description: First planet in the Delta Orcus star system, this site of the first battles in the Four-Years War, Axanar is home to a primitive humanoid people. It is an arctic world, with conditions similar to life in the Scandinavian Peninsula of earth. Planetary gravity is 1.12G.

BABEL

System Name: Wolf 424
Dominant Life Form: None
Position in system: 12
Number of satellites: 8
Planetary Gravity: 0.7G
Planetary Size: 8,700 km diameter
Percent Land Mass: 90%
Length of Day: 18 hours
Atmospheric Density: Thin
General Climate: Cool Arid

Mineral Content: (Metals 80%, Radioactives Trace)
Description: Babel is a terraformed rock in the Wolf 424 star system. It is now habitable, although barren, and contains little more than facilities for the Babel Conferences and a major library.

BENECIA

System Name: Delta Majoris
Dominant Life Form: 65% Alpha Centauri, 35% Human
Position in system: 3
Number of satellites: 12
Planetary Gravity: 0.98G
Planetary Size: 10,200 km diameter
Percent Land Mass: 70%
Length of Day: 23 hours
Atmospheric Density: Terrestrial
General Climate: Terrestrial
Mineral Content: (Metals 70%, Radioactives 20%)
Description: Benecia Colony was founded after the Romulan War by a joint Human-Alpha Centauri mission. It remains a vast, unexplored wilderness, with only a quarter of the planet having been explored. Local industries include forestry and mining, and the colonists have resisted the importation of high-tech goods to maintain the eco-balance of the planet. Current population is under 25,000.

CAIT

System Name: Caitia
Dominant Life Form: Caitians
Position in system: 4
Number of satellites: 2
Planetary Gravity: 1.25G
Planetary Size: 10,100 km diameter
Percent Land Mass: 50%
Length of Day: 27 hours
Atmospheric Density: Thick
General Climate: Warm Tropical
Mineral Content: (Metals 40%, Radioactives 20%)
Description: Caitia is a lush, tropical world, and the felinoid race native to the world are among the Federation's newest members. The planet contains all the varieties of terrain found on Earth's African continent (including Madagascar island). Cait maintains a large starship construction facility producing a wide range of military and commercial starcraft each year.

CAPELLA

System Name: Alpha Aurigae
Dominant Life Form: Capellans
Position in system: 4
Number of satellites: 1
Planetary Gravity: 1.5G
Planetary Size: 18,200 km diameter
Percent Land Mass: 70%
Length of Day: 22 hours
Atmospheric Density: Terrestrial
General Climate: Desert
Mineral Content: (Metals 40%, Radioactives 20%)
Description: Capella, known also as Alpha Aurigae, is a binary star system.

The Capellans reside on the fourth planet, a desert world. The inhabitants are humanoid nomads with a loose tribal organization. The planet is valuable for its minerals and industrial crystals (including dilithium). The Federation has negotiated a temporary trade agreement with Capella through the reagent of Leonard James Akaar.

The other well-known inhabitant of Capella is the Capellan Power Cat, a feline hunter that emits an electrical charge like earth's electric eels.

CORIDAN

System Name: Danthos
Dominant Life Form: Coridans
Position in system: 4
Number of satellites: 1
Planetary Gravity: 1.29G
Planetary Size: 15,600 km diameter
Percent Land Mass: 95%
Length of Day: 25 hours
Atmospheric Density: Thin
General Climate: Cool Temperate
Mineral Content: (Metals 32%, Radioactives 30%)

Description: Coridan is a planet in the Danthos star system. Over the last 30 years, the natives have been the subject of raids, privateers, and illegal mining, being rich in minerals and large amounts of dilithium crystals. Coridan applied for membership in the Federation.

DENEK

System Name: Alpha Cygni
Dominant Life Form: 60% Human, 40% Alpha Centauri
Position in system: 4
Number of satellites: 3
Planetary Gravity: 1.1G
Planetary Size: 10,500 km diameter
Percent Land Mass: 15%
Length of Day: 19 hours
Atmospheric Density: Thick
General Climate: Tropical
Mineral Content: (Metals 20%, Radioactives Trace)

Description: Also known as Alpha Cygni, this system is 3270 LY from Earth. The fourth planet in the system is a human/alpha centauri colony world prized for its pharmaceutical plants. Its other famous inhabitant is the loathsome Denebian Slime Devil.

EDO

System Name: Epsilon Minora
Dominant Life Form: Edoans
Position in system: 3
Number of satellites: 1
Planetary Gravity: 0.85G
Planetary Size: 8,520 km diameter
Percent Land Mass: 40%
Length of Day: 22 hours
Atmospheric Density: Terrestrial
General Climate: Tropical
Mineral Content: (Metals 50%, Radioactives Trace)

Description: Sometimes called Sauria, Edo orbits an orange Type K sun. The inhabitants, Edoans, are a trispacial (3 arms, 3 legs) race, and are one of the newest additions to the Federation. Edo is a lush, tropical world with a plethora of mineral and natural resources. The planet's population is between 4 and 5 billion.

IOTIA

System Name: Sigma Iotia
Dominant Life Form: Iotians
Position in system: 4
Number of satellites: 1
Planetary Gravity: 1.1G
Planetary Size: 10,300 km diameter

Percent Land Mass: 60%
Length of Day: 25 hours
Atmospheric Density: Terrestrial
General Climate: Terrestrial
Mineral Content: (Metals 22%, Radioactives 8%)

Description: Iotia was discovered early in the history of the Federation, before the Prime Directive. The result was cultural contamination based on the Chicago Mobs of the early 20th century. Since the visit by the USS Enterprise to investigate the contamination, Federation sociological teams have worked to guide the Iotians to a more ethical type of government.

MEMORY ALPHA

System Name: Karn Sim
Dominant Life Form: None
Position in system: 2
Number of satellites: 0
Planetary Gravity: 1.0G
Planetary Size: 14,000 km diameter
Percent Land Mass: 100%
Length of Day: 22 hours
Atmospheric Density: Terrestrial
General Climate: Controlled Terrestrial
Mineral Content: (Metals 55%, Radioactives Trace)

Description: This barren asteroid is the site of the Star Fleet Museum, which houses all relevant historical, scientific, and cultural knowledge of every Federation member. Access is open and free to Federation scholars.

TELLAR

System Name: 61 Cygni
Dominant Life Form: Human
Position in system: 5
Number of satellites: 3
Planetary Gravity: 1.25G
Planetary Size: 8,500 km diameter
Percent Land Mass: 50%
Length of Day: 20 hours
Atmospheric Density: Terrestrial
General Climate: Warm Temperate
Mineral Content: (Metals 40%, Radioactives 20%)

Description:

VEGA

System Name: Alpha Lyrae
Dominant Life Form: Human
Position in system: 4
Number of satellites: 1
Planetary Gravity: 0.98G
Planetary Size: 9,000 km diameter
Percent Land Mass: 50%
Length of Day: 23 hours
Atmospheric Density: Terrestrial
General Climate: Terrestrial
Mineral Content: (Metals 70%, Radioactives 5%)

Description: Once thought to be the homeworld of the Vegan Tyranny (although some scholars point to Triacus), Vega possesses extensive ruins belonging to some sentient life no longer on the planet.

VULCAN

System Name: 40 Eridani
Dominant Life Form: Vulcan
Position in system: 3
Number of satellites: 0

Planetary Gravity: 1.15G
Planetary Size: 9,700 km diameter
Percent Land Mass: 75%
Length of Day: 27 hours
Atmospheric Density: Thin
General Climate: Warm Terrestrial
Mineral Content: (Metals 50%, Radioactives 20%)
Description: The home of the Vulcans, the high gravity, thin atmosphere, and high surface temperatures created the familiar phrase "hot as Vulcan".

Other Regions

KLINGON NEUTRAL ZONE

The Klingon Neutral Zone is a band of space separating the Klingon Empire from the Federation. Its width varies, but both Klingon and Federation forces patrol the zone to prevent incursions. It is a violation of the Axanar and Organian treaties for either side to enter the zone without permission from the other. The Klingon Cloaking device makes preventing Klingon incursions into the Neutral Zone and into Federation space difficult.

ROMULAN NEUTRAL ZONE

Another band of space separating the Romulan Empire from the Federation. Its width varies, and both Romulan and Federation forces patrol the zone. Preventing incursions from the Romulans into the Romulan Neutral Zone and into Federation space is difficult since the Romulans also possess cloaking technology.

THE TRIANGLE

The Triangle is an independent zone where the Federation/Klingon Neutral Zone and Federation/Romulan Neutral Zone overlap. This roughly triangular region is full of colonies and intrigue, as they are independent of each of the three superpowers. (FASA created a Triangle campaign book.)

CURRENT DIPLOMATIC RELATIONS

Here's a brief overview of diplomatic relations between the Federation and other known governments as of 2222 AD.

THE KLINGON EMPIRE

Relations between the Klingon Empire and the Federation are strained. As an aggressive and expansionist society, the Klingons see little need for diplomacy when they can take what they want by force. Only the Organian Peace Treaty reigns the Klingons in to less violent "alternatives."

The increasing power of the Subaiesh line in the *Komerex* may be changing this, as members of this family have begun arranging diplomatic sessions with the Federation. These meetings discuss ways of easing tensions between the two governments. Only time will tell.

Interestingly, the Organians seem to have lost interest in continuing to act as peacekeepers between the Federation and the Klingon Empire by 2222; they have not been heard from in the last 10 years or so. If this is the case, it could mean a renewal of the Federation/Klingon wars.

THE ROMULAN STAR EMPIRE

There are no formal diplomatic relations between the Federation and the Romulan Star Empire. The only relations

are armed border posts along the Neutral Zone.

The two technological exchange treaties between the Klingon and Romulan Empires make it doubtful that Federation / Romulan relations will normalize any time in the near future.

THE ORION FREE STATES

The Orion relationship with the Federation has always been commercial rather than political. The two powers have clashed over the green Orion slave trade, and sanctions against the Orions led to the promise to abolish this practice. However, evidence suggests that the practice still occurs covertly.

Not every Orion group has agreed to the abolition of green slavery, and resentment by these families has led to an upswing in acts of piracy and aggression against Federation shipping. These acts of aggression will like continue until the Orion worlds form a centralized government that can reign in such activities.

THE GORN ALLIANCE

The lack of a central authority to control the various Gorn clans has kept relations between the Gorn and the Federation strained. Although some clans have diplomatic discussions with Federation diplomats, other Gorn clans are openly aggressive in their statements against the Federation.

THE THOLIAN ASSEMBLY

The Tholians do not respond to attempts to contact them, but only in self defense of their territory. This is made even more difficult as the boundaries of their territory are currently undefined.





OTHER POWERS

Within the area of the Milky Way galaxy where the Federation exists, others exist that are not so benevolent. "History repeats itself, usually in fractals...unknown"

THE KLINGON EMPIRE

The Klingon Empire lies "south" of the Federation. It contains many planets and races under its control, but not nearly the richness of those found within the Federation.

Comparable to the Cold War Soviets at the time of Stalin, the empire stresses tight control of all under its sway.

Klingon History (FASA)

The homeworld of the Klingons is Klinzhai, located deep within the Klingon Empire. The Klingon's early history is one of strong tribal leaders, with each leader's power based on what he could control. Advances in technology and warfare caused many coalitions to form, seeking power and defense in numbers. Family lines gained strength due to the natural cohesive nature of family units. The coalitions evolved into states, both land- and sea-based, which evolved into Komerex, or Empire. After several wars, none of which were nuclear, the Klingons became a united race.

Klingon Culture and "Religion"

The Klingons believe that any event which happens under the "naked stars" has special significance. This is not to say that they believe the stars actually watch them, but is rooted in a need for a higher absolute justice that Klingon society doesn't provide. "Justice belongs to the strong" is a common Klingon proverb.

The Klingons do not have a god, and do not feel comfortable with the idea of putting themselves in the hands of a being that can be swayed by prayers. However, they have encountered many races with strong religious beliefs, and understand very well the effect these beliefs have.

Klingon Government

The Klingon Emperor is the leader of the Empire. While in theory he is the absolute ruler, the inevitable politics of factions and houses has an influence. While the title of Emperor is theoretically hereditary, political maneuvering and assassinations typically determine the next Emperor.

Just as Stalin brought the Soviet Union together, Kahless brought the Klingon culture together. Both were ruthless, and Stalin used extremely cruel tactics to insure his rise to power, tactics which are normal in the Klingon Empire.

And like its Soviet counterpart, the Klingon Empire's government and military are based on a strong chain of command. The strong person prevails, whether that strength is based on political savvy or raw physical strength. Only the strong and savvy survive; fools and cowards do not last long.

The Klingons believe this method of succession keeps their Empire and their people strong. They also conduct their dealings with other cultures in the same way, using deceit and assassination. (Examples: treatment of the Organians in "Errand of Mercy"; dealing with the Capellans in "Friday's Child"; providing weapons to the primitive culture in "A

Private Little War"; poisoned grain bound for Sherman's planet in "Trouble with Tribbles".)

The Klingon Emperor at the time of ST: TOS is unknown.

Imperial Klingon Star Service

The Klingon military is known as the Klingon Star Service, also known as the Klingon Defense Force. The KSS maintains marines on boards its ships.

At the time of ST:TOS, the Klingon military policy is that any Klingon may rise to any position. However, the reality at that time is that no female will ever become Captain or First Officer of any Klingon military vessel.

As with the Stalinesque Soviet Union, the Klingons put a great deal of money into the military – the Klingon Star Service, Klingon marines, military technology (disruptors, cloaking devices, etc.). They maintain a large force patrolling in their outlying regions, as a show of strength to keep the client worlds in line. This expenditure on military forces is a great drain on the economic wealth of the Klingon Empire. The empire has complained that it is the lack of wealth within the Empire that drives it to expand; the reality is the maintenance of their military means few funds are available for the general population's welfare.

Internal Security

Klingon Internal Security, also known as Imperial Intelligence, gathers intelligence within the Empire to assure the loyalty of its members and deal with disloyal members.

Each starship has a room aboard where the KIS agents monitor all conversations and actions, recording them for later use. Any action or conversation by one or more individuals that may be interpreted as detrimental to the Empire is logged, and those involved are reprimanded. They are warned not to repeat such activity on pain of death.

Just as with the Soviet KGB, the KIS has hidden and secret agents in every branch of the government and on every vessel operated by Klingon personnel.

Worlds OfThe Klingon Empire

Design note: I never ran any scenarios inside Klingon space, and I never did buy FASA's Klingon supplement. I just borrowed the one my friend bought and made notes so I could convert the FASA system stuff to Hero system. As a result, I have no specific worlds defined for the Klingon Empire.

Worlds within the Klingon Empire fall into two categories: worlds that are wholly Klingon populated, and client worlds that are run by a Klingon military governor.

Merchants who want to trade with the Klingon Empire are limited to trading along the Klingon Neutral Zone (including the Triangle). Klingon traders then take any such goods further into the Empire. Non-Klingon merchants traveling into Klingon space beyond the Neutral Zone are typically destroyed on the spot by patrols.

THE ROMULAN EMPIRE

The Romulan Empire lies "southeast" of the Federation. The Romulan Empire is bounded by the Federation, Klingon Empire, Gorn Alliance, and who knows what else.

The Romulan Empire is comparable to Cold War China. Both cultures (Romulan and Cold War China) are secretive

and xenophobic, strange in their ways, and do not welcome outsiders. Actions are based on a system of honor similar to that in the occidental world. Both cultures see themselves as superior to all other races; they see any other culture as barbaric and unworthy of notice or response.

Romulan History (FASA)

THE VULCAN HERITAGE

It is undeniable that Romulans and Vulcans share a common ancestry. Romulans have the same physiology and anatomy as Vulcans, and the same copper-based blood.

There are slight differences, but these are based on different habitats. The protective eyelid of Vulcans is a vestigial flap in Romulans; the physical strength of Vulcans is not as powerful in Romulans. The climate of Romulus, less harsh than Vulcan but harsh nonetheless, is responsible for the physical differences.

Romulan science eventually recognized that Romulus could not be their true homeworld, as none of the indigenous lifeforms were similar, and the oceans of Romulus were not seeded with copper-salts as would be necessary for copper-based life to evolve.

Romulan archaeologists also discovered seven sites on Romulus that were all settled at precisely the same time, with negligible deviations in cultural development. The settlements are located at the present-day city-states of Caranam, Portora, Kanassarum, Labasasz, Dinala, Pulla'd, and Farrad.

Romulan legend also says that they were brought to this world and told to build a road to the stars.

THE PRESERVERS

Until Star Fleet came face to face with the Romulans ["Balance of Terror"], humans and vulcans had no idea that the Romulan enemy looked like their Vulcan allies. The Vulcan Science Academy pointed to theories regarding the race known as The Preservers, which had seeded other humanoid races throughout the Galaxy, as the most logical theory. This theory is widely held within the Federation, as evidenced by the planet Amerind [] and others.

ENVIRONMENT

The different environment on Romulus is the reason for the physical and developmental differences in the Romulan and Vulcan races. Though less harsh than Vulcan, the Romulans were forced to fight for their survival on a hostile world, living in competing city-states, and having to be tough and quick to survive. Romulus' climate is dry much of the year, and is a metal-poor world. Most early farming implements and weapons were made of soft metals.

The original seven tribes spent their existence just trying to survive, and competing settlements often warred over the few resources the planet offered. It was survival of the fittest, death to the weakest.

Early Romulan development mirrors the Terran Greek city-states, particularly Sparta. City-states evolved as the only way to survive.

Romulan People

Romulans are motivated by duty and destiny, and many take literally the idea of 'building a road to the stars.' Ever since Romulans traveled through space and landed on Remus, they have been driven to control the galaxy - to build their road among the stars - and they will not allow

anyone to interfere with this great destiny that is theirs.

Romulans describe themselves as creatures of duty. Duty is everything to a Romulan - duty to the family, to the Empire, and to the great dream.

A Romulan's first duty is to his Great Brothers (religious reference), to answer the pledge to build a road to the stars. His next duty is to the Romulan race, then to his family, and lastly to himself.

Romulans have developed many practices based on scarcity and conservation of resources. They practice euthenasia of the deformed or defective young, the infirm and non-productive old. The practice equality of the sexes, as to do otherwise would waste resources. They do not practice the backstabbing or infighting typical of Klingons, as that would also waste resources.

Romulans, like Vulcans, often suppress their emotions, as emotion can interfere with duty. However, this simply means they don't let their emotions show in public. Among family and close-knit groups, they are free with their emotions.

Romulans have always had to fight to get what they needed, and so look suspiciously upon gifts.

Romulan Religion

Religion influences all parts of Romulan society. The Romulans believe that the D'vrsi (Great Brothers) placed them on Romulus, and told them to build a great road to the stars.

The Romulans do not agree with the theory of The Preservers - they believe the D'vrsi were an advanced race responsible for placing them on Romulus, but not that the seeding was part of some grand effort to share the Galaxy. They believe they are the only race destined to rule the stars.

Romulans commune with their Great Brothers, not as prayer, but seeking guidance and support. Each family has a shrine for meditating with the Great Brothers.

Romulan Stages of Life

The first five years of life are spent in the home, learning and being observed. If any child is found defective within the first five years of life, it is removed from the home and painlessly euthanized. They believe that if the weak are allowed to live, all will suffer. That is the Romulan Way.

From the age of 5 to age 20, a child is educated in the ways of being a good Romulan - duty, honor, and service to the Empire. They attend a series of schools, like Terran public schools, with a push to learn the physical and academic skills necessary. Little emphasis is placed on the interaction skills common to Federation worlds.

At age 20, every male and female Romulan enters military service for a 5-year tour. They may serve in the Military, Colonization, Outpost, or Exploration division, as suits the needs of the Empire and the skills of the Romulan student. The 5-year tour is considered the individual's payment-in-advance for the privilege of being a Romulan.

Once a Romulan has completed his or her 5-year tour, they may leave the service, and they are allowed to marry. Marriage may not occur before then. Many marriages are arranged, but the Romulan is not bound to that arrangement (although it is encouraged).

Romulan Government

Romulan government has three levels of territorial government: the City-State government, the Regional

Government, and the Imperial Government. Each City-State elects 100 Senators from within the City-State, who select 5 Regional Grand Senators, who then choose one of their number to act as Praetor.

The Romulan government has three branches: the Praetorite, the Senate, and the Tal Shi'ar. Similar to the Chinese form of government, each of these branches has a specific duty in the Empire, and serves to make sure that no one office or person becomes too powerful and upsets the balance of power.

The Praetorite is the judicial branch of government, and its positions are hereditary. The Praetorite enforces laws, and controls the Romulan Star Service. Members of the praetorite can be removed from office for not complying with the wishes of the Empire or various other crimes, and are usually not seen again in these cases.

The Senate creates the laws and legislation of the Romulan Empire, including such matters as taxation. Senate positions are also hereditary, and its members can be removed.

OUTCASTS - THE UNSEEN

A Romulan who violates tradition in the extreme becomes an outcast. They are *k'manatri* (the unseen). As far as other Romulans are concerned, a *k'manatri* does not exist - they will not be fed, talked to, or looked at. Acknowledging a *k'manatri* brings great dishonor to a Romulan.

Most *k'manatri* are preoccupied with regaining their status in Romulan society. Tales are told of *k'manatri* who have died in attempts to make some great sacrifice for the Empire in an attempt to regain their status.

Others live poorly, eeking out an existence 'underground'. A very few are said to have left Romulan space for other regions.

Romulan Intelligence

The *Tal Shi'ar*, or Romulan Intelligence Service, conducts intelligence for the Empire. The Tal Shi'ar is ruthless in their loyalty to the Empire. Similar to Chinese intelligence, the Tal Shi'ar is feared among the Romulan people for its torture methods, and the citizens don't want to be arrested on false charges of treason for interfering with any of the Tal Shi'ar's operations.

Romulan Star Service

Details...

Worlds Of The Romulan Empire

ROM'LASZ (ROMULUS)

System Name: Rom'lnz
 Dominant Life Form: Romulans
 Position in system: 2 (binary with Remus)
 Number of satellites: 0
 Planetary Gravity: 1.1G
 Planetary Size: 14,300 km diameter
 Percent Land Mass: 53%
 Length of Day: 22 hours
 Atmospheric Density: Terrestrial
 General Climate: Tropical
 Mineral Content: Poor (Metals 12%, Radioactives 2%)
 Description: The Romulan homeworld.

RAV'S (REMUS)

System Name: Rom'lnz
 Dominant Life Form: Romulans
 Position in system: 2B (binary with Romulus)
 Number of satellites: 0
 Planetary Gravity: 0.6G
 Planetary Size: 7800 km diameter
 Percent Land Mass: 26%
 Length of Day: 16 hours
 Atmospheric Density: Thin
 General Climate: Warm Temperate
 Mineral Content: (Metals 36%, Radioactives 16%)

CORILL

System Name: Corill
 Dominant Life Form: Corillians (believed extinct)
 Position in System: 2
 Number of Satellites: 2
 Planetary Gravity: 1.3G
 Planetary Size: 16,900 km diameter
 Percent Land Mass: 42%
 Length of Day: 26 hours
 Atmospheric Density: Terrestrial
 General Climate: Cool Temperate
 Mineral Content: (Metals 34%, Radioactives 8%)

D'CL'VANGAM (PLACE OF VENGEANCE)

System Name: D'cl'vangam
 Dominant Life Form: None
 Position in system: 4
 Number of satellites: 1 (formerly 2, one used to destroy Klingon occupation.

Planetary Gravity: 1.4G
 Planetary Size: 18,200 km diameter
 Percent Land Mass: 70%
 Length of Day: 18 hours
 Atmospheric Density: Thin (formerly terrestrial)
 General Climate: Desert (formerly Warm Temperate)
 Mineral Content: (Metals 18%, Radioactive 8%)

D'RAVASASZ (PLACE OF THE GREAT BROTHERS)

System Name: D'ravasasz
 Dominant Life Form: Romulans (formerly unknown)
 Position in system: 4
 Number of satellites: 0
 Planetary Gravity: 1.4G
 Planetary Size: 18,200 km diameter
 Percent Land Mass: 19%
 Length of Day: 23 hours
 Atmospheric Density: Terrestrial
 General Climate: Arctic
 Mineral Content: (Metals 23%, Radioactives trace)

GORWAH

System Name: Gorwah
 Dominant Life Form: Gorwah
 Position in system: 6
 Number of satellites: 3
 Planetary Gravity: 1.3G
 Planetary Size: 16,900 km diameter
 Percent Land Mass: 12%
 Length of Day: 20 hours
 Atmospheric Density: Thin
 General Climate: Warm Temperate
 Mineral Content: (Metals 9%, Radioactives 27%)

ROMULAN TIMELINE*

* Terran calendar

-30/	The Preservers seed the Romulus star system with Vulcanoids.
1700 AD	Romulans develop unmanned space flight
1803	The Romulan Confederation is created, linking all city-states.
1804	First Romulan manned space flight.
1812	First Romulan unmanned probe lands on Remus.
1818	First Romulan manned mission to Remus, led by female Commander S'Tanet, whose adventures become legend.
1829	The first permanent colony established on Remus.
1834	Romulans begin to explore nearby systems.
1841	Romulans launch mission to Perihones.
1851	Romulans launch massive exploration coreward.
1861	Romulans conquer the Gorwahns.
1900	Romulans have settled 100 worlds; rename their Empire the Romulan Star Empire.
1904	Romulans are attacked by the Corillians, but eventually conquer them.
2001	Romulans make first contact with the Klingons; war lasts 3 years.
2092	Federation cargo vessel
Nov-17	<i>Atlas</i> listed as missing.
2093	Marker buoy from <i>Atlas</i> discovered; shows <i>Atlas</i> attacked by unknown alien vessel, painted like a bird of prey.
Feb-21	
2095	Federation Council passes directive calling for UFP fleet to strengthen area where <i>Atlas</i> was lost; sends 12 manned deep-space probes looking for clues, but none return.
Nov-30	
2101	Lone destroyer survives to report sneak attack by race known as Romulans; Romulans destroyed 3 Federation vessels with suicide runs using fusion-explosive missiles.
Jan-01	

2101-2106	Numerous encounters, where Romulan vessels self-destruct rather than be captured. UFP learns general location of Romulan space.
2106 Oct-14	War is declared between UFP and Romulans.
2108 Nov-	UFP delivers a major blow to a Romulan supply station, destroying 30 Romulan vessels and the base.
2109 Sep-	Romulan-UFP War is ended inconclusively, after substantial casualties on both sides. Peace treaty is negotiated and accepted over subspace radio. Neither human nor Romulan has ever seen the other.
2113 Mar-13	Abraham Dannon, Terran author of the Romulan peace treaty, is assassinated.
2118	Star Fleet border outposts along Romulan Neutral zone fully operative.
2207	A Romulan vessel, using a cloaking device, destroys 4 border outposts with a Plasma device. The USS Enterprise destroys the vessel, but was able to tap into communications, revealing the Romulans to be Vulcanoid. ["Balance of Terror"]
2208	UFP team discovers a Vulcan colony world that had been overrun by Romulan forces. They rescue a 5-year old female child, a Vulcan-Romulan hybrid, named Saavik. Ambassador Sarek of Vulcan takes custody of her.
2209	UFP Intel indicates the Romulans and Klingons have settled their disputes, establishing a technology-exchange treaty.
2210	Captain Kirk of the USS Enterprise successfully steals a Romulan cloaking device. ["The Enterprise Incident"]
2211	The "Eridam Papers", consisting of partially destroyed Romulan books and journals, published in UFP.
2218	Saavik, ward of Spock, enters Star Fleet.

Description: Named for the local word for the native race, the reptilian Gorwah are a subject race of the Romulans. The Gorwah work as laborers and miners, bringing radioactive ores from the planetary mines.

HANNRILETH (SWIFT MESSAGES)

System Name: Hannrileth
 Dominant Life Form: None
 Position in system: 7
 Number of satellites: 0
 Planetary Gravity: 1.1G
 Planetary Size: 14,300 km diameter
 Percent Land Mass: 86%
 Length of Day: 22 hours
 Atmospheric Density: Terrestrial
 General Climate: Desert
 Mineral Content: (Metals 19%, Radioactives trace)
 Description: The site of a strategic subspace relay station, this world is heavily guarded.

KALABESTASZ (PLACE OF STORMS)

System Name: Kalabestasz
 Dominant Life Form: None
 Position in system: 6
 Number of satellites: 0
 Planetary Gravity: 0.7G
 Planetary Size: 9,100 km diameter
 Percent Land Mass: 53%
 Length of Day: 24 hours
 Atmospheric Density: Terrestrial
 General Climate: Warm Temperate
 Mineral Content: (Metals 47%, Radioactives 35%)
 Description: This world is a mining colony well-known for its intense electrical storms. There are rare ores that conduct electricity at room temperature better than the standards (copper, gold, etc.), but the ore is found only in trace amounts.

MANDUKAM (VIGILENCE)

System Name: Mandukam
 Dominant Life Form: Romulans
 Position in system: 8
 Number of satellites: 0
 Planetary Gravity: 1.0G
 Planetary Size: 13,000 km diameter
 Percent Land Mass: 80%
 Length of Day: 24 hours
 Atmospheric Density: Terrestrial
 General Climate: Cool Temperate
 Mineral Content: (Metals 34%, Radioactives trace)
 Description: This world is the nearest major colony to the Federation-Romulan Neutral Zone. It serves as an Outpost for Romulan Intel.

PERHONIES (NEAR-LIGHT)

System Name: Perhonies
 Dominant Life Form: Romulans
 Position in system: 9
 Number of satellites: 3
 Planetary Gravity: 1.3G
 Planetary Size: 13,000 km diameter
 Percent Land Mass: 24%
 Length of Day: 20 hours
 Atmospheric Density: Thick
 General Climate: Warm Temperate
 Mineral Content: (Metals 33%, Radioactives 22%)

Description: This highly populated world is the first world colonized by the Romulans outside of their own system.

VILLIAM 3 (SPEAKER)

System Name: Villiam
 Dominant Life Form: None
 Position in system: 3
 Number of satellites: 1
 Planetary Gravity: 1.3G
 Planetary Size: 16,900 km diameter
 Percent Land Mass: 9%
 Length of Day: 24 hours
 Atmospheric Density: Terrestrial
 General Climate: Cool Temperate
 Mineral Content: (Metals 1%, Radioactives trace)
 Description: The site first Klingon-Romulan conferences and treaty-signings on technology exchange.

Romulan Adventures and Characters

There are, of course, many options open to GMs regarding Romulan characters - both player and non-player characters. Gamemasters running UFP Star Fleet campaigns can use the information provided to flesh out Romulan adversaries or (in the case of Saavik) half-Romulan characters.

Of course, such adventures should take place after 2207, the first date that the UFP actually saw a Romulan (in the episode Balance of Terror).

Campaigns running in FASA's Triangle sector, at the junction of the Federation, Romulan, and Klingon neutral zones, can easily encounter Romulan military and commercial ships and crews. A Romulan outcast might serve on board a Federation merchant crew, or the crew could be all Romulans for a Romulan-style campaign.

And of course, there's plenty of potential for stories along the Romulan-Klingon neutral zone. In such stories, the UFP will have little (if any) impact.

ORION WORLDS

The

2222 Jun-01	Saavik graduates the Academy, serves with Captain Spock during the "Khan" incident. ["Star Trek II: Wrath of Khan"]
2222 Jun-27	Saavik transferred to USS Grissom to survey Genesis planet.



TRAVEL AND COMMUNICATIONS

Interstellar travel is a mainstay of the universe of Star Trek. Merchants move cargo from planet to planet; traveling acting companies move from planet to planet; it's a part of everyday life.

TRAVEL

Travelers in the Federation and equivalent civilizations can travel from planet to space, planet to planet, and star system to star system. For other modes of space travel, see Terran Empire pages 90-91 and Star Hero.

Surface To Orbit

People or cargo may need to be transferred from planetary surface to orbit, or from orbit to planetary surface. Reasons can include visiting the local space station, transfer to or from a ship in orbit that cannot land, etc.

SHUTTLES

Shuttles can transfer persons or cargo, similar in theory to a taxi, airport shuttle, or a bus line. Shuttles typically move on a timetable to maximize the number of



passengers and/or cargo transferred each trip.

SHUTTLE TRANSFER

Method	Time	Cargo	Passenger
6-passenger or 4 hex storage	30 minutes	.5 Cr per kg	30 Cr
22-passenger or 15-hex storage	30 minutes	.1 Cr per kg	15 Cr

TRANSPORTERS

Transporter stations (where available) can cheaply and easily transport people and materials to virtually any location within approximately 16,000 miles. The times listed do not include waiting in the queue, or loading/unloading of cargo to and from cargo transporter pads.



TRANSPORTER TRANSFER

Method	Time	Cargo	Passenger
Passenger	12 seconds	--	5 Cr
Cargo	12 seconds	5 Cr per hex	---

Planet To Planet In-System

Planet-to-Planet trips for Federation systems use shuttles or passenger ships. Federation and equivalent technology does not yet possess transporters capable of distances more than about 16,000 miles.

STL SHUTTLES

During the time of Star Trek: The Original Series, STL Shuttlecraft are the primary planetary transports within planetary systems of Federation worlds. Standard STL Shuttles have a maximum speed of .89C, and 1 AU is roughly 500 Light Seconds, so at top speed a shuttle can travel 1 AU every 562 seconds (9 1/2 minutes). This makes a trip from Earth to Saturn roughly 1.5 to 2 hours.

First-class fares are likely to run 45-50 credits each way on a commercial shuttle; Second-class run 30 credits each way.

Interstellar Travel

In the time of Star Trek: The Original Series, the Federation, Klingons, and Romulans only know one way to travel Faster Than Light: Warp drives. By the time of Star Trek IV: In Search of Spock, the Federation had put into testing Transwarp, but Transwarp was unsuccessful.

In the time of Star Trek: The Next Generation and Star Trek: Voyager, Star Fleet had witnessed the use of several other variations of the warp drive, such as the Borg Transwarp Conduit.

In the known universe of Star Trek there are no Hyperdrives or Displacer Drives.

TRAVEL COSTS

In the 23rd century, First-class travel aboard vessels that carry hundreds of people (similar to Southwest Airlines or American Airlines) has a cut-rate value of 80 Credits per day, which includes a single stateroom and meals. Second-class travel includes 2 people per stateroom and meals, with a cut-rate cost of 45 Credits per day. Luxury class runs about 150 Credits per day. Cut-rate prices give about 5% profit to the company. Smaller vessels may require a higher price, depending on what else they transport as cargo to make up for fewer passengers.

WORK FOR PASSAGE

For those without money but possessing useful skills, this is an option on many commercial vessels.

COMMUNICATIONS

Messages in the Federation and those of similar technological level may travel planetary distances or interstellar distances using subspace communication technology. Old style signals may use radio or laser technology, but are not practical for interstellar messages.

The Federation and other governments have subspace buoys and monitoring stations, which boost and retransmit messages until the message arrives at its destination. Subspace messages travel at WF 9.999, or 61,440 Light

Years per day. Important message stations, such as those near the Klingon and Romulan borders, are typically manned and sometimes armed as well.

Because a subspace message still takes days to reach a ship or station on the edges of Federation space, Star Fleet picks its personnel well.

New colonies may or may not have subspace receivers, so on occasion a starship in the area may deliver the message.

CIVILIAN MESSAGES

If the user does not have an account with a communications company, all messages are handled as if by "payphone". Planetary messages cost 0.25 credits per minute. Subspace messages cost 2 credits per minute.

For those users having an account with a communications company, the user can send and receive an unlimited number of subspace and local messages for 35 credits per month.

This applies in the time of ST:TOS across the Federation, and in the time of ST:TNG on worlds lacking Earth's utopian economy.



Hacking into civilian messages at one of the message buoys requires the proper equipment, plus an Electronics or Systems Operation roll with minuses ranging from -3 to -5.

MILITARY MESSAGES

Costs are typically irrelevant for military messages, but can be assumed to be 5x the cost of civilian messages due to secure channels, coding/cryptography, and the like.

DATANETS

Most worlds of TSPI level 8 or above have planetary datanets. Those worlds that are members of the Federation also maintain Federation Datanet access. Data requests regarding the world typically take little time, but requests that have to access the Federation datanet must travel subspace and may take minutes or days.

Datanets are publicly available information, not private information. Accessing private information requires hefty Computer Programming, Security Systems, Cryptography, and similar rolls.

TRADE AND THE ECONOMY

The need for trade and money is one thing that doesn't go away in the future. Although Earth's economy at the time of Star Trek: The Next Generation is utopian, a great number of other governments and systems are heavily dependent on trade and commerce.

Even within the Federation, matter replicators cannot completely replace trade. For one thing, matter replicators can only make what they've been programmed to make, and some things like dilithium, latinum, and antimatter simply cannot be replicated and have to be purchased from a facility or planet. And while it's possible to replicate 1000 Mona Lisas, there is an innately greater value to the one created by hand by DaVinci.

MONEY

THE FEDERATION CREDIT

Created around 2230 AD, the Federation Credit is the official interstellar currency of the United Federation of Planets.

UFP Credits (or "Federation" Credits) are handled electronically. They are often transferred with PADDs and require thumbprint or retina scan. The abbreviation is "fCr" or simply "Cr".

ECONOMICS

The Utopian economics of the 24th century is one where want and greed do not exist, as all the basic needs are taken care of by the Federation: each person receives the goods they need (food, living quarters, etc.) and is encouraged to provide back to the Federation based on his or her talents.

However, other worlds require payment for goods and services, and accept latinum or Federation credits. How do Federation people earn Federation credits to spend on tribbles, trips to Risa, and so on in a utopian economy? As near as I can guess, people still earn a wage for the jobs they do, if they work at all. Everyone is encouraged to work, but no one has to work.

Design Note: Personally, I see a lot of inherent problems in this Utopian economy, and so I run things with more of a socialist rather than communist feel - free socialized medicine, free food and utilities, living quarters credits, transportation credits, and so forth. They also get whatever Federation Credits they earn from their job to spend as they wish. How the Federation treasury can afford to do all that, I leave to poetic license.

SAMPLE PRICES

Food, Drink, Entertainment	Cost (Cr)
Holonovel	20 - 500
Holosuite Rental, per hour	5 - 150
Liquor, drink	.2 - 10
Liquor, bottle	3 - 50
Meal, replicated	.2 - 15

Meal, hand-made	3 - 50
Motel room, per night	20 - 200
Jewelry, costume or replicated	1 - 20
Jewelry, non-replicated	50 - 50,000
Suit of clothes, replicated	10 - 30
Suit of clothes, hand-made	30 - 500
Climbing Gear	15 - 45
Sporting Goods, replicated	.2 - 15

Personal Gear	Cost (Cr)
Communicator	100 - 500
Dylec Memory Tent	90
Emergency Beacon	50
EVA Suit	250 - 400
Holographic Recorder	250 - 500
PADD	1 - 20
Pattern enhancer (set of 3)	1000
Powered Binoculars	100 - 300
Transport Inhibitor	1000
Tricorder	180 - 600

Medical Gear	Cost (Cr)
Autosuture	150
Dermal Regenerator	50
Drug Ampule	5 - 150
Hypospray	25
Neural Stimulator	250

Engineering Gear	Cost (Cr)
Gravitic calipers	100
Hyperspanner	75
Magnetic Probe	80
Plasma Torch	125

Specialty Equipment	Cost (Cr)
Anti-sensor belt	300 - 600
Disguise kit	100
Field modulator	800 *
Gill pack	80
Isolation suit	1200
Night glasses	1500
Replicator lock pick	2500 *
* Black Market cost	

Weapons	Cost (Cr)
Disruptor	250 - 450
Disruptor Rifle	600 - 1200
Knife	7 - 15
Phaser type 1	500 *
Phaser type 2	1000 *
Stunrod	15 - 45
Sword	20 - 100
Targeting modulator	100 - 300

* Black Market cost

PAYSCALES

How much does someone earn based on his or her job? Well, here's a 9-grade scale from 0 to 8 for most jobs. Jobs above grade 8 are negotiable, such as CEO salaries.

PAY SCALES

Rating	Definition	Monthly Pay
0	Untrained: Untrained labor	125 Cr
1	Minimal Training: Minimal experience gained from working with trained personnel. Useful as an untrained helper.	150 Cr
2	Limited Training: Has an 8- skill level. Can be useful for taking readings, performing non-diagnostic maintenance, etc.	200 Cr
3	Basic Training: Has an 11- skill level. Able to perform routine work in profession.	400 Cr
4	Advanced Training: Has a 12- skill level in most important skill for doing his job. He is able to perform routine tasks, do non-critical diagnostics, and master basic techniques. Minimum level for graduation from an academy and for department heads.	600 Cr
5	Operations Expertise: Has a 13- skill level in most important skill for doing his job. Can make progress in understanding new theories and dealing with the unusual.	700 Cr
6	Professional Expertise: Has a 13- skill level in most important skill for doing his job, as well as an 11- in all supporting skills. Able to direct teams and do out-of-the-box conceptualization.	800 Cr
7	Advanced Expertise: Has a 13- skill level in most important skill for doing his job, as well as 12- in supporting skills. Advanced Theorist.	1000 Cr
8	Master Level Expertise: Has 14- or higher in most important skill and 12- or higher in supporting skills.	1200 Cr

MERCHANT SHIP JOBS

Here are the basic pay scales for commercial starship jobs.

COMMERCIAL STARSHIP WORKER

Job	Pay Grade
Engineering	
Maintenance Assistant	0
Maintenance Technician	3
Engineer's Mate	4
Ship's Engineer (ship with less than 10 crew)	4
Assistant Chief Engineer	5
Chief Engineer	6
Fleet Engineer	7
Star Vessel Design Specialist	7
Helm / Navigation	
Chart Clerk	2
Assistant Navigator / Helmsman (stands watches)	3
Ship's Navigator / Helmsman (crew less than 10)	4
Assistant Chief Navigator / Helmsman	5
Chief Navigator / Helmsman	6
Financial / Clerical / Other	
Steward's Mate	2
Yeoman / Assistant	3
Chief Steward / Chief Yeoman	4
Assistant Finance Officer / Assistant Cargo master	5
Chief Finance Officer / Chief Cargo master	6
CFO of corporation	7
Security	
Assistant Watchman / Jailer	1
Night Watchman / Jailer	3
Ship's Security Mate	4
Ship's Security (for crew of less than 10)	4
Security Chief	6
Corporate Security Chief	7
Communications / Technical	
Dispatcher (ground vehicles)	2
Communications Tech	3
Communications Specialist	4
Chief Communications Officer	6
Sciences	
Lab Assistant	1
Lab Technician	3
Assistant Lab Manager	4
Science Specialist / Research Assistant	5
Science Officer / Researcher	6
Chief of Research, mid-sized corporation	7
Medical	
Lab Assistant	1
Lab Technician	3
Paramedic	3
Nurse	4
Chief Nurse / Surgical Nurse	5
Doctor (M.D.)	6
Chief Surgeon / Medical Researcher	7

PORTSIDE JOBS

Job	Monthly (Cr)
Bank Teller	950
Cab Driver	800
Cargo Handler	1550
Factory Laborer	2400
News Reporter	1800
Lab Technician	1550
Private Security Guard	1000
Retail Clerk	800
Sanitation Worker	1150
Tour Guide	1000
Waiter / Waitress	800
UFP / ITA Information Clerk	950

STAR FLEET

Job	Monthly (Cr)
Recruit, Cadet, Midshipman	400
Ensign	1400
Lieutenant, junior grade	1800
Lieutenant	2000
Lieutenant Commander	2400
Commander	2800
Captain	3400
Commodore	4000
Fleet Captain	4800
Vice Admiral	5600
Admiral	6600
Fleet Admiral	7600

CONDUCTING TRADE

So how do interstellar traders make money? There are several ways, some of which are riskier than others.

Work for a Megacorporation. By working for a megacorporation, the characters draw their monthly salary, plus any bonuses provided by the company for a job well done. The crew doesn't have to care *in most cases* what price the megacorporation charges for cargo transportation fees (or passenger transportation if they are a passenger line). Travel can be along the standard trade routes for old and established businesses, or into new and dangerous areas when seeking out new markets.

Working for a megacorporation has some advantages for players and GM alike. Similar to a Star Fleet campaign, the characters work for an organization, and the petty details of ship upkeep costs, loan payments, and other such details take a back seat to the stories. Megacorporations that are expanding their coverage and opening new trade routes can produce adventures of encountering new and enigmatic civilizations as trading partners or pirates, and rival megacorporations can have trade wars as deadly as any military conflicts in a military campaign.

Independent Trader. An independent trader is a small business entrepreneur. They can try to compete with the Megacorporations, they can buy and sell speculative cargoes, or they can transport cargoes that are dangerous or that must travel through dangerous areas where the megacorporations won't go. They can transport cargoes that are "not worth the effort" for the Megacorporations.

Contracts for shipping are usually point-to-point, sometimes with time-critical or special arrangement clauses added for special cargoes.

Independent traders have the advantage of more variety in spacecapes and adventures. They can be spies pretending to be traders, they can be "specialists" for hire, they can go to anywhere they need to for the next job or trade. On the down side however, independent traders have to rely on themselves and their patrons to pay for ship's upkeep and fees, buying and selling goods to make a profit if they deal in goods rather than services, and so forth.

Piracy. Not usually suitable for heroic types, piracy is rampant in the area of the Orion Colonies. As an example of "heroic" piracy, the characters could be Federation-based pirates preying on Cardassian shipping during the Federation-Cardassian war. Since the Cardassians are a military society, that's **extremely** dangerous.

Smuggling. If the goods are in high demand but illegal, smuggling can sometimes be worth the risk.

TRADERS

All starfaring races can be merchant traders. Human traders are the most commonly known. Vulcan merchants are sometimes thought to be greedy, as logic dictates the proper value of a good or service they provide, and they do not haggle. Tellarite merchants can't help but haggle over prices. Other races have their own stereotypical methods.

Traders typically trade within their area (e.g. Federation merchants trade only inside the Federation, Romulan merchants trade only in Romulan space), but special visas are available to merchants who request them if the goods they supply are needed and pose no threat. For example, some merchants are allowed to transport food products to impoverished worlds in the Klingon Empire, but only along the Neutral zone.

MERCHANT SHIPS

Merchant ships come in many types, as there are many races and many "shipping" models.

Enormous cargo ships (emulating oil tankers and freight vessels carrying automobiles from overseas) carry very large cargo loads from one planet to another. Like the supertankers and super-freighters, they are typically slower than other ships, which makes them more vulnerable to pirates and privateers. Most of these vessels make the milk runs.

Attachable cargo pods (emulating box cars on Railroads) link together to move large amounts of varied cargoes from planet to planet. Cargo pods may be attached to any vessel of at least medium size, and have warp repeaters to maintain warp speed of the entire chain.

Medium-sized cargo vessels (emulating semi-tractor/trailers) transport cargoes from planet to planet, usually over longer distances than the enormous cargo ships. Medium-sized vessels are also available for transporting human cargo - a.k.a. passengers.

Small vessels can transport personnel or speculative cargoes.

CARGOES

Cargoes are only profitable when bought where the supply is good and sold where there is a need.

OPERATING EXPENSES

Starships are expensive to upkeep. To make money, the income has to be larger than the outgo. To determine the break-even operating costs, you need to calculate the following: Loan Payments, Monthly Upkeep, Routine Maintenance, and Crew Wages.

LOAN PAYMENT

The Even Money cost 6 Million Credits, with a 30-year loan at simple 6% per year. Plugging that in Excel, the monthly loan payment is 339,623 Cr per month (11,320 Cr per day).

MONTHLY UPKEEP

Monthly upkeep, that is fuel and water and general supplies is 6 Cr per ton of ship. The Even Money is size 12, with a mass of 400 tons (Star Hero), for a monthly upkeep of 2400 Cr (80 Cr per day).

ROUTINE MAINTENANCE

Routine Maintenance costs include repairs to power plants, warp drives, landing gear, and other 'wear and tear' items. Routinely exceeding rated warp speed can increase this cost. The cost is 6 Cr per ton, +1 Cr per ton per day spent above the rated Maximum Warp Speed. The Even Money never pushes its speed, so 1 month costs 2400 Cr (80 Cr per day).

CREW WAGES

The six-member crew draws 6000 Cr per month total in wages (200 Cr per day).

TOTAL OUTGO

The total monthly outgo for the Even Money is 339,623 + 2400 + 2400 + 6000 Cr per month, or 350,423 Cr per month (11,681 Cr per day).

TRANSPORT CHARGES

TOTAL OUTGO

The total monthly outgo for the Even Money is 350,423 Cr per month (11,681 Cr per day). So what does it have to charge for transport?

CARGO TRANSPORT COSTS

Assuming a full cargo hold, the hold can transport 72 Hexes (CU). That means to break even, the Even Money has to charge 11,681 PER DAY just to break even. So for a trip of 1 week, the charge to transport that 72 CU of cargo is 81767. Of course, the idea is to make a profit, so 5% to 25% should be added, depending on the market.

Problems occur when the hold is not full, and so the cost per hex (CU) may be prohibitively high.

PASSENGER TRANSPORT

Ships that provide routine passenger service have most of their cargo space converted to staterooms, and have additional crew for pursers and stewards.

Each crew quarters takes up ~8 hexes. Each passenger stateroom takes up ~ 15 hexes. (A stateroom can hold 1 first-class passenger or 2 second-class passengers). Converting the 72 Hexes of Cargo space to 3 staterooms and 2 stewards quarters, the ship can transport 6 2nd-class passengers. At 11,681 Cr per day, the ship has to charge th 6 passengers 1946 Cr per day for passage.

BUYING AND SELLING

Trade goods are priced in terms of CU (cargo units). A CU is one hex (2 meters) per side, or 8 cubic meters in volume. You can use the rules on page 130 of Star Hero to determine how much the trader buys and sells goods for.

TRADE WORLDS CLASSIFICATIONS

The ITA (Interstellar Trade Association) uses these classifications for trade worlds.

Agricultural World. Agricultural worlds are typically poor in raw materials and manufactured goods, but rich in foodstuffs. The population can be almost any size, ranging from a new Agricultural colony to a large agricultural world.

Mining World. Mining worlds are typically poor in foodstuffs, drugs/medical products, medium-tech, and high-tech goods, but rich in either minerals or radioactives (depending on what they mine).

Industrial World. Industrial worlds are typically rich in all areas, although sometimes they are poor in medicines & drugs.

New Colony World. New colony worlds are typically poor in all areas, and must import everything they need for the first five to ten years of the colony.

Racial Homeworld. Racial homeworlds of starfaring races are typically rich in all goods, with the possible exception of Luxuries. Non-starfaring races, limited to planets within their own solar system, should be rated based on one of the other categories.

Military Bases. Like new colony worlds, military bases are typically poor in all goods. Everything must be imported.

CONSUMPTION RATING

Planets have a consumption rating based on the population and population density of that world, which modifies the base consumption.

CONSUMPTION RATING		
Rating	Population	Modifier
A	Very Heavily Populated	4x
B	Heavily Populated	2x
C	Moderately Populated	1x
D	Sparsely Populated	.5x
E	Very Sparsely Populated	.25x
X	Small station or colony	.10x

Trade Talks

In some adventures, conducting trade negotiations is an integral part of the game. It can be as simple as the player character making his Trading roll, or making it by more than the seller makes his Trading roll. But if you have a calculator handy, here's a method for conducting trade talks to add a little flavor to the negotiations.

First, the buyer and seller must each establish a bargaining position, and an initial offer.

Example: Captain Greggon's position is selling at least 2000 CU each trip at 120% of Market Value, and knowing that he'll be haggled down he starts high with an initial offer to sell 5000 CU each trip at 150% of Market Value. Tax Mobaric, Chief Purchaser of Megatronics makes an initial purchase offer of 1000 CU at 50% of Market Value, knowing he's going to be haggled to a higher value.

Second, there's a volley of offers and counteroffers. Here's where you need dice and a calculator. The character making the offer makes his statement and rolls his Trading skill roll. Consult the table below.

TRADING BASIS ROLL	
Trading Roll	Trade Talks Modifier
Made by 2 or more	-2
Made by 1	-1
Made exactly	+0
Failed by 1	+1
Failed by 2 or more	+2
Language Modifier	Trade Talks Modifier
Language is not a barrier	+0
Language is slight barrier	+1
Language is a great barrier	+2
Culture Knowledge	Trade Talks Modifier
Acts as complementary roll to Trading Roll	
Other Circumstances	Trade Talks Modifier
Threatening to break off talks/walk away	-2 the first time; -1 the second time; +1 per each additional threat
Target is suspicious of true motives	+1
Target is only slightly interested in purchasing the products	+1

Now, roll 3d6 and modify the roll by the values in the

CARGO VALUES AND CONSUMPTION			
Category	Examples	Price per CU	Planetary Consumption
Food & Agriculture	Fruit, grain, seed, wood, breeding stock	800 Cr	850 CU
Minerals & Raw Materials	Metals, crystals, ore, water	1200 Cr	600 CU
Radioactive & Special materials	Dilithium crystals, radioactive isotopes, special alloys	1700 Cr	250 CU
Drugs & Medicines	Drugs, Medicines	2400 Cr	400 CU
Low-tech goods	Textiles, farm implements, basic tools	1000 Cr	800 CU
Medium-tech	Plastics, machine tools, projectile weapons, etc.	2400 Cr	600 CU
High-tech	Computers, electronic gear, energy weapons, air or spacecraft, etc.	2600 Cr	250 CU
Luxury goods	Gourmet foods, wines and liquor, rare animals and spices, etc.	Varies: 300 to 1500 Cr	40 to 200 CU

Trading Basis Roll table. Consult the Trade Talks table for the NPC counteroffer.

TRADE TALKS TABLE	
3d6 Roll	Counteroffer
3-4	Raise offer by 2x the character's drop in value.
5-6	Raise offer by 1.5x the character's drop in value.
7-9	Raise offer by 1.25x the character's drop in value.
10-13	Raise offer by the same amount the character dropped.
14	Raise offer by .75x the character's drop in value.
15	Raise offer by .50x the character's drop in value.
16	Raise offer by .25x the character's drop in value.
17-18	Refuse to make an offer until the character makes a new counteroffer.

Example: Hearing Tax's offer, Captain Greggon says that such a low offer means Tax must not be interested and Captain Greggon should probably go somewhere else... but he'll try again with 4000 CU at 140% of Market Value. Greggon has a 14- Trading Roll, and rolls a 12, giving him a -2 Modifier. Threatening to break off the talks, since in reality Tax wants the goods, in this case also adds a -2 Modifier, giving a total of -4.

To find Tax's counteroffer, the GM rolls 3d6 and gets an 8. With the -4 modifier in the player's favor, $8-4 = 4$, which indicates a 2x raise in the counteroffer based on the trade talks table. Since Greggon went down by 1000 CU and 10%, Tax goes up by 2000 CU and 20% to a new offer of 3000 CU (base 1000 + 2000) at 70% of Market Value (base 50 + 20%).

Captain Greggon sighs to himself. This could take a little while.

When the two parties reach an equally agreeable middle ground the negotiations are successful.

Note: This method should NOT be used for every trade. This is meant for roleplaying situations where trade negotiations take some strategy and time.

MEGACORPORATIONS

In the Federation, multiplanetary corporations have the money, manpower, contacts, and consumer base to make a profit on almost any venture, even risky ones. Megacorporations have headquarters on major worlds, and must abide by the local laws.

MAJOR CORPORATIONS

ALAKON LANDISS

Based on Andor, Alankon Landiss manufactures personal and community life support systems. There are 4 facilities on Andor and 1 on Cygnet XIV, with plans to add 2 more in the next 10 years.

ANIMATION INK

Animation Ink is a leader in the entertainment industry, involved in holographic novels, amusement park planets, etc. It has offices on Earth, Andor, and Tellar.

BANK ANDOR

Bank Andor is one of the most successful lending

institutions outside of Orion space.

BAXTER PHARMACEUTICALS

One of the largest pharmaceutical firms involved in R&D against infectious diseases.

BIO-GENETICS RESEARCH

The manufacturer of Hyronalin, their main line is pharmaceuticals to fight radiation poisoning.

CHANDLEY WORKS

A major supplier of Star Fleet combat vessels and designs.

CHARLOTTE SHIELDING INC.

Based on Alpha Centauri, one of the primary sources for starship shielding technology.

CHIOKIS CONSTRUCTION

Based on Andor, responsible for a majority of the commercial starships designed and built.

DAYSTROM DATATRONICS

Primary supplier of computer systems for Star Fleet.

HIBEAM ENERGIES

A principal contractor to Star Fleet, they developed the current version of the hand phaser.

KLORATIS WARPDRIVE

A Tellar-based manufacturer of Warp Drives.

MARSFOODS CORPORATION

An Earth-based company dealing in wines and gourmet delights.

NEW AMSTERDAM GRAVITICS

A major supplier of commercial and industrial antigravity platforms and high-gravity devices.

RANTURA SHIPPING LINES

Based on Deneva, it handles 80% of the passenger and cargo traffic in the surrounding area.

There are others, but these can give the GM ideas for personalization.

AUTOMATONS

Robots and automated machines are somewhat common in the industrial sector of the Federation, but overall are not common. Androids and sentient machines are rare.

During the time of *Star Trek: The Original Series*, there were several sets of androids encountered [Dr. Roger Corby, Ruk, etc. in "What Are Little Girls Made Of"; Norman, etc. in "Mudd's Planet"; and the young woman in "Requiem for Methuselah"]. The probe Nomad also gained artificial intelligence, although it had to be destroyed. However, there were no known androids created by a Federation society.

By the time of *Star Trek: The Next Generation* and *Star Trek: Voyager*, commander Data is the only known Android in the Federation, and the only one with true sentience. Belanna Torres encountered androids in the Delta Quadrant,

WITHOUT THE LOAN

So what happens if the ship doesn't have a loan payment (stolen, gift, etc.)?

LOAN PAYMENT

The Even Money crew saved the life of a planetary ruler, who paid off the loan balance in full. The loan pmt is 0 Cr per month.

MONTHLY UPKEEP

Monthly upkeep is still 2400 Cr (80 Cr per day).

ROUTINE MAINTENANCE

Routine Maintenance remains at 2400 Cr (80 Cr per day).

CREW WAGES

The six-member crew draws 6000 Cr per month total in wages (200 Cr per day).

TOTAL OUTGO

The total monthly outgo for the Even Money is 2400 + 2400 + 6000 Cr per month, or 10,800 Cr per month (360 Cr per day). Amazingly small.

CARGO TRANSPORT

The Even Money now only has to charge 360 Cr per day (as opposed to 11,680 Cr per day) to break even.

PASSENGER TRANSPORT

The Even Money now only has to charge the 6 passengers 60 Cr per day for transport services.

but they lacked Data's awareness and adaptability.

The Federation has given Commander Data the rights of a sentient being.

PLAYER CHARACTER ANDROIDS

If a player wishes to play an Android, there are several possibilities.

Corby's Folly. In the ST:TOS era, Federation scientists scouting the Exo III facility after the events of "What Are Little Girls Made Of" discover one or more deactivated androids in need of repair. One or more of these androids is repaired, eventually leaving Exo III to explore.

In the ST:TNG/DS9 era, one or more scientists visiting the facilities at Exo III (where Dr. Roger Corby had created androids from the extinct inhabitant's technology), and is successful in creating an android replica of himself (as Corby did of himself and of Kirk).

Corby's Folly androids are fully capable of emotion, unlike Data, and are not immediately apparent as androids unless scanned. These androids are more likely to survive without discovery in the "outside".

Mudd's Planet. In the ST:TOS era, some time after "Mudd's Planet", Harry Mudd escapes. Either accidentally or on purpose, one of the androids follows Mudd before he loses himself on some world. The android decides to examine the "illogical" people it encounters.

In the ST:TNG/DS9 era, the Federation decides to check up on the android population encountered 75 years ago by Captain Kirk, who were mining the world as part of their programming. After contacting the android population, one or more of the androids wishes to study the Federation and the "illogical" people to be encountered.

Mudd's Planet androids will have more of the mentality of the android version of Data that survived in ST: Nemesis. No concept of humor, pretense, etc. While they are outwardly quite human in appearance, their manner and personality are likely to give them away as androids.

Methuselah's Love. Reyna "died" of a broken heart when forced to choose between Flint and Kirk. In the ST:TOS era, it is possible that Flint managed to recreate her before he died 6 months later. With Flint dead, she is free to travel and learn.

In the ST:TNG/DS9 era, it is also possible that visiting scientists discover the various Reyna prototypes are able to recreate/repair her. Again, with Flint long dead, she is free to travel and learn.

Reyna is very intelligent, and similar to Data, learning about emotions. She has emotions, as Data did after he received his emotion chip.

AUTOMATONS IN OTHER SOCIETIES

Given the Klingon propensities, it is unlikely that anything beyond artificially intelligence machines (tools) exist in the Klingon Empire.

The Romulans are too xenophobic to run the risk of sentient androids within their empire, so robots and AI machines are the likely ultimate.

No androids or robots have been seen in regards to Gorn, Tholian, Cardassian, or Ferengi societies.

RELIGION AND PHILOSOPHY

It would be difficult to create the religious systems of over a thousand worlds and cultures. There are easily 100 times as many religions as there are sentient races, and in the Federation alone there are more than 100 KNOWN unique races.

RELIGIONS OF THE FEDERATION

Within the myriad religions within the Federation, there are some that are more prominent than others.

Terrans and Christianity

Christianity continues to flourish in the 23rd century ["Bread and Circuses", "Balance of Terror"] but does not appear in any of the TNG/DS9 episodes. In my campaign, Christianity continues to exist, but that cannot be considered canon-TNG Trek.

Note: According to one writer, in the 24th century, Christianity seems to have been wiped away, as in one episode of Voyager where the holographic Doctor actually portrayed a Catholic priest and conducted a ceremony, but somehow avoided mentioning the names "God" or "Jesus" entirely! On the other hand, while Christianity has apparently been wiped out, popular New Age ideas such as transcendental meditation, séances, tribal superstitions, pseudoscientific quasi-religions and Eastern spirituality are all acceptable in the Federation. These are the same philosophies of spirituality that are popular in today's Hollywood, spiritual vacuum that it is. But others see the Christian allegories and 'why am I here' questions, such as the Emissary in DS9. YMMV.

Vulcans

To the Vulcan race, Logic is almost a religion, and like most other religions, it is filled with different sects and schools of thought, each with wildly differing opinions and views on nearly every subject. Vulcan religion was born out of Vulcan's fiery and violent past, and it has naturally been transformed down through the centuries. The ancient religions of the Vulcans, contained a wide pantheon of gods, each with a dual character. Usually these characters were wrathful and angry on one side and joyful and ecstatic on the other. This duality pervaded ancient Vulcan belief for thousands of years and is the major reason for their violent history. At the Time of the Awakening, the focus of Vulcan thought turned away from deities and toward reason. Vulcan philosophers were forced to seek a compromise between reason and faith. They stopped looking to the skies and mountains for their gods and began to look within. With the help of their elders, Vulcans began to understand their own emotions as manifestations of their gods. Each emotion was seen as a manifestation of a particular ancient god. Vulcan religion taught that the gods were not simple analogies but living beings, a part of the Vulcan psyche. Each god was also a demon (the duality character), a trickster spirit seeking to fool the Vulcans into showing dangerous irrational emotions. Meditation became a kind of prayer, an exercise

in taming the inner demons with the help of their rational counterparts. As time moved on, different schools developed, each with their own meditations and techniques for dealing with the demons of the Ka-ta-pa, the Inner Chorus. Mt Seleya is the heart of Vulcan's Religion. However there are also other monasteries and contemplative centers that dot the surface of the planet.

(IDIC) Infinite Diversity in Infinite Combinations:

The way of IDIC is the central thesis of the Vulcan Science Academy (VSA). Vulcan doctrines of the soul and the reality of the spiritual infuse the concept of IDIC as well. Everything that is or that can be conceived of is part of the truth. Diminishing one part of the truth to conform to bias or prejudice or for any other reason, is illogical. I.D.I.C. is a philosophy of tolerance and comprehension of the diversity. The basic idea is that the universe evolves better if there is more diversity. So every being has to contribute to preserve the differences between him/her and others. I.D.I.C. teaches us to believe that diversity in the others is the reason of their beauty and to try to help everyone to improve his knowledge and his consciousness to develop himself completely and in a new and original way.

MISCELLANEOUS ENCOUNTERS

GAMMA TRIANGULI VI

Vaal, the computerized lizard head.

ALAR

Great religious leader of the Skorr who taught peace instead of war. He was immortalized at death in that his brain patterns were recorded in a piece of Irudite sculpture called the "Soul of Skorr".

KLINGON RELIGION

According to legend, Kortar, the first Klingon, along with his mate, destroyed the gods who created them and turned the heavens into ashes. This event is recounted in marriage ceremonies.

Klingon values center around honor. Those who die honorably are said to join the spirit of Kahless in Sto-Vo-Kor. Dishonorable deaths hold the destiny of the underworld of Gre'thor, guarded by Fek'lhr. Gre'thor is reached by passage on the Barge of the Dead, eternally piloted by Kortar, over the River of Blood. The dead are not mourned, but celebrated, and the body is viewed as an empty shell to be disposed of.

CRIME AND CRIMINALS

In the era of *Star Trek: TOS*, the universe has a flavor similar to the American West, and criminals like Harry Mudd are part of the experience. By the time of *Star Trek: TNG* however, Earth is a utopian world where all of the reasons for crime - greed, power, poverty, and so forth have been eliminated. However, that still leaves an entire universe of other races without the lofty ideals of the Federation where crimes can still occur.

CRIMES

Crimes that happen on a planet are typically subject to that planet's jurisdiction. Crimes that happen in space are subject to the jurisdiction of that government (e.g. Federation, Klingon, Cardassian, and so forth).

DRUGS

Illegal drugs can take many forms - from addictive narcotics to designer drugs to specialties like Harry Mudd's "Venus Drug". Drugs that may be perfectly legal on one world may have dire or heightened effects on the race of another world, and therefore be illegal there.

Some drug dealers are small-time smugglers, concealing a few kilograms of material while trading other legitimate materials. Some have suppliers and some are independent. They are less often the target of investigation or arrest, unless they are involved in other criminal behavior as well.

Other drug dealers may be part of an organized smuggling organization, moving larger quantities depending on the source and target worlds for the illegal drugs. These organizations are the primary target of investigations.

FRAUD

Fraud has many variations, such as wire/communications fraud, computerized fraud, and so forth. Fraud and computerized theft of funds are matters for the FBI. Look out, Harry Mudd.

Outside of the Federation core worlds, the most likely frauds are the "Brooklyn Bridge" con (selling something you don't own to someone else), and some of the other classic cons.

KIDNAPPING

Kidnapping people and transporting them to another world, into space, or otherwise away from their home is a matter handled by the FBI.

PIRACY

Piracy is more of a problem in the time of *Star Trek: TOS* than in *Star Trek: TNG*, especially near the Orion Colonies. However, non-Federation races such as the Naussicans do commit piracy on shipping. Thefts of starships and their cargo usually occur along standard trade routes.

HIJACKING

Hijacking ships, usually passenger ships but

sometimes cargo ships, is a dangerous crime, and is more often fatal than flat-out piracy.

QUARANTINED WORLDS

Worlds which the Federation has quarantined, or prohibited access to, are sometimes contacted anyway...and may fall victim to scams, may be sold goods that they are not ready for technologically, or worse. Sometimes inhabitants from quarantined worlds with special abilities (e.g. the Vendorians) are transported for use in spying or other illegal activities.

SMUGGLING

Smuggling thrives in areas where goods of certain types are restricted, but the demand is high. Smuggling can be drugs, high tech goods, weapons, or even religious items.

SLAVERY

Slavery is rampant in the 23rd century Orion colonies, and there may be some worlds who are not yet Federation members that consider slavery viable. However, slavery is not allowed in the Federation, and those participating in the crime are investigated.

TREASON

Acts of treason would be things like helping Klingons or Romulans invade a world in Federation space, etc.

CRIMINAL ORGANIZATIONS

ST: TOS had no criminal organizations of note, except for the Orion pirates and the Orion slave trade of Orion green women. The GM can create any viable criminal organizations he sees fit. Most of these will be on the fringes of Federation space, where investigative efforts will be more difficult. Examples of such organizations would be those dealing in illicit drugs, those dealing in black market technology, etc.

ST:TNG also had no criminal organizations of note, with the exception of the political Maquis.

The Orions

In the 23rd century, the Orions are not really organized crime in a "Mafiosi" sense; Orion piracy is usually a family/clan-based activity, sort of a swashbuckling kind of affair. And since the Orion Colonies are independent of the Federation, investigating those involved is very difficult. There is also the black market slave trade of green Orion slave women, whose sexual prowess is legendary.

The Orion Syndicate

In the 24th century, the Orion families who once practiced piracy are now mob families, similar to the Italian and Russian mobs today. It is not clear whether Orion has become a Federation member or not, although with Miles O'Brien's investigations in DS9 and with comments in *Voyager* about the Orion (Rigel) races, Orion may be a member of the Federation.

The Orion Syndicate is a thorn in the side of Starfleet, but has no known political affiliations. The Syndicate is a very secretive organization, which has always been known to deal/trade in information. Unlike other similar organizations, the Orion Syndicate never deals in "material" such as weapons, ships, etc. They see the information of an

item to be more valuable than the item itself as it can be moved without any problems.

The Syndicate has been established as collecting data and information from every possible sources including Starfleet and all other major powers alike - it is guessed that somewhere in their network, someone knows what each member of a planet, starship or starbase loves to have for breakfast, how often they eat it, and how many times they blink. The idea is that the Organization believes that any piece of knowledge can prove to be useful or profitable at some point in time.

Their organization is divided into cells. Each cell has a leader who is responsible for a group of a dozen operatives. Every cell leader has a contact who they report to. It enables the Syndicate to remain intact, even when several cells are destroyed by security personal, the remaining cells are safe.

The Orion Syndicate tends to run large cities on planets outside of Federation space, but there are also operatives firmly entrenched on Federation soil. There have been minor rackets found on Earth. The Orion Syndicate is in short, everywhere. They mainly operate out of establishments that cater to the undesirables, though the more sophisticated units work out of first class accommodation. Either way, the Orion Syndicate is known for covering their backs. Witnesses, undercover intelligence and security operatives and moles go missing without explanation. And the Syndicate isn't above using its member's families as a way to ensure loyalty.

In general, the Orion Syndicate is far more secretive then violent and always cloak itself in an extensive web of lies, disinformation and false leads.

The current leader of this organization is as yet unknown.

INVESTIGATION OF FEDERATION CRIMES

The type of crime determines which agency is sent to investigate it.

FEDERATION FBI

The FBI (Federation Bureau of Investigation) handles the same kinds of cases that our current day FBI handles: kidnappings, frauds, neutrality violations, espionage, sabotage, vehicle and starship theft, computerized theft, illegal drugs and materials, and organized criminal activity.

STAR FLEET INTELLIGENCE

Star Fleet Intelligence investigates the theft of Star Fleet intelligence, technology, and vessels, crimes involving Star Fleet personnel, and so forth.

STAR FLEET

Star Fleet investigates a variety of cases, usually involving Federation security.

PACKAGE DEALS

This section contains a variety of Packages, broken into two general groups: Personal Development and Professions. The GM has final say on requiring or ignoring any of these Packages.

PERSONAL DEVELOPMENT

The Personal Development packages are completely optional packages, and are designed to give depth to characters based upon the environment they were brought up in. Examples of using the personal development packages include: a Ferengi Star Fleet Officer who was brought up in a mercantile setting; a Starfleet Brat who becomes a journalist; and others.

Note: The *Personal Development* packages are not from FASA material, but I left them here since they can be useful.

ACADEMIC UPBRINGING

Characters brought up in an academic surrounding know the importance of learning.

ACADEMIC UPBRINGING	
Ability	Cost
Choose 1 of the following: Computer Programming +1, an INT-Based Knowledge Skill +2, or an INT-Based Science Skill +2	5
5 points in skills from the following list: an academic Professional Skill, an entertainment Professional Skill, an Engineering Science Skill, a Language, Eidetic Memory	5
Disadvantages	
Psychological Limitation: Open Minded, Curious, Meticulous, Thinker, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

ARTISTIC UPBRINGING

Characters brought up in an artistic surrounding have been heavily influenced in to use their creative talents in one or more fields of artistry.

ARTISTIC UPBRINGING	
Ability	Cost
Choose the type of artistry (e.g. PS: Sculptor, PS: Painter, PS: Holonovelist, PS: Singer, PS: Guitarist) at +2	4
6 points in skills from the following list: Choose a related knowledge skill (e.g. KS: Stonework materials, KS: Classic Painting Techniques, KS: Famous Human Opera Music, KS: Folk Music of 1960s Earth, etc.); PS: Art Appraisal (choose type), Computer Programming, Inventor, Forgery, Gaming, Language, any appropriate Knowledge Skill or Science Skill, Money	6
Disadvantages	
Psychological Limitation: Open Minded, Compassionate, Passionate about art form, Perfectionist, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

ATHLETIC APTITUDE

Characters with an athletic aptitude have a natural ability in sports (soccer, polo, gymnastics, etc.)

ATHLETIC APTITUDE	
Ability	Cost
Choose the type of sport (e.g. PS: Soccer player, PS: Track Runner, PS: Gymnast, etc.) at +2	4
6 points in skills from the following list: Acrobatics, Running, Swimming, Climbing, Ambidextrous, etc.	6
Disadvantages	
Psychological Limitation: Competitive, Team Player, Driven, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

COLONY LIFE

Characters who grew up in a colony world should probably take the Colonist Package (Star Hero, page 33). At a minimum:

COLONY LIFE	
Ability	Cost
Survival (choose terrain type appropriate to colony)	2
PS: Farming, mining, or other skill performed by colony	2
6 points from the following skills: Mechanics, Electronics (choose), Systems Operation (choose), Paramedic (choose race), any Knowledge skill appropriate to life in the colony	6
Disadvantages	
Psychological Limitation: Curious, Innovative, Stubborn, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

CRIMINAL UPBRINGING

This represents the kid who grew up on the streets, the child whose parents are in the Orion syndicate, and others who grew up around crime.

CRIMINAL UPBRINGING	
Ability	Cost
Choose the type of crime: Gaming (choose), PS: Con Man, PS: Pickpocket, PS: Organized Crime Syndicate member, etc.	4
6 points in skills from the following list: WF (choose), Forgery, Disguise, Persuasion, Sleight of Hand, Mechanics, any Background skill, Ambidextrous, Lightning Reflexes.	6
Disadvantages	
Psychological Limitation: Alert, Cautious, Cagey, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

DIPLOMAT'S CHILD

As a diplomat's child, the character spent much of his/her childhood planet hopping to solve the problems of the galaxy.

DIPLOMATIC UPBRINGING	
Ability	Cost
Choose one of the following skills (Bureaucrats, Persuasion, Conversation, Mediation)	3
7 points in skills from the following list: Systems Operation (Communications), Persuasion, any Cultural Knowledge skill, any Area Knowledge skill, any Language skill, Contacts	7
Disadvantages	
Psychological Limitation: Meticulous, Diplomatic, Open Minded, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

ENGINEERING BRAT

The Engineering brat grew up around machines, tinkering and learning.

ENGINEERING UPBRINGING	
Ability	Cost
Choose one skill: Electronics (choose categories) +1, Mechanics +1, any INT-Based engineering Science Skill +2	5
5 points in skills from the following list: Computer Programming, Systems Operation (choose), any related Science skills, any skill not selected from first list	5
Disadvantages	
Psychological Limitation: Curious, Innovative, Thinker, Perfectionist, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

FAMOUS PARENTS

One or both of the character's parents were famous throughout the quadrant for the work or accomplishments, and the character looks to be just as gifted.

FAMOUS PARENTS	
Ability	Cost
Choose one skill: Bureaucrats +1, Streetwise +1, any INT-Based Professional Skill +2	5
5 points in skills from the following list: Computer Programming, Systems Operation (choose), Language (choose), any related Background or Science skills, Contacts, Mediation, Conversation, Persuasion, any skill not selected from first list, Perk: Money	5
Disadvantages	
Psychological Limitation: Driven, Ambitious, Competitive, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

GENETIC RESEQUENCING

The character was born with significant genetic flaws, and underwent illegal genetic resequencing, which has placed him in the upper strata of the character-race's genetic potential.

The effects of genetic resequencing vary from individual to individual. One character may be a doctor with INT 20 and Eidetic Memory; another may be a basketball player with DEX 20, Absolute Range Sense, and Lightning Reflexes.

The Dark Secret is something the character is psychologically bound to hide...if it's discovered that he's been genetically resequenced, he could lose his job, lose his eligibility to play sports professionally, or even be sent to a "care" facility away from "normals". The reasoning behind making the secret a Psychological limitation rather than a Social limitation is that there is no one actively checking or any obvious sign of genetic resequencing. The character just knows what would happen if he was ever found out, and hides his potential.

GENETIC RESEQUENCING	
Ability	Cost
10 points from any of the following: any Base Characteristic, +2" Running, +2" Swimming, Absolute Range Sense, Absolute Time Sense, Ambidexterity, Bump of Direction, Eidetic Memory, Lightning Calculator, Lightning Reflexes, Lightsleep, Perfect Pitch, Speed Reading, +2 Levels with Perception Roll, Multitasking.	10
Disadvantages	
Psychological Limitation: Carries Dark Secret - Must Hide the Fact That He Was Genetically Resequenced (Uncommon, Strong)	-10
Total Cost of Package	0

MERCANTILE UPBRINGING

The character grew up in a world or society that values trade and commerce, and the characters parents were merchants of some type. Some tricks of the trade have rubbed off on the character.

MERCANTILE UPBRINGING	
Ability	Cost
Choose one skill: Trading +1 or Persuasion +1	5
5 points in skills from the following list: Bureaucrats, PS: Appraiser, Persuasion, Systems Operation (choose), any Background skill related to mercantilism or goods, any Language, Contacts, Money	5
Disadvantages	
Psychological Limitation: Shrewd Trader, Greedy, Deal-Seeker, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

MILITARY BRAT

The character grew up on a war-torn world, and as a result spent a lot of time around military figures - either as family or culturally.

MILITARY BRAT UPBRINGING	
Ability	Cost
Choose one skill: WF: Advanced Small Arms AND +1 Level with Advanced Small Arms*; Paramedic +1; Concealment +1; Stealth +1	5
5 points in skills from the following list: Systems Operation (choose), Electronics (choose), Survival (choose), any Culture or Area knowledge skill, any Language, any skill not selected from first list	5
Disadvantages	
Psychological Limitation: Alert, Bold, Dislike of Race X, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0
* or another appropriate WF group	

NOMADIC CHILDHOOD

The character and his parents spent their lives traveling all over the quadrant, and so the character has seen a lot of the galaxy.

NOMADIC CHILDHOOD	
Ability	Cost
7 points in skills from the following list: Language (choose), KS: Culture (choose), KS: Planet (choose), KS: Race (choose), AK: planet or sector (choose)	7
3 points in skills from the following list: Contacts, Persuasion, Transport Skill: Commercial Starships, Navigation (choose)	3
Disadvantages	
Psychological Limitation: Curious, Shrewd, Cultural Openness, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

OCCUPATION UPBRINGING

The character grew up on a conquered world, probably in a labor camp, detention facility, or member of a resistance cell.

OCCUPATION UPBRINGING	
Ability	Cost
Choose one skill: +1 Level with HTH Combat, +1 Level with Ranged Combat, Stealth +1, Streetwise +1	5
5 points in skills from the following list: Running +1", Demolitions, Inquiry, Interrogation, Persuasion, Survival (choose), Trading, WF: Blades, WF: Staves, WF: Advanced Small Arms, any skill not chosen from first list.	5
Disadvantages	
Psychological Limitation: Alert, Bold, Sneaky, Hatred of Occupation Race, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

ORPHAN

The character's parents died when he was young, and the character was shifted from relative to relative or grew up on the street. The character has had to live by his wits, never knowing the comfort of a real home.

ORPHAN	
Ability	Cost
Choose one skill: Stealth +1, Streetwise +1, any appropriate INT-Based Professional Skill +2 (e.g., PS: Con Artist, PS: Fence, etc.)	5
5 points in skills from the following list: Running +1", +1 Level with HTH, Acting, Mimicry, Disguise, Persuasion, Seduction, Trading, Sleight of Hand, Survival (choose), any skill not chosen from first list.	5
Disadvantages	
Psychological Limitation: Shrewd, Inconspicuous, Longs for a Real Home, Wanderlust, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

POLITICIAN UPBRINGING

One or both of the character's parents were/are politicians.

POLITICIAN UPBRINGING	
Ability	Cost
Choose one of the following skills: Bureaucrats, Persuasion, Conversation, Oratory	3
7 points in skills from the following list: Systems Operation (Communications), any Cultural Knowledge skill, any Area Knowledge skill, any Language skill, Contacts, Money, Perk: Fringe Benefit - Member of Political Machine/Nobility/etc.	7
Disadvantages	
Psychological Limitation: Meticulous, Diplomatic, Open Minded, Shrewd, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

PSIONIC POTENTIAL

The character was born with psionics abilities in a race where such abilities are rare, and has spent his childhood developing his psionic potential.

As per Star Hero and Terran Empire, psionics can be represented at a low level by talents like Absolute Time Sense or Danger Sense, or at a higher level by Telepathy, Mind Control, Mental Illusions, Images, Teleportation, and other such powers. The GM needs to be on the lookout for any powers which could be unbalancing to the campaign!

PSIONIC POTENTIAL	
Ability	Cost
10 points in appropriate Talents and/or Powers	10
Disadvantages	
Psychological Limitation: Treasures His Powers, Hides His Powers, Seeks Training to Develop Powers, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

RELIGIOUS UPBRINGING

The character grew up in a devout religious family, or in a temple, monastery, or other religious institution.

RELIGIOUS UPBRINGING	
Ability	Cost
Choose one of the following skills: Persuasion, Oratory	3
7 points in skills from the following list: KS: Religious Dogma, KS: Religious Procedures, Acting, Conversation, Inquiry, High Society, Paramedic, Animal Handler, Streetwise, any Profession skill sanctioned by the Faith, Mimicry, Survival, Weapon Familiarity, any KS: History or KS: Culture skill	7
Disadvantages	
Psychological Limitation: Devout, Meticulous, Compassionate, Diplomatic, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

SCIENTIFIC UPBRINGING

The character's parents were scientists or explorers, and their love of learning was passed on to the character.

SCIENTIFIC UPBRINGING	
Ability	Cost
Choose 1 of the following: Computer Programming +1, an INT-Based Knowledge Skill +2, or an INT-Based Science Skill +2	5
5 points in skills from the following list: a scientific Professional Skill, Inventor, Electronics (choose), Mechanics, Systems Operation (choose), an Engineering Science Skill, a Language, Eidetic Memory, Contacts	5
Disadvantages	
Psychological Limitation: Curious, Meticulous, Thinker, Driven, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

STARFLEET BRAT

The character's parents were in Star Fleet, and the character was exposed to the principles, ideals, people, and systems of Star Fleet throughout his childhood.

STARFLEET BRAT	
Ability	Cost
Choose 1 of the following: Bureaucratics +1, Computer Programming +1, or an INT-Based Science Skill +2	5
5 points in skills from the following list: Deduction, any INT-Based Science Skill, KS: Federation History, KS: Federation Law, PS: Starfleet Officer, Systems Operation (choose), Transport Familiarity: Federation Shuttlecraft	5
Disadvantages	
Psychological Limitation: Bold, Stubborn, Confident, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

WEALTHY FAMILY

The character comes from a family whose parents were filthy rich, in a society where wealth matters.

WEALTHY FAMILY	
Ability	Cost
Money: Well Off (see Income Level sidebar, 5E59-60)	5
5 points in skills from the following list: Trading, Persuasion, Oratory, Seduction, Contacts, Acting, any appropriate Transport Familiarity, any appropriate Professional Skill	5
Disadvantages	
Psychological Limitation: Strong-Willed, Confident, Playboy, or other appropriate limitation (Common, Moderate)	-10
Total Cost of Package	0

PROFESSIONS

It's possible to be something other than a Star Fleet officer in the universe of Star Trek. Here are some of the packages, or references to them, that may be used.

BOUNTY HUNTER

See *Terran Empire*, pages 121-122.

BUREAUCRAT

See *Terran Empire*, page 106, and add the skill Inquiry as one of the choices of skills.

COLONIST

See *Star Hero*, page 33.

DIPLOMAT

See *Star Hero*, page 33. This package provides the basic structure for a low-level diplomat who serves as part of a diplomatic entourage, such as at an embassy.

CULTURAL LIAISON

Cultural Liaisons serve as liaisons between the home government and another government. Add the following skills to the base Diplomatic Package:

CULTURAL LIAISON ADD-ON	
Ability	Cost
Conversation (Inquiry)	2
Persuasion (Negotiation/Mediation)	2
KS: Law (choose Culture) 11-	2
KS: Culture Knowledge (choose Culture) 11-	2
KS: Planet Knowledge (choose World) 11-	2
Cost	10

CULTURAL SPECIALIST

Cultural specialists are the advisors, when there are questions as to how a culture will react to changes, situations, offers, internal matters, and the like. As such, they must have a thorough understanding of all aspects of the culture in question.

CULTURAL SPECIALIST ADD-ON	
Ability	Cost
Bureaucratics	3
KS: Culture (choose Culture) 11-	2
KS: Culture Politics (choose Culture) 11-	2
KS: Culture Law (choose Culture) 11-	2
KS: Culture History (choose Culture) 11-	2
KS: Culture Geography (choose Culture) 11-	2
Cost	13

DOCTOR, CIVILIAN

See *Star Hero*, page 34.

ENTERTAINER

See *Terran Empire*, page 121.

EXPLORER, INDEPENDENT

See *Star Hero*, page 34.

LAW ENFORCEMENT AGENT

See *Star Hero*, pages 34-35.

PILOT, FREELANCE

See *Star Hero*, page 35.

PROSPECTOR/ SALVAGER

See *Terran Empire*, page 120.

ROGUE

See *Star Hero*, pages 35-36.

SCOUNDREL

The scoundrel is a thug and ne'er-do-well. He fights or runs as suits his own best interest. Add Concealment and +1" Running to the list of skills the character may select from.

PROFESSIONAL

The Professional is a consummate professional at what he does - robbing residences, spying on others, and committing acts of sabotage. Everything is planned and carried out with precision. The character who is a professional should have extra levels in the appropriate skills, and have the skills for planning his/her operations. Add Concealment and +1 Level with all Perception Rolls and +1 Level with all INT-Based Rolls to the list of skills the character can choose from.

SOPHISTICATE

Like the professional, the sophisticate is a professional at what he does. Unlike the professional, the sophisticate tends to use more Interaction and Intellect skills, working to right wrongs, smuggle refugees, and other heroic efforts. Add the following skills to the list of skills the character can

choose from: Concealment, +1 Level with Perception Rolls, +1 Level with INT-Based Rolls, +1 Level with PRE-Based Rolls, Inquiry, Disguise.

SCIENTIST, CIVILIAN

See *Star Hero*, page 36. This package represents the basic scientist.

EXCHANGE STUDENT

This represents a character who has attended an institute of another world, such as the Vulcan Science Academy or the Daystrom Institute. As a result, they also picked up some of the culture. The character should purchase *Language (choose)* and *KS: Culture (choose) 11-* in addition to the Scientist package to represent what he picked up culturally.

FIELD SCIENTIST

This represents the scientist who is constantly out in the field, doing studies (a contemporary example is Jacques Cousteau). Increase the skill list from 6 points worth to 9 points worth, and add *Paramedic* to the list of skills to choose from.

RESEARCHER

This represents the scientist who is pushing the envelope in scientific research. Add the following to the Scientist Package: Select one of the following skills: Bureaucratics, Persuasion, Oratory (3 points).

SOLDIER, STANDARD

See *Star Hero*, page 36.

FOOT SOLDIER

Foot soldiers are those basic fighters who went through military training. Use the Soldier Package.

GUERRILLA

Guerilla fighters picked up their skills however and whenever they could. Change *PS: Soldier 11-* to *KS: Guerilla Warfare 11-*.

SPY, GENERAL

See *Star Hero*, page 36.

STARSHIP OFFICER

See *Star Fleet* below.

TRADER/MERCHANT, GENERAL

See *Star Hero*, page 38.

INTERPLANETARY TRADER

The character should also buy *KS: Culture* for the cultures with which he conducts trade.

MANUFACTURING

The character is a craftsman, whether he hand-makes Vulcan lutes or manages a robotic plant forming antimatter for sale. The character should also buy KS for his particular product at +2 or more.

ENTREPRENEUR

The character is a small business owner. The character should buy KS for the products and/or services he provides.

MYSTIC / PRIEST

Description.

PRIEST PACKAGE	
Ability	Cost
Persuasion	3
Oratory	3
KS: Religious Dogma 11-	2
KS: Religious Procedures 11-	2
Perk: Priest	3
9 points in skills from the following list: Acting, Conversation, Inquiry, High Society, Paramedic, Animal Handler, Streetwise, any Profession skill sanctioned by the Faith, Mimicry, Survival, Weapon Familiarity, any KS: History or KS: Culture skill	9
Disadvantages	
Distinctive Features: Clergy Garments (Easily Concealable; Noticed and Recognizable)	-5
Social Limitation: Subject to Tenets of Faith OR Psychological Limitation: Devout OR other appropriate limitation	-10
Total Cost of Package	7

CLERIC

The character ministers to the needs of the faithful. The character should also purchase a KS of the faithful he ministers to on a regular basis (e.g., KS: Members of First Methodist Church of Dallas or KS: Members of First Temple of Bajor City.)

MENDICANT

The character is a member of the wandering faithful, devout but not a church leader. Mendicants are much more likely to have the Traveler skill enhancer and knowledge skills of the places they've traveled to.

SHAMAN

The character is from a primitive culture or practices a primitive faith. Shamans will typically also have KS: Herbalism, KS: Meditation Crystals, or other such skills specific to their religion.

STAR FLEET

Star Fleet is the armed forces branch of the Federation. They seek out new life and new civilizations, patrol borders along Klingon and Romulan Neutral zones, map uncharted areas of space, provide escort for diplomatic conferences, and other tasks.

Life in Star Fleet is only as dull as you let it be.

Rank	Cost
Cadet / Midshipman / Crewman	0
Petty Officer	1
Chief Petty Officer	2
Ensign	3
Lieutenant JG	4
Lieutenant	5
Lieutenant Commander	6
Commander	7
Captain	8
Commodore/Fleet Captain/Rear Admiral	9
Vice Admiral	10
Admiral	11
Fleet Admiral	12

STAR FLEET COMMAND SCHOOL

Command personnel are the officers who perform command duties on board starship and starbases. They are captains, section heads, first officers, and others who command. Their responsibilities include ensuring their mission's success, looking out for their crew's safety, and maintaining the policies of their organization.

Star Fleet personnel who are to be department heads or command personnel must attend Command School for two years after the academy. This package represents additional skills the officers must take in addition to their primary package, such as Flight Control or Sciences.

COMMAND PACKAGE	
Ability	Cost
Bureaucratics	3
Tactics (Starship) (INT)	2
Membership: Lieutenant	+2
Disadvantages	
None	0
Total Cost of Package	7

This package may also be used for commanders in other military groups, such as the Klingons or Romulans.

FLIGHT CONTROL

At the time of ST: TOS, Star Fleet has posts for both helmsmen and navigators. Helmsmen focus on Combat Piloting, Tactics (Starship), and skills whose purpose is to maneuver the ship from place to place or defensively in combat. Navigators focus on Navigation, Sensors, AK: Areas of Space and such skills as are used to plot the course. Analogy: Checkov plots the route from A to B, taking into account obstacles and other issues; Sulu has the steering wheel and drives from A to B.

During combat, the Helmsman maneuvers the ship while the Navigator handles the Tactical systems (weapons, shields, etc.)

At the time of Star Trek: The Next Generation/DS9, the position is simply called Flight Control. Flight control handles the piloting and navigation of spacecraft. They monitor all critical systems such as navigational deflectors, warp output, and other factors to ensure a safe journey.

During battle they work with the tactical officer, who has control of weapons and shields.

FLIGHT CONTROL PACKAGE	
Ability	Cost
Flight Control Skills	
Combat Piloting +1 (Federation Military (Star Fleet)Vessels)	5
SS: Astronomy 11-	2
SS: Physics 11-	2
Tactics (Starship) (INT)	2
Systems Operation (Defensive, Communications, Sensors, Weapons)	8
Electronics (Sensors, Communications) 8-	2
Navigation (Space, WarpSpace)	3
WF: Federation Small Arms, Federation Starship Weapons	4
AK: Milky Way 12-	3
TF: Federation Shuttlecraft	2
Star Fleet Officer Skills	
Fringe Benefit: Ensign	3
Bureaucrats 8-	1
KS: Federation History 8-	1
KS: Federation Law 8-	1
PS: Star Fleet Officer 11-	2
Disadvantages	
Distinctive Features: Star Fleet Uniform (Easily Concealable; Noticed and Recognizable)	-5
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	17

To create a Klingon Empire Flight Control officer, change all Federation-based skills and familiarities to Klingon-based, and change Bureaucrats to Interrogation, and Distinctive Features to Klingon Uniform.

The same type of changes may be made for a Romulan Officer, but keep Bureaucrats as is.

STAR FLEET OPERATIONS

Operations officers handle the day-to-day activities, making sure things are working correctly at their posting, whether that is a starship, starbase, monitoring station, or other such location. Operations officers include the engineers who operate the transporters and repair faulty systems, the security personnel who guard prisoners and beam into dangerous situations, and the various ops officers who specialize in manning transporters, life support systems, communications, and other important systems.

STAR FLEET ENGINEERING

Engineers are highly trained and specialized ops officers responsible for keeping the systems and equipment operating at its best. The engineering division of Star Fleet is responsible for the design, maintenance, and repair of starships and all their systems. This includes not only Warp Drive and Impulse drives, but Life Support, Communications, Computer, Shields, Weapons, Hull, and all other systems aboard ship.

Engineering personnel not serving aboard a starship are found in research (typically warp drive, transporter, cloaking / anti-cloaking systems, etc.), or serving aboard starbases, or duties on other federation worlds.

ENGINEERING PACKAGE	
Ability	Cost
Engineering Skills	
Computer Programming	3
Deduction	3
SS: Astronomy 8-	1
SS: Physics (INT)	3
Electronics: choose three categories from the following list (Communications, Defensive Screens, Environmental, Medical, Sensor, Transporter, Weapons)	6
Mechanics +1	5
Systems Operation: choose three categories from the following list (Communications, Defensive Screens, Environmental, Medical, Sensor, Transporter, Weapons)	6
SS: Warp Drive Theory 11-	2
SS: Starship Engineering (INT)	3
WF: Starship Weapons	2
WF: Advanced Small Arms	2
Star Fleet Officer Skills	
Fringe Benefit: Ensign	3
Bureaucrats 8-	1
KS: Federation History 8-	1
KS: Federation Law 8-	1
PS: Star Fleet Officer 11-	2
Disadvantages	
Distinctive Features: Star Fleet Uniform (Easily Concealable; Noticed and Recognizable)	-5
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	19

For *Star Trek: The Next Generation* specialties:
Engineering Troubleshooter. The character is an expert at diagnosing problems and fixing them. The character should increase his skills in Electronic/Mechanics, and perhaps buy Inventor skill as well.

(Data) Specialist. The character is a specialist in computers and intelligence processing, and should increase Computer Programming to +3.

Designer. The character is a designer, and should purchase Inventor skill.

System Specialist. The character is a specialist in one system (e.g. Transporters) and should increase his Electronics and Systems Operation for that system to +3 or +4.

STARSHIP OPS

Starship Ops officers are specialized in a particular area, such as communications ops, transporter ops, life support ops, sensor ops, power management ops, and so forth.

Communications Ops handles the communications systems aboard ship, from monitoring channels for SOS alerts, to handling messages from Star Fleet command to the Captain, to hailing ships encountered by the vessel, to translating coded messages, to attempting translation of alien languages that the universal translator has problems with.

Transporter Ops handles the transporter systems,

OPERATIONS PACKAGE	
Ability	Cost
Basic Ops Skills	
Computer Programming	3
Deduction	3
Electronics: choose two categories from the following list (Communications Systems, Computer Systems, Defensive Systems, Environmental Systems, Flight Systems Controls, General Systems, Personal Weapons, Starship Weapons, Transporter Systems) (INT)	4
Systems Operation: choose two categories from the following list (Communications Systems, Computer Systems, Defensive Systems, Environmental Systems, Flight Systems Controls, General Systems, Personal Weapons, Starship Weapons, Transporter Systems) +2	8
Choose one of the ops specialties	15
Communications Ops (SS: Linguistic (INT), Cryptography, 9 points in skills from the following: Languages, Linguist, Scientist, Conversation, Persuasion, Oratory, skill Levels in Electronics or Systems Operation)	
Computer Ops (Analyze Computer Systems (INT), Cryptography, 9 points in skills from the following list: Security Systems, Scientist, Linguist, related Science skills, skill Levels in Computer Programming, Electronics, or Systems Operation)	
Life Support Ops (Paramedic, SS: Medicine (INT), 9 points in skills from the following list: related sciences, Scientist, Jack of All Trades, related professional skills, skill Levels in Electronics or Systems Operation)	
Power Ops (SS: Physics (INT), SS: Plasma Physics (INT), 9 points in skills from the following list: related sciences (such as Warp Drive Theory, Starship Engineering), Scientist, Jack of all Trades, skill levels in Electronics or Systems Operation)	
Transporter Ops (SS: Physics (INT), SS: Transporter Theory (INT), 9 points in skills from the following list: Related sciences, Scientist, Jack of All Trades, skill levels in Electronics or Systems Operation)	
Star Fleet Officer Skills	
Fringe Benefit: Ensign	3
Bureaucrats 8-	1
KS: Federation History 8-	1
KS: Federation Law 11-	2
PS: Star Fleet Officer 11-	2
Disadvantages	
Distinctive Features: Star Fleet Uniform (Easily Concealable; Noticed and Recognizable)	-5
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	17

The GM may design any other reasonable Ops.

SECURITY OPS

Security ops are the guards, soldiers, and police. They protect, escort, guard, and leap into dangerous situations to defend the ship, station, or crew.

The security division of Star Fleet maintains the security aboard ship and on landing parties. They escort visitors, accompany landing party members into potentially hostile areas, guard prisoners in the brig, and so on.

They also provide security aboard Starbases and other Star Fleet operational sites.

SECURITY PACKAGE	
Ability	Cost
Security Skills	
Computer Programming	3
Security Systems	3
Criminology	3
Tactics (Small Group) (INT)	2
KS: Military& Paramilitary Strategies 11-	2
Systems Operation (Communications, Sensors, Transporters)	6
TF: Federation Military Starships	2
WF: Federation Small Arms	2
Commando Training	10
Star Fleet Officer Skills	
Fringe Benefit: Ensign	3
Bureaucrats 8-	1
KS: Federation History 8-	1
KS: Federation Law 11-	2
PS: Star Fleet Officer 11-	2
Disadvantages	
Distinctive Features: Star Fleet Uniform (Easily Concealable; Noticed and Recognizable)	-5
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	17

For *Star Trek: The Next Generation* specialties:

Tactical Officer The character is a bridge tactical officer, and must add the following skills to his Security package.

Tactics (Starship) (INT)	2
Systems Operation (Defensive) +2	6
WF: Federation Starship Weapons	2

STAR FLEET SCIENCES DIVISION

SCIENCE OFFICERS

Science officers lead scientific research and investigation, providing the data and information for command to make an informed decision. Science officers include geologists, botanists, astrophysicists, and so forth. Some science officers specialize on a particular topic, others prefer a broad range of knowledge.

The sciences division of Star Fleet conducts research; operate ship's sensors; travel on away missions to conduct tests and evaluations; and other tasks aboard ship where their skills are necessary.

Star Fleet science division personnel serve not only aboard starships, but also in planetary observation missions, at message interception stations near borders, in massive libraries such as Memory Alpha, and in research stations such as Jupiter Station.

SCIENCES PACKAGE	
Ability	Cost
Scientist Skills	
Computer Programming	3
Deduction	3
SS: Astronomy 11-	2
SS: Physics 11-	2
SS: Ecology 11-	2
Systems Operation (Communications, Sensors, Transporters) +2	8
8 points worth of additional SS's (e.g. Biology, Archaeology, Geology, Physical Chemistry, Zoology, etc)	8
TF: Federation Shuttles, Federation Military Starships	4
WF: Advanced Small Arms	2
Star Fleet Officer Skills	
Fringe Benefit: Ensign	3
Bureaucrats 8-	1
KS: Federation History 8-	1
KS: Federation Law 8-	1
PS: Star Fleet Officer 11-	2
Disadvantages	
Distinctive Features: Star Fleet Uniform (Easily Concealable; Noticed and Recognizable)	-5
Social Limitation: Subject to Orders (Very Frequently, Major)	20
Total Cost of Package	17

STAR FLEET MEDICAL

Medical personnel are responsible for the physical and mental well-being of the crew, and well as treating any others they encounter who require medical attention. Larger starships will have a Chief Medical Officer, Chief Nurse, and Chief Psychologist with others who report to them.

The medical division of Star Fleet is responsible for the health and well-being of Star Fleet personnel. Doctors, nurses, psychologists and counselors handle the physical and mental health of Star Fleet personnel.

Star Fleet medical also has researchers involved in finding cures for any number of diseases discovered on various worlds, sending medical teams to areas hard-hit by plague or other problems. Researchers are also involved in Life Support technology and its use and requirements by the varied races in the Federation.

MEDICAL PACKAGE

Ability	Cost
Medical school skills	
Computer Programming 8-	1
Deduction	3
SS: Biology 12-	3
SS: Medicine (INT)	3
Paramedic (choose Race)	3
Systems Operation (Environmental, Sensors, Transporters) +2	10
8 points worth of additional medical SS's (Botany, Zoology, Pharmacology, Psychology, Surgery, etc.)	8
Star Fleet Officer skills (Medical)	
TF: Federations Shuttles	1
WF: Federation Small Arms	2
Fringe Benefit: Ensign	3
Bureaucrats 8-	1
KS: Federation History 8-	1
KS: Federation Law 8-	1
PS: Star Fleet Officer 11-	2
Disadvantages	
Distinctive Features: Star Fleet Uniform (Easily Concealable; Noticed and Recognizable)	-5
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	17

For *Star Trek: The Next Generation* specialties:

Ship's Counselor

The 8 points of skills should focus on Psychology and related sciences. The character should also buy Persuasion, Conversation, and maybe even Inquiry.

Ship's Doctor

No change, but should increase Paramedic skill to +2, and buy skills in the various races serving aboard his ship.

Ship's Nurse

No change.

STAR FLEET INTELLIGENCE

Star Fleet Intelligence is an outgrowth of the “cold war” era of ST: TOS, where the rival superpowers of the Klingons and the Romulans must be watched. Star Fleet Intelligence, or Naval Intelligence, seeks out information about foreign powers to keep the Federation prepared in case of war, among other tasks. Even in the time of ST:TNG and ST:DS9, Section 31, a covert Intelligence branch, approached Dr. Bashir.

SFI ADMINISTRATION

SFI Administration teaches bureaucratic and passive surveillance skills.

SFI ADMINISTRATION PACKAGE	
Ability	Cost
Bureaucratics (PRE)	3
Systems Operation (Communications)	2
KS: Clandestine Ops 11-	2
Stealth	3
Concealment	3
Shadowing	3
WF: Advanced Small Arms	2
Fringe Benefit: SFI Security Clearance	3
14 points in the following skills: Bribery, Computer Programming, Forgery, Conversation, Persuasion, Interrogation, Bugging, Languages, and any background skill.	14
Disadvantages	
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	15

SFI ANALYSIS

SFI Analysis analyzes data and provides analysis support for field agents.

SFI ANALYSIS PACKAGE	
Ability	Cost
Bureaucratics (PRE)	3
Systems Operation (Communications, Sensors)	4
KS: Intelligence Procedures 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: SFI Security Clearance	3
21 points in the following skills: Bugging, Computer Programming, Cryptography, Cramming, Criminology, Deduction, Electronics, Forensic Medicine, Forgery, Inventor, Languages, Mechanics, Sciences, Security Systems, Systems Operation, Transport Familiarity, Weaponsmith, any background skill.	21
Disadvantages	
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	15

SFI FIELD AGENT PACKAGE

SFI Field Agents are the ones involved in most covert operations.

SFI FIELD AGENT PACKAGE	
Ability	Cost
Bureaucratics (PRE)	3
Acting (PRE)	3
Systems Operation (Communications, Sensors)	4
KS: Intelligence Procedures 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: SFI Security Clearance	3
18 points in the following skills: Computer Programming, Disguise, Electronics, Gambling, Languages, Conversation, Persuasion, Security Systems, Transport Familiarity, Tactics (Small Unit), Stealth, Streetwise, Combat Piloting, Combat Driving, any background skill.	18
Disadvantages	
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	15

SFI TRANSPORT SERVICES AGENT

SFI Transport Services provide trained transportation crews (starship crews, commercial crews, pilots, etc.) to assist the field agents in carrying out their missions.

SFI TRANSPORT SERVICES PACKAGE	
Ability	Cost
Bureaucratics (PRE)	3
Systems Operation (Communications, Sensors)	4
KS: Intelligence Procedures 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: SFI Security Clearance	3
12 points in skills from one of the Merchant Specialties (Comm/Sci, Engineering, etc.)	12
9 points in skills from the following list: Computer Programming, Electronics, Systems Operation, Mechanics, Sciences, Transport Familiarity, Streetwise, Concealment, Stealth, and any background skill.	9
Disadvantages	
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	15

TRADERS AND MERCHANTS

The supplement Trader Captains and Merchant Princes introduced the commercial side of Federation life. Traders and Merchants can be built in one of three ways, depending on the desired background: Merchant Academy, Apprenticeship, and School of Life.

For simplification, each has its own core curriculum but the specialties learned are the same. Pick the core curriculum package for Merchant Academy, Apprenticeship, or School of Life, and then pick the appropriate Specialty.

MERCHANT ACADEMY

The Merchant Academies are similar to Star Fleet, being schools of higher learning for star ships. The difference is that they are owned and run by Megacorporations, and those who attend these 4-year academies are employees of that Megacorporation.

MERCHANT APPRENTICESHIP

Merchant apprenticeships are promoted by trade organizations to offer promising young people a means to become trained merchant crewmen by working under the supervision of experienced personnel. Apprenticeships usually last 3 years.

MERCHANT APPRENTICESHIP CORE CURRICULUM PACKAGE

Ability	Cost
Computer Programming 8-	1
KS: Federation Law 8-	1
Trading 8-	1
KS: Trade goods Appraisal 8-	1
Systems Operations (Communications or Environmental Systems)	2
KS: Damage Control Procedures 8-	1
Disadvantages	
None	0
Total Cost of Package	7

SCHOOL OF LIFE

The "School of Life" approach is someone who has hired aboard at an entry-level position and worked his way to his current position. The core curriculum represents the minimal skills necessary to work on a starship, not including the specialty package.

SCHOOL OF LIFE CORE CURRICULUM PACKAGE

Ability	Cost
KS: Federation Law 8-	1
Bureaucratics 8-	1
Trading 8-	1
PS: Current Occupation (choose) 11-	2
Disadvantages	
None	0
Total Cost of Package	5

SPECIALTIES

The packages below represent the specialized skills for positions in the universe of starship commerce.

MERCHANT COMM/SCIENCES PACKAGE

In the commercial universe, communication officers double up as science officers. Very few merchant fleets need field scientists to transport goods from one planet to the next.

COMM/SCI SPECIALTY PACKAGE

Ability	Cost
Systems Operation (Communications, Sensors)	4
Electronics (Communications, Sensors)	4
3 points in Science Skills	3
3 points in any of the following skills: Computer Programming, Languages, Systems Operation (choose)	3
Disadvantages	
None	0
Total Cost of Package	14

MERCHANT ENGINEERING PACKAGE

Merchant engineers are trained to keep the cargo ships maintained on their voyages from world to world.

ENGINEERS SPECIALTY PACKAGE

Ability	Cost
Systems Operation (Communications, Sensors, Environmental, Transporters)	8
Electronics (Communications, Sensors, Environmental) (INT)	6
Mechanics	3
SS: Starship Engineering 11-	2
SS: Warp Drive 8-	1
SS: Physics 8-	1
Disadvantages	
None	0
Total Cost of Package	21

MERCHANT PILOT PACKAGE

The Merchant Academy pilots (Helm & Navigator) are trained to get the cargo ships from world to world on course and on time.

PILOT SPECIALTY PACKAGE

Ability	Cost
Systems Operation (Sensors, Communications, Shields)	6
TF: Commercial Star Ships	2
Navigation (Ground, Space, Warpspace)	4
SS: Warp Drive 8-	1
SS: Astronomy 11-	2
2 points to any in the following list: Systems Operation (choose), Transport Familiarity, Navigation, SS (choose), Tactics (Starship), WF: Ship's Weapons	2
Disadvantages	
None	0
Total Cost of Package	17

MERCHANT SECURITY PACKAGE

Pirates sometimes target ships carrying goods, and passengers are sometimes up to no good. It's the security officer's duty to protect the ship, its crew, and its cargo - whether that cargo is goods, passengers, or both.

SECURITY SPECIALTY PACKAGE	
Ability	Cost
Systems Operation (Communications, Sensors)	4
Security Systems	3
Paramedic	3
KS: Security Procedures 11-	2
WF: Advanced Small Arms	2
Disadvantages	
None	0
Total Cost of Package	14
Optional: 10 points in an approved Martial Art	+10

MERCHANT FINANCIAL OFFICER

The Financial officer takes care of the bureaucratic chores: bookkeeping, legal documents, claims forms, and other paperwork necessary to make sure things happen legally.

FINANCIAL SPECIALTY PACKAGE	
Ability	Cost
Bureaucratics	3
Alien language, basic conversation	1
PS: Accounting 11-	2
PS: Law 11-	2
Choose one of the following skills: Persuasion, Conversation, Trading, Bribery	3
2 points in any related background skill (e.g. KS: Vulcan Commerce, KS: Tellarite Laws, KS: Managerial Accounting, KS: Cargo Customs Procedures, KS: Cargo Value Appraisal, etc.)	2
Disadvantages	
None	0
Total Cost of Package	13

OTHER PROFESSIONS

Star Hero and Terran Empire provide some additional packages that can be suitably altered for use in Trek Hero. I will not be repeating them in this guide.

Star Hero pages 33-39 provide additional Packages for: Colonist, Diplomat, Doctor, Explorer, Law Enforcement, Pilot, Psi-Agent, Rogue, Scientist, Soldier, Spy, Starship Officers, Techs, and Traders.

Terran Empire pages 106-123 provide additional packages specific to the Terran Empire which can be modified: Bureaucrat, Courtier, Diplomat, Noble, Senator, Senatorial Guard, Imperial Security, Mind Police, Planetary Law Enforcer, Terran Intelligence Command, various Imperial Army, Imperial Navy, and Imperial Marine packages, Assassin, Jacker, Pirate, Rebel, Rogue, Smuggler, Prospector, Bounty Hunter, Mercenary, Scientist, and Technician packages.

Klingon Packages

IMPERIAL KLINGON STAR SERVICE

The IKS (Imperial Klingon Star Service) is the counterpart to Star Fleet in the Klingon Empire. However, unlike Star Fleet's exploration and non-interference directives, the IKS mandate is expand and conquer.

Officers seeking to command an IKS starship may rise from any position EXCEPT Sciences, Engineering, Medical, Communications, or Security.

Female officers may rise no higher than "Department head", and never rise to First Officer or Captain.

IKS COMMAND

Use the **Command Package** from Star Fleet, but keep in mind that Bureaucratics in Federation Society and in Klingon Society work slightly different.

IKS FLIGHT CONTROL

Use the **Flight Control Package** from Star Fleet, but change all Federation-based skills, familiarities, and disadvantages to be Klingon IKS instead of Star Fleet, and change Bureaucratics to Interrogation. Add a 1-point WF: Klingon Bladed Weapons.

The same type of changes may be made for a Romulan Flight Control Officer, but keep Bureaucratics as is.

IKS TACTICAL

IKS Tactical Officers have the glorious responsibility of handling the weapons and defensive systems (including the cloaking shields) in combat. Use the **Flight Control Package** as above, but add Systems Operation: Cloaking Device.

IKS ENGINEERING

IKS Engineers keep the ships going and make what repairs are necessary to continue in glorious combat.

Use the **Engineering Ops Package** from Star Fleet, but change all Federation-based skills, familiarities, and disadvantages to be Klingon IKS instead of Star Fleet, change Bureaucratics to Interrogation. Add a 1-point WF: Klingon Bladed Weapons.

IKS COMMUNICATIONS

IKS Communications is an under-rated position, ranking in the lowly sciences. Its cryptographic skill for breaking enemy codes and the fact that it's a bridge position

make it important.

IKS SECURITY

Unlike Federation security, IKS security is the eyes and ears of Internal Security of the Empire. Their primary duty is to maintain the desires of the Empire aboard IKS fleet.

Use the **Security Ops Package** from Star Fleet, but change all Federation-based skills, familiarities, and disadvantages to be Klingon IKS instead of Star Fleet, and change Bureaucratics to Interrogation. Add a 1-point WF: Klingon Bladed Weapons.

IKS COMBAT TROOPS

IKS Combat Troops, what Earthers would call Marines, are the troops sent on boarding parties and to planetside.

IKS COMBAT TROOPS PACKAGE	
Ability	Cost
Computer Programming 8-	1
Interrogation (PRE)	3
SS: Astronomy 8-	1
+2 Levels with Advanced Small Arms	6
Survival Skill (choose 2)	3
Systems Operation (Communications)	2
Commando Training (Klingon equivalent)	10
WF: Klingon Blade Weapons	1
WF: Advanced Small Arms	2
Fringe Benefit: Ensign (equivalent)	3
Bureaucratics 8-	1
KS: Klingon History 8-	1
KS: Klingon Law 8-	1
PS: Klingon Officer 11-	2
Disadvantages	
Distinctive Features: Klingon Uniform (Easily Concealable; Noticed and Recognizable)	-5
Social Limitation: Subject to Orders (Very Frequently, Major)	-20
Total Cost of Package	17
Optional	
+2 Levels with Favored Weapon	6

IKS SCIENCES

A necessary, but not well-respected office, the Klingon Science officer performs the necessary scientific duties aboard a warship: Sensors, Analysis, and so forth.

Use the **Science Officer Package** from Star Fleet, but change all Federation-based skills, familiarities, and disadvantages to be Klingon IKS instead of Star Fleet, change Bureaucratics to Interrogation, and change SS: Ecology to be either System Operations (Defensive) or System Operations (Weapon Systems). Add a 1-point WF: Klingon Bladed Weapons.

IKS MEDICAL

As far as IKS Medicine is concerned, medical skill keeps the warrior alive to fight the enemy and ultimately defeat the enemy. And conduct research on alien species. But there is no bedside manner.

Use the **Medical Package** from Star Fleet, but change all Federation-based skills, familiarities, and disadvantages to be Klingon IKS instead of Star Fleet, and change Bureaucratics to Interrogation. Add a 1-point WF: Klingon

Bladed Weapons.

ROMULAN PACKAGES

All Romulans are required at age 20 to choose a branch of service, and serve for 5 years. The packages below represent characters between the ages of 22-25, who have learned the skills of their selected branch. Options are included for Romulans who decide to stay in the service after age 25.

ROMULAN STAR NAVY RANKS

Romulan Rank	Star Fleet Equivalent	Perk Cost
Equatorium	Ensign	3
Secundan	Lieutenant	5
Trinam	Lieutenant-Commander	6
Centurion	Commander	7
Sub-Commander	Captain	8
Commander	Fleet Captain	9

FLIGHT CONTROL

Flight Control personnel handle piloting and navigating Romulan Navy starships.

FLIGHT CONTROL

Ability	Cost
Combat Piloting (Military Starships)	3
Navigation (Space, WarpSpace)	3
AK: Romulan Space 11-	2
KS: Romulan Star Navy 11-	2
PS: Romulan Naval Officer 11-	2
SS: Astrophysics 11-	2
Tactics (Starship) 8-	1
Systems Operation (Deflectors, Sensors) 8-	1
WF: Advanced Small Arms, Starship Disruptors	4
TF: Choose	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
Disadvantages	
Distinctive Features: Romulan Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	0
Options	
Advanced Officer Training: Bureaucratics 8-, PS: Instructor 8-, PS: Leadership 8-	3
Advanced Flight Specialist: +1 to Combat Piloting, Tactics (Starship) to full skill	3

COMMUNICATIONS

Communications

- 3 Sys Op (Communications)
- 1 Computer Programming (Data Mining)
- 1 KS: Damage Control Procedures
- 1 Sys Op (Small Equipment) 8-
- 2 Language(s)

WEAPONS SYSTEMS (TACTICAL)

The Weapons Systems branch deals operate the ship's weapons, shields, and cloaking device.

WEAPONS SYSTEMS	
Ability	Cost
Computer Programming (choose 1 subgroup)	2
Weaponsmith (choose)	3
Systems Operation (Plasma Torpedo Systems)	2
Tactics (Starship)	2
Systems Operation (Shields, Cloaking Device)	4
TF: Military Starships	2
KS: Romulan Star Navy 11-	2
PS: Romulan Naval Officer 11-	2
WF: Starship Disruptors	2
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
Disadvantages	
Distinctive Features: Romulan Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	1
Options	
Advanced Officer Training: Bureaucrat 8-, PS: Instructor 8-, PS: Leadership 8-	3
Advanced Weapons Specialist: +1 to Systems Operation (Plasma Torpedo) OR +1 OCV with Starship Disruptors, +1 to Tactics (Starship)	4

PROPULSION AND POWER

The Propulsion and Power branch builds, maintains, and repairs the ship's powerplants, engines, and stardrives.

PROPULSION AND POWER	
Ability	Cost
Computer Programming (choose 2 subgroups)	4
Electronics (Power) +1	4
Mechanics 8-	1
SS: Physics 11-	2
SS: Warp Drive Technology 11-	2
Systems Operation (Power and 1 other)	4
TF: Military Starships	2
Navigation (Space, WarpSpace) 8-	1
KS: Romulan Star Navy 11-	2
PS: Romulan Naval Officer 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
Disadvantages	
Distinctive Features: Romulan Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	4
Options	
Advanced Officer Training: Bureaucrat 8-, PS: Instructor 8-, PS: Leadership 8-	3
Advanced Propulsion Specialist: +1 to Electronics, +1 to Systems Operation	4

SUPPORT SYSTEMS

Support Systems includes support and maintenance of all shipboard systems.

SUPPORT SYSTEMS	
Ability	Cost
Computer Programming (choose 2 subgroups)	4
Electronics (choose 2 categories)	4
Weaponsmith (Disruptors or Plasma Torpedoes) OR Paramedic (Romulan)	3
Mechanics 8-	1
KS: Romulan Star Navy 11-	2
PS: Romulan Naval Officer 11-	2
Systems Operation (choose 2)	4
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
Disadvantages	
Distinctive Features: Romulan Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	0
Options	
Advanced Officer Training: Bureaucrat 8-, PS: Instructor 8-, PS: Leadership 8-	3
Advanced Support Specialist: +1 to Electronics, +1 to Systems Operation	4

COMPUTER SCIENCES

The Computer Sciences build, maintain, and repair the computer and Sensor systems on board.

COMPUTER SCIENCES	
Ability	Cost
Computer Programming (choose 2 subgroups)	4
Electronics (Computers, Sensors)	4
SS: Computer Science (INT)	3
Systems Operation (Sensors)	2
Mechanics 8-	1
KS: Romulan Star Navy 11-	2
PS: Romulan Naval Officer 11-	2
SS: Choose 2 at 11-	4
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
Disadvantages	
Distinctive Features: Romulan Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	2
Options	
Advanced Officer Training: Bureaucrat 8-, PS: Instructor 8-, PS: Leadership 8-	3
Advanced Computer Specialist: +1 to Computer Programming, +1 to Systems Operation (Sensors)	4

SCIENTIST - MEDICAL

The Medical Branch.

MEDICAL SCIENCES	
Ability	Cost
Computer Programming (choose 1 subgroup) 8-	1
Choose 3 Life Science SS's at 8-	3
SS: Medicine (Romulan) (INT)	3
Paramedic (Romulan) (INT)	3
SS: Psychology (Romulan) 8-	1
KS: Romulan Star Navy 11-	2
PS: Romulan Naval Officer 11-	2
Systems Operation (Sensors, Medical)	4
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
Disadvantages	
Distinctive Features: Romulan Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	2
Options	
Advanced Officer Training: Bureaucratics 8-, PS: Instructor 8-, PS: Leadership 8-	3
Advanced Computer Specialist: +2 to SS: Medicine (Romulan), +1 to Paramedic OR Systems Operation	4

SCIENCE SPECIALIST

The science specialists study scientific data, conduct research, and perform experiments in their field of specialization.

SCIENCE SPECIALIST	
Ability	Cost
Computer Programming (choose 2 subgroups)	4
Electronics (Computers, Sensors)	4
SS: Choose specialty (INT)	3
Choose 2 SS at 8- each	2
Systems Operation (Sensors and 2 more categories)	6
KS: Romulan Star Navy 11-	2
PS: Romulan Naval Officer 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
Disadvantages	
Distinctive Features: Romulan Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	3
Options	
Advanced Officer Training: Bureaucratics 8-, PS: Instructor 8-, PS: Leadership 8-	3
Advanced Computer Specialist: +1 to Systems Operation (Sensors), +2 points to Science(s)	4

MILITARY SECURITY

Military Security handles the usual security issues.

MILITARY SECURITY	
Ability	Cost
Computer Programming (Hacking, 2)	4
Security Systems	3
Criminology	3
Interrogation	3
Tactics (Small Unit) 8-	1
Weaponsmith (Disruptors) 8-	1
Systems Operation (Sensors)	2
KS: Romulan Star Navy 11-	2
PS: Romulan Naval Officer 11-	2
KS: Romulan Law 8-	1
KS: Starship Security Procedures 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
Disadvantages	
Distinctive Features: Romulan Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	4
Options	
Advanced Officer Training: Bureaucratics 8-, PS: Instructor 8-, PS: Leadership 8-	3
Advanced Security Specialist: +1 to Security Systems, +1 to Tactics	4
Romulan Martial Arts: Choose 10 points in maneuvers	10

MILITARY - GROUND FORCES

The Military Ground Forces are the Marines, are the soldiers and occupation troops of the Romulan Star Navy.

MILITARY GROUND FORCES	
Ability	Cost
+2 with All Combat	16
Survival (choose 1 category)	2
Stealth	3
Breakfall	3
Tactics (Small Ground Unit)	2
Weaponsmith (Hand-held Disruptors) 8-	1
Systems Operation (choose one category)	2
KS: Romulan Star Navy 11-	2
PS: Romulan Naval Officer 11-	2
KS: Romulan Law 8-	1
Romulan Martial Training (choose maneuvers)	10
WF: Advanced Small Arms, Romulan Deuling Stick	3
Fringe Benefit: Rank (Equatorium / Ensign)	3
Disadvantages	
Distinctive Features: Romulan Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	26
Options	
Advanced Officer Training: Bureaucratics 8-, PS: Instructor 8-, PS: Leadership 8-	3
Advanced Military Training: +1 to Tactics, +1 to Stealth	4

ADMIN - BUSINESS

The branch of Business Administration does ?.

ADMIN - BUSINESS	
Ability	Cost
Bureaucratics	3
Computer Programming (choose) 8-	1
PS: Leadership (PRE)	3
Persuasion (Negotiation/ Diplomacy)	2
Systems Operation (choose one)	2
Trading	3
KS: Romulan Star Navy 11-	2
PS: Romulan Naval Officer 11-	2
KS: Romulan Law 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
Disadvantages	
Distinctive Features: Romulan Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	3
Options	
Advanced Officer Training: PS: Instructor 8-	1
Advanced Business: +1 to Bureaucratics, +1 to Trading	4

ADMIN - LAW

The branch of Administrative Law, known in the Federation as JAG (Judge Advocate General), handles legal cases in the Romulan Star Navy.

ADMIN - LAW	
Ability	Cost
Bureaucratics	3
PS: Leadership (PRE)	3
Persuasion (Negotiation/ Diplomacy, Debate)	4
Systems Operation (choose one)	2
Criminology	3
KS: Romulan Star Navy 11-	2
PS: Romulan Naval Officer 11-	2
KS: Romulan Law 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
Disadvantages	
Distinctive Features: Romulan Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	1
Options	
Advanced Officer Training: PS: Instructor 8-	1
Advanced Law: +2 to KS: Romulan Law, +1 to Persuasion, Computer Programming 8-, KS: Romulan Culture and History 11-	7

ADMIN - DIPLOMACY

The Diplomacy Branch.

ADMIN - DIPLOMACY	
Ability	Cost
Bureaucratics	3
Language, fluent (choose)	2
2 Languages, basic (choose)	2
Persuasion (Negotiation/ Diplomacy)	2
Systems Operation (choose one)	2
Contacts (choose)	6
KS: Romulan Star Navy 11-	2
PS: Romulan Naval Officer 11-	2
KS: Romulan Law 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
Disadvantages	
Distinctive Features: Romulan Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	3
Options	
Advanced Officer Training: PS: Instructor 8-, PS: Leadership 8-	2
Advanced Diplomat: +1 to Bureaucratics, +1 to Persuasion	4

ORION PACKAGES

The Orion packages here are primarily for those whose job takes them into space.

In the space services (Orion Explorers and Orion Space Navy) only ruddies may be officers. The services allows Greens, but most are of crewman rank, and the truly exceptional may become Ensign rank. Grays are belonging to officers are kept in their Guldin (hidden quarters) and do not possess any rank.

Orion Explorers

The Orion Explorers are the elite of the elite - not quite pirates, but not just merchants. Explorers have no timetable, wandering wherever they wish (usually in someone else's space). They are looking for the pure opportunities — searching worlds for legal and illegal ventures, looking for cheap sources of valuable commodities, supplying high-tech machinery to low-tech worlds, and knocking off the occasional defenseless trader if nothing else shows up. Since this puts them at odds with the Federation and the Klingon Empire (where such feats are punishable by death), the life of an Orion Explorer can be dangerous and short.

EXPLORER FLIGHT CONTROL

Flight Control deals with the movement of the ship.

FLIGHT CONTROL	
Ability	Cost
Combat Piloting (Commercial Starships)	3
Navigation (Space, WarpSpace)	3
AK: Orion Space 11-	2
KS: Orion Exploration Service 11-	2
PS: OES Officer 11-	2
SS: Astrophysics 11-	2
Tactics (Starship) 8-	1
Systems Operation (Deflectors, Sensors) 8-	1
WF: Advanced Small Arms, Starship Disruptors	4
TF: Personal Use Craft & Shuttlecraft	2
Fringe Benefit: Rank (Ensign)	3
<i>9 points of skills from the following list: Trading, Streetwise, Persuasion (Negotiation/Diplomacy), Gambling, Survival, WF: Advanced Small Arms, WF: Blades, +1 CSL, Security Systems, PS: Zero-G Op</i>	9
Disadvantages	
Distinctive Features: OES Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	14

EXPLORER COMMUNICATIONS

Details.

COMMUNICATIONS	
Ability	Cost
Bureaucratics	3
Systems Operation (Communications)	2
Electronics (Communications, Computers)	4
KS: Orion Exploration Service 11-	2
PS: OES Officer 11-	2
Persuasion (Negotiation/Diplomacy)	2
3 Languages at Basic level	3
KS: Security Procedures 8-	1
KS: Damage Control Procedures 8-	1
Fringe Benefit: Rank (Ensign)	3
<i>9 points of skills from the following list: Trading, Streetwise, Persuasion (Negotiation/Diplomacy), Gambling, Survival, WF: Advanced Small Arms, WF: Blades, +1 CSL, Security Systems, PS: Zero-G Op</i>	9
Disadvantages	
Distinctive Features: OES Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	6

EXPLORER WEAPONS SYSTEMS (TACTICAL)

The Weapons Systems branch deals operate the ship's weapons and shields.

WEAPONS SYSTEMS	
Ability	Cost
Computer Programming (choose 1 subgroup)	2
Weaponsmith (choose)	3
Systems Operation (Torpedo Systems)	2
Tactics (Starship)	2
Systems Operation (Shields)	2
TF: Exploration Starships	2
KS: Orion Exploration Service 11-	2
PS: OES Officer 11-	2
WF: Starship Disruptors	2
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3

<i>9 points of skills from the following list: Trading, Streetwise, Persuasion (Negotiation/Diplomacy), Gambling, Survival, WF: Advanced Small Arms, WF: Blades, +1 CSL, Security Systems, PS: Zero-G Op</i>	9
Disadvantages	
Distinctive Features: OES Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	8

GUARDS

Details.

GUARDS	
Ability	Cost
PS: Zero-G Op 8-	1
KS: Damage Control Procedures 8-	1
WF: Advanced Small Arms	2
WF: Blades	1
10 points from GM-approved Martial Art or +2 CSLs with HTH	10
Weaponsmith (Orion Disruptor Pistols) 8-	1
Survival (choose 2 environs) 8-	1
Tactics (Small Ground Unit) 8-	1
KS: Orion Exploration Service 11-	2
PS: OES Officer 11-	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
<i>9 points of skills from the following list: Trading, Streetwise, Persuasion (Negotiation/Diplomacy), Gambling, Survival, WF: Advanced Small Arms, WF: Blades, +1 CSL, Security Systems, PS: Zero-G Op</i>	9
Disadvantages	
Distinctive Features: OES Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	11

ENGINEERING

The Engineering branch builds, maintains, and repairs the ship's powerplants, engines, and stardrives, as well as the other critical ship's systems.

ENGINEERING	
Ability	Cost
Computer Programming (choose 1 subgroup)	2
Electronics (choose 3 subgroups)	6
Mechanics	3
SS: Physics 11-	2
SS: Warp Drive Technology 11-	2
Systems Operation (Power and 2 others)	6
KS: Orion Exploration Service 11-	2
PS: OES Officer 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
<i>9 points of skills from the following list: Trading, Streetwise, Persuasion (Negotiation/Diplomacy), Gambling, Survival, WF: Advanced Small Arms, WF: Blades, +1 CSL, Security Systems, PS: Zero-G Op</i>	9
Disadvantages	
Distinctive Features: OES Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	14

SCIENCE

Details.

SCIENCE	
Ability	Cost
Computer Programming (choose 1 subgroup)	2
Electronics (Computers) 8-	1
2 Languages at Basic level	2
SS: Computer Science 8-	1
SS: Mathematics 8-	1
9 points in additional sciences	9
Systems Operation (Sensors)	2
PS: Instructor 8-	1
KS: Orion Exploration Service 11-	2
PS: OES Officer 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
<i>9 points of skills from the following list:</i> Trading, Streetwise, Persuasion (Negotiation/Diplomacy), Gambling, Survival, WF: Advanced Small Arms, WF: Blades, +1 CSL, Security Systems, PS: Zero-G Op	9
Disadvantages	
Distinctive Features: OES Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	12

MEDICINE

Details.

MEDICINE	
Ability	Cost
Computer Programming 8-	1
Systems Operation (Sensors, Medical)	4
Paramedic (Orion)	3
SS: General Medicine - Orion	3
4 points in medical SS (e.g. Surgery, Pharmacology)	4
SS: Physical Chemistry 8-	1
4 points in life sciences (e.g. Biology, Zoology)	4
PS: Instructor 8-	1
KS: Orion Exploration Service 11-	2
PS: OES Officer 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
<i>9 points of skills from the following list:</i> Trading, Streetwise, Persuasion (Negotiation/Diplomacy), Gambling, Survival, WF: Advanced Small Arms, WF: Blades, +1 CSL, Security Systems, PS: Zero-G Op	9
Disadvantages	
Distinctive Features: OES Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	12

FINANCIAL

Details.

FINANCIAL	
Ability	Cost
Bureaucrats	3
2 Languages at Basic level	2
Persuasion (Negotiation/Diplomacy)	2
Trading	3
Streetwise	3
PS: Value Estimation (INT)	3
SS: Economics (INT)	3
PS: Instructor 8-	1
KS: Orion Exploration Service 11-	2
PS: OES Officer 11-	2

Fringe Benefit: Rank (Equatorium / Ensign)	3
<i>9 points of skills from the following list:</i> Trading, Streetwise, Persuasion (Negotiation/Diplomacy), Gambling, Survival, WF: Advanced Small Arms, WF: Blades, +1 CSL, Security Systems, PS: Zero-G Op	9
Disadvantages	
Distinctive Features: OES Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	11

ESPIONAGE

Details.

ESPIONAGE	
Ability	Cost
Bribery	3
Streetwise	3
Persuasion (choose one subgroup) 8-	1
WF: Advanced Small Arms	2
WF: Blades	1
10 points in approved Martial Art	10
Systems Operation (Communications, Sensors)	4
Electronics (Communications, Sensors)	4
Survival (Urban) 8-	1
Shadowing OR Eavesdropping	3
KS: Orion Exploration Service 11-	2
PS: OES Officer 11-	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
<i>9 points of skills from the following list:</i> Trading, Gambling, Survival, +1 CSL, Security Systems, PS: Zero-G Op	9
Disadvantages	
Distinctive Features: OES Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	12

Orion Space Navy

The Orion Space Navy is the Orion equivalent of the Federation Star Fleet Command. It protects the borders of Orion space, and may not enter other areas (such as Federation space) without prior notification. Officially allied with the Federation/Star Fleet, they never fully cooperate with Star Fleet. Since border incursions into Orion space are rare, they seem to have little to do but practice maneuvers and attend lavish functions.

OSN FLIGHT CONTROL

Flight Control deals with the movement of the ship.

FLIGHT CONTROL	
Ability	Cost
Combat Piloting (Military Starships)	3
Navigation (Space, Warp space)	3
AK: Orion Space 11-	2
KS: Orion Space Navy 11-	2
PS: OSN Officer 11-	2
SS: Astrophysics 11-	2
2 space SS at 8- each	2
Tactics (Starship) 8-	1
Systems Operation (Deflectors, Sensors) 8-	1
WF: Advanced Small Arms	2
TF: Personal Use Craft & Shuttlecraft	2
Fringe Benefit: Rank (Ensign)	3
<i>9 points of skills from the following list:</i> Bureaucrats,	9
PS: Environmental Suits Op, Gambling, Languages, PS: Leadership (PRE), Weaponsmith (Orion Disruptor Pistols), Survival (choose), Tactics (Small Ground Unit), Streetwise, PS: Zero-G Op	
Disadvantages	
Distinctive Features: OSN Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	9

OSN COMMUNICATIONS

Details.

COMMUNICATIONS	
Ability	Cost
Bureaucrats	3
Systems Operation (Communications)	2
Electronics (Communications, Computers)	4
KS: Orion Space Navy 11-	2
PS: OSN Officer 11-	2
Persuasion (Negotiation/Diplomacy)	2
3 Languages at Basic level	3
Fringe Benefit: Rank (Ensign)	3
<i>9 points of skills from the following list:</i> Bureaucrats,	9
PS: Environmental Suits Op, Gambling, Languages, PS: Leadership (PRE), Weaponsmith (Orion Disruptor Pistols), Survival (choose), Tactics (Small Ground Unit), Streetwise, PS: Zero-G Op	
Disadvantages	
Distinctive Features: OSN Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	5

OSN WEAPONS & DEFENSE (TACTICAL)

The Weapons Systems branch deals operate the ship's weapons and shields.

TACTICAL	
Ability	Cost
Computer Programming (choose 1 subgroup)	2
Weaponsmith (Orion Starship Disruptors)	3
Electronics (Computer, Deflectors, Sensors) 8-	1
Tactics (Starship)	2
Systems Operation (Deflectors, Shields, Sensors) 8-	1
KS: Damage Control Procedures 11-	2
KS: Orion Space Navy 11-	2
PS: OSN Officer 11-	2
WF: Starship Disruptors	2
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
<i>9 points of skills from the following list:</i> Bureaucrats,	9
PS: Environmental Suits Op, Gambling, Languages, PS: Leadership (PRE), Weaponsmith (Orion Disruptor Pistols), Survival (choose), Tactics (Small Ground Unit), Streetwise, PS: Zero-G Op	
Disadvantages	
Distinctive Features: OSN Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	8

ENGINEERING

The Engineering branch builds, maintains, and repairs the ship's powerplants, engines, and stardrives, as well as the other critical ship's systems.

ENGINEERING	
Ability	Cost
Computer Programming (choose 1 subgroup)	2
Electronics (choose 3 subgroups)	6
Mechanics	3
SS: Physics 11-	2
SS: Warp Drive Technology 11-	2
SS: Starship Engineering 8-	1
Systems Operation (Power and 2 others)	6
KS: Orion Space Navy 11-	2
PS: OSN Officer 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
<i>9 points of skills from the following list:</i> Bureaucrats,	9
PS: Environmental Suits Op, Gambling, Languages, PS: Leadership (PRE), Weaponsmith (Orion Disruptor Pistols), Survival (choose), Tactics (Small Ground Unit), Streetwise, PS: Zero-G Op	
Disadvantages	
Distinctive Features: OSN Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	15

SCIENCE

Details.

SCIENCE	
Ability	Cost
Computer Programming (choose 1 subgroup)	2
Electronics (Computers) 8-	1
SS: Computer Science 8-	1
SS: Mathematics 8-	1
9 points in additional sciences	9
Systems Operation (Sensors)	2
KS: Orion Space Navy 11-	2
PS: OSN Officer 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
<i>9 points of skills from the following list:</i> Bureaucratics,	9
PS: Environmental Suits Op, Gambling, Languages, PS:	
Leadership (PRE), Weaponsmith (Orion Disruptor Pistols),	
Survival (choose), Tactics (Small Ground Unit), Streetwise,	
PS: Zero-G Op	
Disadvantages	
Distinctive Features: OSN Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	12

MEDICINE

Details.

MEDICINE	
Ability	Cost
Computer Programming 8-	1
Systems Operation (Sensors, Medical)	4
Paramedic (Orion)	3
SS: General Medicine - Orion	3
4 points in medical SS (e.g. Surgery, Pharmacology)	4
SS: Physical Chemistry 8-	1
4 points in life sciences (e.g. Biology, Zoology)	4
Electronics (Environmental/Medical) 8-	1
KS: Orion Exploration Service 11-	2
PS: OSN Officer 11-	2
WF: Advanced Small Arms	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
<i>9 points of skills from the following list:</i> Bureaucratics,	9
PS: Environmental Suits Op, Gambling, Languages, PS:	
Leadership (PRE), Weaponsmith (Orion Disruptor Pistols),	
Survival (choose), Tactics (Small Ground Unit), Streetwise,	
PS: Zero-G Op	
Disadvantages	
Distinctive Features: OSN Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	14

FINANCIAL

Details.

FINANCIAL	
Ability	Cost
Bureaucratics	3
2 Languages at Basic level	2
Persuasion (Negotiation/Diplomacy)	2
Trading	3
Streetwise	3
PS: Value Estimation (INT)	3
KS: Orion Space Navy 11-	2
PS: OSN Officer 11-	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
<i>9 points of skills from the following list:</i> Bureaucratics,	9
PS: Environmental Suits Op, Gambling, Languages, PS:	
Leadership (PRE), Weaponsmith (Orion Disruptor Pistols),	
Survival (choose), Tactics (Small Ground Unit), Streetwise,	
PS: Zero-G Op	
Disadvantages	
Distinctive Features: OSN Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	11

DIPLOMACY

Details.

DIPLOMACY	
Ability	Cost
Bribery 8-	1
Persuasion (Negotiation/Diplomacy) +1	5
Trading 8-	1
3 Languages at Basic level	3
SS: Psychology (choose race) (INT)	3
SS: Political Science 11-	2
2 social sciences at 11- each (eg Law)	4
PS: Value Estimation 11-	2
KS: Orion Space Navy 11-	2
PS: OSN Officer 11-	2
Fringe Benefit: Rank (Equatorium / Ensign)	3
<i>9 points of skills from the following list:</i> Bureaucratics,	9
PS: Environmental Suits Op, Gambling, Languages, PS:	
Leadership (PRE), Weaponsmith (Orion Disruptor Pistols),	
Survival (choose), Tactics (Small Ground Unit), Streetwise,	
PS: Zero-G Op	
Disadvantages	
Distinctive Features: OSN Uniform (Easily Concealed; Noticed and Recognizable)	5
Social Limitation: Subject To Orders (Very Frequently, Major)	20
Total Cost	12

GAME ELEMENTS

Here are some special notes on game elements for a TNG: Hero campaign.

SKILLS

Pages 39-48 of *Star Hero* discuss rules for skills in science fiction campaigns, and GMs are encouraged to review these rules. Page 124 of *Terran Empire* and page 96 of *Alien Wars* discuss additional rules specific to a Terran Empire campaign.

ANALYZE

See *Star Hero page 40* concerning *Analyze Alien Technology* and *Analyze Alien Biology*. These may be reasonable skills for research scientists, or for characters similar to *Data* and *Dr. Crusher*, with GM permission.

BUGGING

Don't overlook the old-fashioned *Eavesdropping* bugging variant as a means of gathering intel (5E34). Of course, it helps to have a good PER Roll with this skill.

COMPUTER PROGRAMMING

This skill is needed only for those who actually program the advanced computer systems of the future. Day to day operation is user-friendly, voice-activated systems.

As per *Star Hero page 40*, Star Trek is a Space Opera setting, so there are no breakdowns for *Computer Programming* by type of system.

If the GM wishes to break down Computer Programming into subgroups like Decipher and FASA, here is the suggested breakdown.

COMPUTER PROGRAMMING

Hacking and Computer Security (may be purchased as 2 point group)

Infiltration
Defense
Data Encryption

Computer Applications (may be purchased as 2 point group)

Application Development and Modification
Network Connectivity

Data Mining and Retrieval (may be purchased as 2 point group)

CONVERSATION

Conversation is a versatile skill, and to better represent the subskills in Decipher and FASA, the GM may break Conversation into the subgroups below (GM option).

If the GM does not wish to use it, the standard 3-point Conversation skill covers all of the expanded skills.

EXPANDED CONVERSATION TABLE

Inquiry/Interview (may be purchased as 2 point group)

Smalltalk (may be purchased as 2 point group)

Information Extraction and Deflection (may be purchased as 2 point group)

Between The Lines

Misdirection/Misinformation

Political Sidestep

Entertainment (may be purchased as 2 point group)

Storytelling

Humor and Wit

ELECTRONICS

The electronic skills of the 24th century require the purchase of categories of electronics. Using Electronics skill to work on an unfamiliar system, that is one you haven't purchased, is a -3 modifier as per *Star Hero page 41*. Of course, alien technologies (Klingon, Romulan, Dominion) incur additional penalties.

The Communications group applies to systems which send and/or receive transmitted signals.

The Computer Systems group applies to information processing, storage, and retrieval systems.

The Defensive Systems group applies to protective shields, screens, cloaks, and similar systems.

EXPANDED ELECTRONICS TABLE

Communications (may be purchased as 2 point group)

Telephone Systems & Installation
Cellular & Digital Sytems
Radio communications systems
Broadcast communications
Satellite communications
Communications Jamming
FTL Communications
Dimensional/Temporal Communications

Computer Systems (may be purchased as 2 point group)

Digital Computers
Optical Computers
Isolinear Computers
Positronic Computers

Defensive Systems (may be purchased as 2 point group)

Deflector Screens and Deflector Shields
Stealth and Cloaking Devices
Ablative Plating

Environmental Systems (may be purchased as 2 point group)

Life Support Systems (air, heating, etc.)
Personnel Support Equipment (food replicators, raw waste management, etc.)
Recreation Systems (holodecks, etc.)
Medical Sensors
Surgical Equipment

Flight Control Systems (may be purchased as 2 point group)

Jet and Helicopter Flight Control Systems
STL Flight Control Systems
FTL Flight Control Systems

Power Systems (may be purchased as 2 point group)

Magneto-Electric Power Generators
Fusion Power Generators
Nuclear Power Generators
Antimatter Power Generators
Quantum Singularity Power Generators

Sensor Systems (may be purchases as 2 point group)

EM Wave Sensors (radar, etc.)
Medical Sensors
Sonar
Senor Jammers
FTL Sensors
Dimensional/Temporal Sensors

Transporter/Transmutation Systems (may be purchased as 2 point group)

Personnel and Cargo Transporters
Industrial Replicators
Holographic Systems

Environmental Systems applies to all environmental and medical support systems.

Flight Control Systems applies to the electronic controls of those systems (mechanical problems require Mechanics).

Power Systems applies to the repair, modification, and

upkeep of industrial power sources, starship power plants, man-portable power supplies, etc.

Sensor Systems applies to electronic-based sensor systems.

Transporter/Transmutation systems applies to those technological devices which convert matter to energy and / or energy to matter, such as transporters and replicators.

FORGERY

Forgery requires the purchase of categories (Art, Currency, Data, Identification). The first type of forgery a character buys costs 2 Character Points for a (9 + (INT/5)) or less roll; subsequent types cost 1 point each. To improve the roll for all types of Forgery the character knows costs 2 Character Points per +1 to the roll.

FORGERY EXPANDED

Documents

- Papers
- Identity Cards

Money (Counterfeiting)

- Coins
- Paper Money

Art Objects

- Paintings
- Sculpture
- Metalwork
- Jewelry

Commercial Goods

- Clothing
- Credit Cards
- Machine/Vehicle Parts
- Medicines

Data and Electronic Records

- Computer and Sensor Logs
- Database Information
- Data Crystals (e.g. DS9)

Identity

- Electronic Credentials
- Starship Identity Transponders

As in the DS9 episode where Captain Sisko was having the forger create a forged data crystal, the complexity of detail in creating a forgery and the tools available to detect forgeries have increased.

NAVIGATION

Navigation requires *Space* for navigating at Slower-Than-Light speeds, and *WarpSpace* for navigating at Warp (FTL) Speeds.

PARAMEDIC

The Paramedic skill must be purchased on a per-race basis (e.g. Paramedic - Human, Paramedic - Vulcan, etc.).

Some of the modifiers to the Paramedic roll:

PARAMEDIC SKILL MODIFIERS

Situation	Modifier
No medical equipment available	+0
Using Medical Field Kit or First Aid Kit	+1
Using Star Fleet issue Medical Pouch	+2
Using modern Star Fleet sick bay or similar facilities	+3

PERSUASION

As the skill used to convince and persuade, Persuasion has many applications. To be compatible with the Decipher and FASA subskills, GMs may expand Persuasion as follows.

EXPANDED PERSUASION TABLE

- Persuade/Convince (may be purchased as 2 point group)
- Debate (may be purchased as 2 point group)
- Mediation / Negotiation (may be purchased as 2 point group)
- Intimidation (may be purchased as 2 point group)
- Recruiting and Brainwashing (may be purchased as 2 point group)



PROFESSIONAL SKILL: ZERO G OPERATIONS

See Star Hero pages 45-46.

SYSTEMS OPERATION

Systems Operations are also broken out like Electronics, but with minor changes. The categories are: Communications Systems, Computer Systems, Defensive Systems (includes Deflectors and Shields), Environmental Systems (which does NOT include medical), Medical Systems (includes Life Support and Medical systems), Power Systems (include EPS and other power systems), Sensors, [Starship Missile] Weapons Systems (includes Photon Torpedo launchers and torpedoes, etc.) and Transporter Systems. Each groups costs 2 points.

EXPANDED SYSTEMS OPERATIONS TABLE

Communications (may be purchased as 2 point group)

- Telephone Systems & Installation
- Cellular & Digital Sytems
- Radio communications systems
- Broadcast communications
- Satellite communications
- Communications Jamming
- FTL Communications
- Dimensional/Temporal Communications

Computer Systems (may be purchased as 2 point group)

- Tactile Interface Computers (Keyboard, Mouse, Touchpad)
- Voice Interface Computers (Spoken Commands)*
- Cybernetic Link Computers (Mind-Machine Interface)

Defensive Systems (may be purchased as 2 point group)

- Deflector Screens and Deflector Shields
- Stealth and Cloaking Devices
- Ablative Plating

Environmental Systems (may be purchased as 2 point group)

- Life Support Systems (air, heating, etc.)
- Personnel Support Equipment (food replicators, raw waste management, etc.)
- Recreation Systems (holodecks, etc.)

- Medical Systems (may be purchased as a 2 point group)**
 - Medical Sensors
 - Surgical Equipment
- Power Generation Systems (may be purchased as a 2 point group)**
 - Primitive (Steam, Coal, Internal Combustion) Generators
 - Nuclear Power Generators
 - Fusion Power Generators
 - Matter/Antimatter Power Generators
 - Quantum Singularity Power Generators
- Sensor Systems (may be purchased as 2 point group)**
 - EM Wave sensors (radar, etc.)
 - Medical sensors
 - Sonar
 - Sensor Jammers
 - FTL Sensors
 - Dimensional/Temporal Sensors
- Starship Missile Weapons (must be purchased individually)**
 - Torpedo Launchers (Photon, Quantum, etc.)

See Star Hero page 47 for more details
- Matter Transportation/Transmutation Systems (may be purchased as 2 point group)**
 - Personnel and Cargo transporters
 - Matter Replicators
 - Holo-emitters

* Considered an Everyman skill in most campaigns.



TACTICS

Tactics for Star Trek is expanded from the description on 5E50, and requires the purchase of categories: Ground Force Tactics, Air Force Tactics, Naval Fleet Tactics, Starship Fleet Tactics.

EXPANDED TACTICS TABLE

- Ground Force (may be purchased as 2 point group)**
 - Small Unit (Squad)
 - Battlefield Unit (Platoon, Company)
 - Army (Group/Theater/Field)
- Air Force (may be purchased as 2 point group)**
 - Small Unit (squadron)
 - Battle Group (Platoon, Company)
 - Air Force (Group/Theater)
- Naval Fleet (may be purchased as 2 point group)**
 - Small Unit ()
 - Battle Group ()
 - Naval Fleet ()
- Starship Fleet (may be purchased as 2 point group)**
 - Small Unit ()
 - Battle Group ()
 - Star Fleet ()

Characters can learn any one category for 2 Character Points for a (9 + (INT/5)) or less roll; each additional

category costs 2 Character Points, or each subcategory costs 1 Character Point.

To improve the roll for all types of Tactics the character knows costs 2 Character Points per +1 to the roll. The GM may optionally allow +1 to the roll of a subgroup for +1 Character Point.

Note that tactics is different from strategy, and the character may need to buy Knowledge Skills for strategies used by other groups, such as *KS: Klingon Strategy*, *KS: Romulan Strategy*.

The use of tactics within the game depends on the GM. Normally, like Deduction, this skill should provide background the player may not have with regard to tactics, such as some of the possible means to counter an enemy engagement. With GM permission, a successful Tactics roll may result in a one-time Surprise Attack bonus against the target, an additional +1 OCV against a target, or a bonus +1 DCV if in a defensive posture.

If using the Mass Combat rules from Fantasy Hero, see page FH207 for the Tactical bonuses of a leader with *Tactics* skill.

TRANSPORT FAMILIARITY

STAR TREK SPACE VEHICLES

- Early Spacecraft (may be purchased as 2 point group)**
 - Rocket Propelled (Apollo, Mercury, Gemini projects)
 - Solar Sails
- Space Planes (may be purchased as 2 point group)**
 - Space Shuttle (Challenger, Enterprise, Columbia)
- Personal Use Spacecraft (may be purchased as 2 point group)**
 - Early (Nuclear / Fusion / Ion) Shuttles
 - STL Shuttles and Shuttle Pods (Galileo 7)
 - FTL Shuttles (Runabout, TNG Warp shuttles)
- Commercial Spacecraft (may be purchased as 2 point group)**
 - Commercial Freighters, Passenger Liners, and Merchant Transports
 - Industrial Transports and Colonization Transports
 - Scout Ships and Research Vessels
- Military Spacecraft (may be purchased as 2 point group)**
 - Early (Nuclear / Fusion / Ion) Military Spacecraft
 - STL Military Spacecraft
 - FTL Military Spacecraft
- Mobile Space Stations (may be purchased as 2 point group)**
 - Orbital STL Space Stations
 - Deep Space Outposts

WEAPONSMITH

- Lasers
- Phasers
- Disruptors
- Starship Phaser Arrays
- Starship Torpedoes

WEAPON FAMILIARITY

- Starship Phasers
- Starship Disruptors

SCIENCES

SS: PHYSICS

In general, physics is the study of the laws of motion and other such stuff. In Star Trek, it includes the knowledge of nuclear physics and the theory behind warp drive and matter/antimatter engines. Physics covers a wide range of fields, and some of its subfields include:

Acoustics is the study of the propagation of sound.

Astronomy is the study of the properties of space; origin and evolution of galaxies, stars, and planetary systems; origin and evolution of the universe. Includes astrophysics and cosmology.

Atomic Physics is the study of the structure and properties of atoms.

Cryogenics is the study of the properties and behavior of matter at extremely low temperatures.

Electromagnetism is the study of electric and magnetic force fields; behavior of electrically charged particles in electromagnetic fields; propagation of electromagnetic waves. Also known as electrodynamics.

Elementary Particle Physics is the study of the properties of elementary particles such as electrons, photons, etc. Also known as high energy physics.

Fluid Dynamics is the study of the properties and behavior of moving fluids and gases.

Geophysics is the application of physics to the study of the earth. Includes atmospheric physics, meteorology, hydrology, oceanography, geomagnetism, seismology, and volcanology.

Mathematical Physics is the application of mathematical techniques to problems in physics.

Mechanics is the study of forces, interactions, and motions of material objects.

Molecular Physics is the study of the structure and properties of molecules.

Nuclear Physics is the study of the structure, properties, reactions, and evolution of atomic nuclei.

Optics is the study of the propagation of light, electromagnetic waves.

Plasma Physics is the study of the behavior of ionized (electrically charged) gases.

Quantum Physics is the study of the quantum nature of matter, energy, and light. Behavior of systems composed of small numbers of elementary particles.

Solid State Physics is the study of the physical properties of solid materials. Includes crystallography, semiconductors, and superconductivity. Also known as condensed matter physics.

Statistical Mechanics is the application of statistical methods to model the behavior of systems composed of many particles.

Thermodynamics is the study of temperature and energy; heat flow; transformation of energy; phases of matter (solid, liquid, gas, plasma).

SS: ASTRONOMY

Astronomy is a field of physics that studies the properties of space; origin and evolution of galaxies, stars, and planetary systems; and origin and evolution of the universe. It includes the subfields of astrophysics and cosmology.

Astronomy includes study of the universe, especially of the motions, positions, sizes, composition, and behavior of celestial objects. These objects are studied and interpreted from the radiation they emit and from data gathered by interplanetary probes.

Astrophysics is the study of the physical properties, origin, and development of celestial objects and events.

Cosmology is the study of the universe as a whole, including its distant past and its future.

Related sciences include:

Astrochemistry is a branch of astronomy concerned with the nature and origin of the chemical elements and compounds that make up the universe.

Planetary Science is the study of the forces and

influences that determine the composition, structure, and evolution of planets and planetary systems.

SS: COMPARATIVE ARCHAEOLOGY

Comparative Archaeology is a complete study of the ancient history, cultures, and lifestyles of a race or a planet.

Comparative archaeology can be used to extrapolate how similar cultures would be influenced by environmental and technological factors, based on a comparison of how a known culture was affected.

SS: GEOLOGY

Geology is the study of the planet, its rocky exterior, its history, and the processes that act upon it. The field of geology includes subfields that examine all of a planet's systems, from the deep interior core to the outer atmosphere, including the hydrosphere (the waters of the planet) and the biosphere (the living component of planet). Generally, these subfields are divided into the two major categories of *physical* and *historical* geology. Geologists also examine events such as asteroid impacts, mass extinctions, and ice ages.

Many other scientific fields overlap extensively with geology, including **oceanography, atmospheric sciences, physics, chemistry, botany, zoology, and microbiology.**

Specialized fields of **extraterrestrial geology** include *lunar geology*, the study of earth's moon, and *astrogeology*, the study of other rocky bodies in the solar system and beyond.

Geology is useful for finding dangerous or useful materials (such as dilithium crystal deposits), discovering planetary structure instability, volcanic tendencies, etc.

SS: PHYSICAL CHEMISTRY

Physical chemistry is the branch of chemistry that studies the physical and thermodynamic properties of substances in relation to their structures and chemical reactions.

This includes the procedures of chemical analysis of chemical synthesis. It is useful in determining the makeup of unknown substances, both in the field and aboard ship.

SS: PLANETARY ECOLOGY

Planetary extends the field of ecology to planets other than earth. Ecology is the study of the relationship of plants and animals to their physical and biological environment. The physical environment includes light and heat or solar radiation, moisture, wind, oxygen, carbon dioxide, nutrients in soil, water, and atmosphere. The biological environment includes organisms of the same kind as well as other plants and animals.

Because of the diverse approaches required to study organisms in their environment, ecology draws upon such fields as **climatology, hydrology, oceanography, physics, chemistry, geology, and soil analysis**

To study the relationships between organisms, ecology also involves such disparate sciences as **animal behavior, taxonomy, physiology, and mathematics.**

This skill is often used with landing parties in discovering possible dangerous flora and fauna.

SS: PSYCHOLOGY

Psychology is the scientific study of behavior and the mind. It obtains knowledge through systematic and objective methods of observation and experimentation. Psychologists study behavior, which refers to any action or reaction that can be measured or observed such as the blink of an eye,

an increase in heart rate, or the unruly violence that often erupts in a mob. Psychologists also study the mind, which refers to both conscious and unconscious mental states—states that cannot actually be seen, only inferred from observable behavior.

With its broad scope, psychology investigates an enormous range of phenomena: learning and memory, sensation and perception, motivation and emotion, thinking and language, personality and social behavior, intelligence, infancy and child development, mental illness, and much more. Furthermore, psychologists examine these topics from a variety of complementary perspectives. Some conduct detailed biological studies of the brain, others explore how we process information; others analyze the role of evolution, and still others study the influence of culture and society.

SS: ZOOLOGY

Zoology is the branch of biology devoted to the study of the animal kingdom (Animalia). Zoology includes not only classification and anatomy, but **genetics**, **ecology**, and **biochemistry**. Zoology is broken down into two groupings: *Taxonomy* and *Animal Behavior*.

Taxonomy is a study of the different divisions of animal life. *Invertebrate zoology* deals with multicellular animals without backbones; its subdivisions include *entomology* (the study of insects) and *malacology* (the study of mollusks). *Vertebrate zoology*, the study of animals with backbones, is divided into *ichthyology* (fish), *herpetology* (amphibians and reptiles), *ornithology* (birds), and *mammalogy* (mammals). *Paleontology*, the study of fossils, is subdivided by taxonomic groups. In each of these fields, researchers investigate the classification, distribution, life cycle, and evolutionary history of the particular animal or group of animals under study.

Morphology is the study of structure, includes gross morphology, which examines entire structures or systems, such as muscles or bones; histology, which examines body tissues; and cytology, which focuses on cells and their components.

Physiology, the study of function, is closely associated with morphology. An important subdivision is cellular physiology, which is closely related to molecular biology. Another active field, physiological ecology, studies the physical responses of animals to their environment. Much of this work has been carried out on desert, arctic, and ocean animals that must survive extremes of temperature or pressure.

Animal behavior studies developed along two lines. The first of these, **animal psychology**, is primarily concerned with physiological psychology and has traditionally concentrated on laboratory techniques such as conditioning. The second, **ethology**, had its origins in observations of animals under natural conditions, concentrating on courtship, flocking, and other social contacts. Both subdisciplines have recently merged in large areas of investigation, the same scientists using field and laboratory observations and incorporating many experimental techniques from neurology. Perhaps the most important recent development in the field is the concentration on **sociobiology**, which is concerned with the behavior, ecology, and evolution of social animals such as bees, ants, schooling fish, flocking birds, and humans. Sociobiology is still in its infancy and is quite controversial, chiefly because it has raised anew the old dispute about whether behavior is genetically determined.

Embryology, the study of the development of individual animals, has investigated the way in which developing parts

interact. For example, the interactions between the eyestalk and the epidermis during development of the lens of the eye. The emerging field of molecular development applies the techniques of molecular biology, including molecular genetics, to the finest and most obscure embryological details.

The study of the interactions between animals and their environment is known as **ecology**. Primary attention is given to the complex pattern of interactions among the many species constituting a community.

Evolutionary zoology, which draws on all of the fields just mentioned, is concerned with the mechanisms of evolutionary change, speciation and adaptation, and with the evolutionary history of animal groups. Particularly relevant to evolutionary studies are **systematics**, **phylogenetics**, **paleontology**, and **zoogeography**. *Systematics* deals with the delineation and description of animal species and with their arrangement into a classification. *Phylogenetics* is the study of the developmental history of groups of animals. *Zoogeography*, the study of the distribution of animals over the earth, is closely related to ecology and systematics.

PERKS

TALENTS

FASA SKILL TRANSLATIONS

FASA Skill	Hero Skill
Administration	Bureaucrats
Assassination	KS: Assassination Techniques and possible CSLs
Atmosphere Craft Pilot	TF: Modern Air Craft
Artistic Ability	KS: Art Form OR PS: Art Form
Botany	SS: Botany
Bribery	Bribery
Carousing	KS: Carousing
Clandestine Operations	KS: Clandestine Operations, needs Acting and Persuasion as well
Cloaking Device Technology	Electronics: Cloaking Devices
Cloaking Procedures	Systems Op: Cloaking Devices
Communications Systems Technology	Electronics: Communications Systems
Comparative Archaeology of race X	SS: Comparative Archaeology of race X
Computer Operation	Systems Operation: Computers OR Computer Programming
Computer Technology	Electronics: Computer Systems
Cryptology	Cryptography
Damage Control Procedures	KS: Damage Control Procedures
Deflector Shield Operation	Systems Op: Deflector Shields
Deflector Shield Technology	Electronics: Deflector Shields
Demolitions	Demolitions
Disguise	Disguise
Electronics Technology	---
Environmental Suit Operation	PS: Environmental Suit Ops
Environmental Systems Operations	Systems Operation: Environmental Systems
Federation History	KS: Federation History
Federation Law	KS: Federation Law
Forgery	Forgery
Gaming	Gambling (choose type)
Geology	SS: Geology
Ground Vehicle Operation	TF: Ground Vehicles (choose)
Instruction	PS: Instruction
Instrumental Music (choose)	PS: Musician (choose)
Intelligence Procedures	KS: Standard Intelligence Procedures
Interrogation	Interrogation
Language	Language
Leadership	PS: Leadership (PRE)
Life Support Systems Technology	Systems Operation: Environmental Systems
Marksmanship (archaic)	WF: choose an archaic ranged weapon
Marksmanship (modern)	WF: Advanced Small Arms
Mechanical Engineering	Mechanics
Medicine (choose race)	Paramedics (choose race)
Mining	PS: Mining
Negotiation / Diplomacy	Persuasion
Personal Combat, armed weapon	WF: choose a melee weapon
Personal Combat, unarmed	Choose a martial arts set OR Levels with HTH combat
Personal Weapons Technology	Weaponsmith: (choose)
Physical Chemistry	SS: Physical Chemistry
Physics	SS: Physics
Planetary Ecology	SS: Planetary Ecology
Planetary Survival	Survival (choose terrain types)
Psychology (choose race)	SS: Psychology (choose race)
Racial Culture / History (choose race)	KS: History and Culture of (choose race)
Ship's Weaponry Technology	Weaponsmith: Starship Weapons (choose)
Shuttlecraft Pilot	TF: Personal Use Craft and Shuttlecraft
Shuttlecraft Systems Technology	Electronics: STL Flight Control Systems

Small Equipment Systems Technology	Electronics: (choose)
Small Unit Tactics	Tactics: Small Ground Units
Small Vessel Pilot	TF: Personal User Craft OR TF: Commercial Starships
Sports	KS: Sport (choose) OR PS: Sport (choose)
Starship Combat Tactics/Strategy	Tactics: Starship Combat
Starship Communication Procedures	Systems Operation: Communications Systems
Starship Engineering, general	SS: Starship Engineering
Starship Helm Operation	Combat Piloting (choose group)
Starship Navigation	Navigation (Space, Warp-space)
Starship Security	Security Systems
Starship Sensors	Systems Operation: Sensors
Starship Services	KS: Starship Services
Stealth	Stealth
Streetwise	Streetwise
Surveillance	Shadowing
Trade and Commerce	Trading
Transporter Operations Procedures	Systems Operation: Transporters
Transporter Systems Technology	Electronics: Transporter Systems
Trivia (category)	KS: category
Value Estimation	KS: Value Appraisal OR PS: Appraiser (choose) OR Analyze (choose)
Vocal music	PS: Singing (category)
Warp Drive Technology	SS: Warp Drive Technology
Water Vehicle Operation	TF: Common Water Vehicles
Zero-G Operations	Environment Movement (Zero G)
Zoology	SS: Zoology

CONVERTING VALUES FROM FASA TO HERO

The FASA system uses percentile dice for success, but the stated assumption is that 10% is for everyday simple work, 20% is for average daily tasks; so a FASA 10 is a HERO 8-, and a FASA 20 is a HERO 11-. Based on that, I use the following % conversion.

FASA % Roll	HERO 3d6 Roll
9 or less	No Skill
10-19	8-
20-39	11-
40-59	12-
60-69	13-
70-79	14-
80-89	15-
90-94	16-
95-98	17-
99+	18-

EQUIPMENT AND TECHNOLOGY

In FASA Trek, there was a version of the TSPI scale. The FASA version was a hodgepodge and was forced together in a 0-9 scale (it was a d10 system). I've tried, with some guidelines from Star Hero and Traveler, to make a more proper "Tech Level" guide, keeping in the Star Trek style. Change if you wish.

In TNG and DS9 there is no technological index I've found, beyond Data's comment that a planet is "pre-industrial" or "pre-warp". So be aware that these scales are mine, not canon.

TECHNOLOGY RATING: THE TSPI SCALE

The Federation rates civilizations and planets

according to the TSPI (Technological, Social, and Political Index) scale. At the time of Star Trek: The Original Series and Star Trek: The Animated Series, the Federation is at TSPI B in all items except Political Index, where it rates an 8.

CURRENT TECHNOLOGY

During the time of Star Trek: The Original Series and Star Trek: The Animated Series, most known starfaring races are at TSPI B in most categories. Every civilization is different, and makes breakthroughs in different specializations at different times.

The Federation TSPI rating is BBBB-BBBB-8; the Klingons are BBBB-BBBA-6.

TSPITABLE I					
Level	Engineering (Power)	Engineering (Transportation)	Engineering (Sensors and Communications)	Engineering (Military)	Space Sciences
0	No Accomplishment	No Accomplishment	No Accomplishment	No Accomplishment	No Accomplishment
1	Fire	Walking, Swimming	Spoken Language	Clubs & Spears	Star recognition and constellations
2	Animal,	Riding animals,	Writing	HTH and Ranged muscle-powered weapons	Planetary bodies
3	Wind & Water	Ships, balloons	Printing	Catapults & Trebuchets	
4	Steam	Steamships and Railroads;		Gunpowder; Cannons;	Solar system mechanics
5	Electric	Submarines	Telegraph, Photography	Rifles with standardized ammunition	
6	Internal Combustion	Automobiles, aircraft	Radio; Microscopes	Steel ships and mechanical infantry	Relativity
7	Atomic Fission	Jet Propulsion	Television, Electronic Computers	Tanks; Guided Missiles; Atomic weapons	Radio astronomy
8	Solar and Geothermal	Manned Spaceflight	Electron Microscopes; Mass Media, Global Satellites; Internet	Lasers and Gauss Guns	
9	Fusion	Interplanetary Spacecraft	Pocket Computers	Tritanium and Advanced Alloys;	Interstellar probes; Space colonies; Zero G Industry
A	Cold Fusion	Impulse Drives; Antigravity flight	Subspace Radio; Tricorders; Artificial Intelligence Software		
B	Antimatter	Warp Drives; Transporters	Complex Astrogation	Phasers; Photon Torpedoes; Disruptors; Deflector Shields; Cloaking Technology	Advanced Cosmology
C	Quantum Singularities	Transwarp; Long-range Transporters			
D	Zero Point	Dimensional Travel	Transdimensional Astrogation		Temporal Mechanics
E		Time Travel	Temporal Astrogation		

TSPITABLE 2

Level	Life Sciences	Physical Sciences	Planetary Sciences	Social Index	Political Index
0	No Accomplishment	No Accomplishment	No Accomplishment	No Accomplishment	Anarchy
1	Herbal medicine	States of matter	Understand weather and seasons	Recognition of Formal Leadership	Pre-Tribal
2	Anatomy and cell theory	Basic optics and chemistry; clocks;	Weather prediction; ore recognition; stoneworking	Development of religion; specialized professions	Early Tribal
3					Advanced Tribal
4	Blood and tissue typing	Basic Physics; Laws of motion; Chemical compounds	Mineral classification; geologic history	Social classes; Symbolic economics	Feudal
5					Monarchy
6	Basic genetics and surgery	Chemical elements	Meteorology	Socioeconomic theory	Controlled Monarchy
7	Bacteriology and hydroponics; Pharmaceuticals	Electromagnetic theory; atomic theory; Organic chemistry	Earthquake prediction; Weather modification	Basic psychology	Representative Structure
8	DNA Research; Artificial limbs and organs	Quantum physics;	Managed Ecology;	Behavior modification	Participatory Structure
9	Gene surgery; Bionics/cybertech; food synthesis; Cryonics	Lasers; Heavy Element chemistry	Gravity control; Sea colonies; Ultra-pressure machinery	Large-scale social planning; Arcologies	Unity
A	Reproductive Cloning	Advanced catalyst chemistry		Elimination of Prejudice	
B	Nerve Regeneration	Transmutation of elements; transporters / replicators	Terraforming	Principles of alien psychology	
C	Automated Surgery				
D	Nanosurgery	Nanominiaturization	Nanometallurgy		
E	Genetically factored Immortality	Nanorobotics	Planet building		

COMPATIBILITY OF TECHNOLOGY

Just because two empires are at the same tech level does not mean their technologies are compatible! Remember how hard Scotty had to work to get the Romulan Cloaking device to work for even a short time on the Enterprise?

On the other hand, with enough mind work and research, many items can be made compatible. Take for example the alliance between the Klingons and Romulans where they swapped Cloaking technology, disruptor technology, etc., giving the Federation a run for its money.

Use the rules from Star Hero 143-144 for working with alien, obscure, advanced/obsolete technologies.

PROTECTING TECHNOLOGY

Keeping technology out of the hands of the enemy is a big deal, and starship captains have been known to self-destruct their vessels rather than let the technology fall into enemy hands.

BUYING THINGS

If you have to wing it, here's the Pricing Guide to use as a general guide.

STAR TREK PRICING GUIDE

Class of Item	Base Price
Communications	10 credits x Real Points
Computers	15 credits x Real Points
Defenses	15 credits x Real Points
Electronics	15 credits x Real Points
Medical equipment	15 credits x Real Points
Medical drugs	3 credits x Real Points
Robots	200 credits x Total Character Points
Sensors	5 credits x Real Points
Tools, general	10 credits x Real Points
Power Supplies, portable	40 credits x Real Points
Vehicles	1000 credits x Total Character Points
Weapons	1.5 credits x Real Points

Use the modifiers for cutting-edge, high demand, and so forth as appropriate from Star Hero page 177.

WEAPONS AND DEFENSES

WEAPONS

Weapons come in an almost infinite variety. In human history alone, there are thousands of variations, ranging from swords and crossbows to boomerang, blowdart, and .357 Magnum pistols just to name a few.

Each culture has its own perspective and history on what makes a good weapon, whether that is the terran English longbow, the Capellan klee gat, or the Klingon bat'leth.

This section describes or references many weapons, but the GM should make up others as needed for newly discovered worlds!

Muscle-Powered HTH Weapons

For the standard muscle-powered weapons (axes, clubs, swords & knives, etc.), you can find the basic weapons on 5E329. Additional weapons and rules for modifications can be found in FH164-165. Oriental-style weapons can be found in UMA169-172.

The weapons below are (as far as I can tell) canon weapons.

Weapon	Damage	STR Min	A/R	Culture	Notes
Hammer & Mace					
Mace	+0 1d6+1	10	26/9	Earth / any	1H
Club (does not require a weapon familiarity)					
Club	+0 4d6N	10	30/9	any	1H
Swords & Knives					
Knife	+0 1/2d6	4	17/7	any	Thr
Sword	+0 1d6	11	45/45	Earth / any	1H
Polearms					
Lirpa				Vulcan	2H, +1"
- blade	+0 1d6+1	12			
- shaft	+0 3d6N	12			
- weight	+0 1d6	12			1s
Unusual					
Ahn-woon	+0			Vulcan	
- whip	+0 3d6N	5			+2", 1h
- garotte	+0 3d6N	5			1g

Notes

1g: Must follow successful Grab maneuver aimed (-1/4); Must be aimed at Head location or has no effect (-3/4).

1h: +1 OCV with Grab

1s: +1 STN Mult

Thr: Can be thrown

POLEARMS

LIRPA

The lirpa is an ancient Vulcan weapon with a spade-shaped axe-like blade on one end and a heavy bludgeon weight at the other. The wielder strike with blade by swinging the lirpa like a great axe. He may also use the shaft to club or block. Finally, he may strike with the weighted bludgeon, which can break bones and does increased STUN damage. The lirpa is a very heavy, awkward weapon that requires a strong user.



UNUSUAL

AHN-WOON

The ahn-woon is an ancient Vulcan weapon consisting of a strip of leather that can be used as a garotte or a whip. Changing grips is a half-phase action. The garotte only does damage if it is wrapped around the neck. When used as a whip, it can be used to cause lashing damage (the 3d6N attack) or to grab at range (2" range).

Ranged Muscle-Powered Weapons

For the standard muscle-powered ranged weapons (bows, slings, etc.), you can find the basic weapons on 5E330. Additional ranged weapons and rules for modifications can be found in FH166. Oriental-style weapons can be found in UMA169-172.

Small Arms

Less advanced cultures, those at a tech level equal to that of Earth 19th - 21st centuries and human or near-human frequently have these weapons. [Submachine guns in "Bread and Circuses", "A Piece of the Action"; Pistols in the Nazi "Patterns of Force".]

Small Arms include typical slugthrower weapons of the 19th-21st century. Firearms ranging from pistols to heavy rifles and grenades can be found on 5E332-333. Gauss slugthrowers can be found in Star Hero.

Energy HTH Weapons

Hand to Hand energy weapons can be found in Star Hero and Terran Empire.

Weapon	OCV	Damage	STR Min	A/R	Culture	Notes
Clubs						
Stun Rod	+0		5	150/83	Human	200 Chgs
- club		HA +1d6				0 chg
- stun		(21+2d6)				1 chg
- md stun		(30+2d6)				2 chg
- hvy stun		(39)+2d6				3 chg

Roughly 10" long and 2" thick, the stun rod is a padded club used by advanced law enforcement agencies to subdue without injuring. The rod can be used as a normal

club, add +1d6N to the characters STR damage, or it can be touched to the target in one of the three stun settings.

Cost	Stun Rod
75	Stun Rod: Multipower (75 point Reserve), 200 Charges for entire reserve (+1); all OAF (-1)
2u	1) Stun: EB 9d6 (45 Active Points), Limited Effect: Stun Only (-0), OAF (-1), No Range (-1/2)
2u	2) Medium Stun: EB 12d6 (60 Active Points), Limited Effect: Stun Only (-0), OAF (-1), No Range (-1/2), Requires 2 charges per use (-1/4)
2u	3) Heavy Stun: EB 15d6 (75 Active Points), Limited Effect: All but 2d6 are Stun Only (-0), OAF (-1), No Range (-1/2), Requires 3 charges per use (-1/2)
2	Hand Attack: +1d6 (padded club) (5 Active Points); HTH Only (-1/2), OAF (-1)
83	Total Cost

Energy Ranged Weapons

Energy weapons include the old-style laser weapons as well as phasers and disruptors. Old-style laser weapons, as well as Ion Blasters and other such Sci-Fi weapons, can be found in *Star Hero pg 151+* and *Terran Empire pgs 134-143*.

Federation Phasers

The Phaser is an energy weapon with 2 basic uses: Stunning a target or destroying a target. Phasers vary in power between the hand phaser, phaser pistol, and phaser rifle. In addition, the number of available settings and charges varies between the 23rd Century (Star Trek: The Original Series) and 24th Century (Star Trek: The Next Generation/DS9).



ST: THE ORIGINAL SERIES PHASERS

According to the FASA Trek, TOS phasers have access to settings 1-8 in all three versions: hand, pistol, and rifle. The main difference is the accuracy and number of charges. All 3 versions can be set to overload (for Star Fleet versions only, not commercial versions).

According to Decipher Trek, TOS phasers have fewer settings available. Hand phasers only have settings 1, 2, 5, 6, and 8. Phaser pistols only have settings 1, 2, 5, 6, 8, and 10. Phaser rifles only have settings 1, 2, 5, 6, 8, 10, and 11. No mention of the overload setting (which was seen in at least two shows) is made. For both versions, Wide Angle is only available for settings 1-6.

Cost	TOS/TNG Hand Phaser (Decipher/FASA Hybrid Version)
157	Phaser Energy Weapon: Multipower (180 point Reserve), 100 Charges for entire reserve (+3/4); all OAF (-1)
2u	1) Stun: EB 9d6 (45 Active Points), Limited Effect: Stun Only (-0), OAF (-1)
3u	2) Medium Stun: EB 12d6 (60 Active Points), Limited Effect: Stun Only (-0), OAF (-1), Requires 2 charges per use (-1/4)
3u	3) Heavy Stun: EB 15d6 (75 Active Points), Limited Effect: All but 2d6 are Stun Only (-0), OAF (-1), Requires 3 charges per use (-1/2)
1u	4) Light Thermal: RKA 1d6+1 (20 Active Points), OAF (-1), Limited: 5 charges per use (-1/2)

1u	5) Medium Thermal: RKA 2 1/2d6 (40 Active Points), OAF (-1), Limited: 8 charges per use (-3/4)
2u	6) Heavy Thermal: RKA 4d6 (60 Active Points), OAF (-1), Limited: 12 charges per use (-3/4)
3u	7) Light Disrupt A: RKA 6d6 (90 Active Points), OAF (-1), Limited: 15 charges per use (-1)
4u	8) Light Disrupt B: RKA 8d6 (120 Active Points), OAF(-1), Limited: 20 charges per use (-1)
4u	9) Overload: RKA 8d6, Explosion (180 Active Points), OAF (-1), Nonrecoverable Charge (Destroys weapon; -2)
2	Pulse Mode Stun: EB +1d6 to slots 1, 2, or 3 (5 Active Points), OAF (-1), Requires 2 charges (-1/4)
2	Pulse Mode Thermal: RKA +1 pip to slots 4, 5, or 6 (5 Active Points), OAF(-1), Requires 2 charges (-1/4)
21	Wide Beam: Area of Effect (Cone) usable on up to 75 Active Points (75 Active Points), No Range (-1/2), OAF (-1), Requires 3x number of charges (-1), Limited: Only useable by slots 1-6 (-0)

205 Weapon Cost

Option: To represent that energy-based FF and FW provide limited protection, but matter-based armors do not...

150	AVLD (Energy-based FF/FW) (+1 1/2), Does BODY (+1) as Naked Advantage on up to 120 Active Points (300 Active Points); OAF (-1), Only applies to RKA attacks (-0)
56	AVLD (Energy-based FF/FW) (+1 1/2) as Naked Advantage on up to 75 Active Points (112 Active Points), OAF (-1), Only applies to Stun settings (-0)

412 Total with Options added

Note: The nature of the phaser, both personal and starship types, are such that they can through metal and other matter very easily. However, force fields and similar energy does act as a defense. However, the force fields are not NND, as phasers DO cause damage penetrating shields. So I've added the optional AVLD components represent that. They are completely optional, and their inclusion is up to the GM. The same also applies to 24th Century Klingon Disruptors.

SETTINGS

The Stun "settings" are called Light Stun, Medium Stun, and Heavy Stun, which translate to using 9d6, 12d6, and 15d6 respectively, but use the SE rules (see the weapons table Damage column).

Stun may also be set to wide angle to affect multiple targets, but over a limited range.

The Disrupt settings are called Heat/Medium Thermal (RKA 2 1/2d6), Disrupt/Heavy Thermal (RKA 4d6), and Disintegrate/Light Disrupt B (RKA 8d6).

When a phaser is set on Overload, there is a loud noise as the energy builds up, and 1 minute later, boom.

SIZES

The **Hand Phaser** is a small device about the size of a small cell phone, and very concealable.

The **Phaser Pistol** is a pistol mount with the hand phaser secured into it.

The **Phaser Rifle** is a rifle mount with the hand phaser secured into it.

NOTES

At the time of *Star Trek: The Original Series*, civilians may purchase phasers (civilian version: settings 1-6 and no overload) and police stunners (setting 1-3 and no overload), but must obtain a weapons permit to do so.

STAR TREK ENERGY WEAPON DAMAGE CHART

Number	Setting	Damage	Basis	STUNx	Charges	Notes
1	Light Stun	(21+2d6)	EB 9d6	---	1	S; Stun average normal for a couple of minutes.
2	Medium Stun	(30+2d6)	EB 12d6	---	2	S; Stun average normal for five or more minutes.
3	Heavy Stun	(39)+2d6	EB 15d6	---	3	S2; Stun average normal for 15 minutes+
4	Light Thermal	2 + ½d6	RKA 1d6+1	+0	5	On average, cut through DEF3 Wood, 1 BODY per phase
5	Medium Thermal	6 + ½d6	RKA 2 ½d6	+0	8	On average, cut through DEF7 Metal, 1 BODY per phase
6	Heavy Thermal	9 + 1d6	RKA 4d6	+0	12	On average, cut through DEF7 Metal, 5 BODY per phase
7	Light Disrupt A	15 + 1d6	RKA 6d6	+0	15	Mortally wound average humanoid
8	Light Disrupt B	21 + 1d6	RKA 8d6	+0	20	Disintegrate average humanoid
9	Light Disrupt C	27 + 1d6	RKA 10d6	+0	30	
10	Medium Disrupt A	36 + 1d6	RKA 13d6	+0	40	
11	Medium Disrupt B	39 + 1d6	RKA 15d6+1	+0	50	Convert 8m3 of rock to rubble (DEF 5/ 19 BODY)
12	Medium Disrupt C	43 + 1d6	RKA 16 ½d6	+0	60	Convert 32m3 of rock to rubble (DEF 5/ 21 BODY)
13	Heavy Disrupt A	45 + 1d6	RKA 17d6	+0	70	Convert 64m3 of rock to rubble (DEF 5/ 22 BODY)
14	Heavy Disrupt B	47 + 1d6	RKA 17d6+1	+0	80	Convert 128m3 or rock to rubble (DEF 5/ 23 BODY)
15	Heavy Disrupt C	49 + 1d6	RKA 17 ½d6	+0	90	Convert 256m3 of rock to rubble (DEF 5/ 24 BODY)
16	Heavy Disrupt D	51 + 1d6	RKA 18d6	+0	100	Convert 512m3 of rock to rubble (DEF 5/ 25 BODY)
	Overload	8d6 X		+0	1	D

S – Stun only. S2 – Only the portion in parenthesis is Stun only. C – Cone area of effect D – Weapon is destroyed

A Note on damage: Phasers are digitally controlled weapons that emit a specific quantity of energy. All but 2-3 DC of the attack are SE (standard effect), the remaining dice account for minor fluctuations, movement in combat, and other oddities. So a phaser set to Medium Stun does 30 Stun plus an additional 2d6 of Stun; a phaser set to Light Disrupt does 15 Body RKA plus an additional 1d6 RKA.

Klingon weapons are not legal within the Federation, but are available on the Black Market.

Klingon Weapons

KLINGON AGONIZER (23RD CENTURY)

The agonizer produces pain by overstimulating the nervous system, but does so in a way that does not allow the victim to pass out or go unconscious. The level is variable from mild discomfort to crippling agony.

Agonizer: Mind Control 12d6 (60 Active Points); No Range (-1/2), Based on CON (-1), Limited Effect: Only to inflict pain to force/coerce the subject (-1/2), OAF (-1), 1 Fuel Charge lasting 1 hour (-0). Total Cost: 15 points.

KLINGON DISRUPTOR (23RD CENTURY)

Mistakenly called a sonic disruptor because of its characteristic sound when fired, it actually fires a microwave beam of energy. The beam destroys the victim's nervous system, tissue, and eventually disrupts all matter in the body.

Cost Klingon Disruptor Pistol

- 60 Klingon Disruptor: Multipower (120 point Reserve), OAF (-1)
- 3u 1) Standard: RKA 4d6 (60 Active Points), Limited Effect: Full Power Only (-0), OAF (-1), Lockout: No other slot usable when this one active (-0)
- 6u 2) High: RKA 8d6 (120 Active Points), Limited Effect: Full Power Only (-0), OAF (-1), Lockout: No other slot usable when this one active (-0)
- 69 Weapon Cost
- 12 Energy Cell: Endurance Battery 180 END (18 Active Points), REC 1 (Only recharges from an appropriate power source; -1); OIF - Energy Cell (-1/2)

- 5 Pistol Configuration: +1 Level OCV and +1 Level with RMod (10 Active Points); OAF (Pistol, -1)

86 Total Cost

Design Note: Decipher Trek says Klingon disruptors of the 23rd century have settings 1, 2, and 5 - Light Stun, Medium Stun, and Medium Thermal. Personally, I can't recall any TOS episode in which disruptors did anything but kill, so I'm leaving this as the FASA version, which is equivalent to settings 6 and 8. Change if you wish.

DISRUPTOR RIFLE (23RD CENTURY)

The Klingon disruptor rifle has more than double the number of charges as the disruptor pistol, and the characteristic increase in accuracy of a rifle mount.

Romulan Disruptors

The Romulan Disruptor, both Pistol and Rifle versions, have the exact same characteristics as the Klingon versions. The noticeable difference, other than aesthetics, is that the Romulan version leaves a high residue of antiprotons that can linger for several hours after discharge.

Gorn Blaster

The Gorn blaster (TOS era) is a crude disruptor pistol.
Gorn Disruptor: RKA 2d6 (30 Active Points), 25 Charges (+1/2) (45 Active Points); OAF - Gorn Pistol (-1). Total Cost: 22 points.

DEFENSES

In the realm of Star Trek, there is no powered battle armor. No character is ever seen wearing bullet-proof vests, force field belts, or any kind of defensive / protective material.

One reason has to do with the timing of the invention of Kevlar vests and other such items. But the main reason is the cold war feeling of helplessness. No bulletproof vest in the world is going to protect you from a phaser set on disintegrate, just as no fallout shelter would adequately keep people alive from a nuclear holocaust. (It might keep the radiation out, but after a while you still run out of food or water or air and have to go outside.)

If you want to have personal defense items for your non-Star Fleet characters, see the defensive items in Star Hero and Terran Empire.

FEDERATION PHASERS

Weapon	Year	OCV	RMod	Damage	STUNx	STR Min	Charges	Wpn Chg	A/R	Notes
Federation Phasers										
TNG Hand Phaser	2350	+0	+0			3	0	160	0/0	Concealable
- Light Stun				(21 + 2d6)	-		1			
- Med Stun				(27 + 2d6)	-		2			
- Hvy Stun				(30 + 2d6)	-		3			
- Light Thermal				2 + 1/2d6	+0		5			
- Med Thermal				6 + 1/2d6	+0		8			
- Hvy Thermal				9 + 1d6	+0		12			
- Light Disrupt A				15 + 1d6	+0		15			
- Light Disrupt B				21 + 1d6	+0		20			
- Pulse Mode Stun				(+3)	-		+2			Stun add only
- Pulse Mode Thermal				+1 pip	+0		+2			Thermal only
- Wide Angle				Cone effect			x3			Stun, Thermal only
TNG Phaser Pistol		+1	+1					1000		
- Light Stun				(21 + 2d6)	-		1			
- Med Stun				(27 + 2d6)	-		2			
- Hvy Stun				(30 + 2d6)	-		3			
- Light Thermal				2 + 1/2d6	+0		5			
- Med Thermal				6 + 1/2d6	+0		8			
- Hvy Thermal				9 + 1d6	+0		12			
- Light Disrupt A				15 + 1d6	+0		15			
- Light Disrupt B				21 + 1d6	+0		20			
- Light Disrupt C				27 + 1d6	+0		30			
- Medium Disrupt A				36 + 1d6	+0		40			
- Medium Disrupt B				39 + 1d6	+0		50			
- Medium Disrupt C				43 + 1d6	+0		60			
- Heavy Disrupt A				45 + 1d6	+0		70			
- Heavy Disrupt B				47 + 1d6	+0		80			
- Heavy Disrupt C				49 + 1d6	+0		90			
- Heavy Disrupt D				51 + 1d6	+0		100			
- Pulse Mode Stun				(+3)	-		+2			Stun add only
- Pulse Mode Thermal				+1 pip	+0		+2			Thermal only
- Wide Angle				Cone effect			x3			Stun, Thermal only
TNG Phaser Rifle		+2	+2					1500		settings as per Phaser Pistol
TNG Compression Rifle		+3	+2					3000		settings as per Phaser Pistol

KLINGON DISRUPTOR ENERGY WEAPONS

Weapon	Year	OCV	RMod	Damage	STUNx	STR Min	Charges	Wpn Chg	A/R	Notes
Klingon Microwave Disruptors (23rd Century)										
Disruptor Pistol	?	+1	+1			3	0	300	0/0	
- Hvy Thermal				9 + 1d6	+0		12			
- Light Disrupt B				21 + 1d6	+0		20			
Disruptor Rifle		+2	+2					1000		
- Hvy Thermal				9 + 1d6	+0		12			
- Light Disrupt B				21 + 1d6	+0		20			

COMPUTERS AND ELECTRONICS

COMPUTERS

POCKET ASSISTANT (23RD CENTURY)

Almost all technical and scientific professionals in the work-a-day worlds carry the Pocket Assistant (PA). The PA includes a general-purpose database, and a wide variety of additional program modules are commercially available. The PA can be used as both a reference library and a recording device.

Cost	Pocket Assistant
6	Communications System: HRRP (Radio Group); OAF (-1)
5	Computer: Computer (see below), OAF (-1)

11	Total Cost			
Val	Char	Cost	Roll	Notes
10	INT	0	11-	PER Roll: 11-
10	DEX	0	11-	OCV: 3; DCV: 3
2	SPD	0		Phases: 6, 12

Total Characteristics Cost: 0

Cost	Skills
3	KS: Emergency Medicine 12-
3	KS: General Sciences 12-
3	KS: General Math 12-
3	KS: Federation 12-
3	AK: Home Planet 12-
3	PS: Administrative Assistant 12-
3	Language: owner's native language, fluent

Cost	Programs
1	Search Database(s) for information
1	Help user operate this computer
1	Record information
1	Send and Receive information

Cost	Talents
3	Clock: Absolute Time Sense
3	Compass: Bump of Direction
5	Memory: Eidetic Memory
3	Calculator: Lightning Calculator

Cost	Other
10	Available Memory for Other Skill, Program, and Talent modules

Total Abilities Cost: 49

Total Computer Cost: 49/5 = 10

DATA CARDS

Data Cards are the Star Trek equivalent of Floppy Disks, but are based on a molecular coding technology. A Data Card can hold up to 32GB of information. Cost: 5Cr.

PADD (PERSONAL ACCESS DISPLAY DEVICE)

Essentially an electronic clipboard, this device measures 10cm x 15cm x 1cm, and weighs .2kg. The memory holds the equivalent of billions of pages of text and images in its 2 isolinear chips, and also contains a subspace transceiver equivalent to a communicator for transmitting the data. Keypad controls enable modification/creation of information on pages and other standard functions.

PADDs can be configured to remotely control starship and starbase workstations (with proper access codes).

PADD power cells last 36 hours of continuous use, or 1000 hours of intermittent use.

Cost	PADD
6	Communications Datalink: HRRP (Radio Group); OAF (-1)
18	Computer: Computer (see below), OAF (-1)
24	Total Cost

Val	Char	Cost	Roll	Notes
20	INT	10	13-	PER Roll: 13- (17-)
20	DEX	30	13-	OCV: 7; DCV: 7
4	SPD	10		Phases: 3, 6, 9, 12

Total Characteristics Cost: 50

Cost	Skills
16	KS: Galactic Database 25- (Note: This uses the rule of -5 to roll per subcategory, so the equivalent Physics knowledge is 20-, the equivalent Astrophysics knowledge is 15-, the equivalent Dark Matter knowledge is 10-, and so forth.) As an alternative, you can consider the database to be Galactic Database: Variable Power Pool, 11 base + 5 control cost; OIF (-1), Only for Galactic Database Skills (-1/2), Change as Half-Phase Action (+1/2). In that case a database can be SS:Physics 20- one phase, then SS: Astrophysics 20- the next phase. GMs must be careful and disallow such frivolous settings as SS: Astrophysical Effect of Alpha Centauri A and B colliding 20-.

Cost	Programs
1	Search Database(s) for information
1	Accept new information into database
1	Send and Receive information through communications datalink

Cost	Talents
3	Clock: Absolute Time Sense
5	Memory: Eidetic Memory
3	Calculator: Lightning Calculator

Cost	Other
10	Available Memory for Other Skill, Program, and Talent modules

Total Abilities: 90

Total Computer Cost: 90/5 = 18

COMMUNICATIONS

COMMUNICATOR, 23RD CENTURY

Range is 300 km, or 26,000 km when boosted by a transceiver. The communicator contains a Universal Translator algorithm for all known languages.

Communicator: Radio Perception/Transmission (3 Active Points); OAF (-1) (total cost: 1 points) and Universal Translator 13- (24 Active Points); OAF (-1) (total cost: 12 points). Total cost: 13 points.

Cost: 10 CR x 13 points = 130 CR



PERSONAL AMPLIFIER

This small box (5cm x 5cm x 10cm) converts the communicator into a public address system, which can be heard up to 100 meters away. The communicator must be within 3m of the Amplifier for the voice to be transmitted. The Personal Amplifier batteries are good for six hours of continuous use.

COMMUNICATOR BOOSTER

This communicator add-on boosts the signal to 75,000 km.

SECURE COMMUNICATIONS MODULE

This module plugs in to the standard communicator, scrambling the signal to prevent unauthorized monitoring.

RECORDING COMMUNICATOR

The standard communicator plus a data cart port. The communicator can record sent and received messages, or be used to send a continuous pre-recorded message on the data disk (like a distress signal).

UNIVERSAL TRANSLATOR (23RD CENTURY)

This device, which looks like an old-fashioned microphone, is a computerized linguistics system.

Universal Translator:

Universal Translator 13- (24 Active Points); OAF(-1). Cost: 12 points.

FASA Cost: 12000 Cr.

Calculated Cost: 10 CR x 12 points = 120 CR.



COLLAR TRANSLATOR

This device is worn around the collar, and performs bidirectional translation. Battery life is 12 continuous hours.

VOICE DUPLICATOR

This device is a computerized system that can analyze any voice it hears and then duplicate that voice. It must spend time listening to conversations of the target individual to properly mimic inflections, use colloquialisms,

etc.

Its most common uses are in linguistics, entertainment, and clandestine operations.

Voice Duplicator: Mimicry 14- (13 Active Points); OAF (-1). Real cost: 6 points.

SUBCUTANEOUS TRANSPONDER

A subcutaneous transponder is a device that is injected just beneath the skin. The transponder signal provides a sensor/transporter lock mechanism in case the subject is unable to communicate for any reason...unconscious, lost or damaged communicator, etc.

The device is a passive device, and is only good for a few days before the body healing and immune systems degrade it.

Subcutaneous Transponder: HRRP, Passive (12 Active Points); IIF (Injected Under Skin; -1/4), Provides Transporter Lock Only (-1). Real Cost: 5 points.

SENSORS

GENERAL SCIENCES TRICORDER (23RD CENTURY)



The General Sciences Tricorder is a multi-function sensor and analysis device. Technical and scientific professionals whose jobs involve discovery and analysis carry it in the field.

The tricorder can serve as an audiovisual recorder, making it useful for recording log entries and landing party observations. It can also be programmed to record automatically for a 16-

hour continuous time period.

Cost	General Sciences Tricorder
6	Communications Datalink: HRRP (Radio Group); OAF (-1)
12	Electromagnetic Sensors: Detect Electromagnetic Energy and Energy Sources, Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
12	Physical Sensors: Detect Physical Objects and Composition, Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
12	Life Sensors: Detect Life Forms, Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
6	Enhanced Sensors: +4 Perception with all Sensors, OAF (-1)
11	Computer: Computer (see below), OAF (-1)
59	Total Cost

Val	Char	Cost	Roll	Notes
20	INT	10	13-	PER Roll: 13- (17-)
20	DEX	30	13-	OCV: 7; DCV: 7
4	SPD	10		Phases: 3, 6, 9, 12

Total Characteristics Cost: 50

Cost	Skills
9	KS: Galactic Known Life forms 18-
9	KS: Galactic Known Physical objects and compositions 18-
9	KS: Galactic Known Electromagnetic energy sources/types 18-

Cost	Programs
1	Search Database(s) for information
1	Scan area with indicated sensors
1	Alert user if specified target type is found
1	Record sensor log over programmed time period
1	Send and Receive information through communications datalink

Cost	Talents
3	<i>Clock</i> : Absolute Time Sense
3	<i>Rangefinder</i> : Absolute Range Sense
3	<i>Compass</i> : Bump of Direction
5	<i>Memory</i> : Eidetic Memory
3	<i>Calculator</i> : Lightning Calculator

Cost	Other
10	Available Memory for Other Skill, Program, and Talent modules

Total Abilities: 109

Total Computer Cost: 109/5 = 22

MEDICAL SCIENCES TRICORDER

The Medical Sciences Tricorder is a multi-function sensor and analysis device specialized for use by the Medical sciences group. It lacks the general sensory systems of the General Sciences Tricorder, specializing instead on Life form health and well-being.



Life Sensor scans can give detailed biological information on even unknown life forms. Chemical Analysis scans can provide the physical, chemical, and energy level composition of materials including poisons, exotic drugs, and other such information. Medical Sensor scans can detect the presence of foreign materials (such as poisons, bacteria, viruses, etc.) and other exotic materials in the bloodstream.

It has the same audiovisual capabilities as the General Sciences Tricorder.

Cost	Medical Sciences Tricorder
6	Communications Datalink: HRRP (Radio Group); OAF (-1)
12	Life Sensors: Detect Life Forms, Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
12	Chemical Analysis Sensors: Detect Chemical Composition, Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
12	Medical Sensors: Detect Medical & Physiological Abnormalities, Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
6	Enhanced Sensors: +4 Perception with all Sensors, OAF (-1)
11	Computer: Computer (see below), OAF (-1)
59	Total Cost

Val	Char	Cost	Roll	Notes
20	INT	10	13-	PER Roll: 13- (17-)
20	DEX	30	13-	OCV: 7; DCV: 7
4	SPD	10		Phases: 3, 6, 9, 12

Total Characteristics Cost: 50

Cost	Skills
9	KS: Galactic Known Life forms 18-
9	KS: Galactic Known Chemical compositions 18-
9	KS: Galactic Known Medical abnormalities 18-

Cost	Programs
1	Search Database(s) for information
1	Scan area with indicated sensors
1	Alert user if specified target type is found
1	Record sensor log over programmed time period
1	Send and Receive information through communications datalink

Cost	Talents
3	<i>Clock</i> : Absolute Time Sense
3	<i>Rangefinder</i> : Absolute Range Sense
3	<i>Compass</i> : Bump of Direction
5	<i>Memory</i> : Eidetic Memory
3	<i>Calculator</i> : Lightning Calculator

Cost	Other
10	Available Memory for Other Skill, Program, and Talent modules

Total Abilities: 109

Total Computer Cost: 109/5 = 22

PSYCHOLOGY TRICORDER (PSYCHOTRICORDER)

The Psychotricorder is a specialized device, able to extract and record a person's memories - his actions, feelings, and so on - for a period of time. The psychotricorder does not require the willingness of the subject to work, but it does require them to be in proximity of the device for a period of time. The psychotricorder requires approximately 1 hour of time to extract 24 hours worth of information from the target.

It also has Life Sensors to gauge the subject's physical condition.

It has the same audiovisual capabilities as the General Sciences Tricorder.

Psychotricorder are highly restricted devices, and may be purchased only by licensed physicians.

(source: "Wolf in the Fold")

Cost	Psychology Tricorder
6	Communications Datalink: HRRP (Radio Group); OAF (-1)
12	Life Sensors: Detect Life Forms, Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
26	Memory Recorder: Telepathy 18d6, Reduced END (0 End; +1/2) (135 Active Points); Receives Only (-1/2), Limited Range: 3 hexes (-1/4), Extra Time: 1 Hour (-3), Requires Systems Operation Roll (-1/2)
6	Enhanced Sensors: +4 Perception with all Sensors, OAF (-1)
25	Mental Contact: +10 with OECV, OAF (-1)
11	Computer: Computer (see below), OAF (-1)
86	Total Cost

Val	Char	Cost	Roll	Notes
20	INT	10	13-	PER Roll: 13- (17-)
10	EGO	0	11-	ECV: 3 (13)
20	DEX	30	13-	OCV: 7; DCV: 7
4	SPD	10		Phases: 3, 6, 9, 12
Total Characteristics Cost: 50				

Cost	Skills
9	KS: Galactic Known Life forms 18-
9	KS: Galactic Known Behavior disorders 18-
9	KS: Galactic Known Abnormalities - Physiologically induced 18-

Cost	Programs
1	Search Database(s) for information
1	Scan area with indicated sensors
1	Lock onto target's mind
1	Record sensor log over programmed time period
1	Send and Receive information through communications datalink

Cost	Talents
3	Clock: Absolute Time Sense
3	Rangefinder: Absolute Range Sense
3	Compass: Bump of Direction
5	Memory: Eidetic Memory
3	Calculator: Lightning Calculator

Cost	Other
10	Available Memory for Other Skill, Program, and Talent modules

Total Abilities: 109
 Total Computer Cost: 109/5 = 22

ELECTRONICS WARFARE TRICORDER (FASA)

The Electronics Warfare tricorder is a specialized device for scanning and analyzing communications and radio-based emissions.

The tricorder can locate, intercept, and even jam communications and sensor signals. With proper programming, it can transmit false communications or sensor data to the enemy's communications/sensor systems.

As with all tricorders, it can serve as an audiovisual recorder, making it useful for recording log entries and landing party observations. It can also be programmed to record automatically for a 16-hour continuous time period.

Cost	General Sciences Tricorder
6	Communications Datalink: HRRP (Radio Group); OAF (-1)
12	Detect/Intercept Communications and Sensor Signals: Detect Electromagnetic Energy and Energy Sources (Radio Group), Range, Discriminatory, Analyze, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
15	Jam Communications and Sensors Signals: Images to Radio Group Sense [Noise], -6 to PER Roll (18), Radius 4" Radius (+1/2), MegaScale Radius (1" = 1km; +1/4), Reduced Endurance (0 END; +1/2) (52 Active Points); OAF (-1), Requires Systems Operation Roll (-1/2), Limited - Jamming Noise Only (-2)
14	Transmit False Communications and Sensor Signals: Images to Radio Group Sense (5), -4 to PER Rolls (12), 4" Radius (+1/2), Reduced Endurance (0 END; +1/2) (34 Active Points); OAF (-1), Requires Systems Operation Roll (-1/2)
6	Enhanced Sensors: +4 Perception with all Sensors, OAF (-1)
10	Computer: Computer (see below), OAF (-1)
63	Total Cost

Val	Char	Cost	Roll	Notes
20	INT	10	13-	PER Roll: 13- (17-)
20	DEX	30	13-	OCV: 7; DCV: 7
4	SPD	10		Phases: 3, 6, 9, 12
Total Characteristics Cost: 50				

Cost	Skills
9	KS: Communications and Sensor Transmissions 18-
9	KS: Galactic Known Electromagnetic energy sources/types 18-

Cost	Programs
1	Search Database(s) for information
1	Scan area with indicated sensors
1	Jam Signals
1	Transmit Programmed False Signals
1	Alert user if specified target type is found
1	Record sensor log over programmed time period
1	Send and Receive information through communications datalink

Cost	Talents
3	Clock: Absolute Time Sense
3	Rangefinder: Absolute Range Sense
3	Compass: Bump of Direction
5	Memory: Eidetic Memory
3	Calculator: Lightning Calculator

Cost	Other
10	Available Memory for Other Skill, Program, and Talent modules

Total Abilities: 102
 Total Computer Cost: 102/5 = 20

MILITARY TRICORDER (FASA)

The military tricorder has the same functionality as the General Sciences tricorder, but sacrifices detailed analysis for twice the range and precision.

Cost	General Sciences Tricorder
6	Communications Datalink: HRRP (Radio Group); OAF (-1)
10	Electromagnetic Sensors: Detect Electromagnetic Energy and Energy Sources, Range, Discriminatory, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
10	Physical Sensors: Detect Physical Objects and Composition, Range, Discriminatory, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
10	Life Sensors: Detect Life Forms, Range, Discriminatory, 360-degree; OAF (-1), Requires Systems Operation Roll (-1/2)
6	Enhanced Sensors: +4 Perception with all Sensors, OAF (-1)
6	Enhanced Sensors: +8 Perception, only to Offset Range Penalties, OAF (-1)
11	Computer: Computer (see below), OAF (-1)
59	Total Cost

Val	Char	Cost	Roll	Notes
20	INT	10	13-	PER Roll: 13- (17-)
20	DEX	30	13-	OCV: 7; DCV: 7
4	SPD	10		Phases: 3, 6, 9, 12

Total Characteristics Cost: 50

Cost	Skills
9	KS: Galactic Known Life forms 18-
9	KS: Galactic Known Physical objects and compositions 18-
9	KS: Galactic Known Electromagnetic energy sources/types 18-
Cost	Programs
1	Search Database(s) for information
1	Scan area with indicated sensors
1	Alert user if specified target type is found
1	Record sensor log over programmed time period
1	Send and Receive information through communications datalink
Cost	Talents
3	<i>Clock:</i> Absolute Time Sense
3	<i>Rangefinder:</i> Absolute Range Sense
3	<i>Compass:</i> Bump of Direction
5	<i>Memory:</i> Eidetic Memory
3	<i>Calculator:</i> Lightning Calculator
Cost	Other
10	Available Memory for Other Skill, Program, and Talent modules

Total Abilities: 109

Total Computer Cost: 109/5 = 22

KLINGON SCIENCE TRICORDER (FASA)

Although visually different from the Federation version, it is otherwise identical in function.

KLINGON BATTLE COMPUTER (FASA)

This computer/sensor device pinpoints enemy troops and energy weapons.

ROMULAN SCIENCE TRICORDER (FASA)

Although visually different from the Federation version, it is otherwise identical in function.

COMMERCIALLY AVAILABLE MODULES

There are a variety of commercially available modules available for use with Tricorders. Here are just a few...

CRIMINOLOGY MODULE

The criminology module is useful when using the tricorder for criminal investigations. It is favored for use by the FBI (Federation Bureau of Investigations).

Criminology 16- (9 pts) and Program: Run Module's Programmed Sensor Sweeps (1 pt). Total Cost: 10 points.

500 Credits

FORENSIC MEDICINE MODULE

The forensic module is useful in the medical tricorder when determining cause of death and other such factors in an investigation. It is favored for use by various intelligence and law enforcement groups.

Forensic Medicine 16- (9 points) and Program: Run Module's Programmed Sensor Sweeps (1 point). Total Cost: 10 points.

500 Credits

DATABASES

There are a variety of databases available, some of which are commonly available and some of which are restricted. Some databases are also less complete than others, using less space and costing less.

Full Database. KS: Subject 18- (9 points). 200 to 400 Credits, depending on nature of database.

Simple Database. KS: Subject 14- (5 points). 50 to 100 Credits, depending on nature of database.

MISCELLANEOUS**ANTI-SENSOR BELT**

This device prevents the wearer from being detected on all sensors. Note that tricorders, ship and starbase sensor devices, which use the Detect x structure, are all in the Radio sense group.

Anti-sensor Belt: Invisibility to Radio sense (10 points), No Fringe (+1/2), Reduced Endurance (0 END; +1/2) (20 Active Points); IIF Belt (-1/4). Total Cost: 16 points.

POWERED BINOCULARS

Use powered binoculars from Star Hero.

KLINGON POCKET SCRAMBLER

This Klingon device scrambles sensor information in a 10 meter radius around the scrambler, making readings in the area very difficult.

MEDICAL EQUIPMENT

Medical equipment is available not only to Star Fleet but to civilian practitioners as well. A licensed physician must purchase most medical equipment and drugs. Some equipment may be purchased without a license (Feinberger, Spray Dressing, etc.)

MEDICAL COSTS	
Equipment	Cost (Cr)
Field Kit	200
Medical Pouch	6000
Feinberger	50
Heartbeat Reader	150
Laser Scalpels	300
Protoplaser	450
Spray Dressing device	50
Spray dressing 20-dose tube	5
Medical Tricorder	400
Biocomputer	1000
Hypo	20
Light Stimulant, 6 doses	2
Medium Stimulant, 6 doses	4
Heavy Stimulant, 6 doses	6
Light Sedative, 6 doses	2
Medium Sedative, 6 doses	4
Heavy Sedative, 6 doses	6
Coradrenaline, 6 doses	4
Dylovene, 6 doses	5
Hyronaline, 6 doses	20
Masiform-D, 6 doses	20
Neural Paralyzer, 6 doses	100
Sterilite, 6 doses	3
Tri-Ox Compound, 6 doses	2

MEDICAL EQUIPMENT

MED KITS

Medical personnel have two types of first aid kits available to them: the Field Kit and the Med Pouch.

FIELD KIT

The Field Kit is a small kit containing spray dressing, a Feinberger, and a hypo with 6 doses each of Light and Medium sedatives, Light and Medium stimulants, Dylovene, Sterilite, and Tri-Ox compounds. These items are carried in a small pouch on the back in the belt of the uniform.

MED POUCH

The Med Pouch contains spray dressing, a Feinberger, and a hypo with 12 doses each of Light and Medium sedatives, Light and Medium stimulants, Dylovene, Sterilite, and Tri-Ox compounds, PLUS a larger spray dressing, protoplaser 1 and 2, laser scalpels, field surgery equipment, and 6 doses each of Hyronaline, Masiform-D, and a neural paralyzer. These items are carried in a larger roll-up pouch with pockets, and it can be carried in a shoulder sling.

MEDICAL DEVICES

BIOCOMPUTER

A biocomputer is a portable unit that provides the facility to analyze samples of tissue and other substances and to process the data gained from the analysis. It can be tied to the ship's computer (or other larger computer systems) through a communications uplink. The biocomputer requires medical knowledge to use effectively.

Biocomputer: +3 Levels with all Medical skills (15 Active points); OAF Bulky (-1 1/2), Requires Systems Operation Roll (-1/2). Total Cost: 5 points.

CARDIOSTIMULATOR

The cardiostimulator is the Star Trek version of a defibrillator.

CRYOSURGICAL FRAME

The cryosurgical frame is used in surgery to slow the patient's metabolism and body processes down, and is useful during surgery under proper circumstances.



DIAGNOSTIC TABLE / BIO BED

The diagnostic bed (as seen in Sick Bay) continuously scans the patient for blood pressure, pulse, respiration, brain activity, and other essential information.

Diagnostic Table: Detect Vital Signs (5), Enhanced Sense +5 PER to Detect (10), Discriminatory (5), Analyze (5), Sense (2) (27 Active Points); OAF-Immobile (-1 1/2). Real Cost: 10 points.

FEINBERGER, MEDICAL

The Feinberger is a portable version of the diagnostic table. After a five-second scan, the Feinberger provides a reading on the heart rate, blood pressure, respiration, and body temperature of the patient. The range is no more than 1 meter from the patient.

Feinberger: Detect Vital Signs (5), Enhanced Sense +5 PER to Detect (10), Discriminatory (5), Analyze (5) (25 Active Points); Extra Time (Full phase; -1/2), OIF (-1/2). Real Cost: 12 points.



HYPO

The Star Trek "hypo" is a high-pressure pneumatic device that injects substances through the skin painlessly without needles or other invasive devices.



LASER SCALPEL

Laser scalpels are the Star Trek equivalent of scalpels, using precision laser techniques for making cuts. Laser scalpels provide clean cuts compared with metal scalpels, and such cuts heal with minimal (if any) scarring.



PROTOPLASER

The protoplaser heals wounds without stitches, sutures, and so forth. The small "Type 1" is useful for connecting small blood vessels and nerves. The larger "Type 2" is used for closing connective tissue, muscles, and skin layers. Anyone can use the "Type 2", but the "Type 1" requires medical training.

Type 2 Protoplaser:

Healing 3d6 (Simplified Healing) (30 Active Points); OAF (-1), Extra Time (Full Turn; -1 1/4). Real Cost: 9 points.



Type 1 Protoplaser: Healing 5d6 (Simplified Healing), Can Heal Limbs (+5) (55 Active Points); OAF (-1), Extra Time (Full Turn; -1 1/4), Limited: Heal Limbs only applies to the ability to reconnect blood vessels, nerves, and other such procedures which may be involved in reattaching limbs, etc. (-0), Requires a PS: Surgeon or equivalent skill roll (-1/2). Real Cost: 15 points.

SPRAY DRESSING

The spray dressing covers the area with a synthetic skin. The spray also contains antiseptic and anesthetic compounds, and the synthetic skin stops further bleeding of the wound. Anyone with basic medical training can use this device.

Spray Dressing: +2 to Paramedic Roll and 2d6 Healing (Simplified), 20 charges (+1/4) (30 Active Points); OAF (-1), Extra Time (full phase; -1/2). Real Cost: 12 points.



NEURAL STIMULATOR (24TH CENTURY)

The neural stimulator can be used to relieve pain or to revive an unconscious person. It requires medical training to use.

Neural Stimulator: Healing 3d6 to STUN (Regeneration; 2 Stun per d6 = 6 STUN per Turn), Persistent (+1/2), 300 charges (+1) (75 Active Points); Extra Time (1 Turn; -11/4), OAF (-1), Requires Paramedic Roll (-1/2). Total Cost: 20 points.

DRUGS**CORADRENALINE**

Coradrenaline is effective against the damage of cold and frostbite.

Coradreniline: Healing 1d6 (Simplified Healing); Only affects damage produced by cold / frostbite AND Armor (+3rED); Only versus cold, Only for 3 hours.

CORDRAZINE

Cordrazine is a heavy stimulant. It is noteworthy in that an overdose (3x normal) causes acute paranoia and mental imbalance for hours or days, depending on the amount of the overdose.

DYLOVENE

Dylovene is a poison antitoxin that is marginally successful against plant-based toxins.

Dylovene: Healing 1d6 (Simplified Healing); Only affects damage from plant-based toxins, Activation 11-.

FORMAZINE

Formazine is a light stimulant. It is noteworthy in that an overdose (2x normal) causes irritability and shortness of temper for hours or days, depending on the amount of the overdose.

HYRONALINE

Hyronaline is used to treat and retard radiation damage/ radiation sickness. It heals 2d6 per day of administration.

MASIFORM-D

Masiform-D is an antidote against muscle-relaxant poisons (such as curare). It provides 3d6 Healing to STR, DEX, and BODY damage caused by muscle-relaxant poisons, but its side effect is nausea.

MELANEX

Melanex is a light sedative whose side effect is a vivid yellowing of the skin while the patient is under its effects.

NEURAL PARALYZER

This drug places the body in a state indistinguishable from death. Its main purpose is to check the spread of poisons and other damaging substances throughout the body. Its use requires medical training, and if an antidote is not given to the patient within an hour, the victim will die.

RYETALIN

Ryetalin is an antidote for Rigellian Fever.

STERILITE

A powerful antibiotic treatment used to prevent infection during surgery or similar treatment.

TRI-OX COMPOUND

A substance containing enriched oxygen, which provides aid and treatment for oxygen starvation. One dose lasts three hours.

Tri-Ox Compound: Life Support (Expanded Breathing, Thin Atmospheres) (1 Active Point); Usable by Others, lasts three hours.

GENERIC STIMULANTS

The generic stimulants are usable on most humanoid life forms without causing physical or mental damage.

Generic Light Stimulant: Aid 1d6 cp to END and 1d6 cp to STUN; Drains away at 5cp per hour; When wears off, requires CON roll to avoid side effect (Drain 1d6 END and 1d6 REC, Recover 5 cp per 5 minutes).

Generic Medium Stimulant: Aid 2d6 cp to END and 2d6 cp to STUN; Drains away at 5cp per hour; When wears off, requires CON roll to avoid side effect (Drain 2d6 END and 2d6 REC, Recover 5 cp per 5 minutes).

Generic Heavy Stimulant: Aid 3d6 cp to END and 3d6 cp to STUN; Drains away at 5cp per hour; When wears off, requires CON roll to avoid side effect (Drain 3d6 END and 3d6 REC, Recover 5 cp per 5 minutes).

GENERIC SEDATIVES

Generic sedatives are usable on most humanoid life forms without causing physical or mental damage (when administered properly). Untrained use of sedatives is potentially lethal, for if the END or STUN characteristic goes below the negative of their normal value, the victim takes BODY damage as well.

Generic Light Sedative: Drain 3d6 cp to END and 3d6 cp to STUN; Recovers at 5cp per hour.

Generic Medium Sedative: Drain 6d6 cp to END and 6d6 cp to STUN; Recovers at 5cp per hour.

Generic Heavy Sedative: Drain 9d6 cp to END and 9d6 cp to STUN; Recovers at 5cp per hour.



VEHICLES

This section provides equipment from FASA's Trader Captains and Merchant Princes, which was never seen in Star Trek: The Original Series but can be assumed as part of a merchant campaign in the Federation.

Prices given are retail values in credits.

LAND VEHICLES

WHEELED VEHICLES: AUTOS, TRUCKS, MOTORCYCLES, AND VANS

These vehicles are used primarily on worlds lacking the mass-transit transporter systems of worlds such as Earth. Versions include the more modern micro-fusion powered vehicles, which are emission-free. These vehicles are considered low-tech to medium-tech as far as cargo classification.

WHEELED VEHICLES

WHEELED VEHICLES

Vehicle	TUV Cost	Cost (Cr)
Automobile, 4-passenger Compact	56	8000
Automobile, 5-passenger Midsize		10000
Automobile, 6-passenger Full-size		13000
Automobile, 6-passenger Luxury		18000
Automobile, 2-passenger Sport	82	15000
Delivery Truck, 2-passenger Cargo		14000
Motorcycle, 2-passenger	72	1500
Recreational Vehicle	60	26000
Semi-tractor, trailer	92	40000
Van, 9-passenger		12000

Use the stats from 5E325 or TUV45-52 for these vehicles, should the characters, villains, or NPCs get to drive one.

ATV (ALL TERRAIN VEHICLES)

These rugged vehicles come in both wheeled and tracked versions. They are micro-fusion powered vehicles. The 2-person variety is meant to carry passengers and no cargo. The 4-person variety can carry a variety of cargoes, depending on the mass of the cargo and the terrain type. These vehicles are considered low-tech to medium-tech as far as cargo classification.

ATVS

Vehicle	Cost (Cr)
ATV, 2-passenger	2500
ATV, 4-passenger or light cargo	9500
ATV, 4-passenger or heavy cargo	15500

Use the stats from 5E325 (or TUV if it has such information). Give them +1 DEF and the same bonus to Combat Driving as Sports Utility Vehicles in regards to terrain.

GEV (GROUND EFFECT VEHICLES)

Ground Effect Vehicles, also known as Hovercraft, ride on a cushion of air over land or water. They can travel over almost any terrain, but areas that are heavily overgrown,

extremely rugged, or otherwise prohibits a relatively solid cushion of air poses problems. These vehicles are considered medium-tech as far as cargo classification.

GEVS

Vehicle	Cost (Cr)
GEV, 4-passenger Compact	12000
GEV, 5-passenger Midsize	15000
GEV, 6-passenger Full-size	20000
GEV, 6-passenger Luxury	27000
GEV, Semi-tractor (Heavy cargo)	60000
GEV, 2-passenger Sport	18000
GEV, 3-passenger Truck (Light cargo)	15000
GEV, 9-passenger Van (Medium cargo)	17000
GEV, 1-passenger Cycle	2300

Use the stats from 5E325 for these vehicles, but alter the Move from Running to Flight, Limited: only over a relatively horizontal surface at nap of earth height (-1/2). (Or if TUV has hovercraft, substitute that, but make sure that it does not preclude use over water.)

AGV (ANTI-GRAVITY VEHICLES)

Anti-gravity vehicles use anti-gravity technology and follow the contours of the terrain below them. They can travel over any terrain (land or water), no matter how rugged. However, they normally cannot lift higher than treetop level (about 15 meters), so must go around larger obstacles. These vehicles are considered high-tech as far as cargo classification.

AGVS

Vehicle	Cost (Cr)
AGV, 4-passenger Compact	16000
AGV, 5-passenger Midsize	20000
AGV, 6-passenger Full-size	26000
AGV, 6-passenger Luxury	36000
AGV, 2-passenger Sport	32000
AGV, 3-passenger Truck (Light cargo)	20000
AGV, 9-passenger Van (Medium cargo)	24000
AGV, 2-passenger Cycle	8000

Use the stats from 5E325 for these vehicles, but convert the move from Running to Flight, Limited: Maximum height 7 hexes (-1/4).

WATER VEHICLES

WATER VEHICLES

Vehicle	Cost (Cr)
Canoe	300
Row Boat	300
Motor for Row Boat	600
Rubber Raft	100
Sport Boat	5000
Speed Boat	10000
Air Boat	4000
Hydrofoil	20000
Houseboat	20000
Submarine, 2-man	50000
Submarine, 4-man	85000

AIR VEHICLES

AIR VEHICLES

Vehicle	Cost (Cr)
Hang Glider	300
Ultra-Light	1000
Private Plane, 2-passenger	15000
Private Plane, 4-passenger	25000
Private Plane, 6-passenger, 2-engine	45000
Private Jet, 6-passenger, 2-engine	150000
Private Jet, 10-passenger, 2-engine	225000
Helicopter, 1-seat	10000
Helicopter, 2-seat	28000
Helicopter, 4-seat	90000

SPACE VEHICLES

SPACE VEHICLES

Vehicle	Cost (Cr)
Shuttle, 4-passenger	500000
Shuttle, 6-passenger (light cargo)	700000
Shuttle, 22-passenger (heavy cargo)	2000000
Shuttle, Star Fleet surplus	700000
Shuttle, 6-passenger aquashuttle	1250000
Repair Bug, one-man (used)	65000
Repair Bug, one-man (new)	100000

GENERAL GEAR

ACCESS EQUIPMENT

SONIC LOCK DEACTIVATOR

This small handheld unit emits a tightly focused beam of subsonic pressure which is useful in deactivating old style ultrasonic and mechanical locks. Battery life is good for 12 hours of continuous usage.

MECHANICAL LOCKPICKING SET

This set of plasticene strips are useful against the old style mechanical locks, and their composition prevents detection by metal detectors.

PRECISION MICROWELDER

The microwelder produces a tiny jet of plasma which fuses sophisticated alarm circuitry before the system has time to react. Each battery is good for 3 uses.

PHASER CUTTING TORCH

Similar in appearance and size to a Phaser II (pistol), the phaser cutting torch has a sighting scope and only one setting. It designed specifically to cut durally and plasteel bulkheads.

CLOTHING

SF and SFIC can fabricate any clothing ever known. In other cultures, these things may need to be purchased.

CLOTHING	
Item	Cost (Cr)
Leisure Clothing	50
Work Clothing	75
Dress Clothing	150
Work Footwear	25
Dress Footwear	35
Light Jacket / Windbreaker	15
Heavy Jacket	40
Gloves, Insulated, Heavy	15
Rain Gear	40

IRIDIUM MESH JUMPSUIT

A charcoal gray jumpsuit with attached hood and matching gloves and boots, it has an iridium weave in the fiber, providing some protection against energy weapons, projectile weapons, cutting weapons, and many chemicals.
DEF 5

ENVIRONMENTAL GEAR

Varios and sundry gear.

GEAR	
Item	Cost (Cr)
Thermal Oversuit	75
Compensation Oversuit	200
Environmental Suit	2500
Filter Mask	30
Filter replacements	2

Life Support Mask	100
Replacement packs	10
Gillpak	300
Wet Suit	200
Pressure Tent	100

THERMAL OVERSUIT

The thermal suit is heated for use in cold environments. The power cell lasts 48 hours and takes 3 hours to recharge.

Thermal Oversuit: Life Support (Safe Environment: Intense Cold) (2 Active Points); OIF (-1/2), Limited: Fuel charge only good for 48 hours of continuous use (-0). Total Cost: 1 point

COMPENSATION OVERSUIT

This unit provides heat for cold environments and air conditioning for hot environments. The power cell lasts 48 hours and takes 3 hours to recharge.

Compensation Oversuit: Life Support (Safe Environment: Intense Cold and Intense Heat) (4 Active Points); OIF (-1/2), Limited: Fuel charge only good for 48 hours of continuous use (-0). Total Cost: 3 points

LIFE SUPPORT BELT

Life Support Belts are experimental, and only appeared in Star Trek: The Animated Series. The belt generates a field that provides the same complete self-contained environment as an Environmental Suit, but only lasts about 12 hours.

EVA SUIT (24TH CENTURY)

Protects against high and low pressure, extreme heat and cold, radiation, toxins and poisons that are "airborne", and provides 25 hours of air. The suits will auto-repair minor damage done to the suit, but large tears must be repaired by a technician.

(23rd Century EVA suits provide only 12 hours of air.)

Cost EVA Suit

5 *Environmental Protection:* Life Support (Safe Environments: Intense Cold, Intense Heat, High Pressure, Low Pressure/Vacuum) (7 Active Points); OIF (-1/2)

7 *Breathing Gases:* Life Support (Self-Contained Breathing) (10 Active Points); OIF (-1/2), Limited Duration: 25 hours of Air (-0)

12 *Protection:* Armor (6 PD/6 ED) (18 Active Points); OIF (-1/2)

7 *Autoseal:* 1d6 Healing (Regeneration); Reduced END (0 END; +1/2), Persistent (+1/2) (20 Active Points); Extra Time (1 Turn; -1 1/4), Suit Only (-1/2)

Total Cost: 31 points

FILTER MASK

This mask filters out most harmful atmospheres, and lasts 12 hours before being discarded.

Filter Mask: Life Support (Self-contained breathing) (10 Active Points); OIF (-1/2), Limited: Only to filter harmful materials out of existing atmosphere (-1/2), Limited: Only good for 12 hours of use before must be discarded (-0). Total Cost: 5 points.

LIFE SUPPORT MASK

This mask not only filters out harmful atmospheres, but also conditions the air to the correct temperature and pressure for the body to handle. Its power cell lasts 12 hours.

Life Support Mask: Life Support (Self-contained breathing) (10 Active Points); OIF (-1/2), Only works in an atmosphere (-1/4), Limited: Only good for 12 hours before fuel cell must be replaced (-0). Total Cost: 7 points.

GILLPAK

Gillpaks extract oxygen directly from the water, leaving no telltale trail of bubbles. They require no power or other oxygen source, so the wearer can remain underwater indefinitely.

Gillpak: Life Support (Self-contained breathing) (10 Active Points); OIF (-1/2), Only works in water (-1/2). Total: 5 points.



WET SUIT

Used by divers, this suit provides warmth in cold waters.

PRESSURE TENT (23RD CENTURY)

Pressure tents hold pressure in vacuum or hazardous atmospheres, and are resistant to most hazardous atmospheric corrosives. It contains an airlock to maintain internal integrity. The unit's power supply, which also maintains oxygen levels, is good for about three weeks. Recharging takes 24 hours.

Flight 6", Usable Against Others (+1), Reduced END on Flight (0 END; +1/2), Persistent (+1/2) (36 Active Points); OIF (-1/2), Limited: Only to negate the effects of gravity (-1). Cost: 14 points.

Total Cost: 44 points.

Note: The Shrinking reduces the practical weight of the object, so 100 kg moves as easily as if it weighed 1.5 kg (100/64). The Flight means that if you pick the object up off the floor and let go in mid air, it stays where you put it in mid air.

ANTI-GRAV PLATFORM

This mobile platform is 1 meter across, and can carry objects up to 2000 kilograms in mass.

MISCELLANEOUS

PORTABLE POWER SUPPLY

A portable microfusion plant the size of a backpack, it provides power for 20 weeks before needing service or replenishment. It acts as a standard Federation Power Source for all other purposes.



Portable Power Supply: Endurance Reserve 50 END 50 REC (55 Active Points); OAF (-1), Only powers electrical devices (-1/4). Total Cost: 24 points.

Cost: 40 x 24 Real = 960 Credits (slips).

PORTABLE ANTI-GRAV UNIT

Each unit uses magnetic clamps or sticky pads to attach to the object to be lifted, and is capable of making 100 kilograms as effortless a 1 kilogram. Multiple pads can be used on heavier objects.

Portable Anti-Grav Unit: Shrinking (x 1/64 mass, +6" KB; 20 points), Usable Against Others (+1), Reduced END on Shrinking (0 END; +1/2), Persistent (+1/2); OIF (-1/2), Limited: Shrinking only affects mass (-1/2). Cost: 30 points

PLUS

STARSHIPS AND STARSHIP TECH

Starships are part of the magic of Star Trek, and the sheer quantity of systems they need makes them like characters themselves.

Design Note: After several mind-numbing attempts, I decided to try a comparison of Spacedock with Star Hero/ Terran Empire and see if I had any better luck. Here's what I have as of now...more to come.

SIZE

Spacedock has a 1-16 Size scale for ships. After referencing *Star Hero pg. 183*, the correlations in the table below are based on the **largest** vessel of that category. So a size 1 ship could be up to 2.5 hexes long; a size 2 ship could be up to 25 hexes long; and so forth.

SHIP SIZE					
Spacedock Size	HERO Cost	Length (hexes)	Width (hexes)	Area (hexes)	BODY
1	20	2.5	1.25	3.2	14
2	70	25	12.5	320	24
3	85	50	25	1250	27
4	95	80	40	3,200	29
5	110	160	80	12,500	32
6	115	200	100	20,000	33
7-8	125	320	160	50,000	35
9	130	400	200	80,000	36
10	135	500	250	125,000	37
11	145	800	400	320,000	39
12	150	1000	500	500,000	40
13	160	1600	800	1.25 million	42
14	165	2000	1000	2 million	43
15	170	2500	1250	3.2 million	44
16	175	3200	1600	5 million	45

Use the true ship size when given to determine the cost.

Example: The *USS Defiant* is listed as 119.5m long, 90.3m wide, 25.5m tall, or 60"x45"x13", which comes closest to 90 points cost as per *Star Hero page 183*.

HULL AND ARMOR

Ships hulls are a complex arrangement of an outer hull and an inner hull sandwiching various materials, including a ceramic material that provides thermal insulation. The special materials used to fabricate the hulls provide protection from radiation and thermal energy, and to a lesser extent, weapons damage.

Spacedock purchases the outer hull and inner hull separately; but in *Space Hero* terms, it's considered one unit as per the Hero system rules about 2 layers of armor.

A *basic* hull, which in *Spacedock* has 4 Resistance (2 inner + 2 outer), is assumed to provide **DEF 10** Armor. Each additional +1 point of Resistance equals +1 DEF Armor, up to the *Spacedock* maximum of 20 resistance, or 26 DEF in Hero terms. Hull Armor takes the limitation: *Limited Coverage: Hull Only (-1/4)*.

Warships, like the *Defiant*, should have defenses at

least as strong as contemporary tank Chobham armor (TUV 136), which is DEF 24 to DEF 26, and Hardened (+1/4).

ABLATIVE ARMOR

Ships built after 2360 can buy *Ablative Armor*. To convert the points of resistance to Armor, see the chart in the *Defensive Shields* section. Thus a size 4 ship with 750 points of ablative armor has +165 DEF Ablative armor.

STRUCTURAL INTEGRITY FIELD

The Structural Integrity Field holds the ship together during the stresses of acceleration, gravitational pull, and other such events that could tear the ship apart. In the event of a hull breach, it also acts as a barrier to prevent air from escaping into space. The Structural Integrity Field also resists the effects of high pressures as well as low pressure/vacuum.

STRUCTURAL INTEGRITY FIELD

Class	Protection	END	A/R	Cost
1				
2				
3				
4				
5				
6				
7	25/35	11	73/27	

Class 7 SIF: Force Field (25 PD/25 ED); Only To Maintain Structural Integrity (-1/2), OIF Bulky (generators; -1); cost: 20 points, **plus** Force Field (+10/+10); Increased Endurance Cost (x3 END; -1), Only To Maintain Structural Integrity (-1/2), OIF Bulky (generators; -1); cost: 6 points, **plus** Life Support: Safe Environment High Pressure (3 Active Points), Only To Maintain Structural Integrity (-1/2), OIF Bulky (generators; -1); cost: 1 point. **Total Cost:** 27 points.

Backup Class 1 SIF: Force Field (20 PD/20 ED), 12 hours.

ATMOSPHERIC CAPABILITY

All ships are assumed to be able to enter the atmosphere of a planet as long as they have at least 5 DEF Armor and do not take *Physical Limitation: May Not Enter Atmosphere*.

PLANETFALL CAPABILITY

All ships are assumed to be able to land (where the terrain is appropriate) unless they take the *Physical Limitation: May Not Land*.

RAMMING HULL

Ships with a specially designed ramming hull should take +10 STR and +10 DEF Armor.

ENERGY SHEATH

An Energy Sheath is a hull made of special materials that makes it difficult for Long Range sensors (but not

regular sensors) to detect the vessel. The energy sheath also makes it difficult for sensors to penetrate the interior to discover what or who is on board.

Energy Sheath: Invisibility to Radio Group, Reduced Endurance (0 END; +1/2), Persistent (+1/2), Inherent (+1/4) (45 Active Points); Always On (-1/2), Limited Effect (Only affects long range sensors and scans directed into the ship through the hull; -1/4). Total Cost: 26 points.

SENSOR REFLECTIVE HULL

A *Sensor-reflective hull* is composed of special materials that prevent sensors from penetrating the interior. The ship shows up on sensors, but the inside cannot be examined.

Sensor-Reflective Hull: Invisibility to Radio Group, Reduced Endurance (0 END; +1/2), Persistent (+1/2), Inherent (+1/4) (45 Active Points); Always On (-1/2), Limited Effect (Only affects scans into the ship through the hull; -1/4). Total Cost: 26 points.

POWER SYSTEMS

Ships of the Federation use Antimatter power plants to power the warp systems, which in turn power the ship, and Fusion power to power the impulse engines. Impulse engine power cannot be used to power the warp drive engines.

Use the *Spacedock* Power generated per round as the END and REC of the Endurance Reserve. As per *Terran Empire page 138*, all such Endurance Reserves take the *OIF Immobile (-1 1/2)* and *Only Powers Electrical Devices (-1/4)* limitations. Here is a sample of four of the 13 antimatter power systems from *Spacedock*.

ANTIMATTER POWER SYSTEMS					
Power Plant	TL	END	REC	A/R Cost	Price
Class 1		90	90	99/36	
Class 5		250	250	275/100	
Class 10		500	500	550/200	
Class 12		600	600	660/240	

PROPULSION SYSTEMS

Federation starships have two types of propulsion systems aboard ship: *Impulse Drive* and *Warp Drive*.

IMPULSE DRIVE

Impulse drives are a type of reactionless (antigravity) drive that can move a ship to near the speed of light. Full Impulse is approximately 1C (300,000 km per second); one-quarter impulse is .25C, or about 75,000 km per second.

FEDERATION IMPULSE DRIVES					
Propulsion System	Year	TSPI	Flight	Sub-light	A/R Cost
Class 1			25"	.25c	150/150
Class 2			30"	.5c	
Class 4			40"	.6c	
Class 8			50"	.75c	250/250

Spacedock has 8 classes of Impulse drives. Here are a few examples.

Cost	Class 1 Impulse Drive	END
50	25" Flight	5
75	MegaScale for 25" Flight (1" = 3000 km, scalable to 1" = 1 km; +1 1/2) (75 Active Points) as Naked Advantage; Reduced END on MegaScale (0 END; +1/2); Only in space (-1/2)	0
125	Total Cost	

Cost	Class 8 Impulse Drive	END
100	50" Flight	10
150	MegaScale for 50" Flight (1" = 4500 km, scalable to 1" = 1 km; +1 1/2) (150 Active Points) as Naked Advantage; Reduced END on MegaScale (0 END; +1/2); Only in space (-1/2)	0
250	Total Cost	

THRUSTERS

TBD.

WARP DRIVE

Warp Drive creates a warp field that compresses the area of space around the ship, allowing the ship to move faster than the speed of light. Warp Drive is an inertia-free system, so going out of warp stops the ship completely (barring other factors).

WARP SPEED!

TNG WARP SPEEDS				
WF	FTL Multiple	FTL Pts	Light Years per Day	Earth to Klingon Neutral Zone (587 LY)
1	1	10	0.003	587.0 Years
2	10	16	0.027	58.7 Years
3	39	21	0.107	15.1 Years
4	102	23	0.279	5.8 Years
5	214	25	0.586	2.7 Years
6	392	27	1.074	1.5 Years
7	656	29	1.797	10.7 Months
8	1024	30	2.805	6.9 Months
9	1516	31	4.153	4.6 Months
9.2	1656	31	4.537	4.3 Months
9.6	1909	32	5.230	3.7 Months
9.9	3053	33	8.364	2.3 Months
9.99	7912	36	21.677	26.7 Days
9.999	61,440*	42	168.329	3.4 Days
9.9997	200,000	46	547.945	1.1 Days

* The speed of a subspace message.

Spacedock has a table of 75 different warp drive nacelles. I am not going to write up all 75 nacelles. To convert the warp nacelles, find the second of the three warp values (Sustain), and look it up in the *TNG Warp Speeds* table above. Find the FTL points, and then apply the Costs Endurance (-1/2), Increased Endurance Cost (x10 END; -4), and either the Primitive Warp Drive or Treknology Warp Drive limitations below. Here are write-ups of 4 Warpdrive nacelles from the *Spacedock* chart.

Type 1 Warp Drive: FTL Travel (2 LY per year) (12 Active Points); Costs Endurance (-1/2), Increased Endurance Cost (x10 END; -4), Primitive Warpdrive (-1/2). Real Cost: 2 points.

Type 1A Warp Drive: FTL Travel (10 LY per year) (16 Active Points); Costs Endurance (-1/2), Increased Endurance Cost (x10 END; -4), Treknology Warpdrive (-1/2). Real Cost: 3 points.

Type 1B/ Type 2 Warp Drive: FTL Travel (39 LY per year) (21 Active Points); Costs Endurance (-1/2), Increased Endurance Cost (x10 END; -4), Treknology Warpdrive (-1/2). Real Cost: 3 points.

Type 3 Warp Drive: FTL Travel (392 LY per year) (27 Active Points); Costs Endurance (-1/2), Increased Endurance Cost (x10 END; -4), Treknology Warpdrive (-1/2). Real Cost: 4 points.

Type 6A Warp Drive: FTL Travel (1024 LY per year); Costs Endurance (-1/2), Increased Endurance Cost (x10 END; -4), Treknology Warpdrive (-1/2). Real Cost: 5 points.

The *Primitive Warpdrive* limitation operates at its listed rate indefinitely, and CANNOT be pushed.

The *Treknology Warpdrive* limitation for warp drives is this: The warp drive can operate at 2 FTL points less than its full cost indefinitely. It can only operate at its full FTL points for 12 hours before it incurs a 8- Burnout roll, which gets 1 step worse every hour the warp drive operates at this speed. The warp drive can be *pushed* by only 2 points, and each point it is pushed halves the 12 hour limit and the burnout roll increment period.

Example: The Type 6A warp drive is rated at 1024 LY per year, or 30 FTL points. So it can operate at (30-2=28) FTL points, or WF 6.5 indefinitely with no appreciable stress. It can only operate at WF 8 (30 FTL point) for 12 hours, and then has an 8- Burnout roll. At 13 hours it becomes a 9- Burnout roll; 14 hours is a 10- Burnout roll; etc. Finally, the engines can be pushed by up to 2 FTL points to 32 points (WF 9.6), but the Burnout roll of 8- begins at 3 hours instead of 12 hours, and increases to 9- after 1/4 hour (15 minutes).

Optionally, you can decrease the Sustainable time from 12 hours to one hour for an additional -1/4 Limitation on the *Treknology Warpdrive* limitation. At that level of limitation, the standard *Burnout roll* increment becomes 15 minutes.

Excerpt: The Federation DS9 TM specifies that the maximum speed that can be maintained for as long as 12 hours is warp 9.9 for upgraded versions of the Galaxy-class and Nebula-class starships. Maximum 12-hour speeds are listed as warp 9.2 for the Miranda-class, warp 9.7 for the Norway-class and Saber-class, and speeds between warp 9.55 and 9.75 for various other sundry ship classes. Their fastest starship appears to be the Defiant-class, which is rated for a maximum of warp 9.982 for 12-hours. This represents a significant strategic advantage over other groups in the area such as the Romulans, Klingons, Cardassians, Jem'hadar, etc. According to the DS9 TM, no starship from any of those groups has been observed exceeding warp 9.6.

Using this information, we can conclude that the average Federation, Romulan, Klingon, Cardassian, or Jem'hadar warship is capable of approximately 2000c cruising speed, with high-end ships being capable of 3000c, and a handful of exceptional vessels being capable of roughly 6000c.

WEAPON SYSTEMS

Federation starships of ST: TOS use phasers and photon torpedoes when attacking; Klingon starships use disruptors; Romulan ships may use disruptors or plasma bolts. Tractor beams have been used strategically as well by all three groups.

STARSHIP PHASERS

Phasers are the most common weapons aboard Star Fleet vessels. Ship's phasers can fire a pulse or a continuous beam. With a few minutes of work, ship's phasers can also be set to fire on stun rather than the default disrupt ("A Piece of the Action"). Ship's phasers typically do not have the *Limited Arc of Fire* limitation.

To convert starship weapons, I reread *Spacedock* and compared its damage values with those in *Star Hero* and *Terran Empire*. Assuming that the smallest starship laser in *Spacedock* is equivalent to the smallest starship laser in *Terran Empire* and that the *Spacedock* photon torpedo is equivalent to the *Terran Empire* antimatter torpedo, the Spacedock to Hero damage conversion table comes out as follows:

Spacedock damage	Hero BODY SE / MAX	Hero Damage (RKA)
20	12 / 24	4d6
40	15 / 30	5d6
60	18 / 36	6d6
80	24	8d6
100	30	10d6
120	33	11d6
140	36	12d6
160	39	13d6
180	42	14d6
200	45 / 90	15d6
220	48	16d6
240	51	17d6
260	54	18d6
280	57	19d6
300	60	20d6
320	63	21d6
340	65	21 1/2 d6
360	66	22d6
380	68	22 1/2 d6
400	69 / 138	23d6
420	71	23 1/2d6
440	72	24d6
460	73	24d6 + 1
480	74	24 1/2 d6
500	75	25d6
550	77	25 1/2 d6
600	78 / 156	26d6
650	80	26 1/2 d6
700	81	27d6
750	83	27 1/2 d6
800	84 / 168	28d6
850	86 / 166	28 1/2 d6
900	87	29d6
950	89	29 1/2 d6
1000	90 / 180	30d6
Etc.		

TORPEDOES

Ships need torpedo launchers to fire torpedoes. Each launcher costs 5 points (so 3 launchers costs 15 points). A ship can fire up to 5 regular torpedoes per phase; each torpedo fired costs 10 END. Some torpedoes are designated as "high yield", and can only be fired at the rate of 1 per phase; each high yield torpedo costs 10 END to fire.

Torpedoes and missiles use the "Nuclear Space Missile" write-up from *SE195*, but with alterations. All warp-capable torpedoes, including Photon and Quantum torpedoes, have Warp Field Sustainers so that they travel at warp speed when fired by ships traveling warp speed.

Warp Field Sustainer: FTL (30 Active Points); Only To Sustain Relative Warp Speed Of The Ship Firing The Missile (-1). Cost: 15 points.

MICROTORPEDOES

Microtorpedoes are chemical explosive torpedoes. One of the more primitive technologies, they do EB 16d6 Explosion damage and do NOT have Warp Field Sustainers.

PHOTON TORPEDOES AND QUANTUM TORPEDOES

Photon torpedoes are matter/anti-matter weapons where the anti-matter is held in containment by a force field until impact. The result is a matter/anti-matter explosion of sizable power. Photon torpedoes can also be fired and left unexploded to create a minefield of photon torpedoes.

Substitute the appropriate damage for the missile type as follows.

Torpedo	Spacedock Converted Damage *	TNGHero Damage **
Type II Photon Torpedo	RKA 15d6 Explosion AP	RKA 17d6 Explosion AP
Type III Photon Torpedo	RKA 17d6 Explosion AP	RKA 19d6 Explosion AP
Type VI Photon Torpedo (high-yield)	RKA 25d6 Explosion AP	RKA 27d6 Explosion AP
Mk I Quantum Torpedo	RKA 23d6 Explosion AP	RKA 25d6 Explosion AP
Mk II Quantum Torpedo	RKA 24d6 Explosion AP	RKA 26d6 Explosion AP
Mk III Quantum Torpedo (high-yield)	RKA 25d6 Explosion AP	RKA 27d6 Explosion AP
* These damage values are based on the Spacedock-to-Hero damage conversion table in the Starship Phasers section.		
** Since a Nuclear missile does RKA 20d6 Explosion, I add +2d6 AP to the converted values to be more "realistic" in antimatter and quantum torpedo damage.		

All torpedoes have the *MegaArea* (1" = 10km; +1/2) advantage on their explosions.

Using the *SE195* write-up, adding the Warp Sustainer, and altering the damage, we get:

Type II Photon Torpedo: RKA, 17d6XAP, warp. Cost: 374/5 = 75 points.

Mk I Quantum Torpedo: RKA 25d6XAP, warp. Cost: 428/5 = 86 points.

Type VI Photon Torpedo or Mk III Quantum Torpedo: RKA 27d6XAP, warp. Cost: 442/5 = 88 points.

Other Torpedoes

There are a few other kinds of torpedoes that have seen use.

Torpedo	Spacedock Converted Damage *	TNGHero Damage **
Tricobalt device	RKA 27 1/2 d6 Explosion	RKA 30d6 Explosion
Romulan Plasma Torpedo	RKA 29d6 Explosion AP, loses 1d6 per 500,000 km it travels beyond the base 1,500,000km.	
Pulse Wave Torpedo	EMP Pulse	
Gravimetric Torpedo	RKA 15d6 Explosion APX2	

DISRUPTORS

The Klingons and Romulans use disruptor banks in ship-to-ship combat. While not as versatile or powerful as phasers, they are simpler to use.

42	<i>Type 1 Disruptors:</i> RKA 5d6, Autofire (2 shots; +1/4) (94 Active Points); OIF Bulky (-1), Real Weapons (-1/4)
47	<i>Long Range for Type 1 Disruptors:</i> MegaRange (1" = 10 km, can scale down to 1" = 1 km; +3/4) as Naked Advantage on Disruptors, Reduced Endurance (0 END; +1/2) on Range (105 Active points); OIF Bulky (-1), Real Weapons (-1/4).
89	Total Cost

100	<i>Type 6 Disruptors:</i> RKA 12d6, Autofire (3 shots; +1/4) (225 Active Points); OIF Bulky (-1), Real Weapons (-1/4)
112	<i>Long Range for Type 6 Disruptors:</i> MegaRange (1" = 10 km, can scale down to 1" = 1 km; +3/4) as Naked Advantage on Disruptors, Reduced Endurance (0 END; +1/2) on Range (253 Active points); OIF Bulky (-1), Real Weapons (-1/4).
212	Total Cost

190	<i>Type 13 Disruptors:</i> RKA 19d6, Autofire (5 shots; +1/2) (427 Active Points); OIF Bulky (-1), Real Weapons (-1/4)
213	<i>Long Range for Type 13 Disruptors:</i> MegaRange (1" = 10 km, can scale down to 1" = 1 km; +3/4) as Naked Advantage on Disruptors, Reduced Endurance (0 END; +1/2) on Range (480 Active points); OIF Bulky (-1), Real Weapons (-1/4).
403	Total Cost

POLARON BEAMS

Polaron Beams are a type of disruptor used by the Dominion, specifically the Jem'hadar. Use the Disruptors, but add the advantage *AVLD (hardened force fields and hardened force walls; +1 1/2), Does Body (+1)*.

Note: Once the Federation learns how to defend against Polaron Beams, all Starfleet shields have the Hardened (+1/4) advantage.

PLASMA BOLT

See Romulan Plasma Torpedo.

TRACTOR BEAMS

Tractor/pressor beams allow objects to be pulled to or pushed away from the starship. The maximum range is about 100,000 miles.

Class Delta Tractor Beam: Telekinesis (150 STR); OIF Bulky (projector; -1), Affects Whole Object (-1/4), Limited Arc of Fire (60 degrees forward; -1/2)

Cost	Class Delta Tractor Beam
82	<i>Class Delta Tractor Beam:</i> Telekinesis (150 STR) (225 Active Points); OIF Bulky (projector; -1), Affects Whole Object (-1/4), Limited Arc of Fire (60 degrees forward; -1/2)
61	<i>Long Range Tractor Beam:</i> MegaRange (1" = 10 km, scaleable down to 1" = 1 km; +3/4) as Naked Advantage on Tractor Beam up to 150 STR (169 Active Points); OIF Bulky (projector; -1), Affects Whole Object (-1/4), Limited Arc of Fire (60 degrees forward; -1/2)
Total Cost: 143 points.	

SELF-DESTRUCT SYSTEM

Take the number of BODY possessed by the ship, double it, divide by 3, and that's the number of RKA dice as an Explosion.

In addition to the *Explosion (+1/2)* advantage, apply the *Trigger* advantage and the limitations *No Range (-1/2)* and *1 Charge Which Never Recovers (-4)*.

Since Star Fleet vessels have a 1 minute timer once activated, you should include *Trigger (spoken command authorization; +1/4)* and *Extra Time (once activated, takes*

1 minute to arm and detonate; -1 1/2) for them as well.

Romulan vessels, at least from the STTOS time period, apparently can activate their SDS with no extra time needed.

DEFENSE SYSTEMS

In addition to armor plating, starships use Deflector Shields to protect the ship from debris and Defensive Shields to protect the ship from damage in combat.

DEFLECTOR SHIELDS

Deflector shields are force screens that dampen or deflect the impact of energy and matter. An impact that exceeds the rated value of the shield strains the shield generator, causing a loss in the generator's ability to maintain the shield.

Use the *Deflector Shields* write-up on page 199 of *Star Hero* for basic deflector shields.

DEFENSIVE SHIELDS

Defensive Shields are force fields that protect the ship from the damage of weapons and the like. *Star Trek* defensive shields are *Ablative*, in that attacks reduce the effectiveness of the shields until they collapse ("Shields down to 35% cap'n!").

The shields use an alternate version of the *Ablative* limitation, where each 2 BODY that gets through reduces the DEF by 1 instead of reducing the Activation roll.

Example: The *Rigel Queen* has Class 1 Shields, which provide DEF 90 Ablative Forcefield protection, and the ship also has a DEF 15 Hull and 20 BODY. Sensors detect an approaching pirate vessel and so the crew raises shields. The pirate vessel fires a photon torpedo for 17d6K AP damage, and hits the Rigel Queen. Using SE damage, the torpedo attack is 51 BODY AP. Since the shields are not hardened, the AP reduces the effective value from 90 to 45. The attack is 51 BODY - 45 DEF = 6 BODY that gets through the shields. The forward shields have been reduced from 90 DEF to 87 DEF. The remaining 6 BODY is applied to the hull (DEF 15) and has no further effect. Had the damage been rolled instead of SE, and been say 78 BODY, the effect would have been (78-45 = 33 BODY) reducing the shields to 90 - (33/2) = 74 DEF, the 33 BODY that got through then applied to the DEF 15 Hull, and the ship takes (33 -15 = 18 BODY).

The shields are also *sectional*, providing protection in fore, aft, port, and starboard sections. An attack can completely obliterate the shields in the aft section, but the shields in the fore section can be at full. *Sectional Defense (four independent sections) -1/4*.

Since a Class 1 Shield provides complete protection from 1 shot of a weapon that does 200 *Spacedock* points, that would make a Class 1 Shield be FF 90PD / 90ED, Ablative, etc. Also, since a Class 2 Shield provides protection for 1 shot of a 400 point *Spacedock* weapon, it should be at least FF 138PD/138ED, Ablative, etc. So in that vein of thought...

Spacedock Shield	Spacedock Resistance	Hero ForceField
Class 1	200	90 PD / 90ED
Class 2	400	138 PD / 138 ED
Class 3	600	156 PD / 156 ED
Class 4	800	168 PD / 168 ED
Class 5	1000	180 PD / 180 ED
Class 6	1200	192 PD / 192 ED

Class 7	1400	204 PD / 204 ED
---------	------	-----------------

Class 1 Shields: Force Field (90 PD / 90 ED) (180 Active Points); OIF Bulky (shield generators; -1), Ablative (-1/2; only versus BODY of attack), Sectional Defense (four independent sections; -1/4). Total Cost: 65 points.

Class 1 Shields after Dominion War: Force Field (90 PD / 90 ED), Hardened (+1/4) (225 Active Points); OIF Bulky (shield generators; -1), Ablative (-1/2; only versus BODY of attack), Sectional Defense (four independent sections; -1/4). Total Cost: 82 points.

CLOAKING SYSTEMS

Cloaking devices are only available to Klingon and Romulan ships. The technology does not exist within the Federation until the Romulans give it to the Federation during the Dominion War.

Use the *Cloaking Device* write-up on *Star Hero* page 199.

OPERATIONS SYSTEMS

COMPUTERS

Shipboard computer systems automatically control many of the shipboard systems so that manual intervention is only necessary in special circumstances. Complex programs maintain the matter / anti-matter mix, maintains the life support and antigravity systems, and so on.

Starships larger than a shuttlecraft have a central computer system tied into the various subsystems and the vast databanks of information. The computer responds to voice commands, ignores commands of those lacking authority for restricted commands, and responds with a human-like voice.

STANDARD STARSHIP COMPUTER

Val	Char	Cost	Roll	Notes
23	INT	13	14-	PER Roll 14-
23	DEX	39	14-	OCV 8; DCV 8
4	SPD	7		Phases: 3, 6, 9, 12
				Total Characteristics Cost: 59

Cost	Skills
3	Combat Piloting 14-
3	Navigation (Space, WarpSpace) 14-
7	AK: Milky Way Galaxy 18-
7	AK: Home Turf (e.g. Federation Space) 18-
3	SS: Astrophysics 14-
12	Systems Operation (Communications Systems, Defensive Systems, Environmental Systems, Medical Systems, Sensors, and Transporter Systems) 14-
18	Electronics (Communications Systems, Computer Systems, Defensive Systems, Environmental Systems and Medical systems, Flight Control Systems, Power Systems, Sensors, Starship Weapons and Transporter Systems) 14-
3	Mechanics 14-
3	Computer Programming 14-
3	Cryptography 14-
7	KS: Known Cultures and Races 18-
3	KS: Current Events 14-
3	KS: Contacts Database 14-
5	KS: Entertainment Database 15-
5	KS: Personal Logs 15-
1	WF: Ship's Weapons
Programs	
1	Detect and Diagnose Ship Malfunctions
1	Detect and Report Ship Internal Anomalies

- 1 Monitor Communications and Report Anomalies
- 1 Monitor Computer Usage and Report Anomalies
- 1 Monitor Environmental Systems and Report Anomalies
- 1 Monitor Power Systems and Report Anomalies
- 1 Monitor Sensors and Report Anomalies
- 1 Monitor Internal Systems and Report Unauthorized Use
- 1 Operate Sensors and Scan for Designated Phenomena
- 1 Scan and Enter Data
- 1 Pilot Ship From Starting Point to Ending Point
- 1 Search Databases for Requested Information
- 1 Send Emergency Messages as Programmed

Talents

- 3 Clock: Absolute Time Sense
- 3 Navigation Buoys: Bump of Direction
- 5 Computer Memory: Eidetic Memory
- 3 Calculator: Lightning Calculator
- 20 Translator: Universal Translator 14-

133 Total Abilities Cost**Cost Commercial / Merchant Computer Package Adder**

- 3 KS: Known Galactic Currencies 14-
- 3 KS: Bookkeeping & Accounting 14-
- 3 KS: Known Illegal Goods 14-
- 5 KS: Personnel / Company Trading & Financial Data 15-
- 20 20 points worth of Science and Knowledge Skills
- 1 Upload / Download Latest Financial Data

35 Total Adder Cost**Cost Exploration Computer Package Adder**

- 2 +2 INT (25 Total)
- 6 +2 DEX (25 Total)
- 4 +2 to Navigation Roll
- 2 +2 to Universal Translator Roll
- 30 30 points worth of Science and Knowledge Skills
- 1 Upload / Download Latest Navigation and Mapping Data

45 Total Adder Cost**Cost Military Computer Package Adder**

- 5 +5 INT (28 INT; adds +1 to all INT-Based Rolls)
- 15 +5 DEX (28 DEX; adds +1 to all DEX-Based Rolls, +2 CV)
- 10 EGO 15 (Capable of Self Direction)
- 5 +1 to All INT-Based Skills
- 5 +1 to All DEX-Based Skills
- 5 +1 to All Background / Science / Knowledge Skills
- 6 KS: Galactic Known Military Equipment & Weapons 15-
- 6 KS: Galactic Known Military Forces 15-
- 6 KS: Galactic Known Empires 15-
- 6 KS: Galactic Known Starships 15-
- 2 Systems Operation (Weapon Systems)
- 1 Attack Target(s)
- 1 Evade Attackers/Pursuers
- 1 Lock on Target
- 1 Obtain Full Tactical Data
- 25 25 points worth of Science and Knowledge Skills
- 100 Total Adder Cost**
- 25 Psychological Limitation: Utterly Loyal To Home Government (Very Common, Total)
- 15 Psychological Limitation: Follows Chain of Command (Common, Strong)
- 40 Total Adder Disadvantages**

COMMUNICATIONS

Communications includes normal and subspace communications systems. Normal communications are used for ship-to-ship or ship-to-surface communications within 100,000 miles. Subspace is used for interplanetary and Star Fleet communications.

SENSORS

Ships sensors are a vast array of sensor devices, but can be classified in the same manner as the General Sciences tricorder. Sensors are accurate out to 100,000 miles and sketchy up to 200,000 miles.

Sensors are purchased as a Variable Power Pool, as the sensors can be reconfigured (given time) to detect non-standard phenomena. For example, the Defiant has the following sensor package:

- | | | |
|-----|--|-----|
| 114 | Sensor and Communication Systems: Variable Power Pool, 100 base + 50 control cost; OIF Bulky (1), Only for Senses and Communications (-1), Costs Endurance (-1/2) | var |
| 87 | Long Range Sensors: MegaScale (1 light year per Active Point, can scale down to 1 km per Active Point; +3 1/2) for any Sensor Pool Sense of up to 50 Active Points, Bulky (-1) | 0 |
| 15 | Long Range Sensors: +20 versus Range for Radio Group, OIF Bulky (-1) | 0 |

Unless the sensors must be reconfigured because of some strange phenomena, the *default* detections are:

- Detect Energy 16- (Radio Group), Discriminatory, Analyze, Targeting Sense (30 Active Points);
- Detect Physical Objects 16- (Radio Group), Discriminatory, Analyze, Targeting Sense (30 Active Points);
- Detect Life Forms 16- (Radio Group), Discriminatory, Analyze, Targeting Sense (30 Active Points);

If the crew encounters a temporal rift, they can reconfigure the sensors to detect temporal distortions (Detect Temporal Distortions 16-, Discriminatory (10 Active Points)), but doing so will take time. The suggested time for reconfiguring the sensors is 5 minutes for 10 Active Points, +1 step up the time chart per additional 10 points. The effort requires a successful Systems Operation (Sensors) roll, and a good roll can reduce the time it takes by one or two steps at the GM's discretion.

TRANSPORTERS

Transporters convert matter to energy, beam the energy to another location (up to 16,000 miles at the time of Star Trek: The Original Series, 25,000 miles at the time of Star Trek: The Next Generation), and convert the energy back to matter. The same things that give sensors and communications systems problems block transporters.

Objects that have been dematerialized but not yet rematerialized can be held in transit for a short amount of time, but the longer the transit time, the greater the risk of pattern drift or loss.

Federation transporters are of three types: Standard Personnel (6 person), Cargo, and Emergency (22 person).

It takes one turn (12 seconds) to set the various controls on the transporter before the object can be 'beamed', but only one phase to 'beam' the target. This includes setting the coordinates, clearing the pattern buffers, checking the power and system integrity, and so on.

Cost	6-person Transporter System
78	Matter-Energy-Matter Transporter: Multipower, 234-point reserve, all OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2)
3u	1) Transporting Away - Long Range: Teleportation 10", x8 Increased Mass, Position Shift, MegaScale (1" = 4000km, scalable down to 1" = 1km; +1 1/2), OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2)
3u	2) Transporting Away - Short Range: Teleportation 10", x8 Increased Mass, Position Shift, x500 NCM (10km), OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2)

6u	3) Transporting To - Long Range: Teleportation 10", x8 Increased Mass, Position Shift, MegaScale (1" = 4000km, scalable down to 1" = 1km; +11/2), Usable As Attack (+1), Ranged (+1/2), MegaRange (1" = 4000km, scalable down to 1" = 1km; +11/2); OIF Immobile (-11/2), Extra Time (Full Phase; -1/2)
7u	4) Transporting To - Short Range: Teleportation 10", x8 Increased Mass, Position Shift, x500 NCM (10km), Usable As Attack (+1), Ranged (+1/2), x5 Maximum Range (+1/4); OIF Immobile (-11/2), Extra Time (Full Phase; -1/2)
Total Cost: 97 points.	

PERSONNEL SYSTEMS

LIFE SUPPORT

The Life Support systems regulate the breathing gases, humidity, temperature, and other parameters needed for survival. In *Spacedock*, the cost to run Life Support is dependent on the number of people supported, but for simplification I recommend just a straight Costs END limitation.

Life Support System: Self-Contained Breathing, Safe Environments (High Pressure, Low Pressure/Vacuum, High Radiation, Intense Heat, Intense Cold). Costs END (-1/2). Total Cost: 14 points. [END Cost is 2]

If you *really* want to make the Life Support END Cost based on the number of people, add an additional -1/4 Limitation: *END Cost is +1 per x2 people above 16*.

The backup Life Support system operates at half-power, but only for 24 hours.

Backup Life Support System: Self-Contained Breathing, Safe Environments (High Pressure, Low Pressure/Vacuum, High Radiation, Intense Heat, Intense Cold). Costs END (-1/2), Limited: Maximum of 24 hours usage (-1/2). Total Cost: 10 points. [END Cost is 2]

Ships may also have emergency shelters for life support. If so, use the *Backup Life Support system in Terran Empire page 170*. (16 points for 4 backup chambers, for example).

ARTIFICIAL GRAVITY

All Federation starships have artificial gravity systems. It can be altered in localized areas. Most human-crewed starships have the artificial gravity set to 1G.

Use the *Artificial Gravity* write-up as per *Star Hero pages 203-204*.

CONSUMABLES

Consumables include not only food and water, but also antimatter, raw materials for replicator use, and so forth. Consumables take up space but do not cost any END or points.

FOOD REPLICATORS

Food replicators provide food and drink, with a programmable menu of items. Only food and drink whose compositions and recipes have been programmed into the system can be replicated.

Food Replicators: Life Support (Diminished Eating: No Need To Eat); Costs END (-1/2), x3 END (-1). Total Cost: 1 point.

INDUSTRIAL REPLICATORS

Industrial replicators fabricate spare parts and other

objects. They range in size from food replicator size to 12 hexes on a side. Typical shipboard replicators are 5 meters on a side.

Cost Industrial Replicator System

80	Industrial Replicator System: Multipower, 240-point reserve, all OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2)
6u	1) Small Object Replication: Transform 4d6 (Major), Air to Any Object programmed into system (+1), Continuous (+1) (180 Active Points); OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2)
8u	2) Large Object Replication: Transform 4d6 (Major), Air to Any Object programmed into system (+1), Continuous (+1), Area Effect 8 hexes (+1) (240 Active Points); OIF Immobile (-1 1/2), Extra Time (Full phase; -1/2)
Total Cost: 94 points.	

SICK BAY

As per *Star Hero page 204*, buy Sick bay as a lab for Paramedic and SS: Medicine, typically at 14- each.

Cost	Sick Bay
13	Paramedic 14-
5	SS: Medicine 14-
Total Cost: 15 points.	

ESCAPE PODS

Use the escape pods from *Terran Empire page 171*.

BRIG

The brig aboard ship uses a force field as a barrier on prisoner's cells. The force field (Force Wall) is clear, making it easy for guards to keep an eye on prisoners without the need for surveillance cameras or the like. The force field also has an electrostatic charge to deter detainees from impacting the force field.

Brig force fields have their own UPS so that a power failure aboard ship does not release prisoners.

Use the write-up for *Cellblock*, on *Star Hero page 230*.

Miscellaneous

FIRE SUPPRESSION SYSTEM

Fire Suppression Systems, or Fire Extinguishing Systems, automatically detect and extinguish fires caused by any number of things. Use the *Fire Safety Systems, Large Vehicle Option* from TUV 138. Cost: 63 points.

ARMORY

The armory is a locked storage area containing hand weapons (hand phasers, phaser rifles, etc.). The armory takes up space but costs no points.

DECONTAMINATION FACILITY

This area is used to decontaminate personnel or materials.

TREK SHIPS

SHUTTLES

Shuttlecraft Galileo

The Galileo style of Shuttlecraft is an STL 7-person shuttlecraft. It is meant only for transport, and has no weapons. The maximum speed of the shuttle is .89C.



Val	Char	Cost	Notes
5	Size	25	3.2" x 1.6"; -5 KB; -3 DCV
35	STR	0	Lift 3.2 Tons; 7d6 HTH [0]
11	DEX	33	OCV: 4; DCV: 4
8	BODY		
7	DEF		See Tactical Systems
3	SPD		Phases: 4, 8, 12 Total Cost: ?

Movement: Ground 0"/0"; Flight 30"/300"

Cost	Power	END
Power Systems		
40	<i>Fusion Power Plant:</i> Endurance Reserve (100 END/100 REC); OIF Immobility (-1 1/2), Only Powers Electrical Devices (-1/4)	0
Propulsion Systems		
65	<i>Reactionless Drive:</i> Flight 30"	3
35	<i>Sublight Drive:</i> MegaScale for Flight (1 hex = 267000 km, scalable down to 1 hex = 1km; +1/3/4), Cost END (-1/2)	5
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF - Bulky (-1), Only To Protect Occupants Against G Force Damage (-1) Spaceflight only: Ground -6" Spaceflight only: Swimming -2"	2
Tactical Systems		
13	<i>Shields:</i> Force Field (30 PD / 30 ED); Limited: Regenerating Shields (Loses 1 DEF per 2 BODY of attack that gets through Force Field; Recovers at 1 DEF per Turn; -1/2), OIF - Bulky (generator; -1), Increased Endurance (x5 END; -2)	30
30	<i>Tritanium Plating:</i> +10 DEF, Hardened (+1/4); Limited Coverage (hull only; -1/4)	
Operations Systems		
12	<i>Electromagnetic Sensors Package:</i> Detect Electromagnetic Energy and Sources, Range, Discriminatory, Analyze, 360-degree; OIF - Bulky (-1), Costs END (-1/2)	3
12	<i>Physical Sensors Package:</i> Detect Physical Objects and Composition, Range, Discriminatory, Analyze, 360-degree; OIF - Bulky (-1)	3
12	<i>Life Sensors Package:</i> Detect Life Forms, Range, Discriminatory, Analyze, 360-degree; OIF - Bulky (-1)	3
41	<i>Medium-Range Sensors:</i> MegaScale (500 AU per Active Point, can scale down to 1 km per Active point; +2 3/4) for any Sensors Package; OIF - Bulky (-1)	
7	<i>Medium-Range Sensors:</i> +10 versus Range for Radio group; OIF - Bulky (-1)	
Personnel Systems		
12	<i>Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-1/2)	2
15	<i>Internal Gravity:</i> Telekinesis 20 STR, Selective (+1/2), OIF - Bulky (-1), Only to Pull Objects Straight Down To The Floor (-1)	3
Computer Systems		
35	Standard Computer System	

Price New: 700,000 Credits

Price Used: 350,000 Credits

Aquashuttle

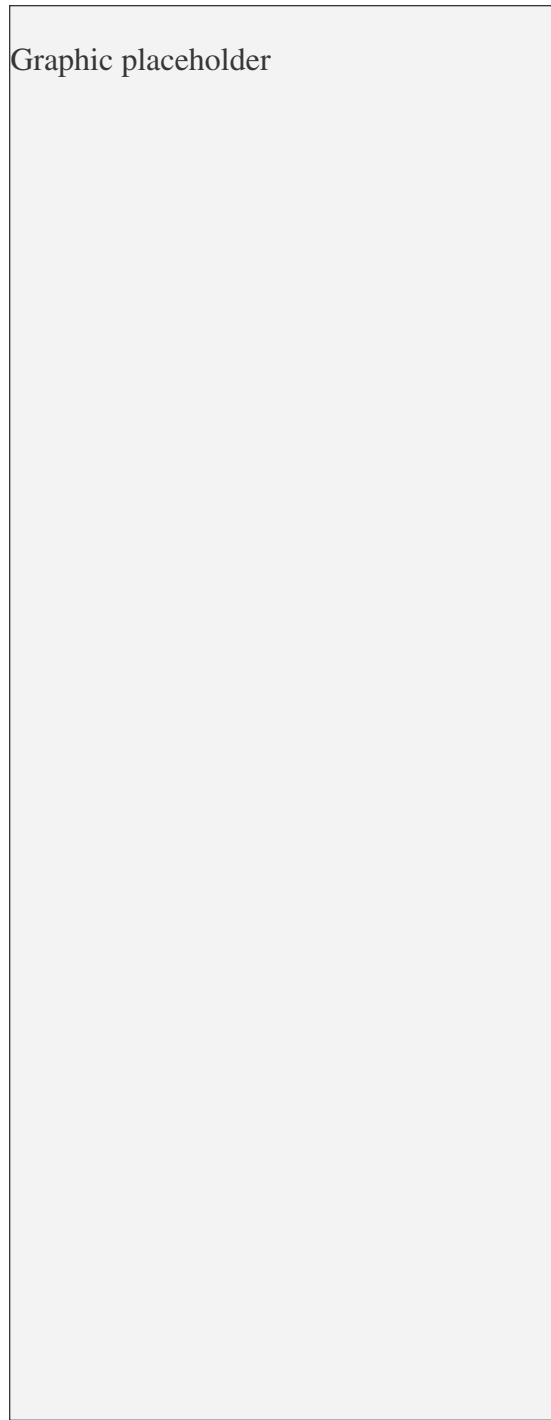
The aquashuttle is a shuttlecraft, silver and fish-shaped, with an observation dome where the dorsal fin would be on a fish. The shuttle contains typical instrumentation of a shuttlecraft, as well as phasers and heavily padded seats.

Val	Char	Cost	Notes
5	Size	25	3.2" x 1.6"; -5 KB; -3 DCV
35	STR	0	Lift 3.2 Tons; 7d6 HTH [0]
11	DEX	33	OCV: 4; DCV: 4
8	BODY		
7	DEF		See Tactical Systems
3	SPD		Phases: 4, 8, 12 Total Cost: ?

7	<i>Medium-Range Sensors</i> : +10 versus Range for Radio group; OIF - Bulky (-1)	
	Personnel Systems	
12	Life Support: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-1/2)	2
15	<i>Internal Gravity</i> : Telekinesis 20 STR, Selective (+1/2), OIF - Bulky (-1), Only to Pull Objects Straight Down To The Floor (-1)	3
	Computer Systems	
35	Standard Computer System	

Movement: Ground 0"/0"; Flight 30"/300"; Swimming 10"

Cost	Power	END
	Power Systems	
40	<i>Fusion Power Plant</i> : Endurance Reserve (100 END/100 REC); OIF Immobile (-1 1/2), Only Powers Electrical Devices (-1/4)	0
	Propulsion Systems	
65	<i>Reactionless Drive</i> : Flight 30"	3
35	Sublight Drive: MegaScale for Flight (1 hex = 267000 km, scalable down to 1 hex = 1km; +1/3/4), Cost END (-1/2)	5
9	Inertial Compensation Field: Force Field (22 PD); OIF - Bulky (-1), Only To Protect Occupants Against G Force Damage (-1) Spaceflight only: Ground -6"	2
10	Underwater movement: 10" Swimming	1
	Tactical Systems	
13	Shields: Force Field (30 PD / 30 ED); Limited: Regenerating Shields (Loses 1 DEF per 2 BODY of attack that gets through Force Field; Recovers at 1 DEF per Turn; -1/2), OIF - Bulky (generator; -1), Increased Endurance (x5 END; -2)	30
30	<i>Tritanium Plating</i> : +10 DEF, Hardened (+1/4); Limited Coverage (hull only; -1/4)	
90	<i>Phasers</i> : Multipower 180 point Reserve, OIF Bulky (-1)	
4	Phaser Stun: EB 15d6, Limited Effect: Stun Only (-0), OIF Bulky (-1), Lockout (-0)	7
6	<i>Phaser Wide Angle Stun</i> : EB 15d6, Area Effect Cone (9", +1), Limited Effect: Stun Only (-0), OIF Bulky (-1), No Range (-1/2), Lockout (-0)	14
6	<i>Phaser Disrupt</i> : RKA 8d6, OIF Bulky (-1), Lockout (-0)	12
5	<i>Cannon Configuration</i> : +2 Levels with OCV; OIF Bulky (-1)	
30	Cannon Configuration: MegaScale (1" per 10km, +1/2); OIF Bulky (-1)	
	Operations Systems	
12	<i>Electromagnetic Sensors Package</i> : Detect Electromagnetic Energy and Sources, Range, Discriminatory, Analyze, 360-degree; OIF - Bulky (-1), Costs END (-1/2)	3
12	<i>Physical Sensors Package</i> : Detect Physical Objects and Composition, Range, Discriminatory, Analyze, 360-degree; OIF - Bulky (-1)	3
12	Life Sensors Package: Detect Life Forms, Range, Discriminatory, Analyze, 360-degree; OIF - Bulky (-1)	3
41	<i>Medium-Range Sensors</i> : MegaScale (500 AU per Active Point, can scale down to 1 km per Active point; +2 3/4 for any Sensors Package; OIF - Bulky (-1)	



FOR THE GM

WARNING! These Scenarios are intended for use by GMs. If you are a player and read these scenarios, you will be missing a lot of the fun. You have been warned!

TOS STAR FLEET MISSIONS

Here are some TOS Star Fleet missions you may wish to use or modify.

A Tiny Little War

Warning: For GM use only.

ADVENTURE GROUP

The crew of a Constitution-class starship, whether the Enterprise or one of her sister ships.

MISSION

Stardate 7309.1...The Enterprise (or party's vessel) has been sent to investigate Copernicus IX, an inhabited planet near the Klingon/Federation neutral zone. Copernicus IX is in Federation space.

The Enterprise's mission: To conduct a preliminary survey of Copernicus IX from orbit and groundside. Reports from traders in the area indicate that Copernicus may be a likely candidate for UFP Protectorate status.

SITUATION

Copernicus IX is located just over 1 parsec from the Neutral Zone. It is a class M world, with 4 large continents and a number of island chains. Much of the world's land is still forested.

A sensor sweep after several orbits detects the wreckage of some type of star vessel on the largest continent, roughly midway between 2 large settlements.

Bioscans indicate the inhabitants to be near-human, and a group of the inhabitants are in close proximity to the wreckage.

LANDING PARTY

Landing party composition is ultimately up to the Captain, but should include the following: Science Officer to evaluate the social and technological level of the inhabitants; Medical Officer to evaluate the physical and psychological condition of the inhabitants; Security Officer to provide protection from native animal life.

CRASH SITE

Five warriors from the settlement of Dunmeer guard the crash site. Their weapons include versions of crossbow and shortsword, with minimal protection (DEF 1 cloth). 5-10 workers are harvesting metals from the crash site into wagons for transport to the town of Dunmeer. The warriors are protective of the site, and will try to warn others away before attacking.

A sensor sweep of the site indicates the wreckage to be a Klingon craft of some type. Indications are that it is a 6-person craft, but only the remains of 3 Klingons can be accounted for.

An orbital check for Klingons can eventually find 3 in the settlement of Dunmeer to the west.

DUNMEER, 15 KM WEST

Dunmeer, a settlement 15km west of the crash site, is the destination of the wagons, and contains several hundred people. The town 'Holder' is Alantha, a pretty dark-haired woman.

The 3 Klingon survivors of the crash are the pets of Alantha, who has used her psionics powers to dominate them.

When/if the landing party meets Alantha, the Klingons will be by her side. She will be wearing one of the Klingon uniforms, although she is obviously not a Klingon. The Klingons are dressed as local villagers, and behave as her step-and-fetch lackeys (characteristically un-Klingon). Alantha has one of the Klingon disruptors at her side and knows how to use it.

Alantha is a "Holder", one of the psionics of her race who traditionally hold the office of "mayor" of a settlement. She is also a power-hungry woman who desires to spread her control as far as she can, and sees the technological devices and knowledge of the Klingons as a means to do so.

KYLAN

Kylan is a settlement 20 kilometers east of the crash site, and watchers from Kylan keep on an eye on the progress at the crash site. They stay a safe distance away so they can observe.

Kylan's ruler is Marna, a pretty woman with reddish brown hair, and she is also a "holder". Unlike Alantha, Marna is very concerned for her settlement; she knows that in all likelihood Alantha is planning some kind of raid, and so she is wary of all strangers. If she sees potential help from strangers, willing or not, she will attempt to use her holder powers to get the help she needs.

HOLDERS

Each holder has the following powers:

Cost	Powers
45	Mental Multipower: 45 point Reserve
4u	Trance: 3d6 STUN Drain, LOS (+1/2)
4u	Mind-Numb: 3d6 EGO Drain, LOS (+1/2)
4u	Suggest: 9d6 Mind Control
4u	Telekinesis 30 STR
57	Total Cost

PREDICAMENT

How to remove the Klingons and the technological contamination without violating the Prime Directive?

ENDGAME

The mission is a success if the Klingons and the wreckage have been successfully removed, as well as any other technology they brought with them.

Finders Keepers

Run-in with the Romulans when they steal a prototype device from a Federation research facility - a prototype that may be able to detect cloaked ships.

INTRODUCTION

TBD

SCENARIO BACKGROUND

TBD

INVOLVING THE CREW

TBD

PLAYER INFORMATION

TBD

PLOTLINE

TBD

GOALS

TBD

OPTIONS

TBD

CAMPAIGN NOTES

TBD

SCENARIO RESOLUTION

TBD

The Pirates Of Orion

A beautiful merchant is robbed.

INTRODUCTION

TBD

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TBD

INVOLVING THE CREW

TBD

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TBD

PLOTLINE

TBD

GOALS

TBD

OPTIONS

TBD

CAMPAIGN NOTES

TBD

SCENARIO RESOLUTION

TBD

Broken Time

Riddle: What do you get when Klingons discover the Guardian of Time?

INTRODUCTION

TBD

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INVOLVING THE CREW

TBD

PLAYER INFORMATION

TBD

PLOTLINE

TBD

GOALS

TBD

OPTIONS

TBD

CAMPAIGN NOTES

TBD

SCENARIO RESOLUTION

TBD

TOS MERCHANT ADVENTURES

These adventures are designed to involve the crew of the *Rigel Queen*, or a similar party of merchant adventurers, possessing a Mission MkII or similar commercial starship. Two adventures, *The Ruse* and *Margin of Profit*, are based on stories from FASA, but have been adapted for a Hero-Trek universe.

The Ruse

Based on FASA's Orion Ruse, *The Ruse* is an adventure for merchant characters, putting them in a situation that is dangerous from several sources. While negotiating a high-tech trade agreement with a powerful trade family (on behalf of their employer), they find themselves at odds with another merchant crew attempting to negotiate a high-tech trade agreement for a rival corporation, and both groups know there can only be **one** winner. Meanwhile, the SFI agent that has been placed aboard their ship investigates the disappearance of SFI agent Maxwell, who last reported some troubling findings on Suldani III, and has (unknown to anyone) been captured by a second trade family in league with one of the Federation's enemy powers.

ADAPTATIONS

With a little work, the GM can alter the groups involved to be used in a different region of space, or even in the TNG era. The Orions could be changed to an independent colony world of some other race, on the fringes of Federation space near the Romulan border, and the "enemy power" could then become the Romulans. Or if set in the TNG era before the Dominion war, the world could be a colony world or independent world near the Cardassian border, and the "enemy power" could then be the Cardassians.

INTRODUCTION

The Captain and crew of the *Rigel Queen* have been hired by *CompuQuest Corporation* to open trade talks with the Orions of Suldani III, an independent Orion world near the Klingon Neutral Zone. En route to Suldani III, Star Fleet Intelligence stops the *Rigel Queen*, and convinces the Captain it's in his best interest to assist SFI and specifically their agent (Angus Stewart) in an investigation on Suldani III. It seems one of their agents is missing.

"If the Orions ever find out we've got a Federation spy on board, CompuQuest can kiss its trade agreement goodbye. And you can bet the Federation won't replace our lost profits either..."

Karl Greggon, Captain of the *Rigel Queen*

SCENARIO BACKGROUND

The scenario has several plot threads woven together, and may unravel at any time, depending on what the characters do. The characters, as merchant traders, have been hired by CompuQuest to negotiate a lucrative trade agreement for Federation high-tech goods with one of the powerful Orion merchant families (Kahsib family). Unknown to CompuQuest or the characters, at least initially, another group of merchant traders is also attempting to negotiate a lucrative trade agreement for Federation high-tech goods, but they represent InterTrade, a smaller company with a tighter margin who can't hope to compete with the characters' deal on the up-and-up. Once both merchant groups realize they have competition, the members of the rival merchant traders (crew of the *Doppler/Manticore*) will try every underhanded ploy they can to come out ahead.

In addition, for the character(s) who are on board the *Rigel Queen* on behalf of Star Fleet Intelligence, they will find that the disappearance of SFI agent Maxwell is tied to a rival merchant family (the Kahttab family) and to the Klingons aiding the rival. The rival merchant family leader, Marzuq Kahttab, has built a pirate vessel, with components provided by the Klingons, in a bid for glory and more profits, and the (false) promise of the Klingons to support his rise to supreme leadership of Suldani. The Klingons are hiding their presence as best they can, and have no intention of getting involved in the politics of Suldani. What they DO intend is to help Marzuq Kahttab become such a threat to Federation shipping that the Federation has to step in and take action against an independent world, blackening the Federation's reputation.

Each group is dependent on and affected by the actions of the other. If the SFI agent(s) lead a rescue of agent Maxwell from Marzuq Kahttab's estate, they run the risk of letting both Orion families know that Star Fleet agents are on Suldani and connected to the *Rigel Queen*, which will sour that deal very quickly. Without the merchants, the SFI agent(s) can do little investigation on their own without revealing their presence through their lack of trading skill and purchasing power.

Finally at the end, without the Star Fleet destroyer on call to the SFI agent(s), the *Rigel Queen* is a sitting duck for Marzuq Kahttab's pirate ship after the *Rigel Queen* has entered space.

SULDANI III

Suldani III is an Orion colony world near the Klingon Neutral Zone, and is the primary hub of trade for the 20+ independent worlds in that sector. It is ruled by a 5-person council, the head of each of the five powerful merchant families of Suldani III. The five families are Ansari, Basri, Kahsib, Kahttab, and Simsar.

Suldani III is a class M world, a world that is primarily deserts, mountain ranges, and oceans. It is slightly larger than Earth, but has fewer metals and thus has 0.89G gravity. Its day is 28 hours long, and its year is 1.65 Terran years long. The mean temperature is hot and arid. The culture and style of the world is reminiscent of the Arabian lands and sailors in the time of Sinbad, although the tech level is one step below the current level of the Federation.

As the trading hub for the 10-20 independent worlds in the sector, all of which have lesser tech levels than Suldani III, it's bazaar is a place where all kinds of commodities (legal and illegal) may be purchased. Also, as an independent world, Federation sanctions on selling high-tech goods to lower-tech cultures are meaningless.

THE KAHSIB FAMILY

One of the families, the Kahsib family, is lagging financially behind the other four families. CompuQuest has determined that Ishaq Kahsib, leader of the Kahsib family, would be open to talks for trade with CompuQuest and its Federation high-tech goods.

THE KAHTTAB FAMILY PLOT

Marzuq Kahttab leads another of the families, the Kahttab family. Marzuq has made a deal with a group of Klingons representing the Klingon High Command for high-tech goods and Klingon starship components. Marzuq plans on building a commerce raider (pirate ship) and using it to boost his family's profits.

THE KLINGON PLOT

The Klingon plot is to enable the Orions to harass the local shipping, which includes Federation traders, so that the Federation is forced to step in. If the Federation is forced to take action against an independent world, especially an armed action, the Federation's reputation will be blackened on other independent worlds and the Federation will look bad to the Organians. Both events can only help the Klingon Empire.

The Klingons began their plot three years ago, by convincing Marzuq Kahttab that they would provide him the aid of the Klingon Empire to unify Suldani III under his 'benevolent' leadership. They have supplied him with Klingon high-tech goods for resale on Suldani III, and the components needed to build a powerful commerce raider.

The Klingons will not get involved in the internal politics of Suldani III.

INVOLVING THE RIGEL QUEEN'S CREW

The crew has been hired to open successful trade talks with Ishaq Kahsib. CompuQuest has provided the Captain of the Rigel Queen with a letter of introduction and a cargo hold full of high-tech computer, sensor, and entertainment goods, with an average value of 1800 credits per CU. CompuQuest believes the cargo will fetch a much higher price on Suldani III, since the 20 independent worlds in the area, who are at a lower tech level, will buy as much Federation high-tech as they can get their hands on.

CompuQuest has instructed the Captain to negotiate a reasonable trade agreement with at least one of the five families, though they should begin with the Kahsib family since the Kahsib family is in most need of a 'good deal'.

The agreement must include free access to starports and repair shops, and a commitment of the family to buy at least 5000 CU of CompuQuest's high-tech cargo per year, at 125% of CompuQuest's normal price. [At this level, CompuQuest profits will be 10 to 20 Million CR per year, before transportation expenses are figured in.] The initial term of the contract should be 1 year, and will be renegotiated after one year.

If the Captain is successful in negotiating this deal, then each member of the crew will receive an immediate 5000 credit bonus, and 1% of the profits from the first year (about 100,000 credits) dispersed monthly over a 12 month period (or about 8300 credits per month).

CompuQuest has also authorized the Captain to purchase a return-trip cargo with the credits earned selling the initial cargo, and the crew will earn 20% of any profits that CompuQuest makes on the return-trip cargo. CompuQuest has also provided the Captain 20,000 credits for emergency use, and he gets to keep 20% of any unspent emergency funds.

INVOLVING THE AGENTS

The agent(s) have been assigned to conduct a covert investigation on Suldani III, in the hopes of discovering what agent Maxwell had discovered, and recovering agent Maxwell if he is still alive. The Federation has no diplomatic ties to Suldani III, so if the agents are captured or killed, SFI will disavow any knowledge of them. However the destroyer USS Macarthur has been assigned to patrol the area of the Suldani system, and may be called upon if necessary.

Agent Maxwell was investigating the reported sightings of Klingon vessels and Orion pirate vessels in the area, either of which could be a security risk for the Federation. Five weeks ago, the nearest outpost received a

message from Maxwell. He never arrived.

Starbase 25, this is Maxwell. Left Suldani at 0630 hours, and now en route at Warp 5. Investigation completed on Suldani, and the problem is the Kah...[static, then abrupt end of message].

The agent(s) have been provided with phasers, communicators, and any standard equipment, as well as civilian clothing, false identities as either passengers or crew of the Rigel Queen, and 20,000 Cr to cover the unexpected.

STORYLINE: SETTING THE STAGE

ARRIVING AT SULDANI III

When entering orbit around Suldani III, sensors detect a number of Orion-made merchant vessels either in orbit or in transit. The ships are at a lesser tech-level than most Orion homeworld and Federation ships.

On descent to the starport, the ship crosses over the city of Suldanelaq, with a population of 100,000 Orions. The city is 40 km west of the starport, on the edge of a mountain range and the ocean, otherwise surrounded by desert.

Upon landing at the starport, which has a 25-ship capacity, the crew notices there are 20 Orion merchant vessels of various sizes, but all of the same low tech level as those seen in orbit. There is also one Federation merchant ship, the same type as the Rigel Queen.

The characters will have to deal with the port official Safwan Kahttab, a cousin to Marzuq Kahttab (a name which has no meaning to the characters at this point). Safwan arrives in his GEV, and comes to collect the landing fee and a one-week berthing fee, to be paid now and in full. The landing fee is 500 CR (10x Federation normal) and the berthing fee is 150 CR per day (3x Federation normal), totaling 1550 CR. Safwan cannot be bribed to reduce the fees, pocketing any bribe money with false promises. In addition, once Safwan is aware of the cargo, he wants to make arrangements for the crew to sell it to *his* family (Kahttab family). If the crew does not agree to sell it, Safwan leaves in a huff, and the crew will have to walk the 2 km trip to the Control Center. If the crew does agree to sell it, they have just lost their cargo for Ishaq Kahsib, and cannot fulfill their mission.

Once the characters arrive in the Control Center, they find the trade offices for each of the five families are here. The Kahsib family office is the smallest and least decorated of the five families, an indication of the lesser wealth of the Kahsib family.

FIRST MEETING WITH THE KAHSIB FAMILY

The receptionist, a young Orion male, asks the group for their names, their ship's name, and their business. Once he has this information, he asks them to wait and disappears into an office in the back. He returns with an older man who identifies himself as Khalid Kahsib, the chief Trade Representative of the Kelos family.

Khalid invites the Captain and the Cargomaster back to his office to talk. If anyone else insists on going along, he will ask the Captain who the person is and why they need to go along.

Back in the office, Khalid offers the Captain and Cargomaster (and any tagalongs) a drink from a well-stocked liquor cabinet, and ask for the details of their visit. When the Captain gives Khalid the letter of introduction from CompuQuest, Khalid reads it and becomes very excited, placing a call to his superiors in the family.

When the call is over, he happily refills the character's

glasses and tells them that Ishaq Kahsib himself wishes to speak with them. They are invited to dinner at the Kahsib mansion, and an aircar should be here within an hour to pick them up.

Khalid also tells them that aircars are available for rent if they'd like to go back to their ship and freshen up. There are 3 six-passenger aircars available for rent, at 150 CR per day, no questions asked. (The cars cost 30,000 Cr to replace should the characters severely damage one they've rented.)

OFF TO DINNER

The aircar arrives, landing just outside the *Rigel Queen*. It is a 10-passenger car, and as many of the crew who wish to go to the mansion may do so. While riding in the car, anyone with a familiarity with Klingon technology will notice that some parts of the aircar appear to be of Klingon manufacture. The characters may ask the driver about the car, but anything more than idle curiosity will be reported to Ishaq.

The estate is three-story mansion set amid a lavish landscape reminiscent of Mediterranean villas. Servants open the doors of the car, welcome the characters to the estate, and lead them to the central courtyard. There they are announced, and are introduced to Ishaq Kahsib, six other Orions who are members of the family, and to 2 humans (Solomon Kane and Jack Corrigan).

Kane and Corrigan do not speak much, and Ishaq tells the characters that business conversations must wait until after dinner. The other Orion guests then inundate the characters with questions about the latest Federation news until supper is served. At supper Kane sits on Ishaq's left and the Captain of the *Rigel Queen* sits on Ishaq's right. As dinner is being carried away, Ishaq claps his hands to begin the entertainment - a scantily clad green Orion woman performing a dance, reminiscent of the Middle Eastern belly dancing tradition.

When the dance is over, the Orion guests bid their good nights. Once the Orion guests are gone, Ishaq bids Kane and Corrigan good night and tells them he will keep their proposal in mind. Kane and Corrigan are obviously upset, glare at the characters, and reluctantly leave. Ishaq then asks the Captain and the Cargomaster back to his personal office, and tells the remainder of the crew they are welcome to remain in the courtyard and partake of the wines and entertainments his mansion has to offer.

MAKING THE FIRST MOVE

Once in Ishaq's office, Ishaq offers the Captain and the Cargomaster each a drink from his well-stocked shelves. He then asks what the business proposal is. The characters should already know what CompuQuest's requirements and minimums are:

- * 1 year contract
- * Free landing and free ship repairs on Suldani
- * minimum purchase 5000 CUs per year of high-tech goods
- * all goods purchased at a minimum of 125% of Market Value (CompuQuest's)

The characters must decide how high to start their offer... too high and Ishaq may just walk away...too low and they won't meet CompuQuest's minimums. If the players and GM are unsure where to start, and the Captain or Cargomaster has a good Trading skill, the best rule of thumb is 2x quantity (2x5000 = 10,000 CU) and 1.5x the Market Value requirement (1.5x125% = 187%). An initial offer higher than 15,000 CU and/or 200% will concern and possibly insult Ishaq Kahsib.

If the characters insulted him with a proposal that was too high, Ishaq will give them a chance to make a more reasonable proposal. If the offer is within reason, or if the initial offer is reasonable, Ishaq's first counteroffer is:

- * Agrees to 1 year contract
- * Agrees to free landing and free repairs on Suldani
- * up to 1000 CUs per year of high-tech goods
- * all goods purchased at 50% of Market Value (CompuQuest's)

Ishaq gauges the Captain's and Cargomaster's reactions, then tells the Captain and Cargomaster that they will resume negotiations tomorrow afternoon. He walks with them back to the courtyard, and bids them good night. His servants escort the characters to the aircar, and the driver takes them back to the *Rigel Queen*. The stage has now been set.

WHAT'S NEXT

There are a number of options available to the players at this point, and it is up to the GM to cover any not provided here. If the characters need to do any traveling, as noted in the meeting with Khalid Kahsib, six-seater aircars are available for rent at the control center for 150 CR per day, no questions asked.

INVESTIGATING THE DOPPLER (MANTICORE)

The characters from the *Rigel Queen* may wish to investigate their rivals and/or the rival's ship, the *Doppler*.

Visually, the *Doppler* is the same ship type as the *Rigel Queen* - a Mission-class MkII merchant transport. The *Doppler*'s airlock is kept closed at all times except when one of its crew enters or exits the ship. The registration number on the side is F398763, but computer searches for the number or name of the ship in the registry database will not find it. Observations made from the comfort of the *Rigel Queen*'s viewscreens will obviously go unnoticed, but observations from outside run the risk of being noticed, and the risk increases the closer the observer approaches the *Doppler*. However, simple visual scans will bring no immediate action.

Sensor scans of the *Doppler* will be at -3 to the Systems Op (Sensors) roll due to unknown sensor interference. (The *Doppler* has sensor-dampening materials embedded in its hull.) The characters should be aware that if they use the *Rigel Queen*'s sensors to scan the *Doppler*, a successful sensor lock **will** appear on the *Doppler*'s sensors (they'll know they've been scanned). The characters should also be aware that tricorders will not trigger a sensor lock under most circumstances, but they'll have to be within 100 meters of the *Doppler* to run the scans, so unless they're careful they may be noticed.

Successful Sensor Scan Results: A successful sensor scan of the *Doppler* reveals one or more of the following: the *Doppler* has sensor-dampening materials embedded in its hull; the *Doppler* has an Orion-style disruptor for its ship's weapon, an impulse drive with a power plant that is 30% more powerful than the standard Mission-class MkII, and double the defensive plating of standard Mission-class MkII. In short, perfectly built for pirating!

If the characters are careful, using disguises and such to mask their actions and origins, they should be able to scan the *Doppler* without being detected. However, if the *Doppler*'s crew notices them, members of the *Doppler*'s **boarding crew** (see the Merchants chapter) will exit the *Doppler*, and demand the tricorders (which they will destroy), or trounce the characters if refused. Any combat

here should be the barroom variety! Fights between rival ship crews on Suldani are common and ignored, unless they lead to someone's death, in which case things get very tricky. If the characters win the fight, someone from the *Doppler* will come for the fallen crew; if the characters lose the fight, they'll find themselves stripped of all valuables, lying on a cargo carrier near the *Rigel Queen*.

BUYING A CARGO

CompuQuest expects the *Rigel Queen* to return with both a contract AND a full cargo for resale, so the buyers in the crew need to make a trip to the Suldanelaq high market to search for cargos. It's also a good place for SFI agent Angus Stewart (et. al.) to listen to rumors and do some investigation (as long as he doesn't blow his cover or make people suspicious of the *Rigel Queen* crew).

The Suldanelaq high market is like a huge bazaar, with reputable vendors buying and selling cargos. Cargos are sold by the CU, and each vendor has between 20 and 100 CU of various goods to sell, depending on type and rarity of the goods for sale.

Since Suldani and the worlds in it's sector have a lower tech level than standard Federation core worlds, the goods available for sale to the *Rigel Queen* (and other independent traders) are limited to luxury foods (such as Eldor fruit and Eldor wine), textiles (Soriel pelts and Orion rugs), pharmaceuticals (legal and illegal), radioactives (which require special handling), ores (copper and steel), and various spices from a dozen worlds. Example cargos are given below. The GM should create additional cargos as needed.

Goods	Lot size	Price per CU	Selling family
Eldor fruit	85 CU	400 CR	Kahsib
Eldor wine	50 CU	2000 CR	Kahttab
Dilithium	80 CU	??	Simsar
Misc. meds	95 CU	700 CR	Ansari
Steel ??	60 CU		Basri

While conducting trade in the high market bazaar, the characters will hear many tidbits, significant and insignificant. Characters may use **Streetwise**, **Conversation**, or **Shadowing** as appropriate to weed out the significant pieces of information. (If any characters have the Bugging variant skill **Eavesdropping**, that may apply as well.) The following information can be had at the high market:

* An Orion named 'Jafar' has been brokering Klingon-made high-tech goods and weapons in the Shadow Market.

* The Kahsib family has been hit by a run of bad luck lately, and has taken quite a financial hit.

* The Kahttab family has quit purchasing high-tech goods, and has been buying metals and construction equipment.

INVESTIGATING THE SHADOW MARKET

The Shadow Market is a place of back alleys and dark corners, where everything is legal and no questions asked. Its buildings are a sprawl of whitewashed adobe, and the inhabitants are mainly thugs, pimps and prostitutes, drug dealers and addicts, and those down on their luck.

Unescorted characters without **Streetwise** skill should find themselves in a great deal of trouble here. There are con artists, pickpockets, and bad-tempered thugs roaming the streets of the Shadow Market.

Characters investigating the Shadow Market will find various clues, depending on which avenue(s) they take.

Characters visiting the bars will run in to Safwan, who has been (and still is) drinking heavily. Buying him drinks reveals the clue that he's upset at not being allowed to visit the remodeled Kahttab family estate, and only *The Kahttab's* closest connections are allowed in.

Characters searching for illegal goods to purchase may find illegal drugs, stolen artifacts, and other such goods. If the questions turn to illegal weapons, they are referred to Jafar. Information about the location of his 'headquarters' costs 200 CR in bribes, and Jafar will know someone's looking for him long before they arrive. As long as no one is suspicious of the *Rigel Queen's* crew, Jafar (and his Hit Team) will be available.

TALKING WITH JAFAR

Jafar holds 'court' in Dawad's Hole, a rough tavern in the Shadow Market. As the crew approaches Dawad's Hole, those characters that make a successful PER Roll at -2 will notice a Klingon slipping out of the bar. One or more characters may decide to follow the Klingon. If so, see the **Giving Chase** section below.

Back at the Shadow Market, dealing with Jafar is a dangerous proposition. Like the stereotypical mob middlemen, he holds court in the bar "Dawad's Hole", surrounded by his bullyboys. Jafar will spend time conversing with the characters to make sure they are what they claim to be and they are in the market for his "wares". Jafar will not discuss where he gets his weapons, but only that they are reliable weapons. If the characters ask about the Klingon who left, Jafar replies that the Klingon is only a supplier of illegal drugs (false).

If Jafar is convinced of the characters' authenticity, he will arrange a deal for disruptors, to be delivered after payment has been made. If he is convinced the characters are NOT authentic, he will signal the Hit Team to surround the table, and invite the characters to "meet the boss". If the characters go with him, they are taken to the Kahttab mansion for interrogation (see **The Kahttab Estate** below); otherwise, they'll have to fight their way out of Dawad's hole, and have some explaining to do at their next meeting with Ishaq Kahsib.

Giving Chase

If the characters are obvious in following the Klingon, or fail their shadowing rolls substantially, the Klingon (Koloth) attempts to flee. If the character(s) following the Klingon are persistent, they can eventually subdue him and take his PADD. The PADD contains a list of all cargo shipped from the Klingon Empire to Marzuq Kahttab over the last 2 months: various starship components, weapons, and high-tech goods. However, the information is in Klingon. This action will also alert Marzuq Kahttab that all is not right, and the *Rigel Queen* crew may find assassins on their doorstep. However, if the characters are successful in merely shadowing Koloth, they follow him out of the Shadow Market to the aircar he has waiting. Without an aircar of their own, or a rented one, they will be unable to follow Koloth the 300km south to the Kahttab estate. However, it may be possible for an enterprising character use a distraction to place some type of bug or tracking device on Koloth's vehicle that provides it's final destination, the Kahttab estate (S'Kahttab-ar).

If the characters follow Koloth all the way to the Kahttab estate, see the section **The Kahttab Estate** below.

THE CREW OF THE DOPPLER/MANTICORE

Kane and his crew have been trying to set up a trade

contract for InterTrade for 5 weeks, with no luck. They were (they think) just about to succeed with Ishaq Kahsib when the characters showed up, so Kane is going to pull every sneaky underhanded trick he can to ruin the character's chances of a deal.

One possibility: Kane will have his Orion engineer masquerade as a customs inspector, and attempt to place hidden EMP grenades in the *Rigel Queen's* cargo hold, rendering the cargo into worthless junk.

Other possibilities are up to the GM, but the attempts should always have a good chance to be foiled by the *Rigel Queen* crew.

CONTINUING THE CONTRACT NEGOTIATIONS

Just as promised, Ishaq Kahsib sends his aircar for the crew of the *Rigel Queen* in the afternoon to complete the negotiations. The negotiations take the rest of the evening, and should be run using the negotiation rules in Economics chapter. Keep in mind the modifiers that apply if Ishaq Kahsib has become suspicious of the *Rigel Queen's* crew for any reason.

During the negotiations, one or more characters have the chance hear someone outside the closed doors of the meeting room (PER Roll at -2). If they investigate, they discover one of Ishaq's servants, whom Solomon Kane has bribed to report on the negotiations to him. It's up to the characters whether to mention this to Ishaq Kahsib.

If the characters meet the contract requirements set by CompuQuest, they will have achieved both the contract and their bonus. If not, the GM should consider running a different kind of campaign.

Following the successful negotiations, Ishaq Kahsib will throw a celebration banquet, with lavish food and drink and music, and the green Orion dancing woman (Leena) performing her 'belly dances'. The festivities last until after midnight, when Ishaq Kahsib sends his weary guests back home to the *Rigel Queen*.

DANGER!

Later that night, the Orion dancing girl (Leena) arrives at the airlock of the *Rigel Queen*. She tells whoever is on duty that her master has sent her to the Captain (or the highest-ranking male officer if the Captain is a woman) "for the evening, as a gift between friends." If the officer on watch is wary, she will use her seductive charms to attempt to seduce or convince the character to let her in and take her to the Captain.

Leena is a Competent Normal (5E224) with DEX 17, PRE 15, and COM 16; Acrobatics 14-, PS: Dancing 14-, and Seduction 16-. Her Seduction skill has the following modifiers based on the target:

Race	Examples	Modifier
Human and near-human	Orion, Bajoran, etc.	-0
Minor differences	Klingon, Romulan, etc.	-1
Non-human, mammalian	Caitian, etc.	-2
Non-mammalian vertebrates	Edoan, etc.	-4
Nonemotional	Vulcans	-4
Other Circumstances		Modifier
Target is not alone		-1

Physical barrier between subject and seducer	-3
Target is intoxicated	+2

The subject must make a successful INT Roll at -1 per point Leena made her modified *Seduction* roll by. If the INT is successful, the character is free to ignore Leena's charms; otherwise, the character lets Leena on board and takes her to the Captain's (or ranking male officer's) cabin.

If the Captain tries to send her away immediately, she will attempt to use her *Seduction* skill to convince him to let her stay. If she is successful in staying, the GM should make the following secret rolls.

"**The Kirk Effect**". If the Captain treats her well and makes a successful *Seduction* roll, Leena has fallen in love with the Captain, and confesses that Kane has hired her to kill him and let the *Doppler* (Manticore) crew in to slaughter his crew. The "Lured" and "Assassin" rolls are unnecessary. It is up to the Captain how to handle this situation.

"**Lured**". If the "Kirk Effect" does not sway Leena, the GM should make a Seduction roll for her against the Captain. If Leena's Seduction roll is successful, she has managed to maneuver him away from his weapons and on to the bed. If she fails the roll, the Captain is not distracted, and may react to any further actions she takes.

"**Assassin**". Once the two are on the bed, the Captain should make a PER roll to notice Leena drawing a dagger to attack him. If he makes his PER roll, he may react to her attack immediately, Dodging or Blocking or such. If he fails his PER Roll, Leena gets to attack a DCV 0 Captain with her dagger (1d6K).

BOARDING PARTY

If Leena manages to kill the Captain, she will move to the airlock and let the attackers in. Kane will send his 4-man boarding crew to hunt down and kill everyone on board; however, he will not enter the *Rigel Queen* himself. If they can, the boarding party will hunt down and kill everyone on board, crewman or passenger; however, if they meet resistance (especially if the Captain's "Kirk Effect" let the *Rigel Queen* crew set a trap), they will beat a retreat back to the *Doppler/Manticore*, and Kane will blast off for parts unknown, holding a tremendous grudge.

LOADING AND UNLOADING CARGO

All that's left for the merchant crew to do is to sign the formal contract with Ishaq Kahsib, unload the *Rigel Queen's* cargo for the waiting Kahsib' cargo loaders, and load the return cargos as they are delivered from the high market vendors. This will take about a day.

Meanwhile, if the SFI agent(s) have not completed their investigation at the Kahttab estate, they may wish to use this opportunity to do so (see **The Kahttab Estate** below). Or if they have made an initial investigation, they may decide how and where to proceed from here.

However, if Marzuq Kahttab has become suspicious of the crew or passengers of the *Rigel Queen*, there will be an attempted hit on the crew during the loading/unloading process. Dressed as cargo handlers for one of the other families (Ansari, Simsar, etc.), his 4-man hit squad will approach the *Rigel Queen* on one of the standard cargo loaders, and armed with disruptors, attempt to kill the *Rigel Queen* crew and passengers. At first the crew shouldn't notice more cargo handlers coming by to do their job; but as the hitmen approach the ship, any crewmember in sight of the hitmen should make a PER Roll at -2 to successfully spot

the disruptors carried by the hitmen.

Madrav, Skuros, Jorva, and Radras are all Competent Normals (5E224) with their weapon choices as WF: Disruptors and WF: Blades.

If the hit men are taken prisoner (the Rigel Queen crew is successfully staying alive, and responds phasers on stun, etc.), they will not reveal any information. It should be easy to verify they work for Marzuq Kahttab, either through the legitimate cargo handlers, or a Vulcan Mind Touch if appropriate. In the case of a Vulcan Mind Touch, all that they know is that Marzuq Kahttab believes the Rigel Queen is a personal threat, and has ordered them killed. They have not visited the renovated S'Kahttab-ar, and know nothing of its layout or other such details.

THE KAHTTAB ESTATE

S'Kahttab-ar, the Kahttab estate, is 300 kilometers south of the Suldanikelaq starport. It is well-guarded and well-armed, can be entered on the ground by the front gate, or by air using an aircar or shuttle.

The characters have a few options for getting inside the estate: being captured, sneaking in on foot, attempting to fly in by aircar, or transporting in from orbit.

Being Captured

If they met with Jafar and were brought here for questioning, they will have been taken inside the complex.

They may also be captured if they are detected by the S'Kahttab-ar sensors while attempting to sneak in by foot or fly in by aircar.

It is also possible that the characters may let themselves be captured, hoping to effect a rescue from inside.

Sneaking In On Foot

If they have arrived in the area by aircar, they can get within 5km of S'Kahttab-ar before having to set down to avoid detection. They will then have to hike the rest of the way to the estate. Within about 3km, they run the risk of the S'Kahttab-ar sensors detecting their approach. If they are detected, a party of 10 goons armed with disruptors will ambush them.

Flying In By Aircar

The Disruptor cannon emplacement on the base will fire upon any air vehicle not in contact with S'Kahttab-ar that approaches within 3km. The GM should let the first shot miss, just to give the characters the idea that this is a BAD idea. If they continue to try, any hit by the disruptor should destroy the aircar and kill the unprotected occupants.

Transport From Orbit

If they have completed their deal with Ishaq Kahsib without raising Marzuq Kahttab's suspicions, they can enter orbit, and then beam down a landing party within the estate. While the courtyard is open, the structures are heavily shielded, preventing sensors or transporters from penetrating inside. However, there are six watchtowers, each with an armed guard that will open fire on unwelcome visitors.

S'KAHTTAB-AR OVERVIEW

An eight-sided wall juts out from the north face of the mountainside and surrounds S'Kahttab-ar. There are no roads in or out, and the rocky outcropping near the mansion provides no cover.

The outer wall is 10 meters (5") tall and 6 meters thick, and each of the 6 corners that are not part of the

mountain has an open watchtower (10 meters tall) with guards and sensor dishes. If the characters are able to see the guards, they notice that most of the guard's attention is focused skyward, since there are no roads leading in and so approach will typically be by aircar. From inside the estate, steel-rung ladders ascend to the watchtowers.

A starship disruptor is mounted in the north wall, and steel doors on the east and west sides are the only entrances from the ground into the inner courtyard. The doors are solidly and electronically locked and alarmed. Bypassing the alarm takes a successful *Security Systems* roll, and bypassing the electronic lock takes a successful *Lockpicking (Electronic)* roll, or a successful *Electronics* roll at -3. If the characters set the alarm off, 8 of the 10 Kahttab garrison guards will make their way to the character's location. If the characters are successful in opening the electronic lock and bypassing the alarm, they may enter the complex.

Halfway between the outer doors and the inner courtyard is a turbolift (one for each entrance). If they have entered the inner courtyard, they can hear a loud mechanical hum (which is also loud enough to drown out the sound of a transporter), and the ground beneath them vibrates. A successful Tricorder scan at -3 indicates the energy from at least one warp engine. However, other than the ladders leading to the watchtowers, there are no visible personal entry doors. The ladders are steel, and only characters climbing at 1" per phase or less can be silent without a Stealth roll. Characters climbing the ladders faster than 1" per phase must make a Stealth roll at -1 per +1" of movement to remain silent.

The inner building is a large domed building, with a door at its zenith resembling a starship docking bay door. There are four levels of the complex, descending down into the bedrock, although from the outside only the first floor is obvious.

INSIDE S'KAHTTAB-AR

The western turbolift provides access to all four floors of the complex, though the characters will have no idea as to the occupants or purpose of each level. The eastern turbolift provides access only to the first 3 levels.

Level 1 - Garrison Quarters

Upon exiting the turbolifts, the hall leads directly to the observation platform viewing the hangar area, which houses the new starship. The area is well-armed, to protect occupants when the ship departs and arrives. The hangar is enormous, being roughly 100 meters high by 33 meters wide by 54 meters long, and most of the space is taken up by the starship currently in the hangar.

To the south are the two machine rooms that control the hangar doors. In each room is an Orion guard, armed with disruptor. These rooms are guarded at all times. Enterprising characters may wish to sabotage the machine rooms controlling the hangar doors. Assuming they are able to take the guards without undue noise (such as disruptor fire), the characters have several options for sabotaging the hangar doors.

Weapons Fire. Although the most likely the make the doors unopenable, it's also going to bring the garrison guards in quickly.

Mechanical Failure. Characters with the Mechanics skill can make a Mechanics skill to break the mechanisms. If the characters break the mechanism now, the malfunction will show up on the systems 'boards, and techs will be dispatched to fix it. If the characters decide instead to weaken the mechanisms so they don't break until used, this

requires a successful *Mechanics* roll at -2.

False Readings. Characters with *Electronics (Sensors)* skill may alter the hangar door systems to show an 'alls well' indication no matter the true status of the hangar doors.

To the north are the two barracks for the garrison guards, one room on the west and the east sides. Each room contains 10 cots and up to 10 Orion garrison guards. Both rooms are joined together by a hallway running along their north walls (which is not visible from the hangar viewing area). Also adjoined to each barracks room are the heads and the armories. The armories each contain a dozen Klingon disruptor pistols and disruptor rifles.

Level 2 - Support Level

Directly across (north) from the west turbolift are the mess hall, kitchen, and foodstuff storeroom areas. The storage room blocks direct sight into the mess hall. The mess hall contains 2d6 Orions (guards and technicians), eating, reading, and otherwise relaxing. All of the Orions are armed with disruptor pistols.

Opposite the mess hall, on the south side of the hallway running to the viewing area, is the life support control center. Its doors are locked, and within are 2 guards and 2 technicians at all times.

The hallway goes around the hangar area to the north, then runs to the hall to the east turbolift. To the north of the eastern turbolift are the gym and the infirmary. The gymnasium has 2-3 Orions working out, with their weapons on a bench near the door. The infirmary has a single Orion med-tech installing and configuring the Klingon medical systems; the med-tech is unarmed.

Level 3 - Command Level

Over 100 meters below ground level, this area is the nerve center of the operations at S'Kahttab-ar.

Exiting either turbolift leads to the west or east airlock areas. Each of these areas has an airlock leading into the hangar area. To the north of the western airlock room is a hallway that run north around the hangar area and turns to the east side. The first door on the left of the west hallway is the "bridge" of the complex, containing the sensors, computer systems, and disruptor controls. Four Orion technicians and 2 armed Orion guards are always on duty within.

Past the "bridge", where the hallway turns east, there are two doors on the north side. The western-most door leads into Marzuq Kahttab's private suite. It is a luxurious private suite, displaying its owner's wealth and good taste in furnishings and accessories. The door is locked electronically with an alarm. Getting in past the lock and the alarm requires a successful *Lockpicking (Electronic)* roll (or *Electronics* roll at -3) and *Security Systems* rolls respectively.

The easternmost door in the north side of the hallway leads into Kothar's private suite. The door is also electronically locked and alarmed, as above. The room is decorated in Klingon style. Also within the room is Commander Kothar's personal computer system, containing his reports to the Klingon High Command on the progress of the Klingon plot. Pulling up the reports requires at least 1 point in Klingon language skill (spoken), and a Computer Programming roll at -2 to bypass simple security.

To the north of the east-side turbolift is the maintenance shop, containing equipment and tools for maintaining the starship. Two armed Orions are hard at work on some type of maintenance.

If the characters enter the hangar through the airlock,

the first thing they notice is that most of this space is taken up by the bulk of the starship. The starship has a crew of 38 Orions, and all are currently on board.

Level 4 - Detention Area

Only the west turbolift goes down to level 4, over 150 meters below the surface. The turbolift door opens on to the guardroom, containing 2 alert Orion household guards at all times.

Beyond the guardroom is a door on the east wall which leads into the interrogation facility. The room is equipped with various equipment, possibly including the infamous Klingon agonizer.

On the north wall of the interrogation room is a door leading to Commander Kothar's office. The office contains a desk, chair, personal computer, but nothing of importance.

On the south wall of the interrogation room, this door leads to the 4 cellblocks. Only one is occupied. Heavily sedated, battered and bruised, is agent Thomas Maxwell. He is asleep and will not awaken for another 4d6 hours, and will have to be carried.

GETTING OUT OF S'KAHTTAB-AR

Depending on the characters actions and how they arrived in S'Kahttab-ar, getting out may be relatively easy or very difficult.

If the characters were captured or brought here for interrogation, the complex will be aware of their existence within. They will be kept in the Level 4 detention area, and will be aware of the sedated agent Maxwell. They may be able to trick a guard or two to get close enough that the characters can knock them out and try to escape. The problem will be in getting through the west steel door, and then getting away from the complex without being fired on by the watchtower guards, who will also alert the garrison guards if the characters are detected.

If the characters were able to sneak in, with a little luck and care they may be able to sneak back out, especially if they quickly took out the guards on Level 4 and Kothar was not there. They will have the same problem as above with the watchtower guards, unless there is a ship in orbit ready to beam them out once they are back on the surface.

STARSHIP BATTLE

When the characters leave Suldani III, their chances of having a starship battle with Marzuq Kahttab's ship are high. Unless they have sabotaged S'Kahttab-ar to prevent the pirate starship from exiting the hangar, the *DarkBlade* will leave the S'Kahttab-ar hangar and enter space. The *DarkBlade* chases the *Rigel Queen* and attacks her, either because of their involvement in the Maxwell matter, or simply as a test of Kahttab's new pirate ship.

The *DarkBlade* is armed with Klingon disruptors, a prototype torpedo launcher, and a subspace jammer. If the *Rigel Queen* is unable to contact the *USS Macarthur* before the *DarkBlade* is able to jam communications, the *Rigel Queen* either has to lead the *DarkBlade* to the *USS Macarthur*, or stand and fight. If luck is with the *Rigel Queen*, the *Macarthur* sensors will detect the battle and arrive before the *Rigel Queen* suffers any significant damage.

CAMPAIGN NOTES

If Solomon Kane blasts off for parts unknown without having won his deal or killed the *Rigel Queen* crew, he becomes an ongoing villain, appearing from time to time.

His appearances will typically be in competition with the Rigel Queen over very lucrative deals. At some point, after several continued losses to the characters, he will turn to some elaborate scheme for revenge that leaves him safely far away when the scheme catches the characters.

If the Rigel Queen and/or USS Macarthur destroys the DarkBlade pirate ship, Marzuq Kahttab will be a very angry Orion (unless he's been killed as well). If Kahttab is still alive, he may work to sabotage the trade deal between Ishaq Kabsib and CompuQuest, which will eat into the character's profits. They may have to return to Suldani and come up with some way to stop Kahttab without taking on the entire Kahttab family.

The Rigel Queen crew may find that having an SFI agent on board has its good side, and Star Fleet Intelligence may encourage this. Agent Angus Stewart may find he has a home on the Rigel Queen (as he did in my campaign).

SCENARIO RESOLUTION

The best possible resolution is for the Rigel Queen characters to have negotiated the successful contract for CompuQuest, bought a money-making return-trip cargo, helped discover the Klingon plot, rescue agent Maxwell from S'Kahttab-ar, and reach the USS Macarthur in time for the Macarthur to destroy the DarkBlade. From that point, the characters return to CompuQuest headquarters, sell the return-trip cargo, get their money, and head off to find the next lucrative deal.

CAST OF CHARACTERS

The important characters in the story are given here. The GM may provide others as needed.

THE KAHSIB FAMILY

ISHAQ KAHSIB (THE KAHSIB)

TBD

KHALID KAHSIB

TBD

KAHSIB FAMILY MEMBERS

TBD

KAHSIB FAMILY SERVANTS

TBD

THE KAHTTAB FAMILY

MARZUQ KAHTTAB

TBD

SAFWAN KAHTTAB

TBD

JAFAR KAHTTAB

TBD

MADRAB KAHTTAB

TBD

ORION THUGS

TBD

CREW OF THE MANTICORE

See the "Merchants" chapter for a complete write-up of

the Manticore's crew.

THE KLINGONS

TBD

KOLOR

TBD

KOTHAR

TBD

STAR FLEET

THOMAS MAXWELL, SFI

TBD

Profit Margin

Based on FASA's Margin of Profit, *Profit Margin* is an adventure for merchant characters, where the characters find that the cargo they've agreed to transport is likely to be hit by an unknown group of murderous hijackers. It's up to the characters to solve the mystery of who the hijackers are before they become the next victims.

As this scenario is about money, it's important that the action take place on the fringes of Federation space, where money and stock are still meaningful concepts.

ADAPTATIONS

With a little work, the GM can alter the groups involved to be used in a different region of space, or even in the TNG era. The planet Coridan can be changed to any independent world on the fringes of Federation space with a rich supply of dilithium. The Orions can be changed to any merchant race with a reputation for piracy (or even Ferengi in the TNG era), and the Tellarites can be changed to any other appropriate race.

INTRODUCTION

The Captain and crew of the *Rigel Queen* have been hired by *TriLithium* to transport dilithium crystals between dilithium-rich Coridan and TriLithium's headquarters on Vega, 9 days each way at WF7. The contract is for six months, with payment in upkeep and stock. If all goes well, the stock price should rise nicely and make it a lucrative deal. If not...

SCENARIO BACKGROUND

The scenario is a fairly straightforward mystery story. TriLithium has hired the characters to transport dilithium crystals between Coridan and Vega for the next six months, and to transport Managing Director Humphry to Vega via Coridan on the first trip. Upon arriving at Coridan, they discover that over the last 2 months, 4 shipments of dilithium that were to be shipped offworld were hijacked at the mines, with no survivors, and another hijacking occurs they evening after they arrive on Coridan.

Rumors abound, and most are suspicious of the Orion merchant crew currently on Coridan, though there's no proof. Clues point to an "inside" job, and investigation reveals that the Tellarite captain has been blackmailing Humphry for inside information to conduct their hijackings. A past indiscretion of Humphry' when he worked with the Tellarite years ago could ruin him, and the Tellarite is using that to extort Humphry. Once the characters find this out,

Humphry remorse allows them to set up the Tellarites with false information for a trap so they can be brought to justice, and the Rigel Queen can transport cargo in relative safety.

INVOLVING THE RIGEL QUEEN'S CREW

The crew has been hired to transport dilithium crystals over a six-month period for TriLithium Industries, a company that makes dilithium-based power systems, including starship warp drives. TriLithium is a new manufacturing company, and has no cargo transport vessels of its own, and so it is hiring independents to transport the dilithium.

The president of TriLithium, Dmiti Anakovsky, has contacts among the miners on Coridan and has an arrangement with them. Control of a major portion of dilithium exports can give TriLithium an advantage over its competitors, which can lead to a more profitable company and a higher stock value of TriLithium stock.

TriLithium's cash flow is tight, so their offer is to pay all operating fees for the *Rigel Queen* over the six-month period in which it's transporting dilithium crystals, and 1500 shares of TriLithium stock valued currently at 65 credits per share (97,500 cr paper value). At the end of six months, if everything goes well, the stock should easily be worth 90-100 cr per share (135,000 to 150,000 cr).

INVOLVING THE AGENTS

If SFI agent Angus Stewart is on board the Rigel Queen, there is nothing he is aware of initially regarding the current hijacking situation. However, once the crew arrives on Coridan, the hijackings - especially with murder and dilithium involved - are of interest to Star Fleet and SFI.

SETTING THE STAGE

Once the characters have agreed on the deal, Managing Director Humphry accompanies them on the Rigel Queen to Coridan. He's a fairly private individual, keeping to himself, although the characters do learn that in his younger days he worked for a company on Tellar and speaks Tellarite fairly well.

Upon arriving at Coridan, they find only a few ships at the starport: an Orion trader, a Tellarite trader, a Vulcan trader, and a Denevan cargo transport.

While sampling the nightlife in the city, which has a quarter of a million population, the characters encounter the very friendly Orions and the abusive Tellarites. They also hear about the hijackings, several of which were hijacked from Caprico Minerals en route for TriLithium. The characters are quick to realize that this string of hijackings puts them and their TriLithium stock at great risk.

INVESTIGATIONS

The characters may wish to find out which vessels were on planet or in orbit during the timing of the hijackings. Consulting the records at the starport, they find out the following: None of the ships currently on planet have been present during all of the hijackings; the Orion ship has filed its cargo declaration, which leaves its hold only half-full; the Tellarite ship has withdrawn its cargo declaration, until the dilithium crystals that were hijacked from its supplier can be replaced.

If the characters contact MD Humphry about details of the losses, they find out that over 300 CU of dilithium was lost in the three hijackings slated for TriLithium - a loss of half a million credits to Caprico Minerals (which Caprico can't afford) and a major setback for TriLithium, who was

counting on the dilithium in fulfilling some major contracts. Humphry is also in an uncharacteristically foul mood, and tells the characters to stay out of the investigation; continued questioning may provoke him to threaten revoking their charter.

If the characters become suspicious of Humphry's attitude, they may wish to monitor his communications. If so, depending on the method they use, the GM should require a successful *Bugging, Concealment, Electronics (Communications)*, or *Systems Operation (Communications)* roll as appropriate. If successful, they discover that Humphry is being coerced under duress to reveal the security arrangements for the next dilithium shipment from Caprico Minerals.

Conversing with the Orions, the captain is very open, and the characters are free to scan his vessel. There are no dilithium crystals or residue aboard his ship.

Conversing with the Tellarites is next to impossible, as they are rude and obnoxious and do not willingly converse with anyone. Watching the Tellarite ship, FoundryTek Minerals transports loads of dilithium to them each day, but everything is above board.

Checking on Caprico Minerals, they are helpful, cooperative, and forthcoming with any information they can give. They obviously want the mystery solved as quickly as possible.

Talking with FoundryTek Minerals, they will provide little information to 'agents of a competitor'. They provide nothing beyond what can be learned from news archives about the hijackings.

On the street, characters with a successful Streetwise skill roll will learn that a number of local thugs have disappeared, and are rumored to be the muscle in the hijackings. No one knows their current location.

CONFRONTING HUMPHRY

If the characters have learned that Humphry is being coerced and confront him with it, he reveals that a Tellarite is blackmailing him. If he (Humphry) does not cooperate, a past business transgression will be revealed, ruining him; if he cooperates, he will profit well. Humphry does not know who the Tellarite is or how he knows about the transgression.

If Humphry believes the characters can get him out of his current problem, he will work with them to set up the blackmailers.

A GUILTY CONSCIENCE

During the investigation, as the characters realize the Tellarites are involved, they receive a message from a Tellarite member of the Kovlugh crew. He whispers that he has information on the hijackings, he knows the character's lives are in danger, and wants them to meet him behind FoundryTek Minerals building at midnight.

How the characters approach the meeting is up to them. They may take precautions of various types, in case it's a trap.

Upon arriving, they have to wait for 10 minutes before the Tellarite arrives. Nervous and incoherent, he says "There have been too many deaths already...I can't live with what we've been doing..." and is hit by a laser or phaser that kills him. His dying words are "They know... mining camp... your ship..."

A gang of 12 thugs has been following the Tellarite, determined to prevent him from talking. When the Tellarite is dead, they may leave or try to kill the characters if they

believed he was able to tell them anything useful. Most are armed with knives and clubs, only two have old style laser pistols and one has a phaser set on disrupt.

If the characters survive the encounter and capture any of the thugs, the thugs know nothing of the hijackings. They were hired by a local criminal boss to kill the Tellarite, and don't even know how to contact him. He would contact them later on where to pick up their payment.

LOADING DAY

Humphry tells the characters that the dilithium is ready for pickup, and that the Rigel Queen is to land at the mine where various crates (which are really empty) will be loaded in an effort to trick/trap the hijackers. If Humphry is working with the characters, he also lets them know the hijackers are aware of the empty crates, and plan to beam aboard based on a transponder that Humphry is to hide in one of the crates.

The Tellarite ship, the Kowlugh, takes off 2 hours before the Rigel Queen is scheduled to leave.

LOADING THE CRATES

The empty crates are loaded into the Rigel Queen's cargo hold. The crew may make any preparations they wish.

THE HIJACKING

After the Rigel Queen has taken off, Humphry sends the message that he has a message pouch that has to go to Vega, and needs to be transported up. This is the message that indicates the Rigel Queen needs to lower her shields, and also that the Kowlugh is ready to transport its hijackers into the Rigel Queen's cargo hold.

When the Rigel Queen drops her shields, the Kowlugh transports 6 Coridan thugs and 1 Tellarite pilot to the Rigel Queen's cargo hold. If the crew of the Rigel Queen was forewarned and made preparations, the battle may be over very quickly. If not, the thugs take no prisoners.

CAUGHT RED-HANDED

The presence of the Kowlugh's pilot, dead or alive, as part of the hijacker party is proof of the Kowlugh's part in the hijackings.

The characters may try to convince the pilot (if alive) to reveal the Kowlugh's current location. Or, if SFI Angus Stewart is with them, he may call on Star Fleet to find and capture the Kowlugh.

ENDING

Once the Tellarite plot is ended, the characters can begin the transporting of the dilithium crystals. At the end of the six months, the stock has risen to 100 CR per share, and the characters may sell it for a tidy profit.

CAMPAIGN NOTES

TBD

SCENARIO RESOLUTION

TBD

Beyond Price

INTRODUCTION

TBD

SCENARIO BACKGROUND

TBD

INVOLVING THE CREW

TBD

PLAYER INFORMATION

TBD

PLOTLINE

TBD

GOALS

TBD

OPTIONS

TBD

CAMPAIGN NOTES

TBD

SCENARIO RESOLUTION

TBD

Trade War

INTRODUCTION

TBD

SCENARIO BACKGROUND

TBD

INVOLVING THE CREW

TBD

PLAYER INFORMATION

TBD

PLOTLINE

TBD

GOALS

TBD

OPTIONS

TBD

CAMPAIGN NOTES

TBD

SCENARIO RESOLUTION

TBD

In Search Of Pirate Treasure

In Search Of Pirate Treasure is an adventure for merchant characters, in which they find themselves at odds with their old nemesis Henry Kalaman, searching for the existence (and treasure) of the legendary Talkonian 'Sky Pirates'. When their employer disappears, the race begins to rescue her and her findings from Kalaman's clutches.

ADAPTATIONS

The GM can easily alter the groups involved to be used in a different region of space, or even in the TNG era.

INTRODUCTION

The Captain and crew of the *Rigel Queen* have been hired by *Dr Janice Ling*, a leading Federation researcher, to transport her and her staff, and their belongings, to the planet Pludayin 3.

Dr. Ling, a noted archaeological researcher, has turned up evidence of the legendary Talkonian 'Sky Pirates'. She believes that clues on Pludayin may point to the Talkonian homeworld.

The Institute of Archaeological Studies has agreed to pay the crew of the *Rigel Queen* 100,000 CR for transport to and from Pludayin, with a 1 month stay.

SCENARIO BACKGROUND

INVOLVING THE CREW

TBD

PLAYER INFORMATION

TBD

PLOTLINE

TBD

GOALS

TBD

OPTIONS

TBD

CAMPAIGN NOTES

TBD

SCENARIO RESOLUTION

TBD

STAR FLEET INTELLIGENCE

TBD

MERCHANT CHARACTERS

Rigel Salvage and Transport

Members: Karl Greggon, Ian O'Boru, Mark Dominguez, Aleg, Sorek, Guh'vudzon, Lilith Aslan, and special appearances by SFI agent Angus Stewart.

Background: The Rigel Queen, dba *Rigel Salvage and Transport*, is a small band of freelance traders who make money in salvage, cargo transport, and the search for new trade goods and routes along the fringes of Federation space. And while they work to make a profit at such dealings, they also get involved in heroic deeds and doing the right thing.

Rigel Salvage and Transport was created by Karl Greggon, an independent trader who had been a rising star in Kalamam Enterprises. Although a bit of a swashbuckler at heart, Karl's personal code of honor prevented him from engaging in crooked deals and cons, cheating customers, and other such dishonorable activities. Karl had worked at Kalamam Enterprises for several years when he discovered that Kalamam Enterprises was "mobbed up", and that his mentor Henry Kalamam was actually a notorious crook. When Henry Kalamam realized that Karl had discovered the shady dealings of Kalamam Enterprises, he sent some men to convince Karl to join the family or die. Karl stole a shuttle and escaped, and needed to disappear for a while. He took the money he had been saving, added to it with some gambling winnings, and bought an inconspicuous rustbucket he dubbed the Rigel Queen.

His first employee was Ian O'Boru, who had served with him in Kalamam Enterprises. Ian had been suspicious of Kalamam Enterprises and some of the rumors he had been hearing, so when Karl fled, Ian followed. Unfortunately, some of Kalamam's men were close behind. So the two quickly headed for other worlds. While Ian was a good pilot and navigator, his specialty was communications, and Karl realized he needed a crew. So the search began...

For the pilot, Karl hired *Mark Dominguez*, a hotshot pilot.

For the chief engineer, Karl hired the quirky Edoan *Aleg*, consummate Perfectionist, Researcher, and Engineer. Aleg wanted nothing more (it seemed) than to tinker with the engines, and make them the most efficient pieces of equipment in their part of the galaxy - something which Karl needed in staying ahead of Kalamam.

And since they needed some scientific expertise, they hired the Vulcan *Sorek* as ship's science officer.

For cargo handling and ship's security, they hired the Tellarite *Guh'vudzon*.

And since they were set to transport passengers, they needed a doctor. They hired the Caitian *Lilith Aslan*.

Group Relations: On the surface, the crew seems to be a family of bickerers, brought together only by their need for mobility and staying ahead of trouble. But in reality, every crewmember would gladly put his or her life on the line for any other member of the crew. Karl is the captain and it's "his ship", but profits are split evenly and all major decisions are a group consensus. Lilith distrusts the Vulcan Sorek, as it was a Vulcan officer that eventually drove Lilith out of Star Fleet. The hotheads Ian and Guh'vudzon have a

rivalry of one-liners that tends to get on other's nerves. But otherwise the ship's crew handles the business well, and Karl works to keep all of them one step ahead of Kalamam's goons.

Tactics: While the crew is not above a fight, they prefer to talk or think their way out of a bad situation. But when they situation comes down to a fight, they've fought Klingon marauders and Orion pirates, and are no cowards.

KARL GREGGONCaptain of the *Rigel Queen*

Val	Char	Cost	Roll	Notes
13	STR	3	12-	2.5d6; Lift 150 kg
14	DEX	12	12-	OCV: 5; DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll: 12-
11	EGO	2	11-	ECV: 4
18	PRE	8	13-	3.5d6 PRE Attack
12	COM	1	11-	
4	PD	1		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
24	STUN	0		
				Total Characteristic Cost: 40

Cost	Powers
4	Boxing Block: +2 OCV, +2 DCV, Block/ Abort
3	Boxing Jab: +2 OCV, +1 DCV, STR Strike
4	Boxing Cross: +0 OCV, +2 DCV, STR +2d6 Skills
Nomadic Childhood	
6	Klingon Language, complete command
2	KS: Klingon Psychology 11-
2	KS: Klingon Culture 11-
2	KS: Politics of Klingon/Orion Border 11-
3	Contact: Jorek Almarka, Orion information dealer, 12-
Merchant Apprenticeship & Piloting	
1	Computer Programming; 8-
2	KS: Federation Law 11-
7	Trading +2; 15-
3	KS: Trade goods Appraisal 12-
4	Systems Operation (Communications, Sensors, Shields) 12-
1	KS: Damage Control Procedures 8-
7	Combat Piloting +2 (Orion Commercial Starships); 14-
1	TF: Federation Commercial Starships
1	TF: Federation Shuttlecraft
4	Navigation (Ground, Space, Warp space)
1	SS: Warp Drive 8-
2	SS: Astronomy 11-
Other Skills	
2	WF: Advanced Small Arms
1	WF: Blades
3	+1 Level with Phasers
5	Stealth 12-
1	Combat Driving (Antigrav) 8-
7	Zero G Training +2; 14-
3	Gambling 12-
3	Shadowing 12-
5	Concealment +1; 13-
2	Tactics: Starship 12-
2	KS: Salvage Operations 11-
1	KS: Space Suit/Environment Suits 8-
3	Bribery 13-
3	Bureaucrats 13-
3	KS: Carousing 13-
3	Persuasion 13-
3	Seduction 13-
3	Streetwise 13-
110	Skill cost
Points Disadvantages (100 Base +50 Disads)	
15	Hunted: Kalam Enterprises, 11-
20	Psych: Code of Honor (Common, Total)
10	Psych: Greedy (Common, Moderate)
5	Distinctive Looks: 2" scar across right cheek

Equipment Carried

Belt knife
 Hand Phaser (holdout weapon)
 Phaser Pistol (holster)
 Phaser recharge pack
 Personal Computer (PA)
 Personal Transactor
 Pocket Communicator
 1239 Credits on person

Background/History: As a young man, Karl's family had extensive dealing with the Klingons along the Orion/Klingon border, and Karl learned not only about Klingons but also about honor and following a code of honor. Karl adapted the Klingon code and the Orion mercantilism into a personal code of honor, one that precluded stealing, cheating, conning, or any other unfair dealings. This code of honor put him at odds with his family and the family business, so when he came of age he applied to a human company for his Merchant Apprenticeship - Kalam Enterprises.

Kalam Enterprises accepted Karl's application for apprenticeship, and Henry Kalam took Karl under his wing, teaching not only the fine arts of piloting but also of trading and recognizing a good deal. Karl discovered he had a knack for both, and rose quickly under the watchful eyes of Henry Kalam. But even though Karl was a bit of a swashbuckler at heart, Karl's personal code of honor prevented him from engaging in crooked deals and cons, cheating customers, and other such dishonorable activities. When Karl discovered that Kalam Enterprises was "mobbed up", and that his mentor Henry Kalam was actually a notorious crook, he began to have doubts about his safety. Henry Kalam soon realized that Karl had discovered the shady dealings of Kalam Enterprises, and he sent some men to convince Karl to join the family. But he informed Karl that such knowledge could not be made public, so if Karl refused his offer, Karl would have to retire PERMANENTLY. Karl stole a shuttle and escaped, and needed to disappear for a while. He took the money he had been saving, added to it with some gambling winnings, and bought an inconspicuous rustbucket he dubbed the *Rigel Queen*.

Karl now works to make money and stay ahead of Henry Kalam.

Personality/Motivation: Karl is a heroic rogue, sort of a cross between James T Kirk and Han Solo. His dealings with employers are always honorable and above-board, unless he gets crossed. He doesn't commit crimes, although he's not above a bit of 'reconnaissance' when necessary. He wants to build a good business and make a name for himself, and above all he wants to find a way to get Kalam Enterprises off his trail.

Quote: "If you don't feel it's a good deal, I can certainly take my goods elsewhere..."

Power/Tactics: Karl has been in his share of bar fights, and he has a scar on his cheek to prove it. If forced into a fight, he'll use his wits without compromising his code of honor.

Appearance: Karl is a good-looking ruddy Orion male in his mid 40's, standing 6'0" with an average build. He is bald like most ruddy Orion males, with dark brown eyes. When dealing with patrons and paying customers, he wears his "dress uniform", modeled somewhat after Star Fleet attire. Otherwise he wears the usual blue two-piece uniform worn by all members of *Rigel Salvage and Transport*.

IAN O'BORU

1st Officer/Comm Officer

Val	Char	Cost	Roll	Notes
14	STR	4	12-	2.5d6; Lift 130 kg
17	DEX	21	12-	OCV: 6; DCV: 6
11	CON	2	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll: 12-
13	EGO	6	12-	ECV: 4
11	PRE	1	12-	2d6 PRE Attack
12	COM	1	11-	
5	PD	2		
5	ED	2		
4	SPD	13		Phases: 3, 6, 9, 12
5	REC	0		
18	END	-2		
23	STUN	0		

Total Characteristic Cost: 54**Cost Powers****Karate Martial Arts**

- 4 Karate Punch/Snap Kick: +0 OCV, +2 DCV, STR +2d6
- 5 Karate Spin Kick: -2 OCV, +1 DCV, STR +4d6
- 4 Karate Block: +2 OCV, +2 DCV, Block/Abort
- 4 Karate Knifehand Strike: -2 OCV, +0 DCV, HKA 1/2d6

Skills**Military Brat Upbringing**

- 2 WF: Small Arms
- 3 +1 CSL with Small Arms
- 3 Streetwise 11-
- 2 CK: choose 11-

Star Fleet Flight Officer Skills

- 5 Combat Piloting +1 12- (Federation Military Starships)
- 2 SS: Astronomy 11-
- 2 SS: Physics 11-
- 2 Tactics (Starship) 12-
- 3 Navigation (Space, WarpSpace) 12-
- 8 Systems Operation (Defensive, Communications, Sensors, Weapons) 12-
- 10 Electronics (Sensors, Communications, Transporter, Computers, Life Support) 12-
- 2 WF: Federation Starship Weapons
- 2 WF: Advanced Small Arms
- 2 TF: Federation Shuttlecraft
- 3 AK: Milky Way 12-
- 1 Bureaucratics 8-
- 1 KS: Federation History 8-
- 2 KS: Federation Law 11-
- 2 PS: Star Fleet Officer 11-

Merchant Comm Ops Officer Skills

- 1 Computer Programming 8-
- 2 TF: Federation Commercial Vessels
- 1 KS: Damage Control Procedures 8-
- 1 Trading 8-
- 2 KS: Cargo Value appraisal 11-
- 2 PS: Megacorporation Ship's Officer 11-
- 3 Language: Klingon, command with accent

Other Skills

- 2 Language: Andorian, Fluent
- 2 Language: Caitian, Fluent
- 2 Language: Orion, Fluent
- 2 Language: Vulcan, Fluent
- 1 WF: Blades
- 1 Zero G training, 8-
- 3 Weaponsmith: Small Arms 12-
- 1 Mechanics 8-
- 5 +1 Level with all INT-Based skills
- 1 TS: Antigrav Vehicles
- 1 KS: Karate 8-
- 2 PS: Deck officer 11-
- 2 PS: Engineer 11-

- 2 KS: Slugthrower Small Arms 11-
- 2 KS: Damage Control Procedures 11-
- 2 KS: Orion Culture 11-
- 3 SS: Warp Drives 12-
- 1 KS: Carousing 8-
- 3 Persuasion 11-
- 3 Trading 11-
- 95 Skill cost

Points Disadvantages (100 Base +50 Disads)

- 10 Hunted by Star Fleet (Watched) 11-
- 15 Psych: Vanity / Dandy (Uncommon, Total)
- 10 Psych: Hot Tempered (Common, Strong)
- 15 Hunted: Kalam Enterprises, 11-

Equipment Carried

Custom Walther PPK in ankle holster
 Phaser pistol in holster
 Personal Computer (PA)
 Personal Transactor
 Pocket Communicator

Background/History: Ian O'Oru is a hot-headed Irishman, red hair and all. His father was in the Star Fleet Marines, posted along the Klingon-Federation border. Ian grew up a 'military brat', and he learned a lot from his father about the Marines - both as it exists in Star Fleet and how it existed historically. Ian inherited his father's good looks and military skill, and his mother's need to look good at all times and penchant for languages. When Ian's father was killed in a border incident, he took it hard, and his short-temper became legendary in his family.

Ian decided he needed some time to get himself in order, and joined the Merchant Marines division of Star Fleet. He spent a number of years in the Merchant Marines, but his short temper did not go unnoticed. He was eventually asked to resign after an unfortunate incident involving a crewmate. Ian felt bad about the incident, and promptly resigned.

He decided to pursue a civilian career, and applied to several Megacorps. The prestigious Kalam Enterprises accepted Ian, and things seemed to be turning around for him.

While Ian was working at Kalam Enterprise, he met Karl Greggon, and they became friends. Karl's personal code of honor reminded Ian of his father. He was happy with the promotions that his friend was receiving.

But over time, Ian began hearing things concerning Kalam Enterprises - things he didn't like. There were rumors of suspicious deals, problems with delivered goods that mysteriously appeared or disappeared when a little extra money was involved, and other problems. He mentioned these to Karl, but Karl brushed them aside as just rumors.

Then one day, Karl stole a shuttlecraft and fled on Ian's watch. Ian put the pieces together, and left the ship as well. Unfortunately, some of Kalam's men were close behind. So the two quickly headed for other worlds.

Personality/Motivation: Ian and his friend Karl are the founders of *Rigel Salvage and Transport*. While Karl handles the financial end of things, Ian oversees the technical side of things.

Ian is a good man who tries to do the right thing, but in periods of high tension or frustration his temper can make him do things he normally wouldn't do. His temper is the personal demon he fights. He tries to fight it with quips and verbal jabs instead of blows, but is not as successful as he'd like to be in his battle.

Like Karl, Ian is determined to have a good business and to keep himself and his crew ahead of the Kalam

Enterprise goons. Unlike Karl, Ian is willing to use any tactically sound advantage in that fight.

Quote: “What we have here is a failure to communicate...”

Power/Tactics: When it comes to a fight, Ian follows the motto “strike hard, strike fast”. He’ll use his martial arts in hand-to-hand in an effort to take the target down quickly. In ranged combat he’ll use his phaser or custom Walther PPK, as appropriate.

Appearance: Ian is 5’11” and 160 lbs, with red hair, blue eyes, and a slight Irish accent. When off-duty, he wears whatever clothing that is in style and makes him look good. He is always well groomed, never a hair out place, etc. On duty, he wears the usual blue two-piece uniform worn by all members of *Rigel Salvage and Transport*, that is kept impeccably clean and pressed.

MARK DOMINGUEZPilot of the *Rigel Queen*

Val	Char	Cost	Roll	Notes
11	STR	1	11-	2d6; Lift 100 kg
18	DEX	24	13-	OCV: 6; DCV: 6
13	CON	6	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll: 12-
11	EGO	2	11-	ECV: 3
13	PRE	3	12-	2.5d6 PRE Attack
12	COM	1	11-	
3	PD	1		
3	ED	0		
3	SPD	2		Phases: 4, 8, 12
5	REC	0		
26	END	0		
23	STUN	0		
Total Characteristic Cost: 45				

Cost Powers

5	Luck 1d6
Tai Chi	
4	Block: +2 OCV, +2 DCV, Block/Abort
5	Palm Slap/Kick: -2 OCV, +1 DCV, STR +4d6
4	Shove: +0 OCV, +0 DCV, +15 STR to Shove
5	Joint Break: -1 OCV, -2 DCV, Grab One Limb; HKA 1/2d6 (DC2), Disable

Artistic Upbringing

4	PS: Actor +2; 13-
3	KS: Famous Earth Plays 12-
3	KS: Famous Earth Playwrights 12-

School of Life Merchant Pilot

1	KS: Federation Law 8-
1	Bureaucratics 8-
1	Trading 8-
3	PS: Ship's Pilot 12-
10	Systems Operation (Sensors, Communications, Shields) +2; 14-
7	Combat Piloting (Federation Commercial Starships) +2; 15-
8	Navigation (Ground, Space, Warspace) +2; 14-
1	SS: Warp Drive Theory 8-
2	SS: Astronomy 11-
2	TS: Federation Shuttlecraft

Other Skills

2	WF: Federation Advanced Small Arms
6	+2 with Phasers
3	Breakfall 13-
2	KS: Tai Chi 11-
2	SS: Astrophysics 11-
1	Computer Programming 8-
1	Language: Basic Orion
2	Systems Operation [+2 as above] (Transporters) 14-
1	Electronics (Flight Control Systems) 8-
2	WF: Federation Starship Weapons
7	Acting +2; 14-
3	Disguise 12-

105 Skill cost**Points Disadvantages (100 Base +50 Disads)**

10	Psych: Passionate about Theater Arts (Common, Moderate)
15	Psych: Cocky and Confident (Common, Strong)
5	Rivalry: Professional, Other Pilots
20	Hunted, Marshile Intersec 8- (Mo Pow, NCI, Capture/Kill)

Equipment Carried

Tricorder
 Hand phaser
 Personal Computer (PA)
 Personal Transactor
 Pocket Communicator

Background/History: Mark was raised in the Meridian Playing Company, both of his parents being actors. His parents loved acting, and so did he, but he found that he also enjoyed piloting. His uncle, who piloted the touring company's transport, taught Mark how to pilot the vessel.

Personality/Motivations: Mark is cocky and confident in his abilities, and is a born ham and experienced pilot.

Quote: "To be or not to be...what was your question?"

Power/Tactics: TBD

Appearance: TBD

ALEG

Ship's Engineer of the *Rigel Queen*

Val	Char	Cost	Roll	Notes
13	STR	3	12-	2.5d6; Lift 130 kg
17	DEX	21	12-	OCV: 6; DCV: 6
13	CON	6	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll: 13-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	2.5d6 PRE Attack
12	COM	1	11-	
4	PD	1		
3	ED	0		
4	SPD	13		Phases: 3, 6, 9, 12
6	REC	0		
26	END	0		
24	STUN	0		

Total Characteristic Cost: 52**Cost Powers**

5	Edoan: Extra Limbs- 3 arms and 3 legs
1	Edoan Longevity: Life Support (Longevity: 200 Year Lifespan)
	Star Fleet Commando Training
3	Aikido Throw: +0 OCV, +1 DCV, STR +v/5; Target falls
4	Karate Chop: -2 OCV, +0 DCV, HKA 1/2d6
4	Kung Fu Block: +2 OCV, +2 DCV, Block/Abort
4	Judo Disarm: -1 OCV, +1 DCV, Disarm +10 STR
	Star Fleet Engineering
	Engineering Skills
3	Computer Programming 13-
3	Deduction 13-
1	SS: Astronomy 8-
3	SS: Physics (INT) 13-
8	Electronics (Communications, Sensors, Transporter) +1; 14-
5	Mechanics +1; 14-
6	Systems Operation (Communications, Sensors, Transporter) 13-
4	SS: Warp Drive Theory 13-
3	SS: Starship Engineering (INT) 13-
2	WF: Federation Starship Weapons
2	WF: Advanced Small Arms
	Star Fleet Officer skills
1	Bureaucratics 8-
1	KS: Federation History 8-
1	KS: Federation Law 8-
2	PS: Star Fleet Officer 11-
	Other Skills
5	+1 Level with HTH
7	System Overhaul: +3 Levels with Electronics, Mechanics, and appropriate engineering skills (15 points); Only to increase the efficiency of a device, such as exceeding maximum warp speed, increasing shield strength, etc. (-1)
5	Inventor +1; 14-
3	+1 Level with Phasers
1	Breakfall 8-
1	Language: Basic Orion
1	TS: Federation Military Vessels
1	TS: Federation Commercial Vessels
2	KS: Orion Technology 11-
3	Navigation (Space, Warpspace); 13-
1	Weaponsmith (Federation torpedoes) 8-
2	KS: Damage Control Procedures 11-
3	+1 with all Transporter Skills

99 Skill cost**Points Disadvantages (100 Base +50 Disads)**

10	Hunted by Star Fleet (Watched) 11-
20	Psych: Perfectionist (Common, Total)
10	Psych: Introverted (Common, Strong)
10	Hunted by Information Brokers, 8-, Watched
1	XP spent

Equipment Carried

Tricorder
Hand phaser
Personal Computer (PA)
Personal Transactor
Pocket Communicator

Background/History: Aleg knew from the time he could see the nighttime stars that he wanted a life in space. At the age of decision, he applied to Star Fleet Academy, and was accepted. He showed a natural flair for engineering, and his attention to detail and perfectionist tendencies quickly brought him into important research projects. In time he rose to the rank of Commander, and managed his own research project codenamed "Excalibur". Excalibur was a theoretical enhancement to existing warp drives that could double their maximum speed and minimize the effects of gravity wells - in theory a starship could leave orbit at warp speed with no consequences to the ship or the planet.

While conducting the research at Jupiter Station, he ran afoul of the [Orion?] Syndicate, a group of criminal information brokers who saw the value in such enhancements. After some members of his team were found dead, and Star Fleet could find no leads or make any arrests, Aleg resigned "to see more of the universe". However, the [Orion?] Syndicate was on his trail, and continued their attempts to "convince" Aleg to sell or provide them with the information.

Staying ahead of the Syndicate, he traveled to the edges of Federation space, where as luck would have it, he signed aboard as Chief Engineer of the *Rigel Queen*. On the *Rigel Queen's* first port of call after being hired, he discovered that Star Fleet Intelligence was watching him, not wanting him to be forced into divulging technological information. SFI took the Syndicate seriously. So Aleg makes periodic reports to his appointed SFI contact, and happily tweaks the engines of *Rigel Queen*.

Personality/Motivation: Aleg is a quiet, introverted being who loves nothing more than doing research, tweaking technology, and most of all, visiting the stars. He tries to keep a low profile, not wanting to attract attention that could lead the Syndicate to him, but he's not above a fight if need be.

Quote: "But Captain, if you give me 15 minutes at sublight, I can increase Warp Speed by 10%!"

Power/Tactics: Aleg is a sight to behold when working on a repair or in combat. His three arms and legs are difficult for some bipeds to compensate for in HTH, a fact that has made it easier for him to survive against the Syndicate.

Appearance: Aleg is a typical Edoan, with reddish skin, brown soulful eyes, and three arms and three legs. He wears custom-tailored versions of the usual blue two-piece uniform worn by all members of *Rigel Salvage and Transport*.

SOREKScience Officer of the *Rigel Queen*

Val	Char	Cost	Roll	Notes
18	STR	8	13-	3.5d6; Lift 230 kg
14	DEX	12	12-	OCV: 5; DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll: 13-
20	EGO	20	13-	ECV: 7
15	PRE	3	12-	3d6 PRE Attack
10	COM	0	11-	
4	PD	0		
3	ED	0		
3	SPD	6		Phases: 3, 6, 9, 12
7	REC	0		
30	END	0		
27	STUN	0		

Total Characteristic Cost: 64**Cost Powers**

- 1 Vulcan Longevity: Life Support (Longevity: 200 year lifespan)
- 2 Vulcan Mental Conditioning: Mental Defense (2 + INT/5)
- 2 Vulcan Ears: +1 PER with Hearing Group
- 2 Vulcan Eyes: Flash Defense to Sight Group, 2 points
- 3 Vulcan Mind Over Body: Healing 2d6 (Simplified Healing) (20 Active Points); Concentration (0 DCV, throughout; -1); Extra Time (20 minutes; -2 1/2), 1 use per day (-2)
- 21 **Vulcan Mind Touch (1)**: 2d6 Telepathy, Cumulative (+ 1/2), Continuous (+1), Increased Cumulative Maximum to 96 points (+3/4) (32 Active Points); Concentration (0 DCV while establishing contact; -1/2)
- 16 **Vulcan Mind Meld (2)**: 2d6 Mind Control, Cumulative (+ 1/2), Continuous (+1), Increased Cumulative Maximum to 96 points (+3/4) (32 Active Points); Requires a successful Mind Touch (-1/2), Concentration (0 DCV while establishing contact; -1/2)

Vulcan Martial Techniques

- 8* Vulcan Nerve Pinch (v4): -1 OCV, +1 DCV, 10d6 NND (1)
- 4 Joint Lock/Throw: +1 OCV, +0 DCV; Grab One Limb, 1d6 NND(7), Target Falls
- 3 Martial Grab: -1 OCV, 11 DCV, Grab 2 Limbs, +10 STR for Holding On

Merchant Apprenticeship & Comm/Sci Officer

- 1 Computer Programming 8-
- 1 KS: Federation Law 8-
- 1 Trading 8-
- 1 KS: Trade Goods Appraisal 8-
- 4 Systems Operation (Communications, Sensors) 12-
- 1 KS: Damage Control Procedures 8-
- 4 Electronics (Communications, Sensors) 12-
- 3 Scientist
- 2 SS: Astronomy/Astrophysics (INT) 12-
- 2 SS: Geology 11-
- 2 SS: Physics 11-
- 1 SS: Chemistry 8-

Other Skills

- 2 WF: Federation Advanced Small Arms

87 Skill cost**Points Disadvantages (100 Base +50 Disads)**

- 10 Psychological Limitation: Bound by Logic, Has difficulty relating to emotional beings (Common, Moderate)
- 10 Psych: Seeks to prove self to family and coworkers (Common, Moderate)
- 5 Hunted/Watched: the family business connections, 8-
- 5 DNPC: Pet mina bird "Nevermore", 8-
- 20 XP Spent

Equipment Carried

Background/History: Sorek is fresh out of his merchant apprenticeship, and has joined the *Rigel Queen*. His family wanted him back in the family business, selling

Kivas, but Sorek wanted to prove himself outside his family. His family feels that the *Rigel Queen* is beneath his talents.

Personality/Motivations:

Quote:

Power/Tactics:

Appearance:

GUH'VUDZONChief Cargo & Security Officer of the *Rigel Queen*

Val	Char	Cost	Roll	Notes
15	STR	5	12-	3d6; Lift 200 kg
14	DEX	12	12-	OCV: 5; DCV: 5
15	CON	10	12-	
11	BODY	2	11-	
18	INT	8	13-	PER Roll: 13-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	2.5d6 PRE Attack
10	COM	1	11-	
4	PD	1		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
30	END	0		
27	STUN	0		

Total Characteristic Cost: 50**Cost Powers****Bar Brawling**

4	Block: +2 OCV, +2 DCV, Block/Abort
4	Eye Gouge: -1 OCV, -1 DCV, Sight Group Flash 4d6
5	Hoist'n'heave: -2 OCV, -2 DCV; Grab Two Limbs, +20 STR to Throw
5	Smash: -2 OCV, +1 DCV, STR +4d6 Strike

Colony Life

2	Survival (Mountains) 12-
2	PS: Dilithium Mining 11-
3	Mechanics 12-
3	Systems Operation (Sensors group, Dilithium drills) 12-

Merchant Apprenticeship & Security

1	Computer Programming 8-
1	KS: Federation Law 8-
1	Trading 8-
1	KS: Trade goods appraisal 8-
4	Systems Operations (Communications, Transporters) 12-
1	KS: Damage Control Procedures 8-
3	Security Systems 12-
3	Paramedic (Tellarite) 12-
2	KS: Security Procedures 11-
2	WF: Advanced Small Arms

Other Skills

10	+2 CSLs with HTH
6	+2 CSLs with Phasers
2	Tactics (Small group) 12-
3	Streetwise 12-
3	Concealment 12-
3	Stealth 12-
3	Deduction 12-
3	Shadowing 12-
1	Forensic Medicine 8-
1	Zero-G Training 8-
2	KS: Safe ports of call 11-
2	KS: Space Legends & Lore 11-
2	KS: Cargo Handling Procedures 11-
3	Criminology 12-
3	Breakfall 12-
2	KS: Tellarite Comedy 11-
2	KS: Earth Classic Comedy (3 Stooges, I Love Lucy, etc.) 11-
3	Gambling 12-

100 **Skill cost****Points Disadvantages (100 Base +50 Disads)**

10	Psych: Retirement Fund (Common, Strong)
10	Psych: Protective of "Family" (Common, Strong)
5	Psych: Comedian (Uncommon, Strong)
10	Hunted/Watched: People He Owes Money To, 8-
5	DNPC: Drinking buddies in every port, 8-
10	XP Spent

Equipment Carried

Tricorder

Hand phaser

Personal Computer (PA)

Personal Transactor

Pocket Communicator

Background/History: Guh'vudzon spent the first part of his life on the Tellarite mining colony (world) of Jedispar 3. Members of the colony mined dilithium, and the colony members made good money. When Guh'vudzon and his mother came back from a supply run to a nearby commercial station, they found the colony laid waste. Marauders or pirates had killed every living thing in the colony, and taken whatever ore and valuables there were to take.

After Star Fleet investigated the site, Guh'vudzon and his mother were taken back to his mother's homeworld, so they could be with relatives. His uncles kept asking questions like "Why didn't they have weapons", "Why didn't they have a security expert for such valuable materials", and other questions he couldn't answer.

Eventually Guh'vudzon enrolled in a merchant apprenticeship program with Dylovene Mineral Transport, learning the proper procedures for security and cargo handling. Now, he could do something to protect those in his charge.

Unfortunately, Guh'vudzon tried gambling for a while, and racked up more debt than he could pay off. He was let go from Dylovene, which made his financial state worse. Just when he thought he was going to get killed, luck brought him the *Rigel Queen*. He immediately signed on as the Cargo and Security officer, and is slowly paying off his creditors.

Personality/Motivations: Guh'vudzon has learned the hard way about gambling, and doesn't gamble any more... at least not with money. He trades quips with Ian, and knows which buttons to push and when; however, he also knows about Ian's temper, and when situations get tense, Guh'vudzon is one of the first to try to keep Ian calm.

Guh'vudzon is also a student of comedy, and loves to use memorable quotes from the 3 Stooges, I Love Lucy, as well as from Tellarite comedies. No one from the human crew gets the Tellarite comedy...

Quote: "Nya nya nya, missed me... [spoken in the voice of Curly of the 3 stooges]

Power/Tactics: Guh'vudzon has been in his share of bar fights, and enjoys a style he likes to call '3 Stooges Melee', which involves eye gouges, hoists-and-heaves across the bar, and other stoogish antics. When it's a real fight though, he uses straight-forward tactics in HTH and range to protect his crew (which he regards as his family).

Appearance: Guh'vudzon is a large Tellarite male with reddish-brown hair and brown eyes. He wears the usual blue two-piece uniform worn by all members of *Rigel Salvage and Transport*.

LILITH ASLANShip's Doctor of the *Rigel Queen*

Val	Char	Cost	Roll	Notes
13	STR	3	12-	2.5d6; Lift 130 kg
18	DEX	24	13-	OCV: 6; DCV: 6
12	CON	4	12-	
10	BODY	0	11-	
14	INT	4	12-	PER Roll: 12-/
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	2.5d6 PRE Attack
16	COM	3	12-	
4	PD	1		
3	ED	0		
3	SPD	2		Phases: 4, 8, 12
5	REC	0		
24	END	0		
23	STUN	0		

Total Characteristic Cost: 36**Cost Powers**

5	Caitian Claws: HKA 1 pip, 1/2d6 with STR
4	Caitian Tail: Extra Limb (Tail), Inherent, Limited Manipulation
4	Running: +2" Running
6	Enhanced Senses: +2 PER with All Senses
5	Enhanced Smell: Tracking with Smell PER
Caitian Martial Arts	
4	Swipe: +2 OCV, +0 DCV, STR Strike +2d6
4	Block: +2 OCV, +2 DCV, Block/Abort
5	Dodge: +5 DCV vs. all attacks
3	Pounce: +2 OCV, +1 DCV, STR Strike, both fall

Star Fleet Medical Officer

3	Computer Programming 12-
3	Deduction 12-
3	SS: Biology (INT) 12-
3	SS: Medicine (INT) 12-
3	Paramedic (Caitian) 12-
10	Systems Operation (Environmental, Sensors, Transporters) +2; 14-
3	SS: Surgery (INT) 13-
3	SS: Pharmacology (INT) 13-
3	SS: Botany (INT) 13-
3	SS: Chemistry (INT) 13-
	Star Fleet Officer Skills
1	TF: Federation Shuttles
2	WF: Federation Small Arms
1	Bureaucratics 8-
1	KS: Federation History 8-
1	KS: Federation Law 8-
2	PS: Star Fleet Officer 11-

Other Skills

3	Scientist
5	+1 with all Medical Skills
3	Paramedic (Human) 12-
3	Paramedic (Orion) 12-
3	Paramedic (Vulcan) 12-
3	SS: Anatomy/Physiology of Known Races (INT) 13-
3	ExoPhysiology: +5 with SS: Anatomy/Physiology (5), Only to counter penalties of specific race knowledge for studied races (Caitian, Vulcan, Human, Orion, Andorian, Edoan, Tellarite)
3	Medical license
1	Language: Vulcan, basic
1	Trading 12-
1	Breakfall 13-
1	Streetwise 12-

115 Skill cost**Points Disadvantages (100 Base +50 Disads)**

10	Hunted by Star Fleet (Watched) 11-
20	Psych: Hippocratic Oath (Common, Strong)
10	Psych: Quick-tempered (Common, Strong)
10	Psych: Disregard for Star Fleet (Uncommon, Strong)
10	Hunted, Henry Kalaman, 8-

16 XP Spent

Equipment Carried

Tricorder
 Hand phaser
 Personal Computer (PA)
 Personal Transactor
 Pocket Communicator
 Med Kit

Background/History: Lilith Aslan is a Caitian who wound up on the wrong end of Star Fleet - or more specifically, one Vulcan Star Fleet Admiral. He was a doctor in Star Fleet for a number of years when his temper rubbed an official the wrong way. The official made Lilith's life miserable, and eventually Lilith was driven out of Star Fleet altogether.

Lilith signed up with the crew of the *Rigel Queen*, and has been much happier than he ever was in Star Fleet.

Personality/Motivation: TBD**Quote:** "TBD"**Power/Tactics:** TBD

Appearance: TBD. Otherwise he wears the usual blue two-piece uniform worn by all members of *Rigel Salvage and Transport*.

ANGUS STEWART

Star Fleet Intelligence Operative/ Ship's Steward

Val	Char	Cost	Roll	Notes
15	STR	5	12-	3d6; Lift 200 kg
14	DEX	12	12-	OCV: 5; DCV: 5
13	CON	6	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll: 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	3d6 PRE Attack
12	COM	1	11-	
5	PD	2		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
26	STUN	0		

Total Characteristic Cost: 45**Cost Powers**

10 Luck 2d6

Martial Arts: Krav Maga

4 Block: +2 OCV, +2 DCV, Block/ Abort

4 Choke Hold: -2 OCV, +0 DCV; Grab one limb, 2d6 NND(2)

4 Punch/Kick: +0 OCV, +2 DCV, STR +2d6

SFI Field Agent

3 Bureaucratics 12-

3 Acting 13-

4 Systems Operation (Communications, Sensors) 12-

2 KS: Intelligence Procedures 11-

2 WF: Federation Advanced Small Arms

3 Fringe Benefit: SFI Security Clearance

3 Disguise 12-

3 Streetwise 12-

3 Computer Programming 12-

3 Security Systems 12-

3 Shadowing 12-

Star Fleet Intelligence Officer

1 KS: Federation History 8-

1 KS: Federation Law 8-

3 Fringe Benefit: SF Ensign equivalent

Merchant Cover Skills

5 Trading +1; 13-

2 TF: Personal Use Craft

3 KS: Trade Goods Appraisal 12-

Other Skills

3 Breakfall 12-

2 KS: Krav Maga 11-

1 Navigation (Ground) 8-

110 Skill cost

Points Disadvantages (100 Base +50 Disads)

20 Subject to SFI Orders

10 Psych: Enjoys Confusing/Confounding Others (Com, Mod)

10 TBD

10 TBD

Equipment Carried

Hand Phaser

Pocket Communicator

Background/History: Angus always had a knack for being in the right place at the right time.

Personality/Motivation: Angus is an imp, armed with a wink and a smile to get himself where he needs to be, and the ability to confuse and confound people when he needs to get himself out of places and situations. Though he's been trained in the SFI martial arts and how to use a phaser, he

prefers not to go into combat if his wits will do. However, while in the company of the Rigel Queen, he's been in his share of bar fights and phaser fights.

Quote: "Now, ladee, where did you come by that idea? What I said was ..."

Power/Tactics: Angus has as much luck as tactics working for him in a fight or problem situation.

Appearance: Angus is 6'1" tall, 180#, with non-descript brown hair and brown eyes. When he's in SFI briefings, he wears his uniform (as appropriate). When he's posing as a member of the Rigel Queen's crew, he wears the usual blue two-piece uniform worn by all members of *Rigel Salvage and Transport*.

VILLAINS

Here are some of the villains encountered by the crew of the *Rigel Queen* during their adventures.

Kalaman Enterprises

HENRY KALAMAN

President of Kalaman Enterprises

Val	Char	Cost	Roll	Notes
13	STR	3	12-	2.5d6; Lift 150 kg
15	DEX	15	12-	OCV: 5; DCV: 5
13	CON	6	12-	
11	BODY	2	11-	
18	INT	8	13-	PER Roll: 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	4d6 PRE Attack
14	COM	2	12-	
3	PD	0		
3	ED	0		
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
26	END	0		
25	STUN	0		

Total Characteristic Cost: 61

Cost Powers

- 5 Fringe Benefit: President and CEO of Kalaman Enterprises
- 10 Wealthy: 5 Million CR per year personal wealth

Skills

- 4 PS: Head of Kalaman Enterprises 13-
- 3 High Society 13-
- 3 Bureaucratics 13-
- 7 Trading +2; 15-
- 3 Bribery 13-
- 3 Scholar
- 1 KS: Rival Corporations 11-
- 1 KS: Criminal Underworld 11-
- 1 KS: High Finance 11-
- 1 KS: Commercial Law 11-
- 1 KS: Transportation Industry 11-
- 3 Well-Connected
- 2 Contact: Federation Senator 11-, useful resources
- 2 Contact: Merchant Licensing Org, 8-, Organization contact
- 5 Contact: The Syndicate 11-, Organization contact
- 2 Contact: Customs Official 11-, useful resources
- 2 Contact: Bounty Hunter 11-
- 5 10 Favors, GM discretion
- 3 Conversation 13-
- 3 Persuasion 13-
- 2 WF: Advanced Small Arms
- 6 +2 CSLs with Phasers
- 4 KS: Marketable Trade Goods 14-
- 3 KS: Trade Goods Appraisal 13-
- 3 Streetwise 13-
- 5 +1 with all PRE-Based skills
- 3 Combat Piloting (Commercial Spacecraft) 12-
- 3 Navigation (Space, WarpSpace) 13-
- 1 KS: Astrophysics 11-
- 4 Systems Operation (Sensors, Communications) 12-
- 110 Skill cost

Points Disadvantages (100 Base +50 Disads)

- 10 Psych: Greedy
- 10 Psych: Vengeful
- 20 Hunted (Watched) by SFI, 11-
- 10 Reputation: President of Kalaman Enterprises

Equipment Carried
Hand Phaser
Pocket Communicator

Background/History: TBD.

Personality/Motivation: As the President of Kalaman Enterprises, Henry wields an enormous amount of power and influence. His personal agents and hired thugs take care of any 'problems' he may encounter.

Henry Kalaman is greedy for wealth, power, and the good things in life, and usually remains in the background while his people handle matters as he directs.

Quote: "TBD"

Power/Tactics: TBD.

Appearance: TBD.

BRENT PANQOTA**Kalaman Enterprises CSO & Troubleshooter**

Val	Char	Cost	Roll	Notes
10	STR	0	11-	2d6; Lift 100 kg
15	DEX	15	12-	OCV: 5; DCV: 5
13	CON	6	12-	
10	BODY	2	11-	
15	INT	8	12-	PER Roll: 12-
11	EGO	10	11-	ECV: 4
13	PRE	10	12-	2.5d6 PRE Attack
10	COM	2	12-	
2	PD	0		
3	ED	0		
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
26	END	0		
22	STUN	0		

Total Characteristic Cost: 58**Cost Powers**

- 3 Fringe Benefit: CSO, Kalaman Enterprises
- 5 Well Off: 500,000 CR per year personal wealth

Skills

- 4 PS: Chief Security Officer of Kalaman Enterprises 13-
- 7 Streetwise +2; 14-
- 3 Bribery 12-
- 4 Forgery (Identification, Information) 12-
- 2 WF: Advanced Small Arms
- 3 Computer Programming 12-
- 3 Concealment 12-
- 3 Conversation 12-
- 3 Criminology 12-
- 3 Disguise 12-
- 4 Electronics (Sensors, Communications) 12-
- 8 Systems Operation (Sensors, Communications) +2; 14-
- 3 Persuasion 12-
- 3 Shadowing 12-
- 3 KS: Kalaman Enterprises 12-
- 3 Well-Connected
- 10 Contact: various underworld contacts (GM choice)
- 3 Interrogation 12-
- 7 Brawling: HA +2d6, Hand-to-Hand Attack Only (-1/2)
- 5 +1 CSL with HTH
- 92 Skill cost

Points Disadvantages (100 Base +50 Disads)

- 15 Psych: Loyal to Henry Kalaman (Common, Strong)
- 5 Distinctive Looks: Corporate Exec
- 20 Hunted (Watched) by Syndicate, 11-
- 10 Psych: Nervous

Equipment Carried

Hand Phaser
Pocket Communicator

Background/History: TBD.

Personality/Motivation: Brent is Henry Kalaman's Chief Security Officer, and right-hand-man when it comes to carrying out the shadier missions his boss gets involved in. He wields a great deal of power, being able to draw on any of the resources of Kalaman Enterprises.

Brent acts as a shield between Henry Kalaman and any shady dealings, making sure that any 'problems' that could impact Kalaman are taken care of appropriately so that they cannot be tied back to Kalaman.

Brent is a nervous man, and if he has to take care of any problems directly, he will travel with one or more bodyguards. Brent will be on hand to supervise any tasks or 'messages', but won't get directly involved if he can avoid it.

Quote: "TBD"

Power/Tactics: TBD.

Appearance: TBD.

TERRENCE GOULD**Bodyguard for Brent Panqota**

Val	Char	Cost	Roll	Notes
20	STR	10	13-	4d6; Lift 200 kg
15	DEX	15	12-	OCV: 5; DCV: 5
18	CON	16	13-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll: 11- (13-)
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	4d6 PRE Attack
6	COM	-2	10-	
8	PD	4		
4	ED	0		
3	SPD	5		Phases: 4, 8, 12
8	REC	0		
36	END	0		
35	STUN	0		

Total Characteristic Cost: 74**Cost Powers****Martial Arts: Cinematic Brawling/ Streetfighting**

4	Punch/Backhand: +0 OCV, +2 DCV; STR +2d6 Strike
5	Smash: -2 OCV, +1 DCV; STR +4d6 Strike
4	Low Blow: -1 OCV, +1 DCV; 2d6NND(3)
4	Block: +2 OCV, +2 DCV; Block/Abort
3	Tackle: +0 OCV, -1 DCV; STR + v/5 Strike, both fall

Skills

3	+1 CSL with Streetfighting
8	+1 CSL with All Combat
2	WF: Advanced Small Arms
1	WF: Blades
6	Alert: +2 to PER Rolls
3	Concealment 11-
3	Security Systems 11-
3	Streetwise 13-
3	Breakfall 12-

52 Skill cost**Points Disadvantages (100 Base +50 Disads)**

15	Psych: Loyal to Brent Panqota and Henry Kalaman (Common, Strong)
5	Distinctive Looks: Scarred face (Recognizable, can be hidden)

Equipment Carried

Hand Phaser
 Knife
 Pocket Communicator

Background/History: TBD.

Personality/Motivation: Terrence is the chief bodyguard and go-to man for Brent Panqota. He's not super bright, but his strength and presence make him very useful. Terrence is easily recognizable by his heavily-scarred face. Terrence is ruthless and nasty, and carries out any of Kalaman's or Panqota's orders with great zeal.

Quote: "TBD"**Power/Tactics:** TBD.**Appearance:** TBD.**TYPICAL KALAMAN ENTERPRISE SPY**

TBD

TYPICAL KALAMAN ENTERPRISE THUG

TBD

SS Manticore

The crew of the *Manticore* is a band of cutthroat merchant-pirates. They were first encountered in *Orion Ruse*, and are a dark mirror for the crew of the *Rigel Queen*.

SOLOMON KANE

Captain of the *Manticore*

Val	Char	Cost	Roll	Notes
13	STR	3	12-	2.5d6; Lift 150 kg
17	DEX	21	12-	OCV: 6; DCV: 6
13	CON	6	12-	
11	BODY	2	11-	
18	INT	8	13-	PER Roll: 13-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	3d6 PRE Attack
12	COM	1	11-	
3	PD	0		
3	ED	0		
3	SPD	3		Phases: 4, 8, 12
6	REC	0		
26	END	0		
25	STUN	0		
Total Characteristic Cost: 58				

Cost Powers

Cost	Powers
	Martial Arts: Cinematic Brawling
4	Block: +2 OCV, +2 DCV; Block/Abort
4	Kidney Blow: -2 OCV, +0 DCV; HKA 1/2d6 (DC2)
4	Low Blow: -1 OCV, +1 DCV; 2d6 NND(3)
4	Punch: +0 OCV, +2 DCV; STR +2d6 Strike
3	Throw: +0 OCV, +1 DCV; STR + v/5, Target falls
	Star Fleet Flight Control Skills
5	Combat Piloting +1 (Federation Military Vessels); 13-
2	SS: Astronomy 11-
2	SS: Physics 11-
2	Tactics (Starship) (INT) 13-
8	Systems Operation (Defensive, Communications, Sensors, Weapons) 13-
2	Electronics (Sensors, Communications) 8-
3	Navigation (Space, WarpSpace) 13-
2	WF: Federation Advanced Small Arms
2	WF: Federation Starship Weapons
3	AK: Milky Way 12-
2	TF: Federation Shuttlecraft
	Star Fleet Officer Skills
5	Bureaucrats +1; 13-
1	KS: Federation History 8-
2	KS: Federation Law 11-
2	PS: Star Fleet Officer 11-
	Other Skills
3	Computer Programming 13-
3	Language: Orion (Fluent)
1	WF: Blades
3	+1 CSL with Phasers
3	+1 CSL with Cinematic Brawling
6	+2 CSLs with Blades
1	SS: Starship Engineering 8-
5	Streetwise +1; 13-
1	Breakfall 8-
3	Persuasion 12-
1	Trading 8-
92	Skill cost

Points Disadvantages (100 Base +50 Disads)

15	Psych: Cautious (Common, Strong)
15	Psych: Greedy (Common, Strong)
15	Psych: Vindictive

5 Hunted (Watched) by Star Fleet, 8-

Equipment Carried

Hand Phaser
Pocket Communicator

Background/History: Solomon Kane was born on Karion VII, in Simka Colony. Solomon entered Star Fleet under the nomination of the delegate from a doomed colony on Karion. The delegate convicted many years later of various crimes, including influence peddling and graft, but no other connection was made between him and Solomon Kane.

Solomon scored well on his Academy entrance exam, did well at the Academy, and passed his cadet cruise with honors.

He rose through the ranks, and was eventually given command of his own ship, the Nelson-class scout ship *Cortes*. The *Cortes* spent 4 years assigned to patrol the area around the Orion worlds, and miraculously never reported an encounter with an Orion pirate vessel. When Solomon's tour on the *Cortes* was through, he returned to spacedock and found himself up on charges of murder. A merchant claimed that Solomon had murdered his partner when a drug deal fell through. Nothing was ever proven, but Solomon resigned from Star Fleet in disgrace, and disappeared from public view.

Personality/Motivation: Solomon Kane is loyal to only one person - himself. He is very greedy, but that is mediated somewhat by his cautious nature. He is a vindictive man, and will repay any slight he feels has been done to him, even though it may take years to take his revenge in an atmosphere of safety.

Quote: "One may lose the battle and yet win the war..."

Power/Tactics: Solomon is a cold, calculating, and cautious man. He will do whatever it takes to ensure his safety and comfort. He appears emotionless, and it's very hard to read his true feelings. However, hidden beneath that emotionless facade is a limitless capacity to hate.

Appearance: Kane is 6' tall, 170 pounds, with brown eyes and short, curly hair that is beginning to gray. He appears to have an Oriental cast to his features.

JACK CORRIGANFirst Officer of *Manticore*

Val	Char	Cost	Roll	Notes
15	STR	5	12-	3d6, Lift 200kg
12	DEX	6	11-	OCV: 4; DCV: 4
13	CON	6	12-	
10	BODY	2	11-	
13	INT	3	12-	PER Roll: 12-
11	EGO	10	11-	ECV: 4
13	PRE	10	12-	2.5d6 PRE Attack
10	COM	2	12-	
4	PD	1		
3	ED	0		
3	SPD	8		Phases: 4, 8, 12
6	REC	0		
26	END	0		
25	STUN	0		
Total Characteristic Cost: 53				

Cost Powers**Martial Arts: Cinematic Brawling/ Streetfighting**

4	Punch/Backhand: +0 OCV, +2 DCV; STR +2d6 Strike
5	Smash: -2 OCV, +1 DCV; STR +4d6 Strike
4	Low Blow: -1 OCV, +1 DCV; 2d6NND(3)
4	Block: +2 OCV, +2 DCV; Block/Abort
3	Tackle: +0 OCV, -1 DCV; STR + v/5 Strike, both fall

Skills

1	Computer Programming 8-
1	KS: Federation Law 8-
3	Trading 12-
1	KS: Trade Goods Appraisal 8-
2	Systems Operation (Communications) 12-
1	KS: Damage Control Procedures 8-
3	Bureaucratics 12-
3	Streetwise 12-
3	Gambling 12-
2	Language: Klingon
2	Language: Orion
2	WF: Federation Advanced Small Arms
16	+2 CSLs with Combat
3	Combat Piloting (Commercial Starships) 12-
3	PS: Smuggler 12-
3	Concealment 12-
3	Security Systems 12-
2	KS: Security Procedures 11-
2	PS: Cargomaster 11-
92	Skill cost

Points Disadvantages (100 Base +50 Disads)

15	Psych: Loyal to Solomon Kane (Common, Strong)
5	Distinctive Looks: Big, Stocky, Red-haired
20	Hunted by Star Fleet, capture/arrest, 8-
10	Psych: Hair-trigger Temper (Common, Moderate)

Equipment Carried

Hand Phaser
Pocket Communicator

Background/History: Jack was born into a poor family, living in the ghetto of an old Irish colony world. He joined the local gang and quickly became its leader. After some brushes with the law, his uncle sent him off to the Hammond Merchant Academy, hoping to put some space between the law, himself, and Jack.

Jack worked for a number of lines, but was fired from each for brawling and/or smuggling. He eventually went to work for the Markovsky Syndicate, and disappeared when Star Fleet broke up the operation. Jack killed 2 Star Fleet

officers while fleeing, and is on Star Fleet's wanted list.

When Jack fled, he went to the Orion worlds, where he met Kane (6 years ago) and hired on.

Personality/Motivation: Jack enjoys being a pirate. He enjoys the violence he can inflict on others, he enjoys what wealth can bring, and dislikes the "weak" Federation.

Jack has a violent temper, and uses force whenever possible. He's abusive and rude, combative and confrontational. When he's really mad, his face turns red and his fists ball up so tight his knuckles turn white.

Jack is very loyal to Kane, and willingly follows his orders. He does get upset with Kane's cautious nature, and it shows.

Jack wants to be captain of his own ship some day, but lacks the funds, and is always looking for the 'one big score'.

Quote: "TBD"

Power/Tactics: If Kane is not around to restrain him, Jack uses all-out force against a target. His tactics are limited to 'inflict as much pain as possible'.

Appearance: Jack is 6'3" and 215 pounds. His square jaw juts out from his battered face, and short red hair frames his face.

ALEXANDER SOLOVIEV

Flight Control Officer of the *Manticore* /

Star Fleet Intelligence Undercover Field Operative

Val	Char	Cost	Roll	Notes
13	STR	3	12-	2.5d6, Lift 150kg
14	DEX	12	12-	OCV: 5; DCV: 5
13	CON	6	12-	
11	BODY	2	11-	
15	INT	5	12-	PER Roll: 12-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	3d6 PRE Attack
12	COM	1	11-	
4	PD	1		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
36	END	0		
25	STUN	0		

Total Characteristic Cost: 57

Cost Powers

Martial Arts: Cinematic Brawling/ Streetfighting

- 4 Punch/Backhand: +0 OCV, +2 DCV; STR +2d6 Strike
- 5 Smash: -2 OCV, +1 DCV; STR +4d6 Strike
- 4 Low Blow: -1 OCV, +1 DCV; 2d6NND(3)
- 4 Block: +2 OCV, +2 DCV; Block/Abort
- 3 Tackle: +0 OCV, -1 DCV; STR + v/5 Strike, both fall

Powers

- 2 Mental Defense 5 points (2 + INT/5)
- 20 **Mind Touch:** 2d6 Telepathy, Cumulative (+1/2), Continuous (+1), Increased Cumulative Maximum to 48 points (+1/2) (30 Active Points); Concentration (0 DCV while establishing contact; -1/2)

Star Fleet Flight Control Officer Skills

- 5 Combat Piloting (Military Vessels) +1; 13-
- 2 SS: Astronomy 11-
- 2 SS: Physics 11-
- 2 Tactics (Starship) 12-
- 8 Systems Operation (Defensive, Communications, Sensors, Weapons)
- 4 Electronics (Sensors, Communications) 12-
- 5 Navigation (Space, WarpSpace)+1; 13-
- 2 WF: Federation Small Arms
- 2 WF: Federation Starship Weapons
- 3 AK: Milky Way Galaxy 12-
- 2 TF: Federation Shuttlecraft

SF Officer Skills

- 3 Fringe Benefit: Ensign
- 1 Bureaucrats 8-
- 1 KS: Federation History 8-
- 1 KS: Federation Law 8-
- 2 PS: Star Fleet Officer 11-

SFI Field Operative Skills

- 3 Acting 12-
- 2 KS: Intelligence Procedures 11-
- 3 Fringe Benefit: SFI Security Clearance
- 3 Language: Orion
- 3 Computer Programming 12-
- 3 Streetwise 12-
- 3 Security Systems 12-
- 3 Paramedic (Human) 12-
- 3 Disguise 12-

Other Skills

- 2 TF: Federation Commercial Space Vessels
- 1 SS: Starship Engineering 8-
- 10 +2 CSLs with HTH
- 5 +1 CSL with Starship Weapons

131 Skill cost

187 TOTAL Cost

Points Disadvantages (100 Base +50 Disads)

- 15 Social Limitation: Undercover identity as "Black Alex"
- 20 Social Limitation: Subject to Star Fleet / SFI Orders
- 10 Psych: Determined to Bring Kane to Justice (Common, Moderate)
- 5 TBD
- 37 Experience Spent

Equipment Carried

Hand Phaser
Pocket Communicator

Background/History: Alex was a brilliant Academy cadet, and is a very successful Star Fleet Intelligence operative. His court-martial and escape (see "Background Cover") were faked to give him a suitable cover. Alex has been the primary cause of the Manticore's recent string of bad luck, by passing on information to Federation authorities. The authorities have been able to break up all of Kane's illegal operations thus far, but have been unable to capture Kane.

Background Cover: Alex is on public record as being court-martialed and sentenced to life in a Federation penal colony. The crime of record is firing on and destroying an Amalian vessel approaching his ship, the USS Scipio, without orders or provocation. Alex escaped from the penal colony, stole a vessel, and headed for the Orion worlds. Solomon Kane hired him shortly thereafter.

Personality/Motivation: In reality, Alex is a true Federation loyalist. The mental anguish he's suffered over the last year, witnessing Kane's atrocities, have made him obsessed with finding a way to bring Kane to justice. He is very calm and deliberate in his thoughts and actions.

Cover Personality: Alex has a bad temper and is very excitable. He tends to react instinctively rather than rationally.

Quote: "TBD"

Power/Tactics: Alex has received some training from a Vulcan shipmate, which has been helpful in maintaining his sanity and his cover. He has learned how to shield his thoughts, how to perform the Vulcan Mind Touch(1) although to a lesser degree, and how to keep the "Black Alex" persona separate from his true persona.

Appearance: Alex is 6' tall and 180 pounds. He has shoulder-length brown hair and brown eyes, and gives the impression of being something of a barbarian. He has a thick Russian accent.

ERNST METZ, M.D.Ship's Doctor of the *Manticore*

Val	Char	Cost	Roll	Notes
11/18*	STR	1	11-	2d6, Lift 100kg
13/18*	DEX	9	12-	OCV: 4; DCV: 4
11/18*	CON	2	11-	
10	BODY	0	11-	
18/8@	INT	8	13-	PER Roll: 13-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	2d6 PRE Attack
10	COM	0	11-	
2	PD	0		
2	ED	0		
3/1@	SPD	7		Phases: 4, 8, 12
4	REC	0		
22/10@	END	0		
22/10@	STUN	0		

Total Characteristic Cost: 27

* Value while on an Adrenalane-high
 @Value while on Adrenalane down-cycle

Cost Powers**Star Fleet Medical Package**

1	Computer Programming 8-
3	Deduction 13-
3	SS: Biology (INT) 13-
6	SS: Medicine (INT) +3; 16-
9	Paramedic (Human) +3; 16-
10	Systems Operations (Environmental, Sensors, Transporters) +2; 15-
6	SS: Pharmacology (INT) +3; 16-
3	SS: Surgery (INT) 13-
1	SS: Psychology (INT) 8-

Star Fleet Officer Skills

1	TF: Federation Shuttles
2	WF: Federation Advanced Small Arms
1	Bureaucrats 8-
1	KS: Federation History 8-
1	KS: Federation Law 8-
2	PS: Star Fleet Officer 11-

Other Skills

3	Streetwise 11-
3	Language: Orion
3	Paramedic (Orion) 13-
3	Persuasion 11-
7	Brawling: HA +2d6, Hand-to-Hand Only (-1/2)

69 Skills Cost**39 Wasted (unspent) experience****108 Overall skill cost****Points Disadvantages (100 Base +50 Disads)**

15	Psych: Has NO Motivation beyond his Adrenalane addiction (Common, Strong)
10	Reputation: Brilliant doctor who became washed-up has-been after Adrenalane addiction
10	Psych: Full of self-loathing

Equipment Carried

Pocket Communicator

Med Pouch

Background/History: Ernst was a legendary doctor within Star Fleet, and many of his published papers on pharmacology are now classics and required reading at Star Fleet Medical.

Ernst spent 16 years as a lieutenant, regardless of his medical skill, because he failed 3 successive promotion exams without any reasonable excuse. (He had taken Adrenalane before the exam, and was on the down-cycle

during the exams). He was later arrested for illegal narcotics use, while serving aboard the USS Amundsen. He was allowed to resign from Star Fleet, and his medical license was revoked. He lived hand-to-mouth for many years, and was eventually hired by Kane.

For 25 years, Ernst has been addicted to Adrenalane, an illegal narcotic within the Federation. Adrenalane has a 5-hour high cycle, during which time it raises the STR, DEX, and CON to near-maximum levels [+5-7 each]. The down-cycle lasts 2d6+3 hours, and severely lowers the INT, SPD, END, and STUN [-10 INT, -2 SPD, x1/2 END, x1/2 STUN].

Personality/Motivation: Ernst has NO motivation beyond getting his fix of Adrenalane. Kane makes sure that Ernst has a steady supply of Adrenalane, and so Ernst does whatever Kane tells him to, no matter how sadistic or horrible.

While in an Adrenalane high, Ernst is happy, lively, and psychotic; while in an Adrenalane down-cycle, Ernst is a mindless idiot, with no drive of any kind. When he's not under the effects of Adrenalane, Ernst is a bitter man full of self-loathing, who loathes the whole galaxy as much as himself.

Quote: "TBD"**Power/Tactics:** None.

Appearance: Ernst is 5'11" tall, overweight and obviously out of shape. He has white hair, with a pleasantly plump face.

SKEVAR TALZEDEngineer of the *Manticore*

Val	Char	Cost	Roll	Notes
10	STR	0	11-	2d6, Lift 100kg
12	DEX	6	11-	OCV: 4; DCV: 4
12	CON	4	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll: 12-
10	EGO	0	11-	ECV: 3
11	PRE	1	11-	2d6 PRE Attack
10	COM	0	11-	
2	PD	0		
2	ED	0		
3	SPD	8		Phases: 4, 8, 12
4	REC	0		
24	END	0		
21	STUN	0		
Total Characteristic Cost: 22				

Cost Powers**Martial Arts: Cinematic Brawling/ Streetfighting**

TBD

52 Skill cost**Points Disadvantages (100 Base +50 Disads)**

15	TBD
5	TBD

Equipment Carried

Hand Disruptor

Pocket Communicator

Background/History: TBD.**Personality/Motivation:** TBD.**Quote:** "TBD"**Power/Tactics:** TBD.**Appearance:** TBD.**MANTICORE'S RAIDING PARTY**

The Manticore has a 4-man raiding party as part of its crew. When in action, they are vicious and cruel mercenaries. **Joachim Hartzler** is the de facto leader of the team (or so he believes), and is psychotic. **Ian Mackenzie** is a sadistic killer, preferring to kill with his knife whenever possible. **Michael Corbett** takes the murder and piracy as just business, with no emotion. **Ivar Sorenson** is a sad, angry man who doesn't know how to get out of his situation, and when he drinks his anger turns him into a mindless berserker.

JOACHIM HARTZLER, "THE BARON"Raider/Merc of the *Manticore*

Val	Char	Cost	Roll	Notes
15	STR	5	12-	3d6, Lift 200kg
14	DEX	12	12-	OCV: 5; DCV: 5
15	CON	10	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll: 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	3d6 PRE Attack
10	COM	0	11-	
5	PD	2		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
30	END	0		
27	STUN	0		
Total Characteristic Cost: 45				

Cost Powers**Martial Arts: Cinematic Brawling/ Streetfighting**

4 Punch/Backhand: +0 OCV, +2 DCV; STR +2d6 Strike

5 Smash: -2 OCV, +1 DCV; STR +4d6 Strike

4 Low Blow: -1 OCV, +1 DCV; 2d6NND(3)

4 Block: +2 OCV, +2 DCV; Block/Abort

3 Tackle: +0 OCV, -1 DCV; STR + v/5 Strike, both fall

Ex-Marine Captain

16 +2 CSLs with All Combat

3 Breakfall 12-

3 Demolitions 12-

2 KS: Marines 11-

2 KS: Paramilitary Operations 11-

2 PS: Marine 11-

2 Survival (Desert) 11-

3 Stealth 12-

2 Systems Operations (Communications) 12-

2 Tactics (Small Unit) +2; 14-

1 TF: Personal Use Craft

2 WF: Federation Advanced Small Arms

3 Climbing 12-

3 Concealment 12-

3 Stealth 12-

3 Tracking 12-

4 Environmental Movement: Zero Gravity

3 Bureaucrats 12-

3 Navigation (Land, Space) 12-

3 Interrogation 12-

52 Skill cost**Points Disadvantages (100 Base +50 Disads)**

15 TBD

5 TBD

Equipment Carried

Hand Phaser

Knife

Pocket Communicator

Background/History: TBD.
Personality/Motivation: TBD.
Quote: "TBD"
Power/Tactics: TBD.
Appearance: TBD.

IAN MACKENZIE, "MAC THE KNIFE"

Raider/Merc of the *Manticore*

Val	Char	Cost	Roll	Notes
15	STR	5	12-	3d6, Lift 200kg
15	DEX	15	12-	OCV: 5; DCV: 5
15	CON	10	12-	
11	BODY	2	11-	
11	INT	1	11-	PER Roll: 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	3d6 PRE Attack
10	COM	0	11-	
5	PD	2		
3	ED	0		
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
27	STUN	0		
				Total Characteristic Cost: 45

Cost Powers**Martial Arts: Cinematic Brawling/ Streetfighting**

TBD

Skill cost**Points Disadvantages (100 Base +50 Disads)**

15 TBD

5 TBD

Equipment Carried

Hand Phaser

Knife

Pocket Communicator

Background/History: TBD.
Personality/Motivation: TBD.
Quote: "TBD"
Power/Tactics: TBD.
Appearance: TBD.

MICHAEL CORBETT, "THE ENFORCER"

Raider/Merc of the *Manticore*

Val	Char	Cost	Roll	Notes
15	STR	5	12-	3d6, Lift 200kg
14	DEX	12	12-	OCV: 5; DCV: 5
15	CON	10	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll: 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	3d6 PRE Attack
10	COM	0	11-	
5	PD	2		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
30	END	0		
27	STUN	0		
Total Characteristic Cost: 45				

Cost Powers
Martial Arts: Cinematic Brawling/ Streetfighting
 TBD
Skill cost

Points	Disadvantages (100 Base +50 Disads)
15	TBD
5	TBD

Equipment Carried
 Hand Phaser
 Knife
 Pocket Communicator

Background/History: TBD.
Personality/Motivation: TBD.
Quote: "TBD"
Power/Tactics: TBD.
Appearance: TBD.

IVAR SORENSON, "THE BERSERKER"

Raider/Merc of the *Manticore*

Val	Char	Cost	Roll	Notes
15	STR	5	12-	3d6, Lift 200kg
14	DEX	12	12-	OCV: 5; DCV: 5
15	CON	10	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll: 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	3d6 PRE Attack
10	COM	0	11-	
5	PD	2		
3	ED	0		
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
30	END	0		
27	STUN	0		
Total Characteristic Cost: 45				

Cost Powers
Martial Arts: Cinematic Brawling/ Streetfighting
 TBD
Skill cost

Points	Disadvantages (100 Base +50 Disads)
15	TBD
5	TBD

Equipment Carried
 Hand Phaser
 Knife
 Pocket Communicator

Background/History: TBD.
Personality/Motivation: TBD.
Quote: "TBD"
Power/Tactics: TBD.
Appearance: TBD.

FASA CONVERTED CHARACTERS

These are the crew of the Starship Enterprise, converted from FASA. Since they're essentially conversions of conversions, you may disagree with the writeups, but it gives you an idea of the characters abilities and something to compare your own characters with.



KIRK, JAMES TIBERIUS

Val	Char	Cost	Roll	Notes
14	STR	4	12-	Lift 174.1kg; 2 1/2d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
11	EGO	2	11-	ECV: 4
19	PRE	9	13-	PRE Attack: 3 1/2d6
16	COM	3	12-	
4	PD	1		Total: 4 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
4	SPD	14		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
27	STUN	0		Total Characteristic Cost: 73

Movement: Running: 6"/12"
Leaping: 2"/4"
Swimming: 2"/4"

Martial Arts: Star Fleet Standard

Cost	Action	OCV	DCV	Effect
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm; 24 STR to Disarm
4	Dodge	--	+5	Dodge, Affects All Attacks, Abort
4	Escape	+0	+0	29 STR vs. Grabs
4	Strike	+0	+2	4 1/2d6 Strike
3	Throw	+0	+1	2 1/2d6 +v/5, Target Falls

Cost Powers

15 Luck 3d6

Perks

8 *StarFleet Rank: Captain*

Talents

12 Combat Luck (6 PD/6 ED)

Skills

- 5 Combat Piloting 13-
- 2 TF: Military Spacecraft
- 2 TF: Personal Use Spacecraft & Shuttlecraft
- 7 Navigation (WarpSpace, Space) 15-
- 3 SS: Astronomy 13-
- 3 SS: Physics 13-
- 4 AK: Federation Space 13-
- 8 Systems Operation (Communications Systems, Defense, Personnel and Cargo transporters, Photon Torpedos, Sensors) 13-
- 7 Electronics (Communications Systems, Computer Systems, Flight Control Systems, Sensor Systems) 8-
- 2 Tactics (Small Ground Unit (Squad)) 13-

- 9 Tactics (Small Starship Unit (Squadron)) 17-
- 1 WF: Vehicle Weapons (Starship Phasers)
- 4 WF: Small Arms, Advanced Small Arms
- 3 Bureaucratics 13-
- 6 KS: Federation Law 15-
- 4 KS: Federation History 13-
- 2 PS: Star Fleet Officer 11-
- 4 KS: Carousing 13-
- 2 Computer Programming (Data Mining and Retrieval) 13-
- 3 PS: Environmental Suits 12-
- 7 Gambling (Chess, Other 3D Chess, Poker) 15-
- 3 PS: Instructor 13-
- 1 Language: ORION (basic conversation)
- 7 PS: Leadership 17-
- 14 Persuasion (Debate, Mediation/Negotiation, Persuade/Convince) 17-
- 4 Weaponsmith (Advanced Small Arms (Phasers), Starship Phasers, Starship Torpedo Systems) 13-
- 8 Survival (Temperate/Subtropical, Desert, Mountain) 14-
- 3 SS: Human Psychology (Social Science) 13-
- 2 SS: Starship Engineering 11-
- 3 KS: Starship Security 13-
- 3 Streetwise 13-
- 3 SS: Warp Drive 13-
- 8 KS: Abraham Lincoln, Life and Times 17-
- 6 KS: American History 15-
- 9 +3 CSLs with Advanced Small Arms
- 15 +3 with HTH Combat
- 7 Breakfall 14-

Total Powers & Skill Cost: 240

Total Cost: 313

150+ Disadvantages

- 0 Normal Characteristic Maxima
- 20 Social Limitation: Subject to Orders (Very Frequently, Major)
- 5 Distinctive Features: Star Fleet Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 5 Reputation: Legendary Captain of USS Enterprise, 11- (Known Only To A Small Group)
- 10 Psychological Limitation: "Married To The Enterprise" (Common, Moderate)
- 123 Experience Points

Total Disadvantage Points: 40

SPOCK

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400.0kg; 4d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
16	CON	12	12-	
12	BODY	4	11-	
21	INT	12	13-	PER Roll 13-/14-
19	EGO	18	13-	ECV: 6
13	PRE	3	12-	PRE Attack: 2 1/2d6
14	COM	2	12-	
4	PD	0	Total: 4 PD (0 rPD)	
4	ED	1	Total: 4 ED (0 rED)	
3	SPD	5	Phases: 4, 8, 12	
7	REC	0		
32	END	0		
30	STUN	0	Total Characteristic Cost: 82	

Movement: Running: 6"/12"
Leaping: 4"/8"
Swimming: 2"/4"

Cost Powers

- END**
- 1 *Vulcan Longevity*: LS (Longevity 200 Years)
 - 2 *Vulcan Mental Conditioning*: Mental Defense (6 points total)
 - 2 *Vulcan Ears*: +1 PER with Hearing Group
 - 2 *Vulcan Eyes*: Sight Group Flash Defense (2 points)
 - 3 *Mind Over Body*: Healing BODY 2d6 (20 Active Points); Extra Time (20 Minutes, Character May Take No Other Actions, -2 3/4), 1 Charge (Once Per Day; -2), Concentration (0 DCV; -1/2) [1]
 - 21 *Vulcan Mind Touch*: Telepathy 2d6, Continuous (+1), Cumulative (96 points; +1 1/4) (32 Active Points); Concentration (0 DCV; While Establishing Contact; -1/2) 6
 - 16 *Vulcan Mind Meld*: Mind Control 2d6, Continuous (+1), Cumulative (96 points; +1 1/4) (32 Active Points); Concentration (0 DCV; While Establishing Contact; -1/2), Limited Power (Requires A Successful Mind Touch; -1/2) 6

Perks

- 7 *Star Fleet Rank: Commander*

Talents

- 3 *Vulcan Mental Discipline: Lightning Calculator*
- 3 *Vulcan Mental Discipline: Absolute Time Sense*
- 5 *Vulcan Mental Discipline: Eidetic Memory*
- 10 *Vulcan Mental Discipline: Multitasking*
- 19 *Vulcan Nerve Pinch* (HA 10d6 NND1, 1/2 END) 5

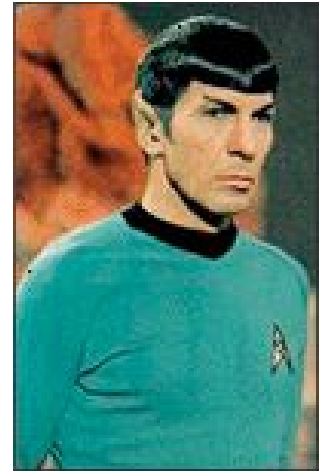
Skills

- 14 *Computer Programming* (Computer Applications, Hacking and Computer Security, Data Mining and Retrieval) 17-
- 7 *Deduction* 15-
- 4 *SS: Astronomy* (Space Science) 14-

- 4 *SS: Physics* (Physical Science) 14-
- 3 *SS: Ecology* (Life Science) 13-
- 3 *SS: Botany* (Life Science) 13-
- 3 *SS: Comparative Archaeology - Earth* (Social Science) 13-
- 3 *SS: Geology* (Planetary Science) 13-
- 3 *SS: Chemistry* (Physical Science) 13-
- 1 *SS: Psychology - Human* (Social Science) 8-
- 3 *SS: Zoology* (Life Science) 13-
- 3 *SS: Starship Engineering* 13-
- 10 *Systems Operation* (Communications Systems, Sensor Systems, Personnel and Cargo transporters, Photon Torpedoes) 15-
- 3 *Combat Piloting* 12-
- 3 *TF: Military Spacecraft, Personal Use* Spacecraft
- 3 *Navigation* (Space, WarpSpace) 13-
- 4 *WF: Advanced Small Arms, Vulcan* Martial Weapons
- 5 *Bureaucratics* 13-
- 4 *KS: Federation History* 13-
- 5 *KS: Federation Law* 14-
- 5 *PS: Star Fleet Officer* 14-
- 8 *Electronics* (Communications Systems, Computer Systems, Matter Transport/Transmutation Systems, Sensor Systems) 13-
- 3 *Mechanics* 13-
- 2 *Tactics* (Small Starship Unit (Squadron)) 13-
- 2 *PS: Environment Suits* 11-
- 3 *PS: Zero-G Ops* 12-
- 4 *Survival* (Desert, Mountain) 13-
- 3 *PS: Instructor* 12-
- 7 *Gambling* (Other 3D Chess) 16-
- 6 *PS: Musician* (Vulcan Lyr) 16-
- 5 *PS: Leadership* 14-
- 10 *Persuasion* (Debate, Mediation/Negotiation) 15-
- 4 *Language: English* (American) (completely fluent; literate)
- 4 *CuK: Human* (Earth) 13-
- 4 *KS: Earth History* 13-
- 3 *KS: Earth Artists* 12-
- 3 *KS: Earth Poetry* 12-
- 2 *KS: Earth Religious Literature* 11-
- 5 +1 with HTH Combat

Total Powers & Skill Cost: 265**Total Cost: 347****150+ Disadvantages**

- 0 *Normal Characteristic Maxima*
- 10 *Psychological Limitation: Bound By Logic, Has Difficulty Relating To Emotional Beings* (Common, Moderate)
- 5 *Reputation: Best First Officer In The Fleet, 11- (Known Only To A Small Group)*
- 20 *Social Limitation: Subject To Orders* (Very Frequently, Major)
- 5 *Distinctive Features: Star Fleet Uniform* (Easily Concealed; Noticed And Recognizable; Detectable By Commonly-used Senses)
- 157 *Experience Points*

Total Disadvantage Points: 40

**MCCOY, LEONARD**

Val	Char	Cost	Roll	Notes
11	STR	1	11-	Lift 114.9kg; 2d6; [1]
16	DEX	18	12-	OCV 5 DCV 5
11	CON	2	11-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
16	EGO	12	12-	ECV: 5
16	PRE	6	12-	PRE Attack: 3d6
14	COM	2	12-	
				Total: 2 PD (0 rPD)
				Total: 2 ED (0 rED)
				Phases: 4, 8, 12
2	PD	0		
2	ED	0		
3	SPD	4		
4	REC	0		
22	END	0		
22	STUN	0		
Total Characteristic Cost: 53				

10 Psychological Limitation: Code Against Killing (Common, Moderate)

15 Experience Points

Total Disadvantage Points: 160

Background/History: Divorced, has one daughter (Joanna)

Personality/Motivation: Country Doctor

Quote: "I'm a doctor, not a bricklayer!"

Powers/Tactics:

Campaign Use:

Appearance:

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 2"

Cost Perks

- 6 Fringe Benefit: Lieutenant Commander
- 1 Fringe Benefit: License to practice Medicine

Cost Skills

- 1 Computer Programming 8-
- 3 Deduction 13-
- 3 SS: Biology (Life Science) 13-
- 7 SS: Medicine - Human (Life Science) 17-
- 3 SS: Medicine - Vulcan (Life Science) 13-
- 1 SS: Astronomy (Space Science) 8-
- 3 SS: Botany (Life Science) 13-
- 3 SS: Zoology (Life Science) 13-
- 3 SS: Psychology - Human (Social Science) 13-
- 3 SS: Psychology - Vulcan (Social Science) 13-
- 3 SS: Chemistry (Physical Science) 13-
- 3 SS: Ecology (Life Science) 13-
- 11 Paramedics - Human 17-
- 5 Paramedics - Vulcan 14-
- 11 Systems Operation (Environmental Systems, Medical Systems, Sensor Systems, Personnel and Cargo transporters) 15-
- 2 TF: Personal Use Spacecraft & Shuttlecraft
- 2 WF: Advanced Small Arms
- 3 Bureaucratics 12-
- 3 KS: Federation Law 12-
- 3 KS: Federation History 12-
- 2 PS: Star Fleet Officer 11-
- 3 PS: Instructor 12-
- 3 KS: Carousing 12-
- 2 PS: Environmental Suit Op 11-
- 3 Language: Latin (fluent conversation; literate)
- 2 Electronics (Medical Systems) 13-
- 4 Persuasion (Mediation/Negotiation) 13-
- 3 Streetwise 12-
- 2 Survival (Temperate/Subtropical) 13-

Total Powers & Skill Cost: 107

Total Cost: 160

100+ Disadvantages

- 0 Normal Characteristic Maxima
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 5 Distinctive Features: Star Fleet Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 10 Social Limitation: Hippocratic Oath (Occasionally, Major)

SULU, HIKARU W.

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 151.6kg; 2 1/2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
13	CON	6	12-	
10	BODY	0	11-	
16	INT	6	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
16	PRE	6	12-	PRE Attack: 3d6
14	COM	2	12-	
3	PD	0		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	2		Phases: 4, 8, 12
6	REC	0		
26	END	0		
24	STUN	0		Total Characteristic Cost: 51

Movement: Running: 6"/12"
Leaping: 2"/4"
Swimming: 2"/4"

Star Fleet Training

Cost	Maneuver	OCV	DCV	Notes
4	Martial Block	+2	+2	Block, Abort
4	Martial Strike	+0	+2	4 1/2d6 Strike
3	Martial Throw	+0	+1	2 1/2d6 +v/5, Target Falls

Fencing

Cost	Maneuver	OCV	DCV	Notes
4	Sacrifice Lunge	+2	-2	Weapon +v/5; FMove
4	Counterstrike	+2	+2	Weapon +2 DC Strike, Must Follow Block
4	Fast Strike	+2	+0	Weapon +2 DC Strike

Cost Perks

5 Fringe Benefit: Lieutenant

Cost Skills

- 9 Combat Piloting 16-
- 2 TF: Military Spacecraft
- 2 TF: Personal Use Spacecraft & Shuttlecraft
- 9 Navigation (Space, Warp space) 15-
- 4 SS: Astronomy 13-
- 3 SS: Physics 12-
- 3 SS: Starship Engineering 12-
- 6 SS: Botany (Life Science) 15-
- 5 AK: Federation Space 14-
- 10 Systems Operation (Communications Systems, Defense, Personnel and Cargo transporters, Photon Torpedos, Sensors) 13-
- 9 Electronics (Communications Systems, Computer Systems, Flight Control Systems, Sensor Systems, Deflector Screens/Shields) 12-
- 4 Weaponsmith (Starship Phasers) 13-
- 5 Tactics (Small Starship Unit (Squadron)) 14-
- 1 WF: Vehicle Weapons (Starship Phasers)
- 4 WF: Advanced Small Arms, Blades, Handguns
- 3 Bureaucrats 12-
- 2 KS: Federation Law 11-
- 2 KS: Federation History 11-
- 2 PS: Star Fleet Officer 11-
- 2 PS: Instructor 11-
- 3 PS: Leadership 12-
- 3 KS: Carousing 12-
- 3 Streetwise 12-
- 7 KS: Ancient Earth Firearms 16-
- 9 +3 with Advanced Small Arms
- 6 +2 with Archaic Pistols
- 9 +3 with Fencing

Total Powers & Skill Cost: 155

Total Cost: 206

100+ Disadvantages

- 0 Normal Characteristic Maxima
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 5 Distinctive Features: Star Fleet Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 81 Experience Points

Total Disadvantage Points: 25

Background/History:

Personality/Motivation:

Quote:

Powers/Tactics:

Campaign Use:

Appearance:

